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ULTIMA II WELCOME

Welcome to the universe of Ultima II. In your package, besides the booklet you're reading, you'll find a warranty return card, two disks and three program aids, a player reference card, and a clock time map of the world according to Lord British.

THE WARRANTY CARD

Here On Line wants your continued business. If you fill out the enclosed product registration card and return it to us (we have already paid the postage), you are covered by our warranty. If your disk should fail within 90 days, return it to your dealer or directly to us, and we will replace it free. After 90 days, contact us and return the disk directly to us. Sorry, without the registration card you are not covered by the warranty.

THE HANDBOOK

In this booklet, you will find the instructions for getting along in the Ultima universe and the story of how it all came about. Now, absolutely no one expects you to read the story, or even all the instructions, before you take a good look at what you've got which means turning on your computer and taking a look at the disks. So, be kind enough to read this page and the next, and you'll be up and playing Ultima II in an hour. The story contains the background and hints you'll eventually want to know, but you can worry about them later.

THE TIME MAP

The clock map that is provided is to be used to guide you through the corridors of time on Earth.

THE DISKS

In Ultima II, you'll find friends and enemies, royal courts and nasty dragons, action and adventure. You'll be instructed to create your new player who will run around the Ultima universe for you.

Now, let's look at the disks:

DISK 1 SIDE 1: THE ULTIMA II PROGRAM MASTER. This is the disk that you must use to start the game.

DISK 1 SIDE 2: THE ULTIMA II PLAYER MASTER. The Player Master contains the prologues and item object adventures and games. Because it can only be mastered once, NEVER USE THIS DISK TO PLAY THE GAME! The Player Master is to be saved, once for every adventure you would like to create. Be sure not to remove the "write protect" tab on the upper right side of the disk.

DISK 2 SIDE 1: THE GALACTIC DISK. This disk contains in detail all of outer space and the some planets of the Solar system.

GETTING STARTED

Apple and Atari owners must follow the instructions under the respective headings to get started.

APPLE ADVENTURERS

BEFORE YOU DO ANYTHING ELSE, MAKE AT LEAST ONE COPY OF THE PLAYER MASTER (DISK 1, SIDE 2)

You can use any program that will copy ordinary unprotected disks, such as, Copy II from your DOS Apple System Master Disk (see below) or Super Disk Copy II. The step by step instructions to copy the Player Master using the Copy II program are as follows:

Turn on your computer and place your DOS System Master Disk in your disk drive. This disk was included in your Apple Computer Package.

After the Apple DOS System Master Disk has been completely loaded, and the cursor has appeared, type the following [RUN COPY]. Then press [RETURN].

Follow the instructions on the screen to set up your drive(s). A one drive option would have slot 0, drive 1 (for both original and duplicate). A two drive option would have slot 0, drive 1 and slot 0, drive 2. Or, slot 0 drive 1, slot 4 drive 1, if the computer has two controller cards installed, one in slot 0, and one in slot 4.

If you have a single disk drive, remove the DOS System Master from the drive and replace it with the original Player Master. Then press [RETURN]. (This is Ultima II, disk 1, side 2.)

In the instructions that follow, "duplicate disk" refers to the blank disk that receives the copy, "original disk" refers to the reading disk that is copied.

If you have two disk drives, remove the DOS System Master from the drive, and replace it with the original Player Master, press to answering the prompt:

"PRESS [RETURN] KEY TO BEGIN COPY."

Insert a blank disk in drive number two.

Now, follow the instructions on the screen until the copying is complete. When the copying is complete,

"DO YOU WISH TO MAKE ANOTHER COPY?"

will appear. Type N [RETURN], if you do not, and Y [RETURN] if you do.

Note: Additional information regarding the Run Copy II program can be found in your Apple DOS manual.

You are now ready to create your character. Remove your newly created player disk from the disk drive and place the Program Master disk (Ultima II, disk 1, side 2) into your disk drive, turn off your computer and turn it on again. When prompted, press [C] to "create a character" and insert your newly created player disk when asked, then press [ESC]. You now create your character by following the prompts. When your character is completed, remove the disk and again insert the Program Master (Ultima II, disk 1, side 2). When prompted, press [P] for play.

Your newly made disk is your Ultima II Player Disk, it's the disk you'll be using most while playing the game.

