ultima
underworld I & II™

Contents

Ultima Underworld™

TROUBLESHOOTING

Memory Requirements

There are three types of RAM referred to in this manual. DOS (conventional base RAM), extended, and expanded. UW1 and UW2 have specific minimum requirements for each of these types of memory. If you are unsure about these different types of memory, consult your DOS manual.

To find out how much DOS, extended, and expanded memory your computer has available, type MEM at the DOS prompt. When the memory information is printed on the screen, look for the following listing:
Largest Executable Program Size (This number indicates how much DOS memory is available.)

Total Extended or XMS or Total Contiguous Extended (this is the amount of extended memory in your computer.)
Bytes Free of EMS or Free Expanded (EMS) (This is the amount of expanded memory available to the program.)

If any of the numbers listed on your screen are less than the requirements listed below, refer to Optimizing Your System (page 167).

Ultima Underworld 1 Memory Requirements

Type of memory Minimum Requirements	Minimum Requirements to run game without sound to run game with speech, (PC speaker (sound effects only)	Minimum Requirements to run game with Internal effects, music, or speech music, and sound effects (sound card only)
DOS (Conventional)		
Base RAM	527,360 bytes	535,360 bytes	565,248
*Extended	1,024,000 bytes	1,024,000 bytes	1,024,000
Expanded	492,000 bytes	492,000 bytes	492,000

Ultima Underworld 2 Memory Requirements

Type of memory Minimum Requirements	Minimum Requirements to run game without sound effects, music, or speech	Minimum Requirements to run game with speech, music, and sound effects (sound card only)
DOS (Conventional)		
Base RAM	544,768 bytes	544,668 bytes
*Extended	1,024,000 bytes	1,024,000 bytes
Expanded	671,744 bytes	671,744 bytes

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*You must have a total of 1,024,000 bytes of extended memory on your computer to run either or both of these games. However, this memory must be converted to expanded memory by using an expanded memory manager in your CONFIG.SYS file. The two most common expanded memory managers are Quarterdeck's QEMM386.SYS or Microsoft's EMM386.EXE (available in Microsoft DOS 5.0 or higher, or Microsoft Windows 3.1) f you are unsure how to load the expanded memory manager from DOS, refer to Optimizing Your System. For assistance with QEMM, consult your documentation.

Optimizing Your System

If you are experiencing problems running the Underworld/Underworld II CD-ROM games, it might help to create a separate boot disk or decrease the number of memory-resident programs (TSRs) you have loaded with the suggested configurations listed below.

Do not delete your AUTOEXEC.BAT or CONFIG.SYS files completely - without them, your computer will not function.

Before creating a boot disk, we recommend that you generate a hard copy printout of your hard drive CONFIG.SYS and AUTOEXEC.BAT start-up files. To do so, at the DOS prompt, type:
type config.sys
Use the PRINT SCREEN key to generate a printout of this startup file. At the DOS prompt, type:
type autoexec.bat
Use the PRINT SCREEN key to generate a printout of this startup file.

Creating a Boot Disk

To create a separate boot disk, insert a blank high density disk in your A: drive. From the DOS prompt, type:
    format a:/s ENTER

Modifying CONFIG.SYS

When the DOS prompt returns and the format is complete, type:
    edit a:\config.sys ENTER
When the new screen appears, type the commands shown below. This configuration is generic and may require additional drivers. Consult your CD-ROM manual and printouts for more information.

CONFIG.SYS using DOS's EMM386.EXE
Files=20
Buffers=20
Device=C:\DOS\HIMEM.SYS
Device=C:\DOS\EMM386.EXE 1024 RAM
DOS=UMB
DOS=HIGH
SHELL=C:\DOS\COMMAND.COM /P
DEVICEHIGH=C:\<path>\CDROM DRIVER><all parameters from the
original CONFIG.SYS>

(Refer to your hard drive CONFIG.SYS printout to fill in the blanks in the last
line above.)

After typing the CONFIG.SYS Commands

Acrobat Note: If you receive any "ACROBAT.INI" error messages from the
DOS Acrobat document reader program, add or modify the following lines to
the CONFIG.SYS file on your boot disk:

Files=30
Buffers=30

After typing these lines, you should exit and save your file. Do so by typing:
Alt F
X
Y

Next you need an AUTOEXEC.BAT file on your boot disk. Type:
EDIT A:\AUTOEXEC.BAT ENTER

When the new screen appears, type:
PROMPT PG
PATH=C:\DOS
C:
LH C:\<path>\mscdex.exe <all parameters from the original
AUTOEXEC.BAT with the following exceptions>
delete the /E parameter
Change /M::## to /M:5
LH C:\MOUSE\MOUSE.COM
(Your mouse driver may need to be loaded differently. Refer to the printout of
your original AUTOEXEC.BAT)

Exit and save this file by typing:
Alt F
X
Y

To Use Your New Boot Disk

Turn your computer off, insert your new boot disk in the A drive and turn
the computer back on. (If your CD drive is external, turn it on.)

Insert the CD-ROM disk (label side up) into your CD-ROM drive. (Some
drives may require that you put the disk into a CD caddy before inserting it
into the drive itself.)

