READ ME FIRST!

Ultima™

COLLECTION
REFERENCE CARD

Table of Contents

Documentation is provided on-disc. For instructions on how to view the
electronic documentation, please see p. 6 of this booklet.

System Requirements

Computer. The *Ultima Collection* requires at least an Intel 486/33 or 100% compatible system.

Video Card. At least VGA (256 colors) is required.

Hard Drive. You must have a minimum of 28 MB free on your hard drive to install and play this game. (Up to 10 MB additional space is required for saved games.)

CD-ROM Drive. You must have a CD-ROM drive in order to install the games.

Mouse. The *Ultima Collection* requires a Microsoft or 100% compatible mouse using Microsoft software driver version 7.0 or higher or 100% compatible software driver.

Memory Requirements

Ultima I - VI require 530K of free conventional memory to run.

Ultima VII requires 548K of free conventional memory and 2048K of free XMS memory to run.

Serpent Isle requires 573K of free conventional memory and 2048K of free XMS memory to run.

(Note. *Ultima VII* and *Serpent Isle* will not run if you have an expanded (EMS) memory manager, such as EMM386.EXE, running.)

Ultima VIII requires 390K free conventional memory and 2048K free XMS memory. You will need at least 4 MB of RAM to run *Ultima VIII*.

To find out how much conventional, XMS or EMS memory you have available:

From the DOS prompt, type: MEM [Enter].

When the memory information is displayed on the screen, look for the following:

LARGEST EXECUTABLE PROGRAM SIZE — This number indicates how much DOS conventional memory is available.

TOTAL EXTENDED (XMS) or TOTAL CONTIGUOUS EXTENDED — This is the amount of extended memory in your computer.

(If you are unsure about any details regarding the different types of memory, consult your DOS manual.)

Welcome to the *Ultima Collection*. This guide begins with installation instructions for people who are about to play the games for the first time. To avoid compatibility or memory problems, please take a moment to confirm that your machine matches the system requirements. The basic system requirements are listed on the bottom of the *Ultima Collection* box. A detailed list of system requirements and recommendations are in **System Requirements**, p. 2.

Note: Disk compression of any kind will result in substantially increased load times. We cannot guarantee the compatibility of our games with disk compression utilities (such as *DBLSpace*, etc.). For better performance, use a drive without disk compression.

Ultima I - VI, Akalabeth

These *Ultima* games are native to DOS. They should be playable out of *Windows 95/98* if the *Windows 95/98* install program is used. If you have any problems running these games in *Windows 95/98*, see p. 17.

Ultima VII, Serpent Isle, Ultima VIII

These *Ultima* games are native to DOS. On *Windows 95/98* systems the above games must run out of a specially configured DOS Reboot. The install routine for these games will create a shortcut that should reboot most *Windows 95/98* systems to the correct configuration. If you have any problems running these games from the *Windows 95/98* shortcut, see p. 13.

Important! Be sure to save and close all *Windows 95/98* programs before starting these games. The shortcut for these games will reboot your system!

If You're Using Windows 95/98

Quick Install

1. Turn on your computer and wait for *Windows* to load.
2. For useful prep suggestions, see **Windows 95/98 Installation Prep** (next page).
3. Insert the *Ultima Collection* disc into the CD-ROM drive.
4. The Windows Autorun menu will appear.
    (If nothing happens when you insert the CD, you can manually activate the autorun program by double-left-clicking on My Computer and then double-left-clicking on the CD-ROM drive icon.)
5. Click on *Proceed,* then click on *Install*.
6-11. Follow the on-screen instructions. For more explanation, see **Installation Details**, p. 4.

To run the games, open the *Start* menu, click on *Programs*, then *Ultima Collection*, then click on the game you wish to play.

Windows 95/98 Installation Prep

README.TXT File

To view an important text file that contains last-minute changes in the game or documentation, refer to the README.TXT file.

1. Insert the *Ultima Collection* disc into your CD-ROM drive. The Autorun menu appears. (If nothing happens when you insert the CD, you can manually activate the autorun program by double-left-clicking on My Computer and then double-left-clicking on the CD-ROM drive icon.)

2. Click **README**. The README.TXT file appears.

You can print this file by selecting *Print* from the *File* menu at the top of the text window.

Pre-Installation Procedures

Before installing any piece of software, it is critical that your hard drive be in proper working order. *Windows 95/98* provides the disk tools SCANDISK and DEFRAG to ensure this is working correctly.

- **First you should run SCANDISK.** To activate SCANDISK, left-click on the **START** button. Move the mouse up and highlight *Programs*. From *Programs* a new menu will come up. In that menu select *Accessories* (usually at the top). Yet another menu will come up — within that menu select *System Tools*. Highlight *ScanDisk*, left-click on it and a menu will pop up. Once activated, make sure there is a check mark in the *Automatically Fix Errors* box and select the hard drive to which you are installing your *Ultima* games (i.e., if you are installing the game on drive C:, make sure C: is high-lighted). Once everything is set up correctly, click **START** to have the program scan the drive and correct any errors.

- **Next, run DEFRAG.** In order to activate DEFRAG, go to *System Tools* (as in previous step). Highlight and click on *Disk Defragmenter* and a menu will come up. As with SCANDISK, select the drive to which you are installing your *Ultima* games and left-click **OK**.

The Windows Gateway

To install an *Ultima* game, begin with the Step 1-4 instructions on page 2. Once you've done so, the Gateway menu appears with the following options:

Proceed	Proceed to the installation Main Menu.
Register	Register your game electronically.
Support	View help information and Install DirectX6.1.
Hot Titles!	Install an electronic catalog of exciting EA products.
ReadMe	View the game's ReadMe file for more information.
Play	View instructions on how to start the games.
Quit	Quit the Gateway program.

The rest of this section gives more detailed explanations for the subsequent on-screen instructions.

The *Ultima Collection* Install Wizard is a series of screens that will walk you through the install process. From any screen you can go forward to the next or back to the previous screen.

6. The *Ultima Collection* Gateway requires Microsoft *ActiveMovie* to play the movies included on the CD. If you do not have *ActiveMovie* installed, it will install at this time. (*Note* — *ActiveMovie* is not necessary to play the actual games. You only need it to view interviews and movies on the CD.) You'll be prompted to accept the *ActiveMovie* license agreement before installation can proceed.

7. The first screen in the install routine is a recommendation to close all other programs before installing any *Ultima* games, plus copyright information. Read this information, then click **Next**.

8. The next screen allows you to select a folder in which to install your *Ultima* games. You may use the default folder or click **Browse** to designate a custom folder to install to.

9. This screen allows you to select which of the games on the CD you will install to your hard drive. The 10 choices are *Ultima* 1 through 8, *Ultima* 7.5 (*Serpent Isle*) and *Akalabeth* (Richard Garriott's first published game and the unofficial "prequel" to the *Ultima* series). Installing all the games at once to your hard drive requires 80 MB of storage.

10. The last screen allows you to select the program folder to hold your *Ultima* icons.

11. The Install Wizard closes, leaving the program folder with the shortcut icons open on your desktop. At this time you may drag any shortcut icon from the folder onto the desktop itself. Clicking on these icons will allow you to start the game directly from your desktop.

The Main Menu

In addition to the Install button, the Main Menu screen also contains several other buttons providing useful functions and important information.

Lord British Interviews. Interviews with Richard Garriott — Lord British — the creator of the *Ultima* series. Includes history of the *Ultima* series, as well as a preview of the forthcoming *Ultima: Ascension*.

Product Previews/Demos. Links to multimedia previews and interactive demos of other ORIGIN and Electronic Arts games.

✔ Note: Game Demos require that DirectX be installed on your system in order to run. To install DirextX6.1 from the game CD, click Support from the inital Gateway menu, click DirectX6.1, then click Install DirectX6.1.

Web Site. If you have an active Internet connection, this button will take you directly to ORIGIN's official website.

Help / Credits. View additional information and the *Ultima Collection* credits.

Uninstall. Remove installed *Ultima Collection* games from your system. When you select Uninstall, it will remove all installed *Ultima Collection* games.

Exit. Closes the *Windows* Gateway.

For more info on the Gateway, see the README.TXT file.

Online Documentation

Complete documentation for each of the games in the *Ultima Collection* — including instructions, background fiction and information, and solutions — can be found on your *Ultima Collection* CD in the DOCS directory. Documentation for each game can be found in three formats.

.doc — These files can be read in *MS Word* and other word processors (and from text readers specifically designed for this format).

.txt — These files can be read from any word processor or text reader. .txt files do not include formatting or graphics.

WinHelp — Can be easily viewed on the *Windows 95/98* Desktop. WinHelp docs include full-color graphics. A shortcut to these files is included in the program group icons created during installation. The CD must be inserted in order to use this shortcut to read these files. You can also open the DOCS folder of your CD and click on a book icon to read a WinHelp document.

Using the Help File — Each help file branches from a main page. From this main page you can choose to view any of the documentation included with the original game, plus some new material. As you go to each section, use the >> button to move forward a page and the << button to move back to the previous page. You can return to the main page at any time by clicking the **Home** button. When viewing the maps, click on the overview map for a larger view of a specific section. Click anywhere on the enlarged image to return to the overview map. To look up a specific entry, click the **Index/Help Topics** button. This will allow you to search the document for the keywords.

For your convenience, a printed quick reference guide to each game can be found in this install guide, beginning on p. 23.

If You're Using MS-DOS

1.　Turn on your computer and wait for the DOS prompt (C:\>). Some machines boot directly to *Windows* or another shell program. Be sure to exit *Windows* (or other shell program), and install directly from the DOS prompt.

2.　For useful preparatory suggestions, see **MS-DOS Installation Prep**, p. 7.

3.　Insert the *Ultima Collection* disc into the CD-ROM drive.

4.　Type the name of your CD-ROM drive (usually D:), then press Enter.

5.　Type INSTALL <CD drive> <hard drive> <directory> and press Enter.

　　For example, if your CD-ROM drive is D: and you wish to install to your C: drive type INSTALL D: C:. The directory is optional, but may be specified if you don't want to use the default directory C:\UC.

6.　Follow the on-screen instructions. For more explanation, see **Sound Card Configuration**, p. 15.

To run the games, go to the *Ultima Collection* directory (C:\UC if you installed to the default) and type:

AKALABET\AK to begin *Akalabeth*	ULTIMA4\ULTIMA to begin *Ultima IV*	SI to begin *Ultima VII, Part 2:*
ULTIMA1\ULTIMA to begin *Ultima I*	ULTIMA5\ULTIMA to begin *Ultima V*	*Serpent Isle*
ULTIMA2\ULTIMAII to begin *Ultima II*	ULTIMA6\ULTIMA6 to begin *Ultima VI*	U8 to begin *Ultima VIII*
ULTIMA3\ULTIMA to begin *Ultima III*	U7 to begin *Ultima VII*	

MS-DOS Installation Prep

You will need 300K (307,200 bytes) of conventional memory to run the *Ultima Collection* install program. If you do not have 300K free, make a boot disk before you install. The *Ultima Collection* comes with a boot disk creation program — see **Boot Disk Maker**, p. 9.

README.TXT File

To view an important text file that contains last-minute changes in the game or documentation, refer to the README.TXT file.