If you want several characters, make a disk for each one. It would be advisable to label each player disk with the character's name for easy reference.

So, copy the Player Master Disk as many times as you like, but take heed and **DO NOT ATTEMPT TO COPY THE PROGRAM MASTER DISK OR THE GALACTIC DISK** and **DO NOT** get a "write protection" disk on it.

ATARI ADVENTURERS

NEVER USE THE PLAYER MASTER TO CREATE A PLAYER

First you will need a Blank disk. Insert Side B of the Program Master into the disk drive. This is the Player Master. Turn on the disk drive, then the computer. Follow the prompts. The copy that you make will be used to create your player. You can make several copies of the Player Master.

Remember, only create players on copies of the Player Master disk.

CREATE A CHARACTER

Making a friend is what you are doing when you choose "C" (to create a character) from the main menu. Ultima II will ask you to insert your player disk. So, insert your player disk—the one you copied not the master. Then press [ESC].

The selection of a character sheet will appear on the screen, you have ninety points to distribute among various attributes that give soul to your character. Once you're distributed the points, you get to choose your character's physical attributes, sex, race, and its profession. Finally, you can give it a name.

How you distribute attribute points obviously affects your character, and is obviously, however, your choice of sex, class, and profession also has strong effects. Here's how it all works:

THE ATTRIBUTES

STRENGTH determines the damage you can inflict on a foe in a fight. Naturally, the foe's attributes influence the effectiveness of your strength and determination. Will fly points, you're a man or woman, with ten points, you're a mouse.

AGILITY is your skill at wielding a weapon, since weapons require considerable agility before you can use them at all. The higher your points the more agile you are. Although of course, you would never think of using it this way, good agility also increases your chances of success at dodging.

STAMINA reflects your ability to defend against attack. Armor adds to your stamina. Extremely strong warriors make it all irrelevant.

CHARISMA governs your success in bargaining with merchants. Prices are generally lower when you're trading to have around.

WISDOM is what you need to cast spells successfully.

INTELLIGENCE is what you need to tell a balin from an angel, until it hits you. Actually intelligence increases your skill in bargaining and in casting spells. The more you have, the better your bargains and spells. You must allocate at least ten points to each category. Once you're in the Ultima II universe, your attributes can increase to as high as ninety nine points apiece. Figuring out how to obtain the extra points is part of surviving them, they're tricky.

Some extra points come easily. Each race has a strong point that is reflected in attribute points for your character, and knowing that your character must have some proficiencies for his profession, that allows him alter one of its attributes.

Now I show that works, first, the races:

Human	gain 5 intelligence
Elven	gain 5 agility
Dwarven	gain 5 strength
Halflin	gain 5 wisdom

Now the professions:

Fighter	gain 10 strength
Cleric	gain 10 wisdom
Wizard	gain 10 intelligence
Thief	gain 10 agility

Finally, (and you may wonder whether this is not a rather strange sequence), you must give your character a sexual identity. If you choose to make it a male, your character will gain five strength points because males are usually stronger. If you choose to make it a female, your character will gain 10 charisma points.

All your character needs now is a name, and the only stipulation here is that the name be no longer than 30 characters. If you try to make it longer, you might spoil the program.

Look! You have a new friend. You've created a colleague who'll do your bidding, fight your fights, and give you treasure. Take your friend and enter Ulthua II.

COMMANDS

MOVEMENT COMMANDS FOR APPLE ADVENTURERS



On the surface of a planet, the right and left arrows control movement east and west, the [RETURN] key moves north and the slash key south. In dungeons and towers, the left and right arrows control left and right turns, the [RETURN] key moves forward and the slash key retreats. In game, movement is determined by area, path, and color coordinates, refer to the Ulthua II Galactic map for the coordinates of your chosen destination.

MOVEMENT COMMANDS FOR ATARI ADVENTURERS

ON PLANET SURFACE



DUNGEONS OR TOWERS



On the surface of a planet, the right and left arrows control movement east and west, the $\uparrow = \downarrow$ key moves north and the [▲] key south. In dungeons and towers, the left and right arrows control left and right turns, the $\uparrow = \downarrow$ key moves forward and the [▲] key retreats. In space, movement is determined by your jets and auto-steer dials; refer to the Ultimate II Galactic map for the coordinates of your chosen destination.