Change to your CD-ROM drive by typing its drive letter followed by a
colon (e.g., D:) and pressing Enter.
UW1: To begin playing Underworld, type: UW ENTER
UW2: To begin playing Underworld II, type: UW2 ENTER

Troubleshooting

Q: Underworld or Underworld II fails to load or run and generates an error
code. What's wrong with my game?
A: Certain error codes can easily be interpreted and remedied:
A### (i.e., an "A" followed by three numbers) usually means a low
file count

Your CONFIG.SYS may need to be modified. If you get a message that
reads "Internal Error" or "Underworld can no longer run. Error code A###",
edit your CONFIG.SYS file so the line reading "FILES=##" reads "FILES=20"
(or more). This should allow you to play the game. (Consult Optimizing Your
System)

B### means low conventional (base) memory.
Run the MEM program included with DOS to check your computer's
available RAM. To do this, type MEM after the prompt for the drive in which
you have installed the game. Consult the "Largest executable program size"
line. UW1 requires 565,248 bytes for all options and UW2 requires 581,632
bytes for all options. Free up RAM if needed or make a new floppy boot disk.
(consult Optimizing Your System)

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C### means a problem with expanded (EMS) memory.

You may be using a non-compatible memory manager. UW1/UW2 require a LIM4.0 EMS or 100% compatible driver. Compatible memory managers include DOS's EMM386.EXE and QEMM386.SYS. This error may also indicate that you do not have enough expanded memory allocated to run this game. Consult Memory Requirements and Optimizing Your System.

E### means that you do not have enough hard disk space.

You must have at least 2 megs free on your hard disk to install and play either game, even if you are playing it directly from the CD.

You may have chosen an invalid configuration during the install process. Check your configuration and if necessary, re-install the game.

You may have filled all free space on the active hard drive. Use the DOS DIR command to check available hard drive space. You need at least 2 megabytes for saved games and temporary files.

Q: My mouse is not working UW/UW2 CD-ROM. My mouse works with all of my other software applications - why not with UW/UW2?
A: If your mouse is not working with UW/UW2, you should first check to see if your mouse has been loaded in DOS (in your AUTOEXEC.BAT file) or onto the boot disk you are using to play the game. Windows and many other "multitasking" environments load their own built-in mouse drivers. These mouse drivers will not operate outside of their shell environment. Loading a mouse driver into the DOS environment can be as simple as typing MOUSE ENTER at the command prompt. For example,

C:\MOUSE ENTER
This command can differ depending on which mouse driver software you are using. Please consult your mouse user's guide for further details.

Some rare combinations of hardware and software cause mouse conflicts that freeze the on-screen pointer. If your mouse pointer ever stops moving, press Alt F4 to free the mouse and allow the pointer to move normally, or get a Microsoft mouse driver version 7.0 or higher.

Q: When I try to run the game, I get a message that says, "Sound System Initialization Failed."
A: You probably have enough memory to run the game, but not enough to load the sound drivers you selected during installation. You will either have to increase the amount of free DOS memory (see Optimizing Your System) or play without sound.

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Or if your sound card is not one of the cards listed on the box or in the installation program, but is 100% compatible with one of the cards listed, it may need to be configured for Sound Blaster emulation mode. Consult your sound card manual.

Q: (UW1 only) When I select PC Speaker sound effects all I get are "Beeps" and "Boops."
A: There's nothing wrong with your speaker or your game. The PC speaker sound effects are not intended to be realistic. They do, however, provide important feedback (whether you hit a creature in combat, for example.) The best answer is to upgrade your system with a sound card. (The installation menu lists the cards supported by Underworld.) If a system upgrade is impossible and you would rather play without sound, select the OPTIONS icon from the main game screen, followed by the SOUND option. Turn the sound off and return to the game.

Q: Is it possible to play different characters in different games?
A: Each game allows you to save up to four different games at once. For each game, you can save four different points in a single adventure. You can also save on character's adventure in the first saved game slot, another character's adventure in the second slot, and so on. Any combination of characters and saved game slots is possible (up to the maximum of four per game). Note that you cannot translate a UW1 character into UW2, or vice versa.

Q: The game runs too slowly.
A: Your computer may not be fast enough to run the game efficiently. The minimum configuration is a 386SX with a 16MHz processor - but movement and animation are faster and smoother on a faster computer. From the main game screen, select the OPTIONS icon, followed by DETAIL. Experiment with the various detail levels until you find a balance between speed and detail that suits you.

Q: I've tried to save my game, but I keep getting a message that says "SAVED GAME FAILED."
A: Each saved game can take up to 500K of hard disk space. If you don't have that much available, you can't save. To get around this, you can save your new position over an existing saved game. Select the OPTIONS icon from the main game screen, followed by the SAVE GAME option. Then, simply select a saved game slot you've already used. When you are asked to enter a name from the game, press Enter to use the same name as the old game, or type in a new one. In addition, you must have 700K (UW1) or 1200K (UW2) of free hard disk space available when you begin a mission.

Q: When I start, the music sounds very odd on my Sound Blaster Pro.
A: Early versions of the Sound Blaster Pro require different configurations than later versions. To correct this, run the SET-ENV program that came with your Sound Blaster Pro. This will automatically set the environment variable properly. If this doesn't work, this variable can be set manually. Consult your Sound Blaster Pro docs or your hardware dealer for more information.

Q: (UW2 only) I am having trouble using my joystick.
A: Your joystick may be set to "auto fire". If this is the case, you have difficulty moving your character and the buttons may not function as you expect. To correct the problem, turn auto fire off. If your joystick doesn't allow you to turn auto fire off, unplug it and play with a mouse or use the keyboard controls.

Q: (UW2 only) I seem to spin around even when I am not touching the mouse, joystick, or keyboard controls.
A: This can be caused by a miscalibrated joystick. Press Ctrl J and follow the instructions on screen to calibrate and center your joystick. If you cannot get the joystick properly calibrated, you will have to unplug it and play with the mouse or the keyboard controls.