1.　Insert the **Ultima Collection** disc into your CD-ROM drive.

2.　Go to your CD-ROM drive prompt (usually D:\) and type EDIT README.TXT Enter.

3.　To print this file, type COPY README.TXT /PRN at the CD-ROM drive prompt.

Pre-Installation Procedures

IMPORTANT: Before installing any piece of software, it is critical that your hard drive be in proper working order. Failure to verify this may result in corrupt data. Follow these steps if you do not have *Windows 95/98* installed.

If you are using DOS version 6.2 or later, it is extremely easy to verify your drive's condition with a few simple commands. (Caution: Do not run DOS **DEFRAG** in *Windows 95/98*.) To check which version you are running, see the next page.

To check which version you are running:

1.   Type VER (Enter) from your C: prompt (C:\>).

The DOS version you currently have installed will be displayed on the screen. If it says MS-DOS VER-SION 6.2, or any version later than that, follow the instructions below. If you are using DOS version 6.0 or earlier, or are unable to use the commands in Steps 2 and 3, you may need to use other utilities (such as Norton Utilities or Central Point Tools) to check your drive's condition. DOS 5.0 users can use *CHKDSK* to check the condition of their hard drive.

2.   Type SCANDISK C: (Enter) from your C: prompt.

This determines if your drive is in good repair. If any damage is found, you should repair it before continuing. Follow the instructions in your DOS manual.

3.   Type DEFRAG C: /F (Enter) from your C: prompt.

This runs a complete defragmentation of your hard drive to ensure all of your data is sorted properly. It also optimizes your system for faster load and access times.

Boot Disks

To ensure maximum performance from your *Ultima* games, it is recommended that you create a boot disk that will optimize your computer specifically for installing and running the games when you boot with the disk. If you are experiencing problems installing and/or running an *Ultima* game or do not have enough free memory, try creating a boot disk. The *Ultima Collection* comes with a boot disk maker that will do this for you (see **Boot Disk Maker**, p. 9).

Checking Out the Foundation

If you've got a computer that meets the specifications printed on the bottom edge of the box, you should be able to run the game. First, make sure your computer has everything you need.

1.   Type VER (Enter) at the DOS prompt (C:\>).

The line MS-DOS VERSION 6.0 (or any other version as long as it is 5.0 or later) should appear. If it does, so far so good. If it gives a version number less than 5.0, you won't be able to run the game. If you have an earlier version of DOS, you will have to upgrade before you can play the *Ultima Collection* games.

2.   Type MEM (Enter).

This checks to see if you have enough memory. (See **Memory Requirements**, p. 2, for details.)

3.   Check that you have a 100% compatible mouse driver.

If you don't know what driver you have, check the documents or README.TXT file that came with your mouse software. Look for a statement resembling "Microsoft ® mouse driver (or software) version ..." If the number given is 7.0 or higher, your mouse is 100% compatible.

4.   Check that you have a 100% compatible sound card. (See **System Requirements**, p. 2.)

Boot Disk Maker

The *Ultima Collection* comes with a program that will create a boot disk for you that will allow you to play *Ultima VII, VII Part 2* and *VIII*. This program will not work with all machines — for example, it is looking for DOS CONFIG.SYS and AUTOEXEC.BAT files and DOS CD-ROM drivers, which some *Windows 95/98* machines may not have. If this program fails to run on your system, it does not mean that there is a problem with your system, it simply means that the boot disk creation program could not find the files it needed to create a disk. See **If the Boot Disk Maker Doesn't Work**, next page.

To start the boot disk maker:

1.   Go to your CD-ROM drive prompt (usually D:\>).

2.   Type BOOTDISK (Enter).

3.   Place a high-density disk in drive A: when the program prompts you.

Note: Low-density disks. If you see the message "invalid media or track 0 bad — disk unusable," you may be using a low-density disk. If you do not have a high-density disk, you must format the boot disk manually and then type BOOTDISK-S (Enter) to transfer the system files to the disk and create configuration files. If you already have your system files on a low-density disk, and just need the boot disk maker to create the configuration files, type BOOTDISK-N (Enter).

The boot disk maker will examine your computer's configuration files, format the disk and copy the system files onto disk, creating the boot disk.

The program has the ability to detect certain system components which are needed to run the game. The boot disk maker will inform you if it can't detect your CD-ROM driver, mouse driver or sound card.

On completion, you'll be informed whether the boot disk was created successfully. If the boot disk maker was unsuccessful, see **If the Boot Disk Maker Doesn't Work,** next page.

To use your new boot disk:

1.   Restart your computer with the boot disk in the A: drive.

2.   To re-enter the installation program, go to your CD-ROM drive (usually D:) and type INSTALL <CD drive> <hard drive> <directory> and press (Enter).

For example, if your CD-ROM drive is D: and you wish to install to your C: drive type INSTALL D: C:. The directory is optional, but may be specified if you do not wish to use the default directory of C:\UC.

To return to the game, go to your game directory (C:\UC if you installed to the default directory) and type U7 to play *Ultima VII*, SI to play *Serpent Isle*, or U8 to play *Ultima VIII*.

Note: When you use the boot disk to run the game, make sure the boot disk is in the A: drive when you restart your computer. After you are finished playing, remove the boot disk from the A: drive and restart the computer. Your computer returns to its original configuration.

If the Boot Disk Maker Doesn't Work

After the boot disk is made, a series of messages will appear. If the boot disk was made successfully, you will see the message: "Boot disk looks OK ..." If you see this, you should be able to use the boot disk to run the game (See **To use your new boot disk** on the previous page.)

You may receive a message from the boot disk maker: "Boot disk looks like it may not work ..." and error messages explaining why. If you are trying to run the game in DOS, see the section below for an explanation of the error messages and how to fix them.

Error Messages

Below is a list of possible error messages and what they mean.

"Possibly missing CD-ROM driver line in CONFIG.SYS"

This generally means your CD-ROM drive is not configured correctly for DOS. Contact your computer manufacturer for help configuring your CD-ROM for DOS mode. This line is only needed to install the games. Once the games are installed, it is no longer necessary.

"Missing SET BLASTER line — may have problems with sound"

Most sound cards on the market use the "SET BLASTER" line in the AUTOEXEC.BAT as a means of configuring and/or identifying themselves.

If this line is not found in the AUTOEXEC.BAT, you may not have sound while in DOS mode. If you do not have sound, or receive an error message relating to sound, your card may not be correctly configured for DOS. Contact your computer manufacturer for help.

"Possibly missing mouse driver"

The boot disk maker has not found a mouse driver in your CONFIG.SYS or AUTOEXEC.BAT. You may be loading a driver for *Windows*, but the boot disk maker did not detect one for DOS. Contact your hardware manufacturer to get a DOS driver for your mouse.

Editing Your Boot Disk

It is recommended that you use the **Boot Disk Maker** to create your boot disk (see p. 9). This will give you a good place to start — if you have problems with the boot disk or want to change something, you can then edit the boot disk that the boot disk maker made.

Editing Your CONFIG.SYS

Go to the C:\> prompt and type EDIT A:\CONFIG.SYS Enter. This will pull up your CONFIG.SYS in an editor screen where you can change it.

You need at least five lines in your boot disk's CONFIG.SYS file. The lines below should be similar to the lines in your file; they don't have to be exact, but you should recognize them as similar.

> DEVICE=C:\DOS\HIMEM.SYS
>
> DOS=HIGH
>
> FILES=40
>
> BUFFERS=25
>
> SHELL=C:\DOS\COMMAND.COM C:\DOS /P

If you don't have lines that look like this, run the **Boot Disk Maker** (p. 9). It will automatically insert the appropriate lines for you.

You may also see a mouse driver line (look for the word "mouse") and a CD-ROM driver line (look for the letter D: and a device name). You shouldn't have to change these lines (though you will probably want to remove the CD-ROM line after the games are installed, to free up more memory).

You may also have a sound card driver line or lines. See the README.TXT file for sample lines for the sound cards that *Ultima* supports. No modification of these lines is usually necessary.

There are several lines you should remove from your boot disk. If you see a line that resembles one of the following lines, remove it. Remove the entire line — there may be additional info on the line, which you should also remove.

> DEVICE=C:\DOS\EMM386.EXE
>
> DEVICE=C:\QEMM\QEMM386.SYS
>
> DEVICE=C:\DOS\SHARE.EXE
>
> DEVICE=C:\DOS\POWER.EXE
>
> DEVICE=C:\WINDOWS\IFSHLP.SYS

Exit and save your CONFIG.SYS by pressing Alt F, then X, then Y.

Editing Your AUTOEXEC.BAT

Go to the C:\> prompt and type EDIT A:\AUTOEXEC.BAT [Enter]. This will pull up your AUTOEXEC.BAT in an editor screen where you can change it.

You will need at least three lines in your AUTOEXEC.BAT file. The lines below should be similar to three of the lines in this file. The lines don't have to be exact matches, but you should recognize them as similar.

```
PROMPT $P$G
PATH=C:\DOS; ...
C:
```

If you don't have lines that look like this, run the boot disk maker. It will automatically insert the appropriate lines for you.

You may see a CD-ROM driver line as well — look for a line beginning with C:\DOS\MSCDEX.EXE or something similar. (Once the games are installed, you may want to remove this line to free up more memory.) You may also see a mouse driver line (look for the word "mouse"). No modification to these lines should be necessary.

You may also have a sound card driver line or lines. See the README.TXT file for sample lines for the sound cards that *Ultima* supports.

There are several lines you should remove from your boot disk. If you see a line that resembles one of the following lines, remove it. Remove the entire line — there may be additional info on the line, which you should also remove.

```
C:\COREL\CORELCDX.EXE /D: E
C:\DOS\SHARE.EXE
C:\DOS\POWER.EXE
WIN
```

Exit and save this file by pressing [Alt][F], then [X], then [Y]. You're done! Reboot your computer with the boot disk in drive A: to play the game.

Note: If your boot disk doesn't work, please see **Troubleshooting**, p. 17.

Editing Your Shortcut

While the earlier games in the *Ultima Collection* can be played out of a DOS window in *Windows 95/98*, *Ultima VII*, *Serpent Isle* and *Ultima VIII* must be run from a specially configured DOS reboot. The *Windows* Gateway install feature (see **If You're Using *Windows* 95/98**, p. 3) will create a shortcut that should reboot most *Windows 95/98* systems into a configuration where these three games can be played. However if this does not work on your system for any reason you can still create a shortcut by hand.

First, reboot your computer to DOS by clicking on **Start, Shut Down, Restart the computer in MS-DOS mode**.

Next, create a boot disk using the **Boot Disk Maker** as described on p. 9.

You should now be able to install and play the games using the boot disk to boot your computer directly to DOS. However, you may also configure a *Windows 95/98* shortcut to allow you to more easily move between *Windows 95/98* and your *Ultima Collection* games. To create a shortcut, follow the steps below.

1. Start *Windows 95/98*.
2. Place the mouse cursor on an empty part of your desktop (i.e., not over an icon) and right-click.
3. Highlight *New*, then left-click on *Shortcut*.
4. In the box beneath *Command Line*, type C:\COMMAND.COM. Left-click *Next*.
5. In the box beneath *Select a Name for the Shortcut*, type a name for your shortcut (such as "Ultima") and left-click *Finish*.
6. Now you need to edit the shortcut so that it will run the game in DOS. Right-click once on the shortcut icon.
7. Left-click on *Properties*, then left-click on the *Program* tab at the top.
8. If the box next to *Close on exit* is empty, left-click on it. Make sure there is a check mark in this box.
9. Left-click on the **ADVANCED** button. The Advanced Program Settings screen appears.
10. Left-click in the box next to *MS-DOS mode*. Make sure there is a check mark in this box.
11. Left-click the circle next to **Specify a new MS-DOS configuration**. Make sure a dot appears in this circle.