KEY LETTER COMMANDS

- A/back** Lets you fight someone or something. Select is followed by a direction unless you're in a tower or dungeon. Ex: [A]([RETREAT])
- B/board** Lets you get on your horse, climb into a plane, drop into a rocket, board a ship. (See "Zc" to change your mind.)
- C/cast** Casts the spell you have ready. (See "Mmagic.") You can only cast spells in dungeons and towers.
- D/descent** Lets you go down a level (by rope) in a dungeon or tower.
- E/enter** Lets you go into a town, village, or castle, visit a shopkeep.
- F/flee** Shows a ship's guns once you're boarded.
- G/get** Picks up treasures, weapons, and armor.
- H/hyperspace** Cataapults (usually) through space to the coordinates you specified.
- I/join** Lights a level.
- J/jump** Lets you jump up and down which is a good way to retreat (especially when things are not going well). Often used in tandem with "Bd" (See "Yd.")
- K/kill** Lets you go up a level (by rope) in a dungeon or tower.
- L/launch/land** Taggles takeoff and landing in a plane or rocket. Landings must be on grass. Press any key to touch down rocket.
- M/magic** Reads a magic spell you have for casting. (See "Cast.")
- N/napalm** Steps back for all things farther than one square away from you, giving you a chance to get out of a tight situation. 'Napalm' will only work for characters who possess a particular magic item.

Offer	Offer money (gold) as payment or bribe. If the employer character that you're offering is the willing to give in return, it will accept your offer as a generous gift.
Place	Always use given form to give without doing anything. However, offers will not give their items. Forcing the issue for accomplishes the same thing.
Quit	Leave the game, either you is continue, or turn off your computer. When you turn it on again, you'll pick up where you left off. "Quit" works only in the computer life on Earth and you must not be about anything.
Ready	Equips you with your choice of any weapons you own.
Steal	Attempts to take items from store without paying for them. May or may not work for weapons, armor, food, transport. Be sure to plan on escape route ahead, because people don't take kindly to theft.
Travel	Let you talk to the people of Ulthar's universe. You must follow the command by giving the direction toward which your communication is to take place. Because the intricacies of working—and even playing life— are available only from characters in the game, you should "Travel" as much as possible, don't stay in place. You may even meet someone you know.
Unlock	Opens doors—if you have the key. "Unlock" must be followed by the direction of the door you want to unlock. Incidentally, in the universe according to Lord British, locks public keys, so use them wisely.
View	Gives you, if you have a certain magical item, a look's eye view of a town or village, or a castle; view of a planet. One warning per unit of magic. "View" doesn't work in dungeons or thron.
Wiser	Outfits you in your choice of the armors that you own.
Xit	Exit. It won't help a bit in the middle of a hairy dungeon, but it will get you out from or off of anything you can't stand. (See "Travel".)
Yell	Says everything while you type or anything you feel like yelling—then gets on with the game. In other words, you can let out your frustrations, but it won't effect the game in the least. Often used in tandem with "jump" (see "jump").
Zkater	Says everything in playing a text screen of your character's attitudes and perceptions. This is also the only command that effects a complete and open-ended pause in the game.
ZSC	Acknowledges any disk swap when asked. Also, it will get you out of the "thron" mode.
Space Bar	Free.

MAGIC SPELLS

Only clerics and wizards can use magic. These spells fall into three categories:

SPELLS BOTH CLERICS AND WIZARDS CAN USE

Light	Creates magical illumination, and eliminates the need for a torch.
Lower down	Talports you straight down one level in a tower or dungeon.
Lower up	Talports you straight up one level in a tower or dungeon.

SPILLS ONLY CLERICS CAN USE

Personal	Destroy the wall in front of you
Surface	Teleports you immediately to the surface of the planet that you are on (from as high a tower or dungeon)
Prayer	Call for divine intervention to destroy your lot. Results: double reality

SPILLS ONLY WIZARDS CAN USE

Magic Missile	Offensive magic weapons with strength geared to the level of the caster
Mind	Teleports you randomly anywhere on the same level
Kill	Attempt to obliterate your lot by magic

In the universe of Ultima, acquiring spells is simple: you merely purchase them at the appropriate store. Their cost rises as their power increases. Casting a spell uses it up even if it fails, so be sure to have plenty of a spell you plan to cast on.