Q: Why does my computer crash when I try to play UW/UW2 through Microsoft Windows (or OS/2, Desqview, or DOS 5.0 Task Swapper)?
A: "Multi-tasking" environments - Windows, Desqview, Software Carousel, DOS 5.0 Task Swapper, and so forth - often conflict in their use of memory and other system resources with the UW/UW2 CD-ROM. We do not recommend playing UW/UW2 under these circumstances. Even if you do run the game under a multi-tasker, do not swap to another application while playing. Your system will crash if you try to suspend UW/UW2 to run another program. In general, we recommend that you log out of Windows (or similar applications) and play from the DOS prompt.

Q: My CD drive is too slow to play the game from. Can I play either game from my hard drive?
A: To copy the CD version of Underworld onto your hard drive, follow these steps:

Make sure you have at least 13 megabytes of hard drive space available. Type XCOPY D:\UW C:\UW /E/S ENTER. This will copy all of the necessary files to a \UW directory on your hard drive. (This assumes your CD drive is D: and your hard drive is C: — if not, substitute the appropriate drive letter in the above entry.)

When the files have finished copying, change to your newly created C:\UW directory and type UINSTALL ENTER. This will begin the Underworld configuration process. (For UW1 only, at the option for SELECTING CUT SCENES STATIC OR ANIMATING, select ANIMATING. STATIC will not work.)
After completing the configuration, type UW ENTER to begin playing.

To copy the CD version of Underworld II onto your hard drive, follow these steps:

Make sure you have at least 13 megabytes of hard drive space available. Type XCOPY D:\UW2 C:\UW2 /E/S ENTER. This will copy all of the necessary files to a \UW2 directory on your hard drive. (This assumes your CD drive is D: and your hard drive is C: — if not, substitute the appropriate drive letter in the above entry.)

When the files have finished copying, change to your newly created C:\UW2 directory and type UINSTALL ENTER. This will begin the Underworld II configuration process.

After completing the configuration, type UW2 ENTER to begin playing.

Note: The install program will ask if you want to delete or leave extra sound files if you are running without digitized speech or no sound. You can delete these files to save space, but (contrary to what the install program says) you will not be able to add them later without recopying the game to your hard drive.

Q: My Sound Blaster beeps before playing digital effects.
A: Under OS/2 old Sound Blaster ROM (1.5) will cause this. Reinstalling without digital effects will fix this, though you will lose digital effects. We recommend operating under a DOS 5.0 or higher environment.

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THE STYGIAN ABYSS
REFERENCE CARD

BEGINNING PLAY

Install the game, following the directions above. Change to the CD-ROM drive and type UW ENTER to begin play. If you used our default selections, you would type:

D: ENTER
UW: ENTER

The first time you play, typing UW takes you to the title screens, followed by the introduction. Press ESC to bypass the titles and/or introduction and go to the Main Menu.

If you have played (and saved) the game, typing UW takes you to the Main Menu.

MAIN MENU

To select an option with the mouse, click on it. With the keyboard, use the arrow keys to highlight it, then press ENTER to select it.

Create Character. Choose before you begin a new game. Use the mouse or arrow keys and follow the directions on-screen to make selections.

Introduction. Allows you to watch the introduction.
(Press ESC to exit at any time.)

Acknowledgments. Lists the people who created ULTIMA Underworld.

Journey Onward. If you have saved games, a list appears when you select Journey Onward. Move the pointer to the game you wish to play and click either button. (With the keyboard, use the arrow keys to highlight your choice and press ENTER.)

MAIN GAME SCREEN

When you Journey Onward, the main game screen appears.

3-D View Window. The view window shows what you see:
As you move, the view changes to reflect your new position.
When you take damage in combat, the window shakes.
When you are critically wounded, the screen flashes red.
When you are drowning, the screen flashes blue.

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Normally, you look straight ahead, but you can look up and down:
To look down, press 1 repeatedly.
To look up, press 3 repeatedly.
To return to the "straight ahead" position, press 2.

Character Panel. Three panels share this position, and you can switch from one to the other at will.

The inventory panel shows all items you are carrying and wearing. From the inventory panel:

Left-click the runebag in your inventory to flip to the rune display.

Click on the pull chain to flip to the statistics panel.

The statistics panel displays detailed information about your character's skills and current condition. Click on the pull chain to return to the inventory panel.

Your rune display shows all of the runes you own. Click on the pull chain to return to the inventory panel.

On these panels, the right mouse-button triggers the action specified by the command icon selected; the left button selects, moves, or uses an object.

Vitality and Mana Flasks. Shows your current Vitality or Mana as compared to your maximums. If the Vitality flask is green, you are poisoned.

Rune Shelf. Click on runes in your rune display and they appear here. Click on a rune here to cast the spell represented by the runes on the shelf.

Compass. Indicates the direction you are facing. The red dot always points north. The arrows on the base of the compass allows you to use Easy Move mode. Clicking the compass itself gives you an indication of your character's condition and overall situation.

Message Scroll. Displays messages and results of commands.

Power Gem. In combat, the gem glows red, then yellow, then green, then sparkles as you put more power into an attack.

Current Spells. Icons represent active duration spells.

Command Icons. Access the game option panel, and determine whether the right mouse-button allows you to Look, Get, Use, Fight, or Talk.

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Gargoyle. Above the view window is a gargoyle. During combat, the glow in its eyes changes as the condition of your foe changes:

Green eyes mean your foe is still strong.
Yellow means the foe is hurt.
Red means the foe is severely injured.