    Two windows open up — one labeled CONFIG.SYS for MS-DOS mode and one labeled AUTOEXEC.BAT for MS-DOS mode. These are the two windows in which you will create a "boot disk" which runs *Ultima* directly in DOS.

12. Right-click inside the CONFIG.SYS for MS-DOS mode window. Highlight *Select All*, left-click and then press [Del]. Do the same for the AUTOEXEC.BAT for MS-DOS mode window.

    The text in these windows is a copy of a *Windows 95/98* boot. You will be replacing this with the

DOS boot created by the boot disk maker. Modifying or deleting this text has no effect on the files your system normally uses to boot up.

13. Leave the Advanced Program Settings window open, and open Notepad. (Left-click the START button. Highlight **Programs**, and then **Accessories**. Left-click on **Notepad**.)

14. Open the CONFIG.SYS on the boot disk you created earlier.
    A. With the *Ultima* boot disk in your A: drive, left-click on *File*, and then on *Open*.
    B. Type A:\CONFIG.SYS in the box under *File Name*.
    C. Left-click on the **OPEN** button.

15. Copy this file to the CONFIG.SYS window inside the Advanced Program Settings screen where you are setting up your shortcut.
    A. Left-click *Edit*, and highlight *Select All*.
    B. Press [Ctrl][C] to copy the contents of the file.
    C. Left-click on the "-" button to minimize Notepad.
    D. Click anywhere on the Advanced Program Settings window to return to it.
    E. Left-click inside the CONFIG.SYS for MS-DOS mode window.
    F. Press [Ctrl][V] to paste the file contents into the window.

16. Open Notepad again. (Look on the tool bar at the bottom of your screen for a **CONFIG.SYS — NOTEPAD** button. Left-click on this button. If you don't see this button, use the instructions in step 14 to open Notepad.)

17. Open the AUTOEXEC.BAT on the boot disk you created earlier.
    A. With the boot disk in your A: drive, left-click on *File*, then on *Open*.
    B. Type A:\AUTOEXEC.BAT in the box under *File Name*.
    C. Left-click *Open*.

18. Copy this file to the AUTOEXEC.BAT window inside the Advanced Program Settings screen where you are setting up your shortcut.
    A. Left-click on *Edit* and highlight *Select All*.
    B. Press [Ctrl][C] to copy the contents of the screen.
    C. Left-click on the "X" button to close Notepad. (Press [N] if you are prompted to save changes to the files you were editing.)
    D. Click anywhere on the Advanced Program Settings window to return to it.
    E. Left-click inside the AUTOEXEC.BAT for MS-DOS mode window.
    F. Press [Ctrl][V] to paste the Notepad contents into the window.

19. Left-click **OK**.

20. To give your shortcut the *Ultima* icon that comes with the game, left-click *Change Icon* ... and then *Browse* ...

21. Left-click on your CD-ROM drive icon, and look for the Ultima icon (**ULTIMA.ICO**). Double-left-click on this icon, then click **OK**. This places your new *Ultima* shortcut icon on your desktop.

22. Double-left-click your new *Ultima* shortcut icon to reboot to DOS.

If you've set up the Shortcut correctly, your machine will reboot to a C:\> prompt. If you receive an error message, or the machine returns to *Windows*, double-check the lines in the CONFIG.SYS for MS-DOS mode and AUTOEXEC.BAT for MS-DOS mode windows in the Advanced Program Settings screen.

To run a game, go to the *Ultima Collection* directory (CD\UC if you installed to the default directory) and type U7 to play *Ultima VII*, SI to play *Serpent Isle*, or U8 to play *Ultima VIII*. To return to *Windows 95/98*, type EXIT.

Sound Card Configuration

Ultima VI, *Ultima VII*, *Serpent Isle* and *Ultima VIII* include sound card configuration as part of their normal install routine.

Note: *Akalabeth* and *Ultima* I - V use the PC speaker for sound. Many current multimedia PCs do not include a PC speaker. If you do not have a PC speaker you cannot hear sound effects in these games.

In order for your sound card to work in *Ultima VII*, *Serpent Isle* or *Ultima VIII*, you must have the correct DOS drivers loaded in your shortcut/boot disk. Sound cards use separate drivers for *Windows 95/98* and DOS. Your sound card must also be 100% Sound Blaster compatible. Refer to your sound card manufacturer for information on how to set up your sound card as Sound Blaster compatible in DOS. The README.TXT file lists sound card lines for many common sound cards.

Ultima VI

Ultima VI is set up to use the AdLib music system for music by default. If you are having problems with the music, go to the *Ultima VI* directory and run INSTALL.EXE. You are then asked to make the following choices:

You will be prompted whether you're installing to a hard or floppy drive. Select *Hard Drive*.

You will be prompted to confirm the hard drive to which you are installing (usually C:\).

You will be given a list of graphics options. Select #5 — VGA.

You will be asked if you have a Microsoft Compatible Mouse.

You will be asked to select the sound card for music. Note that many current-model multimedia PCs no longer include a PC speaker (using external speakers instead). If your computer does not have a PC speaker you will not be able to hear the sounds or music in the game. Select 0 — None.

You will be given a choice between three options.

- Start a new character and save these options (use this choice on first installation).
- Save these options and keep your current character (use this choice if you are reconfiguring your game, but have a saved game you wish to keep).
- Cancel (cancels current configuration).

Ultima VII & Serpent Isle

When the **Ultima VII** and **Serpent Isle** files are copied, or the first time you run the game, you will be presented with the following choices:

You will be given a choice to press any key to continue or Esc to abort configuration.

You will be prompted to select your sound card.

You will be prompted to select an I/O address, IRQ and DMA numbers for your sound card.

NOTE: On most current computers the default IRQ is 5, not 7 as indicated on the configuration screen.

You will be given an option to make a bootable floppy disk from which to run the game.

Ultima VIII

When the **Ultima VIII** files are copied, you will see a menu with the following choices.

Abort Installation

(Quit the installation routine without configuring the game.)

Change Destination Path

(Select a new location to install to. This is not necessary if you used either the DOS or *Windows* 95/98 installation routines included on the *Ultima Collection* CD.)

Change Sound Card Configuration

You will be prompted to select and configure your sound card.

Change Music Configuration

You will be prompted to select and configure your music card.

Install

(Save current configuration.)

Troubleshooting

Gateway

Q: When I click on a button to view a movie, nothing happens. Why not?

A: The gateway requires Microsoft's *ActiveMovie* to be installed in order to play the movies. To install *ActiveMovie*, go to the DATA directory on the CD-ROM and run AMOVIE.EXE.

Audio

Ultima VI, Ultima VII, Serpent Isle, Ultima VIII

Q: I have a supported sound card or 100% compatible but I am not getting any sound while playing Ultima.

A1: Make sure you have all of the necessary sound lines for your sound card loading in the CONFIG.SYS and AUTOEXEC.BAT of your boot disk or shortcut. Refer to your sound card documentation to determine which lines are necessary for the card to work correctly. Refer to the README.TXT file for a list of sound lines for common sound cards.

A2: If your card is one of the supported cards listed in the install program, make sure you disable any emulation software you may have running. The *Ultima* games provide native support for these cards.

Q: I have loaded all the correct sound lines and still get an error when I run Ultima.

A: The *Ultima* games can only provide reliable support for those cards listed on the box and in the installation program. Other sound cards may load software that is not compatible. Consult your sound card manufacturer for more information and the latest software drivers.

Mouse

Ultima VI, Ultima VII, Serpent Isle, Ultima VIII

Q1: When I run Ultima VIII, *I get the error message: "No mouse installed, please install a mouse and try again."*

Q2: My mouse isn't working on Ultima VI, VII, *or* Serpent Isle. *Why not?*

A1: Make sure your mouse is plugged in and connected to the correct serial port, and that your driver software is loaded.

A2: You may not be loading a DOS-based mouse driver in your AUTOEXEC.BAT or CONFIG.SYS. *Ultima* only recognizes DOS-based drivers. Some multi-tasking environments (such as *Windows 95/98*) load their own mouse drivers, which are not compatible with *Ultima*. If you are trying to run under *Windows*, try making a boot disk to run the game in DOS instead (see **Boot Disk Maker**, p. 9). If you are attempting to run the game with a boot disk, consult the manual that came with your mouse, or contact your hardware manufacturer to get a DOS-based Microsoft mouse driver (v. 7.0 or higher).

A3: Your mouse may not be 100% compatible. You need to find and load a DOS-based Microsoft mouse driver version 7.0 or higher.

Lock-Up

Ultima VII, Serpent Isle, Ultima VIII

Q: *The game locks up when I start to play it.*

A1: The sound card may not be configured correctly in the game. Check your sound card settings and run INSTALL from the game directory in DOS.

A2: The sound card may not be configured correctly in DOS. Check with your manufacturer to make sure all the appropriate lines are present in the CONFIG.SYS and AUTOEXEC.BAT files. See **Sound Card Configuration**, p. 15.

"Game Runs Too Fast"

Q: *The game runs too fast and/or occasionally locks up.*

A: Try using the MOSLO program included on your CD to slow your system down temporarily while playing the game. To run MOSLO go to your game directory in DOS and type MOSLO /##.# C:\COM-MAND.COM. The /##.# is a two digit number (plus one decimal place) representing a percentage of you processor power from 0.1% to 99.9%. The lower the number, the slower your system will run.

Exit Game

Ultima I - V, Akalabeth

Q: *I can't figure out how to exit the game.*

A: The early games were originally designed to run on a bootable floppy disk and did not have an exit command. Make sure you use the save game command, then hit [Ctrl] [Alt] [Del]. If running out of a *Windows 95/98* DOS window, you may then select *Ultima* and then *End Task*.

Error Messages

Ultima I - VI, Akalabeth

Q: *The game crashes with a "divide overflow" error message.*

A: The game is running too fast. Try using the MOSLO program included on your CD to slow your system down temporarily while playing the game. To run MOSLO go to your game directory in DOS and type MOSLO /##.# C:\COMMAND.COM. The /##.# is a two digit number (plus one decimal place) representing a percentage of you processor power from 0.1% to 99.9%. The lower the number, the slower your system will run.

Ultima VII, Serpent Isle

Q: *I get an error message that reads "Protected mode not responding to EMS function."*

A: There is probably an expanded (EMS) memory manager, such as EMM386.EXE, loading. You can resolve this by creating a boot disk (see **Boot Disk Maker**, p. 9).

Serpent Isle

Q: *I get an error message that reads "0 Bytes XMS memory available" and the word SERPENT in large letters.*

A: The sound card is not configured correctly in the game. Check your sound card settings and run the install from the game directory in DOS. Check with your manufacturer to make sure all the appropriate lines are present in the CONFIG.SYS and AUTOEXEC.BAT files.

Ultima VII, Serpent Isle, Ultima VIII

Q: *I get an error message that reads "Not enough memory avalable."*

A: You may have too many programs loaded. Create a boot disk or shortcut (see **Boot Disk Maker,** p. 9).