To use a spell you have bought, you must first press [M] for "Magic" and specify the spell by number (according to the list at the beginning of the section). This makes the spell. Then press [C] for "Cast" to activate the spell. It will remain your "active" spell until you choose another.

WHAT YOU SEE

When the playing screen appears, you see your character in the center of a landscape. Use the movement keys to move around just enough to see that you're on a map. Don't wonder why (at first your character can't get to be very strong yet, and you have no weapons or armor).

On the left, below the top of the screen, it looks something like this:

CMD	NORTH	HITS	400
CMD	EAST	FOOD	100
CMD	WEST	EXP	000
CMD	SOUTH	GOLD	400

Now press [X] to pause in playing; a list screen will take over showing your character's attributes and possessions, but all you need now is to point (motion is so early on) and click along and do in your new friend while you're learning how to get along.

On the left, Ultima II asks your command, with CMD, and writes out your full command although you press only one key. In the diagram, it responds to direction commands with "forward," "right," "left," and "back" in stead of compass directions.

ENDURANCE OF FIGHT AND FOOD

On the right, the number next to "hits" represents the number of hits you can take in battle and recover. Monsters vary in strength and decrease your hit's capacity by various numbers of points accordingly.

The number next to "food" represents just that and works rather like a food supply. A little bit decreases every with each turn, whether you do anything or not.

If either life or food reaches zero, you're out of luck.

Food can be replenished, but you must discover how to accomplish that.

Food is pretty easy to replace, all it takes is money to buy it and a store that sells it. Look for food stores in villages.

WHAT YOU GET

The third law, "experience," increases as you fight. Every encounter has the potential to add to your experience and most do, eventually you'll take on a few who's a real wump and get no experience from it though. The amount of your experience determines your character's level—it's shown at the top of the "status" screen.

"Gold," the final law, shows (just a guess) how rich you are. Not very. You can make more gold by fighting (and winning), in which case you get whatever your opponent was carrying, and by picking up items in dungeons and towns. There are plenty of ways to spend gold, the first is the one that you need to watch in case

FIRST QUEST: ARMS AND ARMOUR

From any day and the world will magically disappear. Did you notice it been missing when you roused before? Think about it for a' and enter. You need weapons and armour if you are to survive at all. There are plenty of others eager for a share of your gold, so be on guard against your opponents, you can't afford much more than you need.

GETTING TO KNOW THE NATIVES

Did you not wish any enemies outside? They don't care about your wishes, they attack and you must fight them for them. you may see some of the same monsters as well as various other people. They seldom attack in large unless you do something you shouldn't, but just now you're not strong enough.

Instead of fighting, talk to the townspeople. Press [T] for "Interact", the command bar will ask for the direction in which you want to "Interact". Enter it just as if you were moving that way, and the creature will respond if it can and choose to. (Only men can have the power of speech.) If you attack in town, the guards will come after you.

A lot of people you meet will say whatever is the popular opinion in their crowd these days. Move and then, someone will break away from the crowd and reveal something extremely useful. Without these bits of information, you won't get very deep into (I know I, and you certainly won't, now. So talk to everyone. Put up with the lies to find the gems.

Trading is also how you communicate with shopkeepers to make purchases. Most such interactions are self-evident, but a few are abbreviations for products, and you may need clarification. So it's time to identify weapons and armour, then let's meet in the jail.

CHOOSE YOUR POISON

The weapons dealer will ask you to choose between (DA) (MA) (AX) (BO) (BW) (SC) (SI) (SP). These represent, respectively, dagger, mace, ax, bow, sword, greataxe, light sword, and pistol. Each is more effective than the one before it and more expensive too. Be careful because at first you won't apt to be able enough to wield

anything larger than an ax.

At the armory, you can buy leather, chain plate, and the magical reflect and poison armors. You may as well wear your new armor and ready your new weapons right away, if you wish. There's one weapon you cannot buy, you must earn it. It is the magical guisarme, *Bastard*.

Wizards and clerics are probably smarter to wait a few hours before purchasing spells, because they need armor and weapons too. Unless your character can afford them, you can refer to the "Adapted Spells" given with the can manual but to decipher what's being offered you in the magic store.