MOVEMENT

Walking, Running, Swimming. Press and hold the left mouse-button while the cursor is in the 3-D view window. The further from the center of the window your cursor is, the faster you move. The shape of the cursor determines direction:

↑ Move forward
Turn right or left while moving forward
Turn right or left with no forward movement
← → Sidestep left or right
↓ Move backwards
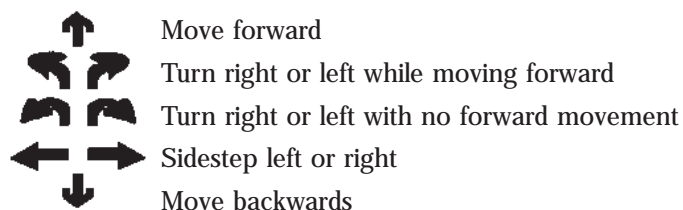
Jumping. Press the right mouse-button while the left button is down. (In fight mode, press J or SHIFT J on your keyboard.) Your speed determines how far you jump.

Standing still, you jump straight up.

Walking or running, you jump in the direction of your movement; distance jumped increases with speed.

Flying. Cast a Fly or Levitate spell, or use an appropriate magic item. Use E to rise into the air. Use the normal movement commands to determine direction of flight. Use Q to lower yourself.

INTERACTING WITH THE WORLD

Default Mode. If no icons are highlighted, you are in Default Mode. (To "un-select" a highlighted icon, click on it.)

Talk. Put the cursor on the person or creature and briefly right-drag the mouse.

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Get. Position the cursor on the object, press and hold the right mouse-button. If the object is "get-able" it will be put in-hand when you drag the object somewhere on the screen. Release the button to drop the item.

Look. Right-click on the creature or item you want to examine.

Fight. Move the cursor to your inventory and click on the weapon in your weapon-hand. Click on the weapon again to exit fight mode.

Use. To use an object in your inventory, left-click it. To use an object in the view window, position the cursor on the object, and briefly right-drag it.

NOTE: To access the game options menu you must click on the Options icon or press the appropriate keys on the keyboard.

Icon Mode. Use the right mouse-button to interact with things in the underworld. The command icons determine what the right button does.

Options Icon. Click on this to bring up a list of game-related functions and to pause the game. Click on the function you wish to access:

Save Game. Preserves your current game state. You can have up to four saved games at once. Each saved game requires about 300K of hard disk space. Always save before ending a game session.

Restore Game. Begins the game at a point you saved. Click on this option, then on the roman numeral that matches the name of the saved game.

Music. Toggle music on or off.

Sound. Toggles sound effects on or off.

Detail. Increases or decreases the level of graphic detail.

Return to Game. Resumes play when you're done selecting options.

Quit Game. Returns you to DOS. (This does not save the game.)

Talk Icon. Left-click this icon, then right-click the character you want to talk to.

Get Icon. Left-click this icon, then right-click the object you want to pick up.

Look Icon. Left-click this icon, then right-click the object or area you want to look at.

Fight Icon. Left-click this icon. To attack, right-click and hold until you're ready to attack, then release the right button.

Use Icon. Left-click this icon, then right-click the object you want to use. For actions that require a target, left-click this icon, then right-click the object you wish to use (putting it "in-hand".) Move the object in-hand over the target object and right-click again.

HEALING

To regain lost Vitality (or shake off the effects of poison), you must eat and sleep, or cast healing magic.

The healing spells are Lesser Heal, Heal, and Greater Heal, in order of the Vitality they restore. These do not restore Mana.

To regain Vitality and Mana, you must sleep. Press F10 or use a bedroll. When you awaken, you gain some percentage of lost Vitality and Mana. If you are hungry, sleep does less to revitalize you.

PAUSING THE GAME

With a mouse, click on the Options Icon. This pauses the game and brings up a menu of options. To unpause, click on "Return to Game". On the keyboard, press F1 to pause, ESC to unpause.

MAGIC

Magic requires three things:

Mana. The Mana point cost of a spell is triple the Circle of the spell.

Character Level. Your character level, halved and rounded up, must equal or exceed the Circle of the spell.

Rune Stones. The rune stones required to cast each spell are listed below.

Casting Spells. If the three conditions above are met, you can attempt to cast a spell. To do so, click on the runebag in your inventory, then click on each rune required to cast the spell, in order. When the runes appear on the rune shelf, left-click anywhere on the rune shelf.

Targeting Spells. Some spells must be targeted. When you left-click the rune shelf to cast such a spell, a targeting cursor appears on screen. For combat spells, the targeting cursor is a red circle. For non-combat spells, the cursor is a blue cross.

When a targeting cursor appears, position it on the person, creature, or object you wish to target, then right-click to unleash the spell. (You may or may not succeed.)

The Eight Circles of Runic Magic

Spell List

First Circle		Fifth Circle	
Create Food	ᛁᛘᛊᚱ	Cure Poison	ᚾᛏ
Light	ᛁᛏ	Fireball	ᚴᚹ
Magic Arrow	ᚱᛩ	Missile Protection	ᚷᛩᚴ
Resist Blows	ᛒᛁᛩ	Name Enchantment	ᚱᚾᚱ
Stealth	ᚢᛩ	Open	ᛘᚱ

Second Circle		Sixth Circle	
Cause Fear	ᚹᛪ	Daylight	ᚪᛁᛏ
Detect Monster	ᚾᛖᛘ	Gate Travel	ᚪᚱᚴ
Lesser Heal	ᛁᛒᛖ	Greater Heal	ᚪᛁᛖ
Rune of Warding	ᛁᛩ	Paralyze	ᚱᛖᚴ
Slow Fall	ᚱᛞᚴ	Telekinesis	ᚹᚴᚱ

Third Circle		Seventh Circle	
Concea	ᛒᚢᛏ	Ally	ᛁᛖᚱ
Lightning	ᚹᚷ	Confusion	ᚪᚹᚾ
Night Vision	ᚹᛏ	Fly	ᚪᚹᚴ
Speed	ᚱᛏᚴ	Invisibility	ᚪᚢᛏ
Strengthen Door	ᚢᛩ	Reveal	ᚱᚱᚹ

Fourth Circle		Eighth Circle	
Heal	ᛁᛖ	Flame Wind	ᚹᚦ
Levitate	ᚦᚴ	Freeze Time	ᚱᛏ
Poison	ᛩᛖ	Iron Flesh	ᛁᚪᚢ
Remove Trap	ᚱᛩ	Roaming Sight	ᚱᚴᚾ
Resist Fire	ᚢᚹ	Tremor	ᚪᚴᚱ

COMBAT

Using a Hand Weapon.