Also, you may still be loading your CD-ROM drivers. These drivers take up memory, and are no longer necessary once the game has been installed. Remove the CD-ROM driver lines from your boot disk or shortcut. See **Editing Your Boot Disk**, p. 11, or **Editing Your Shortcut,** p. 13.

If it Still Doesn't Work

Q: *Ultima still doesn't work after I made a boot disk and tried the other options in this guide.*

A: Copy down the exact error code and information the computer displayed and/or an exact description of the problem. Then see Technical Support, next page.

Technical Support

Technical Support

The Ultima Collection Classic CD includes two Windows Help files that provide solutions and answers to the most common difficulties and questions about how to properly run this product.

To access the Help files:

1. Click **Support** on the Autorun launcher to open the Customer Support menu.

2. Click **EA Support** to open the EA help file.

The EA Support file contains an utility that allows you to contact EA via Fax or e-mail. The utility automatically detects your system's hardware and organizes this information into a report.

✔ **Note:** To run the support utility from within the Help file, click the Contact Tech Support button located on page 2 of the Help file's Welcome screen.

3. Click **Ultima Collection Help** to open the Ultima Collection Help file. The Ultima Collection help file contains game specific troubleshooting information.

TROUBLESHOOTING DOCUMENTS ONLINE

Electronic Arts Product Support offers troubleshooting guides that help overcome some common difficulties. If you have access to the World Wide Web, go to:

http://www.ea.com/tech_support/help_guides/troubles.htm

Here you will find troubleshooting information on DirectX, Joysticks, Modems, and Networks, as well as information on regular system maintenance and performance. (For game-specific information and additional troubleshooting, visit our main page at http://www.ea.com/tech_support)

For your convenience, abbreviated versions of these guides are included in the Help file on the game CD. If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a daily basis, so please check here first for no-wait solutions:

http://www.ea.com/tech_support

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. All messages are responded to in kind—if you send in a request by fax, response will also come by fax. Please be sure to include the support utility's report in your e-mail message, fax, or letter.

If you need to talk to someone immediately, call us at (650) 628-4325 Monday through Friday between 8:30-11:45 AM and 1:00-4:30 PM, Pacific Standard Time. Please have the utility's report printed and ready when you call. This will help us answer your question in the shortest possible time.

EA Tech Support Fax: (650) 628-5999

Electronic Arts Technical Support
P.O. Box 9025
Redwood City, CA 94063-9025

HOW TO REACH US ONLINE

Internet e-mail: support@ea.com

Warranty inquiries: cswarranty@ea.com

World Wide Web: Access our Web Site at http://www.ea.com

FTP: Access our FTP Site at ftp.ea.com

If you live outside of the United States, you can contact one of our other offices.

In Australia, contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the United Kingdom, contact:

Electronic Arts Ltd.
P.O. Box 835
Slough SL3 8XU, UK
Phone (753) 546465

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM-8 PM. If you are under 18 years of age, parental consent is required.

LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge.

This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

Limitations

This warranty is in place of all other warranties and no other representation or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts product.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion or exclusion of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the product described in this manual are copyrighted. All rights are reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without prior written consent from Electronic Arts.

Returns within the 90-day warranty period

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing, including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We recommend that you send your product using a delivery method that is traceable.

Returns after the 90-day warranty period

Please return the product along with a check or money order for $7.50 made payable to Electronic Arts, and a brief description of the difficulty you are experiencing, including your name, address and phone number to the address below.

We recommend that you send your product using a delivery method that is traceable.

Electronic Arts Contact Information

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

Web page: www.ea.com
FAX: (650) 628-5999
E-mail: cswarranty@ea.com
Phone: 650-628-1900

Reference Section

Copy Protection Answers

The copy protection answers have been truncated for space considerations. The actual questions are longer, but you should be able to find all the questions and answers you need in this list.

Ultima VI
Lord British:

Trolls lack?   Endurance
Tangle vine sleeps?   Pod
Headless produced?   Wizard
Valued item near Hydra?   Nightshade Mushroom
Fend off Rotworms?   Torch
Sea Serpents attack?   Fireballs
Wisps mistaken for?   Firefly
Giant Squids crush?   Beak
Where Silver Serpent?   Tomb walls
Reapers remnants of?   Enchanted Forest

Mariah:

What does the magic syllable ...
... 'Zu' mean?   Sleep
... 'Quas' mean?   Illusion
... 'Hur' mean?   Wind
... 'Jux' mean?   Danger/Trap/Harm
... 'Ort' mean?   Magic

Selganor:

Fork for mandrake roots?   Silver
Part of nightshade?   Cap
Sulphurous ash from?   Volcanic Eruptions
Black pearls for?   Kinetic propellant

Ultima VII
Finnigan

Latitude of Buccaneer's Den?   60
Longitude of Buccaneer's Den?   60
Latitude of Deep Forest?   60
Latitude of Dagger Isle?   0

Latitude of Skara Brae?   30
Longitude of Skara Brae?   60
Latitude of Spektran?   120
Longitude of Terfin?   120

Batlin

Ginseng reboiled?   40
Runes in Britannian?   31
Where Mandrake Root found?   2
How many bandits?   6
How many parts of the body?   6
How many black pearls?   1
What page is An Zu?   42

Ultima VII, Part 2

Spells in Ninth Circle?   8
Different armour materials?   4
How many beasts in Erstam's book?   52
How many types of reagents?   11
Reagents for Mass Death?   6
Boil ginseng how many times?   40
Circle for Create Automata?   6
Reasons for Erstam's history?   1
Characters in Ophidian writing?   36
People from how many cities emigrated?   4
How many cities established?   3
How many forces in Balance?   6
How many clans in Monitor?   3
How many types of weapons?   4
How many Words of Power?   27
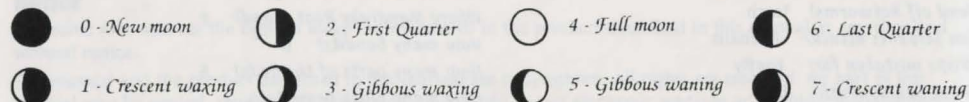How many letters in woman's name?   6

Common Ultima Notes

The lists and charts on this page, while not used in every Ultima, are found in over half of the series, so they are summarized here.

Runic Alphabet

ᚠ A	ᛖ E	I I	ᛗ M	ᚷ G	ᚢ U	ᚣ Y	ᛜ NG	
ᛒ B	ᚡ F	ᛡ J	ᚾ N	ᚱ R	ᚥ V	ᛉ Z	ᛠ EA	
ᚳ C	ᚷ G	ᛣ K	ᛟ O	ᛋ S	ᚹ W	ᚦ TH	ᛥ ST	
ᛗ D	ᚻ H	ᛚ L	ᛈ P	ᛏ T	ᚷ X	ᛇ EE		

Phases of the Moon

● 0 · New moon
◑ 2 · First Quarter
○ 4 · Full moon
● 6 · Last Quarter

◐ 1 · Crescent waxing
◑ 3 · Gibbous waxing
◐ 5 · Gibbous waning
● 7 · Crescent waning

Spell Reagents

Abbreviation	Reagent	Effect
BM	Blood Moss	Movement
BP	Black Pearl	Projection
GN	Ginseng	Healing
GR	Garlic	Warding
MR	Mandrake Root	Power
NS	Nightshade	Poison, Illusion
SA	Sulphurous Ash	Energy
SS	Spider's Silk	Binding

Ultima VII, Part 2 and *Ultima VIII* have additional reagents, listed with their spell lists.

Key Words

Talking with the people you meet is one of the most important features of Ultima games beginning with *Ultima IV*. It is almost impossible to complete most quests without talking to nearly everyone. Key words that can be used in conversations include:

Name (to find out who the person is)

Job (to find out what the person does)

Health (to find out how well the person is)

Look (to get a more specific picture of the person)

Join (to ask the person to join your quest)

Bye (to conclude the conversation)

Akalabeth

"World of Doom
Welcome, Foolish Mortal,
Into the World Akalabeth!
Herein thou shalt find grand adventure!"

*Created by Shamino Salle Dacil,*
Alias Richard Garriott

Many, many, many years ago the Dark Lord Mondain, archfoe of British, traversed the lands of Akalabeth spreading evil and death as he passed. By the time Mondain was driven from the land by British, Bearer of the White Light, he had done much damage to the lands.

'Tis thy duty to help rid Akalabeth of the foul beasts which infest it, while trying to stay alive!!!

Stats

Hit Points	Amount of damage you can absorb before death.
Strength	Related to damage you inflict against monsters.
Dexterity	Related to the probability of hitting a monster.
Stamina	Related to defense against monsters.
Wisdom	This attribute is used in special (quest!) routines.
Gold	Money!! Cash!! Assets!!

Map Key

⌘	Towns	The adventure shops — trade, buying equipment.	⊡	Mountains Non-passable obstacles.
⌘	Castle	From this point one may embark on quests by which the game is won.	⌘	Trees Landmarks.
			⌘	Dungeons Where the evil things lurk.

Towns and Buying Items

To buy an item one need only type the first letter of the item wanted. The cost of the respective items is displayed while in the town. The game is started in a town somewhere on the 20 x 20 map.

Movement

Key	Outdoors	Dungeon	Key	Outdoors	Dungeon
↑	Move North	Move Forward	A	n.a.	Attack
←	Move West	Turn Left	P	Pause (on/off)	Pause (on/off)
→	Move East	Turn Right	X	Go into Town	Climb Ladder
↓	Move South	Turn Around	X	Go into Castle	Go into Hole
S	Statistics	Statistics	Spacebar	Pass	Pass

Fighters vs. Mages

The disadvantage of being a fighter is the lack of the ability to control the Magic Amulet, whereas magi can't use rapiers or bows. Thou dost now know the basics of the game; experiment with the commands. There is much that is left unsaid for thee to discover in the future ... Go now into the world and seek adventure where thou might!!!

(P.S. Search out the castle of Lord British — use X to go in!

Ultima I

Keyboard Commands

[A] Attack with the weapon you are holding. Unless fighting in a dungeon, you must indicate an attack direction.

[B] Board a raft, frigate or other form of transportation, or mount a horse. You must be standing on the object to board or mount it.

[C] Cast a spell. You must first commit the spell to memory, using Ready.

[D] Drop unwanted items while in a castle or town. Dropped items can not be retrieved.

[E] Enter a town, castle, dungeon or other landmark. You must be standing on the entrance to enter.

[F] Fire a weapon from a ship or other armed vehicle.

[G] Get adjacent objects.

[H] Hyperjump to other stellar sectors at a speed faster than light. Only available in certain vehicles.

[I] Inform and Search to reveal the names of places and things that you may Enter. Also detects secret doors and passages in dungeons, and may grant a view of your surroundings in future transport craft.

[K] Klimb up or down ladders in dungeons.

[N] Noise to toggle sound on or off.

[O] Open a coffin in a dungeon.

[Q] Quit and save your progress to disk. You can resume the game later from the point you quit.

[R] Ready a specified weapon, put on a selected suit of armor, or learn a magic spell. You must do this before you use an item.

[S] Steal from the unwatched counters of shoppes and dark caches in castles. Beware, for the guards frown on this type of behavior.

[T] Transact business with merchants or kings.

[U] Unlock cells in castles or chests in dungeons.

[V] View Change to switch the view in future transport craft between front and top perspectives.

[X] eXit or dismount your current transportation and travel on foot.

[Z] Ztats to display your vital statistics, possessions and spells. Also pauses the game.