THE PUB AND ITS PROPRIETOR

Pubs have always been centers for gossip and street wisdom. The owners of *Ultima II* is no exception. And, in usual, the barkeep is the wisest of all. When you talk to Bartender, they'll ask: **WUT? A TIP?**

If you say, you'll get a drink at a reasonable price and a comment that may or may not be useful. If you choose "ay," the bar keep will ask how many gold pieces you're willing to spend, up to nine. Pay up and you'll get an important clue about the workings of the game, *Ultima II*—which, of course, you may have already heard if you've asked the bar keep before.

Bartender's information helps you play *Ultima II* successfully and with understanding. But only from words and signs can you get strategy hints that enable you to win the game. They are expensive, and they too can repeat themselves.

INTO THE MAELSTROM

Armed and clothed, you're ready to venture into the countryside. Clever as you, you'll need a mirror or two in your trunk:

Don't wait, attack! There are no friendly warnings on the countryside. There's some timing to work on to hit the Tab key (press [A] for "attack") as soon as you're finished your last turn, but don't press a direction until you're asked for it. If you do, the computer will pay attention only to the last command and try to move in the direction of the command, which is, of course, blocked; then you wait your turn so that all you get for it is the message that you can't go that way. After a while, you won't have to watch the screen; the timing will come.

Keep an eye on your hit points. If you're getting nervous during a fight, try to guide the monster toward a tree where you can disappear through it. Sometimes you can avoid monsters too, although fighting them and winning is essential for raising experience and gold. Monsters always make a lot of noise for you. Keeping that in mind, you can often lead them into spots from which they can't get to you.

Take warning. No matter how strong you become, they will always be some monsters important to your attack. They may be powerful terrible creatures, or they may be ineffective ones. When you meet an enemy try to "know" and defend yourself if you must. These lovely individual creatures are masters of Mörk's evil, devoted to making their mortal life longer.

ON THE TOWN

Learn to make your way around the land and flow through time. Seek out towns, villages, and castles and talk to everyone. Pay attention to the items you get from the monsters you overcome, look at your "status" often. Learn

where to get food and fuel points and figures out the best places and methods for getting the most money.

As you gather needed information and become reasonably comfortable with your environment, you'll begin picking up clues about your quest. Your purpose is to learn how to fulfill your quest and then do what is required. The ultimate object of your quest is explained in the story of Ultimea.

FAR OUT

Essentially, your travels take you into outer space where you can make the grand tour of the planets. Space travel is tricky, so be careful! Don't forget your space attire. Follow your galactic map well, but don't let the checks in expire.

REINCARNATION

If you are killed either in space or on earth, DON'T DESPAIR, you can be REBORN, right where you were the last time you visited the game, with all your attributes, money and belongings.

If you die, turn off your computer. Place your Master Program disk back in the disk drive. Turn on your computer and continue to play.

TIME TRAVEL

No one remembers exactly when or how time travel first appeared, probably because their very existence renders time relative. Ancient books claim an invention of time travel is the defeat and demise of the evil Intendians, as well recorded in Ultimea.

Strongly concerning scientific theory supports the chronology. Intendians had gained such power that, upon his death, the physical laws of nature suffered a great upheaval. Within the matter changed, all that remained were coordinates in time and space, we commonly call our "time doors."

Numerous scientists and adventurers have attempted to traverse the coordinates. The few who have returned speak of great confusion and difficulty in navigating through the coordinates, especially during primitive times.

Nevertheless, the existence of the time doors has changed tremendously all that is and all that ever was. When—no, where—there were no time doors, what was done was done so random chance ruled, there was no reaching into another time to find a cause, negate it, and thus remove its effect from all time.

Now, of course, it is possible in all times.

THE TIME MAP

The few returning time travelers tell us that the time corridors are associated with five distinct time periods, but not one of them has been able to determine, with any confidence or precision, exactly when or how it happened. Their experiences do appear to confirm the existence of intelligent life forms in many eras previously thought to be supporting of primitive life only, or no life at all.

One period, reported by two independent travelers, is only vaguely apparent to have no equivalent in early scientific thought. It is what it appears to be, it is the period about which the most has been written. Until now, the

period was believed to be theological at best, purely imaginary, it is a time we know only through mythology—the time of Legends.