Click on a weapon in your weapon hand (or on the Fight icon) to enter fight mode.

Position the cursor on your target.

Hold down the right button until the weapon is drawn back (You can continue to move by pressing the left button while the right button is pressed).

With the weapon drawn back, the power gem begins to brighten, indicating how much power you are putting into the attack.

Release the mouse-button to attack. (If the gem is still red when you release the button, your attack is aborted.)

Types of Attack.

Bash. Press the right button when the cursor is high in the view window.

Slash. Press the right button when the cursor is in the middle of the view window.

Thrust. Press the right button when the cursor is low in the view window.

Missile Weapons.

Ready a missile weapon by placing it in your hand on the Inventory panel. Make sure you have ammunition in your inventory. Enter fight mode.

Press and hold the right mouse-button to initiate an attack (screen location doesn't matter).

When the jewel is green, you weapon is ready to shoot an a red, circular cursor appears.

Move the cursor where you want to aim your weapon.

Release the mouse-button to unleash the attack.

CONVERSATION

To talk to a character or creature:

Click on the Talk icon.

Position the cursor over the character you wish to talk to, then press the right mouse-button to bring up the conversation screen. The other person's comments appear on the large scroll in the center of the screen. Your response options appear on your message scroll.

Move the yellow cross onto the option you want and click either button (or press the number of the statement you want to make).

Read the other person's response and pick one of your own. If you see the word "[MORE]" at the end of a comment, click either mouse-button or press any key to see the rest of what the other person has to say. If you see the word "Other" in your list of choices, you have the option of typing in something that isn't on your list.

If you have the last word in a conversation, you return to the main game screen automatically. Otherwise, click either mouse-button or press any key.

Bartering

Select the option on your conversation option list that says you want to trade items.

Get items you are willing to trade and put them in your barter area.

Click on items in either barter area to select or deselect them for the current trade.

Offer the deal by clicking on the appropriate menu line, or click on "I must think about this deal" to use your appraise skill.

If the person or creature with whom you are dealing accepts the deal, any items you offered disappear into your trading partner's inventory. Now, you may move traded items from his barter area into your inventory.

If the deal isn't accepted, you can change the highlighted items in either barter area and try again.

At the end of a bartering session, any items that now belong to you appear on the floor in front of you.

Giving and Getting Items

Place the item you wish to give or show in your barter area.

Select a conversation option like "I wish to give you this gift." The character takes the item from your barter area, or simply looks at it, depending on the circumstances.

If a character gives you something, it appears on your cursor, allowing you to place it in your inventory.

Repairing Items

Some characters in the Abyss offer to repair items. To have a broken item repaired, place it in your barter area before you select the option requesting the repair.

To repair damaged weapons or armor yourself:

Use an anvil as you would any item.

When your cursor turns into an anvil, click on the broken item.

A message appears telling you how difficult the repair will be and asking if you want to continue.

Select "Yes" or "No".

KEYBOARD CONTROLS

When using a keyboard, note that the game is case-sensitive - SHIFT A is not the same as A.. Also , there are some keyboard commands for which there are no mouse equivalents - even mouse users must use these. These commands are listed below in italics.

Menus

Key	Action	Key	Action
8 ⇧	Up to next option above	Page Up	Top of List or
2 ⇩	Down to next option below	Home	Tome of List
6 ⇨	Left one column (2-column lists only)	Page Down	Bottom of List or
4 ⇦	Right one column (2-column lists only)	Page Down	Bottom of List or

Normal Movement

Key	Action	Key	Action
W	Run Forward	D	Turn Right
Shift W	Easy Move Run Forward	Shift D	Easy Move Right
S	Walk Forward	Z	Slide Left
Shift S	Easy Move Walk Forward	C	Slide Right
A	Turn Left	X	Walk Backwards
Shift A	Easy Move Left	Shift X	Easy Move Backwards
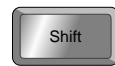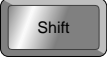
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Other Movement

Key	Action
E	Fly Up
Q	Fly Down
1	Look Down
2	Center View
3	Look Up
Shift J	Standing Long Jump
J	Jump

Combat Mode Keys

Key	Action
P	Bash
;	Slash
.	Thrust

Special Function Keys

Key	Action
F1	Game Options/ Pause Game
F2	Talk Mode
F3	Get Mode
F4	Look Mode
F5	Fight Mode
F6	Use Mode
F7	Flip Character Panel
F8	Cast Spell
F9	Use Track Skill
F10	Sleep

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Game Options

Key	Action
Ctrl S	Save Game
Ctrl R	Restore Game
Ctrl M	Change Music
Ctrl F	Change Sound Effects
Ctrl D	Change Detail Level
Esc	Return to Game
Ctrl Q	Quit Game

Cursor Movement Keys

Key	Action
Tab	Move cursor one hot area right
Shift Tab	Move cursor one hot area left

Numeric Pad

Key	Action
1 - 9	Cursor Direction
0	Left Mouse Button
.	Right Mouse Button

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Labyrinth of Worlds
Reference Card

BEGINNING PLAY

Install the game, following the directions above. Change to the CD-ROM drive and type UW2 ENTER to begin play. If you used our default selections, you would type:

    D: ENTER
    UW2: ENTER

The first time you play, typing UW2 takes you to the title screens, followed by the introduction. Press ESC to bypass the titles and/or introduction and go to the Main Menu.