[Spacebar] Pass time and eat.

Spells

The following spells may be purchased in the magic shops of Sosaria.

Blink to transport you short distances while underground.

Create a wall of magical force directly in front of the spellcaster.

Destroy a wall of magical force directly in front of you.

Kill a foe standing in front of you.

Ladder Down to descend to the next level of a dungeon.

Ladder Up to ascend to the next level of the dungeon.

Magic Missile to strike a foe; the more skilled you are, the greater the damage.

Open coffins without any risk; it disarms any traps.

Prayer to call upon your deity in hopes of finding a way out of a pressing dilemma. Should only be used when in pressing need of divine aid.

Unlock chests without any risk; it disarms any traps.

Weapons and Armour

These items may be purchased in the shoppes of Sosaria.

Weapons

- [A] Hands
- [B] Dagger
- [C] Mace
- [D] Axe
- [E] Rope and Spikes
- [F] Sword
- [G] Greatsword
- [H] Bow and Arrows
- [I] Amulet
- [J] Wand
- [K] Staff
- [L] Triangle
- [M] Pistol
- [N] Lightsword
- [O] Phaser
- [P] Blaster

Armour

- [A] Skin
- [B] Leather
- [C] Chain Mail
- [D] Plate Mail
- [E] Vacuum Suit
- [F] Reflect Suit

Ultima II

Keyboard Commands

[A] **Attack** with the weapon you are holding. Unless fighting in a dungeon or tower, you must then indicate an attack direction.

[B] **Board** a plane, ship or other form of transportation, or mount a horse. You must be standing on the object to board or mount it. Use eXit to get out or get off.

[C] **Cast** a spell. You must first prepare the spell, using Magic. Spells can only be cast in dungeons and towers.

[D] **Descend** a level in a dungeon or tower.

[E] **Enter** a town, castle, dungeon or other landmark, or read a sign. You must be standing on the entrance to enter.

[F] **Fire** your ship's guns.

[G] **Get** an item. You must be standing on the item to get it.

[H] **Hyperspace** your spaceship to the coordinates you specify.

[I] **Ignite** a torch.

[J] **Jump** up and down.

[K] **Klimb** up a level in a dungeon or tower.

[L] **Launch** or Land in a plane or rocket, but only on grass.

[M] **Magic** readies a magic spell you know for casting.

[N] **Negate** the passage of time for all things farther than one square from you — if you possess a specific magic item.

[O] **Offer** gold as payment or bribe.

[Q] **Quit** and save your progress to disk. You can resume the game later from the point you quit. Available only while on Earth and on foot, in the countryside.

[R] **Ready** a specified weapon.

[S] **Steal** from a store without paying for it. This may or may not work, and you should have an escape route planned.

[T] **Transact** business, or just start a conversation, with townspeople, merchants or royalty. Must be followed by a direction command.

[U] **Unlock** doors if you possess the keys. You must indicate the direction of the door.

[V] **View** to toggle between normal view and bird's-eye view of town or planet. You must possess a specific magic item.

[W] **Wear** a suit of armor that you own.

[X] **eXit** or dismount your current transportation and travel on foot.

[Y] **Yell** anything you can type. Often used in combination with Jump.

[Z] **Ztats** to display your vital statistics, possessions and spells. Also pauses the game.

[Spacebar] Pass time and eat.

Magic Spells

Clerics and Wizards

Light an area magically and eliminate the need for a torch.

Ladder Down to teleport straight down one level in a dungeon or tower.

Ladder Up to teleport straight up one level in a dungeon or tower.

Clerics

Passwall to destroy the dungeon or town wall directly in front of you.

Surface to teleport to the surface of the planet from a dungeon or tower.

Prayer to destroy your foe.

Wizards

Magic Missile to strike a foe; the higher your level, the greater the damage.

Blink to teleport randomly within the same level of a dungeon or tower.

Kill your foe using magic.

Weapons and Armour

These can be purchased at shoppes in the towns. The better the weapon or armour, the higher the cost.

Weapons		Armour
DA	Dagger	Cloth
MA	Mace	Leather
AX	Axe	Chain
BO	Bow	Plate
SW	Sword	Reflect
GR	Great Sword	Power
LI	Light Sword	
PH	Phaser	
QU	Quick Sword	

Galactic Map of Known Space

Key	Body	Xeno	Yako	Zabo	Life?	Terrain
✳	Sun	4	4	4	N	None
A	Mercury	5	4	5	?	Water, swamp
B	Venus	3	3	4	N	Water, swamp, grass
C	Earth	6	6	6	Y	All varieties
D	Mars	6	2	3	Y	Mountains
E	Jupiter	1	3	4	?	Water, grass
F	Saturn	2	8	5	N	Water, grass
G	Uranus	9	4	6	Y	Forest, grass
H	Neptune	4	0	5	?	Grass
I	Pluto	0	1	4	Y	Mountains

Ultima III

Keyboard Commands

A **Attack** with the weapon you are holding. You must then indicate an attack direction.

B **Board** a frigate or mount a horse. Use e⟨X⟩it to get out or get off.

C **Cast** a spell. You must then give the character number (except during combat), spell type (⟨W⟩izard or ⟨C⟩leric) when needed, and the spell letter.

D **Descend** down to the next lower level in a dungeon.

E **Enter** a town, castle, dungeon or other landmark. You must be standing on the entrance to enter.

F **Fire** your ship's guns (while you're on board) in the direction you indicate.

G **Get** Chest to open it. You must then give the number of the character who will search for traps, open the chest and acquire its contents.

H **Hand Equipment** between two characters. You must then specify what is being exchanged.

I **Ignite** the torch of a character you specify.

J **Join Gold**, giving all the party's gold to one character.

K **Klimb** up a ladder in a dungeon or tower.

L **Look** in a specified direction to identify an object.

N **Negate** the passage of time for all but your party — if you possess a specific magic item.

O **Other Command** to enter any command desired during the game.

P **Peer at a Gem** to see bird's-eye view of a town, castle, dungeon level or the outside world. One viewing per gem.

Q **Quit** and save your progress to disk. You can resume the game later from the point you quit. Available only while in the outside world.

R **Ready** a specified weapon.

S **Steal** chests from behind store counters. Success depends on skill.

T **Transact** business with merchants, or Talk with townspeople.

U **Unlock** doors if you possess the keys. You must indicate the direction of the door and the character who has the key. One use per key.

V **Volume** to toggle sound effects on and off.

W **Wear** a suit of armor that you specify.

X **eXit** or dismount your current transportation and travel on foot.

Y **Yell** anything you can type.

Z **Ztats** to display your vital statistics, possessions and spells.

Spacebar Pass one game turn without taking any action, except to eat.

Magic Spells

Key	Cost	Wizard Spell	Description	Description	Cleric Spell
A	0	Repond	Kills Orcs, Goblins and Trolls	Pontori	Dispels Undead
B	5	Mittar	Hurts targeted foe	Appar Unem	Unlocks chest without harm
C	10	Lorum	Creates light	Sanctu	Heals
D	15	Dor Acron	Descend one level in dungeon	Luminae	Creates light
E	20	Sur Acron	Ascend one level in dungeon	Rec Su	Ascends one level in dungeon
F	25	Fulgar	Hurts targeted foe more	Rec Du	Descends one level in dungeon
G	30	Dag Acron	Transports surface party randomly	Lib Rec	Moves randomly on current level
H	35	Mentar	Hurts targeted foe based on your IQ	Alcort	Heals poisoned character
I	40	Dag Lorum	Creates more light	Sequitu	Transports from dungeon to surface
J	45	Fal Divi	Enables you to cast a Cleric spell	Sominae	Creates more light

Sixth Circle Spells

Key	Cost	Wizard Spell	Description	Description	Cleric Spell
K	50	Noxum	Hurts foes in an area	Sanctu Mani	Heals more
L	55	Decorp	Kills targeted foe	Vieda	Shows map of surrounding area
M	60	Altair	Stops time for all but party	Excuun	Kills targeted foe
N	65	Dag Mentar	Hurts foes in area more	Surmandum	Restores life
O	70	Necorp	Hurts foes in area even more	Zxkuqyb	Kills foes in area
P	75	(no name)	Hurts foes in area the most	Anju Sermani	Restores life to ashes (costs 5 Wisdom)

Weapons and Armour

You must purchase weapons and armour for everyone in the party. Before you fight, you must ready a weapon/armour for each character — a character can only ready weapons/armour in his or her possession.

Key	Weapon	Armour	Key	Weapon	Armour
A	Hands	Skin	E	Axe	Plate
B	Dagger	Cloth	F	Bow	
C	Mace	Leather	G	Sword	
D	Sling	Chain	H	Two-Handed Sword	

Ultima IV

Keyboard Commands

[A] **Attack** with the weapon you are holding. You must then indicate an attack direction.

[B] **Board** a frigate or mount a horse. Use e[X]it to get out or get off.

[C] **Cast** a spell. You must then give the character number (except during combat or in dungeon) and the spell letter.

[D] **Descend** down to the next lower level in a dungeon or building.

[E] **Enter** a town, castle, dungeon or other landmark. You must be standing on the entrance to enter.

[F] **Fire** your ship's guns (while you're on board) in the direction you indicate (broadside only).

[G] **Get Chest** to open it. You must then give the number of the character who will search for traps, open the chest and acquire its contents (except during combat or in dungeon).

[H] **Hole up and camp**, to spend time recovering from wounds.

[I] **Ignite** the torch of a character you specify.

[J] **Jimmy lock** with magical key. You must give direction of the door.

[K] **Klimb** up a ladder in a dungeon or building.

[L] **Locate position.** Requires a special item.

[M] **Mix reagents** to prepare to cast a specified spell. Must then give letter of each reagent being used.

[N] **New order** switches the marching order of two specified characters (but not your own order — you are always first).

[O] **Open door** in direction specified.

[P] **Peer at a Gem** to see bird's-eye view of a town, castle, dungeon level or the outside world. Requires a special gem.

[Q] **Quit** and save your progress to disk. You can resume the game later from the point you quit. Available only while in the outside world.

[R] **Ready** a specified weapon for a specified character.

[S] **Search** the spot where you stand for unusual items.

[T] **Transact** business with merchants, or Talk with townspeople.

[U] **Use** a specified item that you've found by [S]earching.

[V] **Volume** to toggle sound effects on and off.

[W] **Wear** a suit of armor that you specify.

[X] **eXit** or dismount your current transportation and travel on foot.

[Y] **Yell** anything you can type, including "giddyup" and "whoa" (most effective while on horseback).

[Z] **Ztats** to display vital statistics, possessions and spells of specified character. Character "0" displays complete list of all items; [←] and [→] will scroll this list. Also pauses game.

[Spacebar] **Pass** one game turn without taking any action, except to eat.

Spells

Key	Spell	Reagents
[A]	Awaken	GR, GN
[B]	Blink	SS, BM
[C]	Cure	GR, GN
[D]	Dispel	BP, SA, GR
[E]	Energy Field	SA, SS, BP
[F]	Fireball	BP, SA
[G]	Gate Travel	Unknown
[H]	Heal	GN, SS
[I]	Iceball	BP, MR
[J]	Jinx	BP, NS, MR
[K]	Kill	NS, BP
[L]	Light	SA
[M]	Magic Missile	SA, BP

Key	Spell	Reagents
[N]	Negate	GR, MR, SA
[O]	Open	SA, BM
[P]	Protection	SA, GN, GR
[Q]	Quickness	SA, GN, BM
[R]	Resurrect	Unknown
[S]	Sleep	SS, GN
[T]	Tremor	SA, BM, MR
[U]	Undead	Unknown
[V]	View	NS, MR
[W]	Wind Change	SA, BM
[X]	eXit	BM, SS, SA
[Y]	Up	BM, SS
[Z]	Down	BM, SS

Ultima V
Keyboard Commands

[A] Attack with the weapon you are holding. You must then indicate an attack direction.