Here are the first three periods accessible through the time corridors.

LEGENDS



PANGEA



B.C.



A.D.



AFTERMATH



The time before time, peopled by creatures of myth and lore. Whether the time of Legends is ruled by good or evil affects all other times and places. It is believed that the power of the evil forces, known, the evilness of our worst troubles, is greatest at this time.

The time when Earth is still forming. Before volcanic eruptions erupt, the ocean continents and not the great continental drift is motion, earth is one great continent surrounded by a gaseous ocean. There appears to be abundant, if sparse, life and some civilization, although the signs are not yet decipherable.

The time just before the dawn of civilization as history records it. According to the time travelers, an advanced civilization already exists in B.C., apparently the progeny of the beginning civilizations of Pangea. The old twentieth century "madmen" claimed that civilization developed from a few human beings left behind by a prior advanced civilization that for some reason moved on into space.

The present—if we can still call it that. Specifically, 1990. It is, but apparently now not as it was in 1989, a rather peculiar time of planetary apocalypses leading to an apocalypse as dangerously slowly catastrophic as painless and good. The time reflects the people who suffer dire with a sense of urgency that encourages pragmatism over reason, both an awareness of values and facts would make it hard to crime.

The post devastation period now thought of as the future. Much of life and all known civilization has ceased to exist. As we learn more of the evil forces behind, we become more and more convinced of the single-handed perpetration of the entire devastation itself and all that led to it. Note that much of the land mass has been wiped out, especially the big centers and most troublesome hotspots of the great New Roman-American Era.

The time doors of all time periods are shown on a map of the world as it is in A.D. Ancient maps of most other times do not yet exist. You will have to extrapolate the location of other time period doors as they would appear in their own time periods. Because Legends is pre time, or extra time, its map would not resemble that of Earth in any reasonable way. Therefore, Legends is represented by its four known time doors grouped at the bottom of the map where Antarctica would appear if any "time doors" were to appear in Antarctica.

Time doors appear randomly but they always appear at a set interval. When they appear, they are clearly looking rather like a blue mist that takes on the form of a door. Very soon they disappear. To enter a time period, simply step into a time door while it's visible. Caution: Do not position yourself where a time door was and wait for it to reappear. It will not, as long as you are on this spot. The consequences of violating the expense of time doors are unknown and atrocious; speculate that they could be disastrous.

The symbols and lines of the map represent the best possible extrapolation and completion of sketchy information given by those few returned time travelers. Each time door is represented on the map by two symbols. The first is

the symbol of the time period in which that door will appear, the second is the symbol of the time period in which it is believed that time door will transport the traveler. A door's line from the time door shows where in Earth you will find yourself in the new time. When more than one line leads from one time door, the line representing the door's destination is the one that leads to another time door that has the destination time symbol as its first marker.

Try following this example on the map. Suppose you're in the time of the afternoon and you wish to travel to the present. Look for a door represented first by the afternoon symbol followed by the A.D. symbol. Find it! It's in Alaska with numerous lines extending from it. Look for the line that leads to a time door where the first symbol is A.D. Got it? Try Argentina.

THE NATIVES OF ULTIMA II EVERYWHERE



ORC

More evil than good, the orc might say is the perfect product of a failed experimental genetic mixing of human and lion.



THIEF

An ordinary human pickpocket, the thief would rather steal than fight. He may take something very important from you. Always check your inventory (Z) after being confronted by a thief.



FIGHTER

Manured and strong, fighters carry something you need.



CLERIC

Men of the cloth carry their crosses and scriptures but are not always good or wise.



WIZARD

With magical staff in hand, wizards enjoy throwing magic missiles that do powerful damage.



DAEMON

It looks like it's slugging, the creature of men's fears, but its pleasure is to chop you on your back by magic. A certain magical item can thwart the daemon—sometimes.



DEVIL

Completing the daemon, the devil stays in your area. A different personality deals with this fellow.



BALRON

Apparently responsible for its great looking wings, the wickedly evil Balron causes the source of its liberation through its wing of chaos spell to make its victims suffer. Some have hypothesized that the spell is not real—that the great, great breath of the creature is so horrible that humans cannot resist the urge to escape it immediately through sleep.