If you have played (and saved) the game, typing UW2 takes you to the title screens and then the Main Menu.

MAIN MENU

To select an option with the mouse, click on it. With the keyboard, use the arrow keys to highlight it, then press ENTER to select it.

Create Character. Choose before you begin a new game. Use the mouse or arrow keys and follow the directions on-screen to make selections.
Introduction. Allows you to watch the introduction. (Press ESC to exit at any time.)

Acknowledgments. Lists the people who created ULTIMA Underworld II.

Journey Onward. Journey Onward. If you have saved games, a list appears when you select Journey Onward. Move the pointer to the game you wish to play and click either button. (With the keyboard, use the arrow keys to highlight your choice and press ENTER.)

MAIN GAME SCREEN

When you Journey Onward, the main game screen appears.

3-D View Window. The view window shows what you see:
As you move, the view changes to reflect your new position.
When you take damage in combat, the window shakes.
When you are critically wounded, the screen flashes red.
When you are drowning, the screen flashes blue.

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When you wear or use a cursed item or a spell backfires, the screen flashes orange.

Normally, you look straight ahead, but you can look up and down:
To look down, press 1 repeatedly.
To look up, press 3 repeatedly.
To return to the "straight ahead" position, press 2.

Character Panel. Three panels share this position, and you can switch from one to the other at will.

The inventory panel shows all items you are carrying and wearing. From the inventory panel:

Left-click the runebag in your inventory to flip to the rune display.

Click on the pull chain to flip to the statistics panel.

Your rune display shows all of the runes you own. Click on the pull chain to return to the inventory panel.

The statistics panel displays detailed information about your character's skills and current condition. Click on the pull chain to return to the inventory panel.

On these panels, the right mouse-button triggers the action specified by the command icon selected, and, when used to drag, moves an item; the left button selects or uses an object.

Vitality and Mana Flasks. Shows your current Vitality or Mana as compared to your maximums. If the Vitality flask is green, you are poisoned.

Rune Shelf. Click on runes in your rune display and they appear here. Click on a rune here to cast the spell represented by the runes on the shelf.

Compass. Indicates the direction you are facing. The silver arrow-tip always points north. Clicking on the compass itself gives you an indication of your character's condition and overall situation.

Message Scroll. Displays messages and results of commands.
Power Gem. In combat, the gem starts red, turns green, then sparkles when the attack is at maximum power.

Current Spells. Icons represent active duration spells.

Command Icons. Accesses the game option panel, and determines whether the right mouse-button allows you to Look, Get, Use, Fight, or Talk.

Gargoyle. Above the view window is a gargoyle. During combat, the glow in its eyes changes as the condition of your foe changes:
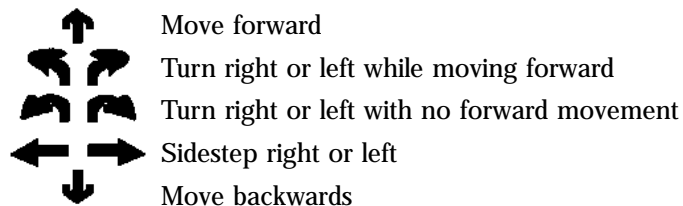
Green eyes mean your foe is still strong.
Yellow means the foe is hurt.
Red means the foe is severely injured.

MOVEMENT

Walking, Running, Swimming. Press and hold the left mouse-button while the cursor is in the 3-D view window. The further from the center of the window your cursor is, the faster you move. The shape of the cursor determines direction:

Move forward

Turn right or left while moving forward

Turn right or left with no forward movement

Sidestep right or left

Move backwards

Swift-moving water and slick ice may make movement difficult and may even cause you to move in a direction you didn't want to go!

Jumping. Press the right mouse-button while the left button is down. (In fight mode, press J on your keyboard.) Your speed determines how far you jump.
Standing still, you jump straight up. You jump forward if you press SHIFT J. Walking or running, you jump in the direction of your movement; distance jumped increases with speed.

Flying. Cast a Fly or Levitate spell, or use an appropriate magic item. Use E to rise into the air. Use the normal movement commands to determine direction of flight. Use Q to lower yourself.

INTERACTING WITH THE WORLD

Quick Mode. If no icons are highlighted, you are in Default Mode. (To "un-select" a highlighted icon, click on it.)

Talk. Put the cursor on the person or creature and briefly right-drag the mouse.

Get. Position the cursor on the object, press and hold the right mouse-button. If the object is "get-able", it will be put in-hand when you drag the object somewhere on the screen. Release the button to drop the item.

Look. Right-click on the creature or item you want to examine.

Fight. Move the cursor to your inventory and click on the weapon in your weapon-hand. Click on the weapon again to exit Fight mode.

Use. To Use an object in your inventory, left-click it. To use an object in the view window, position the cursor on the object, and briefly right-drag it.

NOTE: To access the game options menu you must click on the Options icon or press the appropriate keys on the keyboard.

Icon Mode. Use the right mouse-button to interact with things in the world. The command icons determine what the right button does.

Options Icon. Click on this to bring up a list of game-related functions and to pause the game. Click on the function you wish to access:

Save Game. Preserves your current game state. You can have up to four saved games at once. Each saved game requires about 500K of hard disk space. Always save before ending a game session.