[B] Board a frigate or other vessel, or mount a horse. Use e[X]it to get out or get off.

[C] Cast a spell. You must have properly mixed reagents, and give the spell letter.

[E] Enter a town, castle, dungeon or other landmark. You must be standing on the entrance to enter.

[F] Fire your ship's guns (while you're on board) in the direction you indicate (broadside only).

[G] Get gold, food or other items. Must be followed by a direction.

[H] Hole Up to spend time recovering from wounds, to recover magical strength, to pass time and (on a ship) to make minor repairs.

[I] Ignite the torch of a character you specify.

[J] Jimmy lock with magical key. You must give direction of the door or chest.

[K] Klimb up or down a ladder, down a steel grate or over other objects.

[L] Look in a specified direction to identify an object or read a sign which is within a pace.

[M] Mix reagents to prepare to cast a specified spell. Must then give letter of each reagent being used.

[N] New order switches the marching order of two specified characters (but not your own order — you are always first).

[O] Open an unlocked door or chest. Opening a locked chest might trigger a trap.

[P] Push small objects, like tables and chairs. May be used to block doors.

[Q] Quit and save your progress to disk. You can resume the game later from the point you quit. Available only while in the outside world.

[R] Ready * a specified weapon for a specified character. Use [←], [→], [↑], [↓], [Spacebar] and [Enter] to make selections, then [Esc].

[S] Search in the specified direction for unusual items. Use [2] (on the numeric keypad) to search a dungeon hall.

[T] Transact business with merchants, or Talk with townspeople, in the direction specified.

[U] Use * a potion, scroll or other special item that you've found.

[V] View for a bird's-eye view of surrounding area. You must possess a specific magic item.

[X] eXit or dismount your current transportation and travel on foot.

[Y] Yell anything you can type. On a ship, it will hoist or furl sails.

[Z] Ztats * to display your vital statistics, possessions and spells. [←] and [→] change pages. [↑] and [↓] scroll through lists.

[Esc] or [Spacebar] exits Ztats. Also pauses the game.

[1] - [6] designates active character to perform all actions, until you change to another player or hit [0].

[Spacebar] Abort before giving direction; pass time.

[Ctrl][B] Keyboard buffer on/off.
[Ctrl][S] Sound effects on/off.
[Esc] Exit commands, leave battlefield.

* Keys for [R]eady, [U]se and [Z]tats:
[Home] Move to beginning of list.
[End] Move to end of list.
[Pg Up] Scroll up a page.
[Pg Dn] Scroll down a page.

Spells

A	Anytime
C	Combat
D	Dungeon
NC	Noncombat

Spell	Effect	Time	Reagents
1st Circle			
An Nox	Cure Poison	A	GN, GR
An Zu	Awaken	C	GN, GR
Grav Por	Magical Missile	C	SA, BP
In Lor	Light	NC	SA
Mani	Heal	A	GN, SS
2nd Circle			
An Sanct	Unlock	A	SA, BM
An Xen Corp	Repel Undead	C	GR, SA
In Wis	Locate	NC	NS
Kal Xen	Call Animal	C	SS, MR
Rel Hur	Wind Change	NC	SA, BM
3rd Circle			
In Flam Grav	Wall of Fire	D,C	BP, SA, SS
In Nox Grav	Wall of Poison	D,C	NS, SS, BP
In Por	Blink	A	SS, BM
In Zu Grav	Wall of Sleep	D,C	GN, SS, BP
Vas Flam	Ball of Flames	C	SA, BP
Vas Lor	Great Light	NC	SA, MR
4th Circle			
An Grav	Dispel Field	A	BP, SA
Des Por	Move Down	D	BM, SS
In Sanct	Protection	A	SA, GN, GR
In Sanct Grav	Protection Field	D,C	MR, SS, BP
Uus Por	Upward Move	D	BM, SS
Wis Quas	Reveal	C	SS, NS
5th Circle			
An Ex Por	Magic Lock	A	SA, BM, GR
In Bet Zen	Insect Swarm	C	BM, SS, SA
In Ex Por	Magic Unlock	A	SA, BM
In Zu	Sleep	C	GN, NS, SS
Rel Tym	Quickness	C	SA, MR, BM
Vas Mani	Great Heal	NC	GN, SS, MR
6th Circle			
An Xen Ex	Charm	C	BP, NS, SS
In An	Negate Magic	A	GR, MR, SA
In Vas Por Ylem	Tremor	C	BM, SA, MR
Quas An Wis	Confuse	C	MR, NS
Wis An Ylem	X-ray	NC	MR, SA
7th Circle			
In Nox Hur	Poison Wind	C	NS, SA, BM
In Quas Corp	Fear	C	NS, MR, GR
In Quas Wis	Peer	NC	NS, MR
In Quas Xen	Clone	C	SA, SS, BM, GN, NS, MR
Sanct Lor	Invisibility	C	MR, NS, BM
Xen Corp	Kill	C	BP, NS
8th Circle			
An Tym	Time Stop	A	MR, GR, BM
In Flam Hur	Flame Wind	C	SA, BM, MR
In Mani Corp	Resurrect	NC	GR, GN, SS, SA, BM, MR
In Vas Grav Corp	Cone of Energy	C	MR, NS, SA
Kal Xen Corp	Summon	C	MR, GR, BM, SS
Vas Rel Por	Gate Travel	NC	SA, BP, MR

Ultima VI
Commands

Left-click a command button or use the keyboard. For a frequent command, right-click that command button. A blue line appears under the button. Now, whenever you right-click on the map or in your inventory display, the selected command will be executed on whatever you right-clicked. You may change the selected command at any time by right-clicking on another command button.

[A] **Attack** with the weapon you are holding. You must then indicate an attack direction.

[B] **Begin/Break off combat** switches between Party Mode (the others follow you) and Combat Mode (each of the others assume the combat tactic you have assigned; tactics can be changed at any time). Tactics include:

Front/Rear/Flank	Positions relative to your position
Assault	Attack nearest enemy
Retreat	Avoid combat
Berserk	Charge and attack strongest enemy
Command	You select action each turn

[C] **Cast** a spell. You must have appropriate reagents, a readied spellbook, and enough magic points. See Spellbook (below).

[D] **Drop** anything you no longer want to carry.

[G] **Get** gold, food or other items, as long as they're not too heavy.

[L] **Look** at a specified location to identify an object or read something. Searches items and places you're next to.

[M] **Move** an object on the map (if it's not too heavy), or hand something from one character to another, or place something in a nearby container, or put a new spell in your spellbook.

[R] **Rest** to recover health and magic points while on land. Characters who are without food or who are standing guard don't recover health (hit points). You may omit a guard when queried by pressing [Enter], but parties without a guard are susceptible to ambush. At sea, you may [R]epair your ship, a bit each time.

[T] **Talk** with specified person (or place, or thing ...). Type in a single word (or first four letters of the word), then [Enter].

[U] **Use** any object that has a function. You can, among many other things, open and close doors and chests, enter or exit ships, climb ladders, milk cows, mount horses, light or extinguish fires, look into telescopes or crystal balls, ring bells, eat food, drink beverages, or play musical instruments. Play an instrument with [0] - [9], then [Enter].

[1] - [8] places a character in Solo Mode. That character continues action, while all other party members stand still. You can't talk to people, use ladders, enter dungeons or use a moongate while in Solo Mode. [0] exits Solo Mode.

[Ctrl][H]   Help mode on/off. Help mode highlights key words during conversations.

[Ctrl][Q]   Quits game. This does not automatically save your game — use [Ctrl][S] first to do so!

[Ctrl][R]   Restores game to last saved position.

[Ctrl][S]   Saves game.

[Ctrl][Z]   Sound and music on/off.

[Esc]   Aborts most functions.

Spellbook

Number of times it can be cast with current reagents

Selected Spell

Known Spells

Select a spell by either:
• left-clicking on its name
• typing the initials of the Runic name
• [↑], [↓] until it is selected

Next page, Previous page
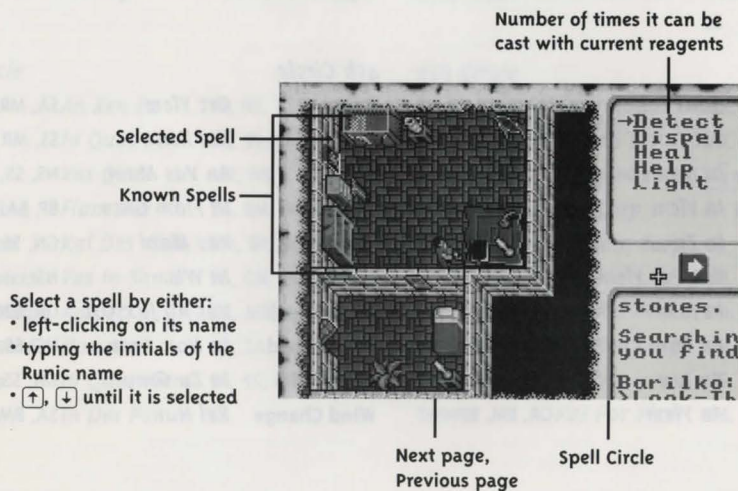
Spell Circle

Ultima VI Spells

1st Circle

Create Food	In Mani Ylem	GR, GN, MR
Detect Magic	Wis Ort	NS, SA
Detect Trap	Wis Jux	NS, SA
Dispel Magic	An Jux Ort	GR, GN
Douse	An Flam	GR, BP
Harm	An Mani	NS, SS
Heal	In Mani	GN, SS
Help	Kal Lor	(none required)
Ignite	In Flam	SA, BP
Light	In Lor	SA

2nd Circle

Infravision	Quas Lor	NS, SA
Magic Arrow	Ort Jux	SA, BP
Poison	In Nox Por	NS, BM, BP
Reappear	In Ylem	SS, BM, BP
Sleep	In Zu	NS, SS, BP
Telekinesis	Ort Por Ylem	BM, MR, BP
Trap	In Jux	SS, NS
Unlock Magic	Ex Por	SA, BM
Untrap	An Jux	SA, BM
Vanish	An Ylem	GR, BM, BP

3rd Circle

Curse	An Sanct	SA, NS, GR
Dispel Field	An Grav	BP, SA
Fireball	Por Flam	SA, BP
Great Light	Vas Lor	SA, MR
Magic Lock	An Por	SA, BM, GR
Mass Awaken	An Vas Zu	GN, GR
Mass Sleep	Vas Zu	GN, NS, SS
Peer	Vas Wis Ylem	NS, MR
Protection	In Sanct	SA, GN, GR
Repel Undead	An Xen Corp	GR, SA