SEA MONSTER

If it weren't so big, it might be a catfish—until it takes after your frigate. It will also attack you while you are on land if you are near water.

IN TOWNS, VILLAGES, AND CASTLES

GUARDS

Clothes for their armor, guards are mindfully loyal to their governments. They're generally friendly unless you break the rules—they're extremely strong.

MERCHANTS

Quarrel and sell, the peasants of Ultima II, merchants rarely fight.

JESTERS

Bravado about its eternal jumping jacks, jesters are usually the buffoons you'll expect—but also usually the buffoonery makes great weapons.

KINGS AND QUEENS

Larger than life humans, but smaller than giants, royal persons do little other than sit on thrones and decree.

MINAX

GETTING AROUND IN ULTIMA II

Travelling on foot will take you far in Ultima II—but not everywhere. You can purchase, maintain, or steal more efficient forms of transportation.

HORSES

Being shodded is slightly faster than walking, and horses are cheap.

FROGATES

When a froggie docks near you, you can commandeer it—if the crew will accept you as a seasonal sailor. If you have a certain item. Otherwise, they'll turn the frogboats on you.

PLANES

No jets in Ultima II, but these little single prop planes are just the ticket for delivering it around the world and through time—if you're prepared.

ROCKETS

Probably by the time you find one, surely by the time you figure out how to operate one, you won't need a manual to deal with the situation. It takes proper courage to launch one and control.

ULTIMA II TERRAINS

Throughout the Ultima II universe, the natural terrain and the created terrain exist. There there are few kinds of population centers, or in space.

WATER

No one in Ultima II knows how to swim except the sea monsters, so you can only cross water with a froggie—or pass over it by air.

GRASS

No problems walking on grass, but don't expect grass to save you from starvation. Your character's stomach is in demand, not horses.

SWAMP

You'll have no trouble making it through the swamp, unless you're lost on hot points. You lose hot points with every step.

FOREST

Sometimes there are more monsters in forests lurking behind trees. But they're pretty trees and give nice shade.

MOUNTAINS

Hot swamps. Are you a god?

COMBUSTIBLES

Hot swamps aren't angles. The chest and chests of Ulthra II are packed exclusively with combustibles—past, present, and future.

WALLS

Impenetrable. If you're flying and so much as touch one, the Great Master of Ulthra II assumes you want to get out of there and won't give there.

VILLAGES

In Countryside villages live the simple folk, selling their simple wares to anglers and sharing their love.

TOWNS

With the greater sophistication of a civilization atmosphere come the products of human innovation: the road, the mail, and the standard of life.

CASTLES

Castles, seats of government, contain prisons and cellblocks, private stocks and private chambers. Explore at your will, but note that the guards in castles are the cream of the crop.

DUNGEONS

Apparently the breeding grounds for all the evil creatures in Ulthra II's interior, dungeons—also known—to hell itself, the dungeons are full of hidden passages and barely disguised magic. They're also full of treasure and vicious monsters.

TOWERS

Perhaps the world of evil became overcrowded, for its forces began building dungeons upward, towers and spire-like dungeons. Watch for secret passages in unlikely places.



ULTIMA II GALACTIC MAP OF KNOWN SPACE

	Know	Yale	Zulu	Lib	Terran
* Sun	4	4	4	K	None
A Mercury	5	4	5	7	Water, swamp
B Venus	3	3	4	K	Water, swamp, gas
C Earth	6	6	6	T	All varieties
D Mars	6	7	3	T	Mountain
E Jupiter	3	3	4	7	Water, gas
F Saturn	3	5	3	K	Water, gas
G Uranus	6	6	6	T	Forest, gas
H Neptune	4	0	5	7	Gas
I Pluto	0	1	4	T	Mountain

Space travel continues, and the intergalactic and cosmic space explorers may discover unknown planets to add to this map.

THE STORY OF MINAX

When the arched Minotaur was finally overcome by a gallant knight (was it you?), rumors abounded. The most fearful one was that, at the time of his demise, Minotaur had been looking on, appalled, at a strange, yet amazingly powerful, natural magical ability. The rumor was repeated when colleagues of his conqueror entered his castle and found no one, nor any signs of anyone.