Restore Game. Begins the game at a point you saved. Click on this option, then on the roman numeral that matches the name of the saved game.

Music. Toggle music on or off.

Sound. Toggles sound effects on or off.

Detail. Increases or decreases the level of graphic detail.
Return to Game. Resumes play when you're done selecting options.

Quit Game. Returns you to DOS. (This does not save the game.)

Talk Icon. Left-click this icon, then right-click the character you want to talk to.

Get Icon. Left-click this icon, then right-click and drag the object you want to pick up.

Look Icon. Left-click this icon, then right-click the object or area you want to look at.

Fight Icon. Left-click this icon. To attack, right-click and hold until you're ready to attack, then release the right button.

Use Icon. Left-click this icon, then right-click the object you want to Use. For actions that require a target, left-click this icon, then right-click the object you wish to Use (putting it "in-hand".) Move the object in-hand over the "target" object and right-click again.

MAGIC

Magic requires three things:

Mana. The Mana point cost of a spell is triple the Circle of the spell.

Character Level. Your character level, halved and rounded up, must equal or exceed the Circle of the spell.

Rune Stones. The rune stones required to cast each spell are listed below.

Casting Spells. If the three conditions above are met, you can attempt to cast a spell. To do so, click on the runebag in your inventory, then click on each rune required to cast the spell, in order. When the runes appear on the rune shelf, left-click anywhere on the rune shelf.

Targeting Spells. Some spells must be targeted. When you left-click the rune shelf to cast such a spell, a targeting cursor appears on screen. For missile spells, the targeting cursor is a red circle. For non-missile spells, the cursor is a blue cross.

When a targeting cursor appears, position it on the person, creature, or object you wish to target, then right-click to unleash the spell. (You may or may not succeed.)

The Eight Circles of Runic Magic
See page 179.

HEALING

To regain lost Vitality (or shake off the effects of poison), you must eat and sleep, or cast healing magic. No healing magic restores Mana. The spells which restore Vitality are Lesser Heal, Heal, and Greater Heal (in order of the Vitality they restore). Cure Poison has no effect on Vitality, but reverses the effects of any toxins in your character's system. Restoration restores all Vitality, and it also negates poison, hunger, paralysis, and fatigue.

To regain Vitality and Mana, you must sleep. Press F10 or Use a bed or bedroll. When you awaken, you regain a percentage of lost Vitality and Mana. If you are hungry, or you have slept very recently, sleep does less to revitalize you.

PAUSING THE GAME

With a mouse, click on the Options Icon. This pauses the game and brings up a menu of options. To unpause, click on "Return to Game". On the keyboard, press F6 to pause and F6 again to unpause.

THE AUTO-MAP

Use the auto-map parchment to bring up a full-screen map. Your position is indicated by a small pushpin. Usually, the map updates itself automatically as you explore, but it is possible to get lost.

Changing Views. Click either mouse-button on a facet of the gem on the right-hand side of the map to bring up an image of the world represented by that facet. Click on the castle in the center of the gem to bring up the map of Lord British's castle.

To view maps of different levels in a given world, click either mouse-button on the arrows in the upper- and lower-right corners of the map until the level you want is displayed.

Notes. To write a note, move the quill-shaped cursor until it is pointing where you want your note to appear, click either mouse-button and begin typing. To end the note, click again, press ENTER or press ESC.

To erase a note, move the cursor over the eraser, click either mouse-button, move the erase over the note you want to erase and click either mouse-button.

Exiting the map. To return to the game from the auto-map, click either mouse-button on the "Close" scroll or press ESC.

COMBAT

Using a Hand Weapon.

Click on a weapon in your weapon hand (or click on the Fight icon) to enter fight mode.

Position the mouse cursor in the view window to select an attack type. *(See* "Types of Attack" *below.)*

Hold down the right button until the weapon is drawn back (You can continue to move by pressing the left button while the right button is pressed).

With the weapon drawn back, the power gem begins to brighten, indicating how much power you are putting into the attack.

Release the mouse-button to attack. (If the gem is still dark green when you release the button, your attack is aborted.)

Types of Attack.

Bash. Press the right button at the beginning of each attack when the cursor is high in the view window.

Slash. Press the right button when the cursor is in the middle of the view window.

Thrust. Press the right button when the cursor is low in the view window.

Missile Weapons.

Ready a missile weapon by placing it in your hand on the Inventory panel.

Make sure you have ammunition in your inventory. Enter Fight mode.

Press and hold the right mouse-button to initiate an attack (screen location doesn't matter).

When the jewel is green, you weapon is ready to shoot an a red, circular cursor appears.

Move the cursor where you want to aim your weapon.

Release the mouse-button to unleash the attack.

CONVERSATION

To talk to a character or creature:

Click on the Talk icon. (In Quick Mode, skip this step.)

Position the cursor over the character you wish to talk to, then press the right mouse-button to bring up the conversation screen (or, in Quick Mode, position the cursor on the character, then right-click and drag the mouse). The other person's comments appear on the large scroll in the center of the screen.

Your response options appear on your message scroll. Move the mouse cursor onto the option you want and click either button (or press the number of the statement you want to make).

Read the other person's response and pick one of your own. If you see the word "[MORE]" at the end of a comment, click either mouse-button or press any key to see the rest of what the other person has to say. If you see the word "Other" in your list of choices, you have the option of typing in something that isn't on your list.

If you have the last word in a conversation, you return to the main game screen automatically. Otherwise, click either mouse-button or press any key.

Bartering

Select the option on your conversation option list that says you want to trade items.