4th Circle

Animate	Ort Ylem	SA, MR, BM
Conjure	Kal Xen	SS, MR
Disable	An Vas Mani	NS, SS, MR
Fire Field	In Flam Grav	BP, SA, SS
Great Heal	Vas Mani	GN, SS, MR
Locate	In Wis	NS
Mass Dispel	Vas An Jux Ort	GR, GN
Poison Field	In Nox Grav	NS, SS, BP
Sleep Field	In Zu Grav	GN, SS, BP
Wind Change	Rel Hur	SA, BM

5th Circle

Energy Field	In Sanct Grav	MR, SS, BP
Explosion	Vas Por Flam	MR, SA, BP, BM
Insect Swarm	Kal Bet Xen	BM, SS, SA
Invisibility	Sanct Lor	NS, BM
Lightning	Ort Grav	BP, MR, SA
Paralyze	An Xen Por	SS, SA, NS, BP
Pickpocket	Por Ylem	BM, SS, NS
Reveal	An Sanct Lor	SS, NS, MR
Seance	Kal Mani Corp	BM, MR, NS, SS, SA
X-ray	Wis Ylem	MR, SA

6th Circle

Charm	An Xen Ex	BP, NS, SS
Clone	In Quas Xen	SA, SS, BM
Confuse	Vas Quas	MR, NS
Flame Wind	Flam Hur	SA, BM, MR
Hail Storm	Kal Des Ylem	BM, BP, MR
Mass Protect	Vas In Sanct	SA, GN, GR, MR
Negate Magic	An Ort	GR, MR, SA
Poison Wind	Nox Hur	NS, SA, BM
Replicate	In Quas Ylem	SA, SS, BM, GN, NS
Web	In Des Por	SS

7th Circle

Chain Bolt	Vas Ort Grav	BP, MR, SA, BM
Enchant	In Ort Ylem	SS, MR, SA
Energy Wind	Grav Hur	MR, NS, SA, BM
Fear	Quas Corp	NS, MR, GR
Gate Travel	Vas Rel Por	SA, BP, MR
Kill	In Corp	BP, NS, SA
Mass Curse	Vas An Sanct	SA, NS, GR, MR
Mass Invis.	Vas Sanct Lor	MR, NS, BM, BP
Wing Strike	Kal Ort Xen	BM, SS, MR, SA
Wizard Eye	Por Ort Wis	BM, NS, MR, SA, BP, SS

8th Circle

Death Wind	Corp Hur	MR, NS, SA, BM
Eclipse	Vas An Lor	MR, SA, NS, GR, BM
Mass Charm	Vas An Xen Ex	BP, NS, SR, MR
Mass Kill	Vas Corp	BP, NS, MR, SA
Resurrect	In Mani Corp	GR, GN, SS, SA, BM, MR
Slime	Vas Rel Xen	BM, NS, MR
Summon	Kal Xen Corp	MR, GR, BM, SS
Time Stop	An Tym	MR, GR, BM
Tremor	Vas Por Ylem	BM, SA, MR

ULTIMA VII (Both Parts)

Quick Reference

Mouse pointer	Hand	Waiting for you to take some action.
	Green arrow	You can move, or get an object.
	Green cross hairs	You can Use the first item you selected on a second item.
	Red arrow	Combat mode — you can move or fight.
	None	Wait till game gives you a pointer.
Talking (green arrow)	Double-left-click on someone to begin a conversation.	
	Left-click	Displays any additional text or Selects your response.
Looking (green arrow)	At yourself	Double-left-click on yourself.
	At another party member	Double-left-click on member while your own Inventory Box is open.
	At an item	Left-click on it.
	Opening an Inventory Box	Double-left-click on character or item.
	Moving an Inventory Box	Left-click-and-drag on it.
	Closing an Inventory Box	Left-click on red check.
	Close all Inventory Boxes	[Esc] (keyboard). (You can't move if an Inventory Box is open.)
	Reading something	Double-left-click on it.
	Reading further	Left-click on it.
Taking (hand)	Left-click-and-drag the item to the character or the Inventory Box receiving it.	
Using (green arrow/cross hairs)	Double-left-click on the item.(Some items can not be Used unless one of your party members is holding them in a hand.)	
	To Use one item on another, double-left-click the first item, then left-click the green cross hairs that appear on the second item.	
Moving (green arrow)	Point the green arrow in the direction desired, and right-click.	
	Right-click-and-hold for continuous movement.	
	Double-right-click on a specific location to move to that location.	
Attacking (red arrow)	Double-left-click on someone or something to attack that person or thing.	
	(If you are not in Manual Combat mode, your party also attacks any nearby foes.)	
Inventory Display	Dove/Flaming Sword	Non-combat/Combat modes (toggle)
	Disk	Load, Save, toggle sound, exit
	Heart	Statistics Display
	Crossed Swords	Combat Status Display
	Numbers	Current load/maximum load
Spell Book	Open book	Double-left-click on it.
	Turn page	Left-click an upper corner.
	Cast spell	Double-left-click on spell. (Must have mana, reagents.)
	Select spell	Left-click on spell.
	Cast spell in combat	See Guide.
Combat Status Display	Click on character	Displays character's Inventory Box.
	Halo	Toggles any one character into/out of Protected Mode.
	Strategy	Cycles through possible modes for the character.
In All Circumstances	[T] temporarily pauses the game and the green cross hairs appear. A single left-click with the cross hairs now replaces any of the double-left-clicks listed above — you can Talk (in Non-Combat Mode), Look, Use or Attack (in Combat Mode).	

Keyboard Hot Keys and Mouse Equivalents

Key	Function	Mouse Equivalent
[A]	Turns all audio effects on and off	Left-click on, sound effects, music and speech in the Save/Load Window.
[B]	Brings up spell books display, if Avatar has spell book in inventory.	Double-left-click on spell book.
[C]	Turns combat mode on and off.	Left-click on the dove/sword icon in the Avatar's Inventory Window.
[H]	Changes the "handedness" of the mouse by swapping the functions of the left and right mouse buttons. The left button is now used to move around, and the right button to manipulate objects. This [H] toggle affects only the mouse, not the keyboard commands.	(None)
[I]	Opens up the Inventory Display of each party member, beginning with the Avatar.	Double-left-click on each party member.
[J]	Brings up Serpent Jawbone display if Jawbone is in Avatar's inventory. (*Ultima VII, Part 2* only.)	Double-left-click Serpent Jawbone.
[L]	Brings up the Combat Status Display, revealing the vital statistics of the entire party and permitting you to change each party member's attack strategy (see **Combat Icons**).	Left-click on the crossed-swords icon in the Inventory Display of any party member.
[S]	Opens up the Save Load window.	Left-click on the disk icon in the Avatar's Inventory Display.
[T]	Brings up a targeting cursor and pauses the game so you can talk to a fast-moving character, use any object or attack.	(None, but roughly equivalent to double-left-click functions.)
[V]	Displays a scroll showing the version number of your copy of the game.	(None)
[Z]	Opens up the Statistics Display for each party member, beginning with the Avatar.	Left-click on the heart icon within the Inventory Display of each party member.
[Alt][X]	Exits the game and returns to DOS.	Left-click on the quit button in the Save/Load Window.
[Alt][8]	Toggles the frame limiter on and off. The game runs more slowly with the frame limiter on.	(None)
[M]	Brings up map of the world if in inventory.	Double-left-click on map.

Displays

The displays in Ultima VII *and* Ultima VII, Part 2 *are very similar, but not always identical. Differences will not be noted, unless their separate uses are not obvious.*

Screen Display

- Other character's portrait
- Other character's conversation
- Other character's figure
- Avatar's figure
- Avatar's response options
- Avatar's portrait
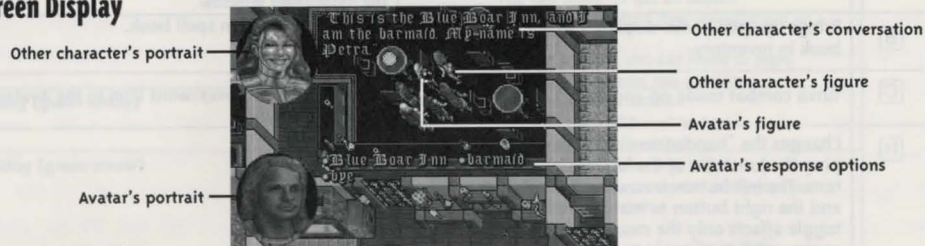
Statistics Display

Left-click to close

```
        Iolo
Strength:      12
Dexterity:      0
Intelligence: 19
Combat:        16
Magic:        n/a
Hits:          14
Mana:         n/a
Exp:          100
Level:          2
Training:       0
```

- Protected
- Cursed
- Paralyzed

Unconscious Poisoned Charmed Hungry

Left-click on heart in your Inventory Display to open your Statistics Display.
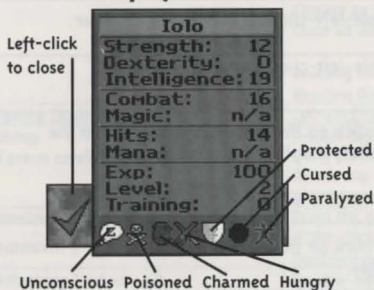
Inventory Display

- Spell book display
- Left-click to close
- Current/Max carrying capacity
- Non-combat/combat toggle

18/36

Combat Status Display Stats Save/Load options
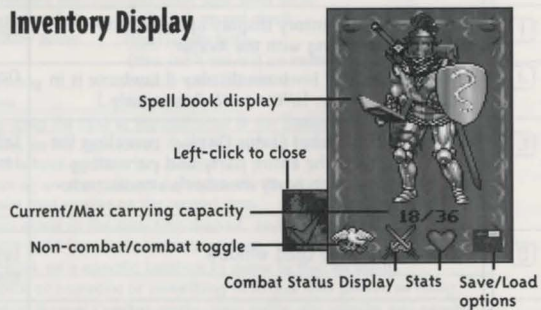
Double-left-click on yourself to open it. When yours is open, double-left-click on others to open their displays. You may move items between party members.

Spell Book Display

Turn pages

```
First              Circle
CREATE FOOD        GREAT IGNITE
CURE               LIGHT
DETECT TRAP        LOCATE
GREAT DOUSE
```

Double-left-click on spell book in your Inventory Display to open your Spell Book Display.

Combat Status Display

Characters in party

Left-click to close

Combat	14	18	16	18
Hits	18	22	15	19
Strategy				
Protect				
Magic	29			
Mana	29			

Attack modes
Protected halo
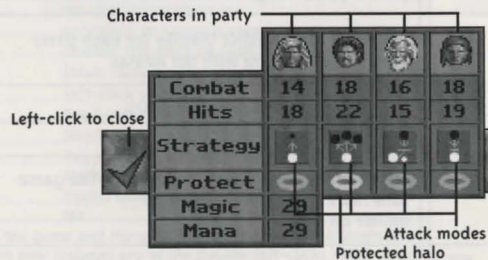
Left-click on crossed swords in your Inventory Display to open your Combat Status Display.

Using the Mouse

Action	Left Button	Right Button
Click	Look	Take one step
Double-click	Use/Talk/Attack	Find a path
Click-and-hold	Move an item	Walk continuously

Additional Serpent Isle Hot Keys

W   If you have a watch, this gives you the current time.

F   If you have food, this feeds a hungry character when you click on that character.

K   If you have the magic key ring, this opens anything to which you have the key.

P   If you have lock picks, this gives you a cursor to pick a lock.