Life during Minotaur's time of power was terrible, never had a place of darkness wanted to invite a thief. Minotaur was a disaster on the landscape, he scared even all the evil ones known—and more, he brought them all to justice on Earth and its resources at once. It was as if he engaged every Earth's evil meaning humankind against. With the destruction of Minotaur and his all-powerful grip of evil, these forces ceased.

While nothing came of the rumor of a potential successor to the cancer, people were only too eager to accept its falsehood and chase off their shade of fear. The evils of the past were gone with their creator and perpetrator. At last, the world was beautiful again, and life was to be enjoyed, normal.

So it was for several years, long enough for a child to grow to adulthood. They were exciting years too, for the strange appearance of the time doors opened a great era of new learning, a consciousness of Endeavour. Creatively born faith and new works proliferated. No one wanted to return when the disaster began again.

But so it did. First there was the single last one, a former childhood agent. What was it? When some of Minotaur's forces in their secret hearts that the one was the work of a sorcerer, and that sorcerer born a benevolent one who had created the one by accident, he would have come forward. But they didn't want to know it, so they put it aside.

The one was too sick and hurt to fight when it was first found. When it was sufficiently recovered and it had begun to exert its learned magical ways, it discovered a conspiracy in its worst little land. These creatures had used its life—it grasped that much—and it didn't want to hurt them. Because the little time one had never been missed, it was not beat by magical influences. Nothing discouraged it, but rather, it persisted with a planned benevolence.

All the good ones we see in legends and in legends today have descended from this one unusual one. But the good people of Earth should have realized its import three years ago.

Instead, little by little and too often slowly avoided, the evil of darkness began to shadow Earth. By the time the people acknowledged it, the evil was too powerful, too widespread to be overcome directly. Already its persistence was stronger and more versatile than any previous prince of darkness and had grown too proud to deny itself.

Thus was the name of Minax, "incarnation of evil," made known. Being a master of moving objects spiritually from the age of three and primarily approached to Minotaur at age eleven, she had decided to bring down her power. The world she created made Minotaur's reign last like good and happy times.

For Minax was not content to spread evil among the good, causing misery and pain, she preferred to use each of evil in the good, and thus set the good against the good leaving no person untouched. Destruction abounded and three barriers known only to the one good—good and self-loved, tainted the Earth.

The climax was the destruction of evil, Minax's greatest triumph to date, when ancient civilizations, born of love of beauty, of wisdom and reason, turned upon one another and, in their vicious anger and hate, destroyed almost all of the very Earth that had sustained them.

If it were not for the time doors, you would not likely be here now. Only the ability to move in time enabled any being thing to survive, as far as it lasts.

Since that awful day, survivors have devoted themselves to grasping the meaning of the event and to rethinking the concept of time and its dimensions. This deflated group has researched, experimented and hypothesized in the hope of finding some means of using the time doors to reverse time or to change a cause and reverse its effect.

Throughout their studies, two complementary theories prevailed. One was that evil could be derived from a single, overpowering source which was ultimate, the other was that there was a power that the total elimination of the evil cause could reverse its effects from all time, as if all everything was the present and all else was the future.

That group which Lord Britain chose admains its deepest respect and admiration to you for heroically volunteering for this extremely dangerous expedition into time. Know before you go that, whether you succeed or fail, you have their gratitude and love.

And, if—no, when—you succeed, you will return to the present as if nothing here and should have been. Those in this small group can guarantee from their very souls that they will never forget your great deed. But you should be aware that by the very nature of your success, that future generations prospering in the credit glory of the universe as you have made, are apt to forget. Your satisfaction must be self-sufficient.

If you understand all this and are still willing to venture forth, then go now with their abundant well wishes and the knowledge that their thoughts will be with you constantly until your return.

Farewell. May the force of good surround you throughout your task.

WHY ARE YOU DOING THIS?

What kind of adventure are you seeking, that you're still sitting here reading this legend instead of entering Ulthra II?

Begin—*and fast!*

CREDITS

Lord British acknowledges a special debt of gratitude to friends and colleagues in the retail space:

Programming

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Art Direction

Charles

Game Design

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Special thanks to all personalities found within Ultima II

Author's Note

I have spent more than fourteen months creating the Ultima II Characters. If you have half the fun playing
Ultima as I had writing it, my time was well spent. Wishing you wonderful weeks of fantasy.

Lord British