Get items you are willing to trade and put them in your barter area. Click on items in either barter area to select or deselect them for the current trade.

Offer the deal by clicking on the appropriate menu line, or click on "I must think about this deal" to use your appraise skill.

If the person or creature with whom you are dealing accepts the deal, any items you offered disappear into your trading partner's inventory. Now, you may move traded items from his barter area into your inventory.

If the deal isn't accepted, you can change the highlighted items in either barter area and try again.

At the end of a bartering session, any items that remained in the barter that belong to you appear on the floor in front of you.

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Giving and Getting Items

Place the item you wish to give or show in your barter area.

Select a conversation option like "I wish to give you this gift." The character takes the item from your barter area, or simply looks at it, depending on the circumstances.

If a character gives you something, it appears on your cursor, allowing you to place it in your inventory.

Repairing Items

To repair damaged weapons or armor:

Use an anvil as you would any item.

When your cursor turns into an anvil, click on the broken item.

A message appears telling you how difficult the repair will be and asking if you want to continue.

Select "Yes" or "No".

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KEYBOARD CONTROLS

When using a keyboard, note that the game is case-sensitive - SHIFT A is not the same as A.

Also , there are some keyboard commands for which there are no mouse equivalents - even mouse users must use these. These commands are listed below in italics.

Two of these keyboard-only commands require additional explanation: The Handedness command and the Save to .GIF command.

Handedness. Some players find it easier to click and drag with the left-mouse button than with the right. The game allows you to do this with the Alt H command. Pressing Alt H reverses the functionality of each mouse button. So, for example, you could press Alt H and use the right mouse button to move. All functions normally associated with the right mouse-button would then be controlled by the left.

Save to .GIF. Press Alt Q to save any game screen (including your automap) as a .GIF file. With appropriate software, you can then view saved screens whenever you wish. Many .GIF viewers and conversion programs are available as shareware and can be downloaded from computer bulletin board systems. Note that you cannot save introduction or endgame screens in this manner.

Menus
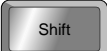
8 ⇧	Up to next option above	Page Up	Top of List or
2 ⇩	Down to next option below	Home	Tome of List
6 ⇨	Left one column (2-column lists only)	Page Down	Bottom of List or
4 ⇦	Right one column (2-column lists only)	End	Bottom of List

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Normal Movement

W	Run Forward	Z	Slide Left
A	Turn Left	C	Slide Right
D	Turn Right	X	Walk Backwards

Other Movement

1	Look Down	Q	Fly Down
2	Center View	J	Jump
3	Look Up	Shift + J	Standing Long Jump
E	Fly Up		

Combat Mode Keys

P	Bash
;	Slash
.	Thrust

Special Function Keys

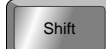|			
F1	Fight Mode	F6	Game Options/Pause Game
F2	Use Mode	F7	Slide Character Panel
F3	Get Mode	F8	Cast Spell

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F4	Talk Mode	F9	Use Track Skill
F5	Look Mode	F10	Sleep

Game Options

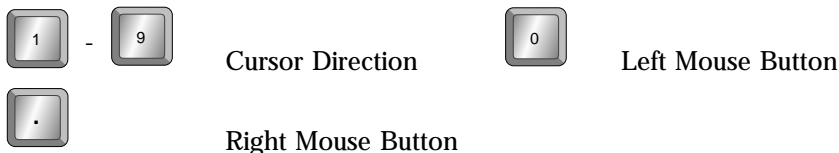|			
Alt H	Reverse functions of left and right mouse buttons	Ctrl M	Turn Music on/off
Alt Q	Save screen as .GIF file	Ctrl Q	Quit Game
Ctrl D	Change Detail Level	Ctrl R	Restore Game
Ctrl F	Change Sound Effects	Ctrl S	Save Game
Ctrl J	Calibrate/Center joystick	Esc	Return to Game

Cursor Movement Keys
(in game and on auto-map)

Tab	Move cursor one hot area right
Shift Tab	Move cursor one hot area left

Numeric Pad

| 1 | - | 9 |

Cursor Direction

| 0 |

Left Mouse Button

| . |

Right Mouse Button

JOYSTICK CONTROLS

In addition to mouse and keyboard control, you can play ULTIMA Underworld II with a joystick.

Movement

To move, push or pull the joystick in the direction you wish to go - push forward to move forward, pull back to move back, and so on.

Your speed is determined by how far you push or pull the joystick. The farther you move the stick, the faster you move.

(Note that you can't sidestep when using the joystick - you must use the keyboard commands.)

Selecting Options

To control cursor movement (to select one of the game icons, for example), press joystick button #1 and move the joystick. Moving the stick while button #1 is pressed moves the cursor, not your character.

(Since buttons vary from joystick to joystick, a bit of experimentation may be necessary in order to determine which button is #1 on your stick.)

Actions normally accomplished with the right mouse-button are accomplished by selecting an icon, moving the cursor, and pressing joystick button #2 when the cursor is over the person or object with which you want to interact.

Some actions may require you to keep both joystick buttons pressed simultaneously. For example, to pick up and move an object from the view window into your inventory, you would first press button #1 to move the cursor over the Get icon. Press button #2 to select this icon. Then press button #1 again and move the cursor over the object you want to pick up. Now, press button #2 while keeping button #1 pressed to pick up and move the object.

When it is over the appropriate circle in your inventory, release both buttons. The object will fall into place.

NOTE: that you can combine joystick and keyboard controls to increase efficiency. (In the example above, you could simply press 3 to select Get mode, saving yourself time and effort.)

In Brief

To move: No button, move joystick.
To control cursor: Button #1, move joystick
To emulate right mouse-button: Button #2