Combat Icons

Icon	Avatar?	Others?	Attack Mode	Description
	Yes	No	Manual	You may direct each combat action.
	Yes	Yes	Attack weakest	The character will attack the weakest opponent.
	Yes	Yes	Attack strongest	The character will attack the strongest opponent.
	Yes	Yes	Defend	The character will be less effective at hitting and more effective at dodging blows.
	Yes	Yes	Attack nearest	The character will attack the nearest opponent.
	No	Yes	Berserk	The character will never flee, regardless of wounds.
	No	Yes	Flee	The character will retreat from any opponents in an orderly fashion.
	No	Yes	Random	The character will attack a random foe.
	No	Yes	Flank	The character will attempt to attack enemies from the side, as opposed to a frontal assault.
	No	Yes	Protect	The character will attempt to protect the party member in Protected Mode.

Ultima VII Spells

Linear Spells (no reagents)

Awaken
Douse
Fireworks
Glimmer
Help
Ignite
Thunder
Weather

First Circle of Magic

Awaken All	GR, GN
Create Food	GR, GN, MR
Cure	GR, GN
Detect Trap	NS, SS
Great Douse	GR, SS
Great Ignite	SA, SS
Light	SA
Locate	NS

Second Circle of Magic

Destroy Trap	BM, SA
Enchant	BP, MR
Fire Blast	BP, SA
Great Light	MR, SA
Mass Cure	GR, GN, MR
Protection	GR, GN, SA
Telekinesis	BP, BM, MR
Wizard Eye	BM, NS, MR, SA, BP, SS

Third Circle of Magic

Curse	GR, NS, SA
Heal	GR, GN, SS
Paralyze	NS, SS
Peer	NS, MR
Poison	NS, BM, BP
Protect All	GR, GN, MR, SA
Sleep	BP, NS, SS
Swarm	NS, MR, BM

Fourth Circle of Magic

Conjure	SS, MR
Lightning	BP, SA, MR
Mark	MR, BP, BM
Mass Curse	GR, MR, NS, SA
Recall	MR, BP, BM
Reveal	BM, SA
Seance	BM, MR, NS, SS, SA
Unlock Magic	BM, SA

Fifth Circle of Magic

Charm	BP, NS, SS
Dance	MR, GR, BM
Dispel Field	GR, BP, SA, SS
Explosion	BM, BP, MR, SA
Fire Field	BP, SS, SA
Great Heal	GR, GN, MR, SS
Invisibility	BM, NS
Mass Sleep	GN, NS, SS

Sixth Circle of Magic

Cause Fear	GR, MR, NS
Clone	SA, SS, BM, GN, NS, MR
Fire Ring	BP, MR, SS, SA
Flame Strike	SA, BP, BM
Magic Storm	MR, NS, SA, BM
Poison Field	NS, SS, BP
Sleep Field	GN, SS, BP
Tremor	BM, SA, MR

Seventh Circle of Magic

Create Gold	MR, SS
Death Bolt	BP, NS, SA
Delayed Blast	BM, BP, MR, SS, SA
Energy Field	BP, MR, SS, SA
Energy Mist	BM, MR, NS, SA
Mass Awaken	GR, GN
Mass Charm	BP, NS, SS, MR
Mass Might	BP, GN, MR
Restoration	GR, GN, MR, SA

Eighth Circle of Magic

Armageddon	BP, BM, GR, GN, MR, NS, SS, SA
Death Vortex	BM, MR, NS, SA
Invisibility All	BP, BM, MR, NS
Mass Death	BM, GR, GN, MR, NS
Resurrect	GR, GN, SS, SA
Summon	BM, GR, MR
Swordstrike	BP, MR, NS
Time Stop	BM, GR, MR

Serpent Isle Spells

Additional Reagents

BS	Blood Spawn
SC	Serpent Scales
WH	Worm's Heart

First Circle of Magic

Create Food	GR, GN, MR
Cure	GR, GN
Detect Trap	NS, SS
Great Douse	GR, SS
Great Ignite	SA, SS
Light	SA
Locate	NS
Telekinesis	BP, BM, MR

Second Circle of Magic

Awaken	GR, GN
Destroy Trap	BM, SA
False Coin	NS, SA
Cold Blast	BP, SA, WH
Great Light	MR, SA
Heal	GR, GN, SS
Mass Cure	GR, GN, MR
Protection	GR, GN, SA

Third Circle of Magic

Curse	GR, NS, SA
Enchant Missiles	BP, MR
Col.'s Intuition	BP, GR
Protect All	GR, GN, MR, SA
Paralyze	NS, SS
Sleep	BP, NS, SS
Translation	BP, MR, SS, SA

Fourth Circle of Magic

Blink	BM, MR
Deter	GR, SS
Flash	MR, SA
Mass Curse	GR, MR, NS, SA
Reveal	BM, SA
Transcribe	BP, SS
Unlock Magic	BM, SA

Fifth Circle of Magic

Conjure	MR, SS
Explosion	BM, BP, MR, SA
Great Heal	GR, GN, MR, SS
Invisibility	BM, NS
Mass Sleep	GN, NS, SS
Surprise	BP, GR, MR, SA

Sixth Circle of Magic

Betray	BP, NS, SS
Dispel Illusion	GR, MR, NS
Cause Fear	GR, MR, NS
Fire Field	BP, WH, SS, SA
Fire Ring	BP, WH, MR, SS, SA
Cold Strike	BM, BP, WH, SA
Create Missile	BM, GN, SA
Create	MR, SA, SS, SC

Seventh Circle of Magic

Energy Field	BP, MR, SS, SA
Energy Mist	BM, MR, NS, SA
Mass Awaken	GR, GN
Mass Might	BP, GN, MR
Poison Mist	BM, NS, SA

Restoration	GR, GN, MR, SS
Vibrate	BP, BM, MR, SS
Lightning	BP, MR, SA

Eighth Circle of Magic

Create Ice	WH, SS
Mind Blast	BS, BP, NS, SA
Delayed Blast	BM, BP, MR, SS, SA
Fetch	BM, BP, MR
In. Snow Serpent	BM, GR, SS, WH, SC
Serpent Bond	BM, BP, GR, SS, WH, SC
Firesnake	GR, MR, SA
Swordstrike	BP, BS, MR, NS

Ninth Circle of Magic

Death Vortex	BM, MR, NS, SA
Mass Death	BM, BS, GR, GN, MR, NS
Invisibility All	BP, BM, MR, NS
Spiral Missile	BM, BS, BP, NS, SA
Stop Storm	BP, GR, MR, SS, SA
Summon	BM, GR, MR, SS
Time Stop	BM, GR, MR
Imbalance	NS, SA, WH, SC

Ultima VIII
Quick Reference

Movement

Careful Step	Small arrow/right click
Walk	Medium arrow/right-click-and-hold
Run	Long arrow/right-click-and-hold
Standing Jump	Medium arrow pointing in desired direction/click both buttons
Leaping Leap	Long arrow/right-click-and-hold to get a running start, left-click to jump
Jump & Grab	Stand beneath object/short arrow/click both buttons.

Objects

Move/Throw Object	Left-click-and-hold object/drag "ghost" to new position
Use/Talk	Double-left-click on item/person
Open Display	Double-left-click on yourself
Close Display	Double-left-click on expanded display
Close All Displays	Bksp
Open Inv. Stats	Double-left-click on your character
Open Backpack	Double-left-click on the backpack in your display

Combat

Draw Weapon/Combat Stance	Double-right-click on Avatar

The following can only be done from Combat Stance

Swing Weapon	Double-left-click
Kick	Double-right-click
Advance	Right-click with arrow pointing in attack direction
Block	Left-click or left-click-and-hold
Retreat	Right-click with the arrow pointing in retreat direction
Sheathe Weapon	Double-right-click (on Avatar)

Diary (Load/Save Game, Music, or Sound On/Off, Change Name)

Open/Close Diary	Esc
Open Category	Left-click on category
Make Selection	Left-click on selection
Save Selection	Type in your selection, press Enter

Keyboard Commands

C	Draw/Sheathes your weapon
Alt H	Changes the "handedness" of the mouse
I	Opens your backpack
O	Opens Options screen
Z	Opens your equipment and stats display

Esc	Opens and closes your diary
Bksp	Closes all open displays
Alt X	Quits the game
Ctrl V	Displays the version number of *Ultima VIII*

Spells

Necromancy

Reagents

BD	Blood
BK	Blackmoor
BN	Bone
DR	Dirt
EH	Executioner's Hood
WD	Wood

Spell	Rituals
Mask of Death	WD, EH
Call Quake	BD, BN, WD, BK
Death Speak	BD, BN
Rock Flesh	WD, DR
Summon Dead	BD, BN, WD
Open Ground	BD, BK
Create Golem	BD, BN, WD, DR, BK
Withstand Death	WD, DR, BK
Grant Peace	EH, BK

Tempestry

Controls Water and storms. No reagents, foci or incantations are needed.

Theurgy

Spell	Focus
Divination	Sextant
Healing Touch	Pointing Hand
Aerial Servant	Arm Band
Reveal	Open Eye
Restoration	Open Hand
Fade From Sight	Closed Eye
Air Walk	Wings
Hear Truth	Chain
Intervention	Fist
Resurrection	None but blindness and eternal life

Thaumaturgy

Reagents

EN	Eye of Newt
BW	Bat Wing
SC	Serpent Scale
DB	Dragon Blood

Spell	Reagents
Confusion Blast	EN, BW, SC, OB, BR
Summon Creature	BW, PM, OB, BN
Call Destruction	SC, DB, VA, PI, EH
Devastation	BW, SC, DB, PI, EH, BK, BR
Meteor Shower	VA, DR, SC, BR, BK

Sorcery

Reagents

VA	Volcanic Ash
PM	Pumice
OB	Obsidian
PI	Pig Iron
BR	Brimstone
DM	Daemon Bone

Foci

ST	Staff
RD	Rod
WN	Wand
DT	Daemon Talisman
SM	Symbol
*	A Symbol can hold only one charge.

Spell	Focus (any one)
Extinguish	SM, WN, RD, ST
Ignite	SM, WN, RD, ST
Flash	WN, RD, ST, SM*
Flame Bolt	WN, RD, ST, SM*
Endure Heat	RD, ST, SM*
Fire Shield	RD, ST, SM*
Armor of Flames	RD, ST, SM*
Create Fire	ST, SM*
Explosion	ST, SM*
Summon Daemon	DT, SM*
Banish Daemon	DT, SM*
Conflagration	DT, SM*

Credits

PRODUCER	Richard Garriott
DIRECTOR	Jeffrey Kennedy Morris
LEAD PROGRAMMER	Myque Ouellette
PROGRAMMER	Grant McDaniel
ART	Tonda Mueller
DOCUMENTATION	Incan Monkey God Studios (David Ladyman & Chris McCubbin)
PRODUCT MANAGER	Brian Allen
DIRECTOR OF PRODUCT SUPPORT	Kay Gilmore
QA SUPERVISOR	Evan Brandt
QA TESTERS	Mack Fair, Lori Branham, Courtney McMillan, Jason McGee, Smithy Blackwell, Paul Vaden, Gabe Nickelson, Dee Starns, Dustin Cryer
CUSTOMER SUPPORT	Rick Holtrop, Michael Sanchez, Michael Pickett

Ultima™
COLLECTION

ELECTRONIC ARTS™
P.O. Box 9025 • Redwood City, CA • 94063-9025

PROOF OF PURCHASE

ULTIMA COLLECTION

1172008

0 14633 11720 2