
Ultima V
™

ULTIMA II™

By Lord British

Documentation by
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ULTIMA II WELCOME

Welcome to the Ultima II universe. In your package, besides the handbook you are reading, you'll find a warranty return card, software, a player guide, a player reference card, and a time map of the world according to Lord British.

THE WARRANTY CARD

Sierra 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 software should fail within 90 days, return it to your dealer or directly to us; we will replace it free. After 90 days, enclose $5 and return the software directly to us. Sorry, without the registration card you are not covered by the warranty.

THE TIME MAP

Use this map to guide your characters through the corridors of time on Earth.

THE HANDBOOK

In this booklet you will find instructions for survival in the Ultima universe and the tale of its beginnings. You will want to read this eventually, to unearth many clues which will help you conquer the evil Enchantress, but for now you may simply read this page and your Player Guide to enter the world of Ultima II.

THE DISKS

THE ULTIMA II PROGRAM MASTER. Use this disk to begin the game.

THE ULTIMA II PLAYER MASTER. The Player Master contains the prototype seed from which adventurers are grown. Never use this disk to play the game! Copy the Player Master once for every adventurer you wish to create. Do not remove the "write protect" tab on the upper right side of the disk.

THE GALACTIC DISK. This disk accommodates all of outer space and the nine planets of the solar system.

GETTING STARTED

To enter the world of Ultima II at this time, please refer to your Player Guide.

CREATE A CHARACTER

Instructions for creating a character are on your Player Guide. The Player(s) you create is your alter ego, a trusted friend who will negotiate the Ultima II universe at your side. Together you will find friends and monsters, royal courts and misty dungeons, action and adventure.

Your distribution of attribute points will obviously affect your character. Your choice of sex, class and profession will also have an effect on the fate of your friend.

THE ATTRIBUTES

STRENGTH determines the damage you can inflict on a foe in a fight. Naturally, each foe's attributes will also influence the relative success of your attack.

AGILITY influences your skill at wielding a weapon; some weapons require a considerable amount of agility in order to use them at all. Good agility also increases your success at stealing (should you decide to turn to crime for survival).

STAMINA reflects your ability to defend against attack. Armour adds to your stamina. Attacks from extremely strong monsters make it all irrelevant.

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

WISDOM is required to cast spells successfully.

INTELLIGENCE increases both your bargaining skill and your spell casting ability.

At the beginning of play, each character must have at least ten points out of ninety allocated to each attribute. Clever players can increase their attributes up to 99 points apiece during game play.

Words to the wise: When you choose a race, profession and sex for your character you add to his/her character attributes in the amounts shown below:

Human	*+5 Intelligence*	*Elven*	*+5 Agility*
Dwarven	*+5 Strength*	*Hobbit*	*+5 Wisdom*
Fighter	*+10 Strength*	*Cleric*	*+10 Wisdom*
Wizard	*+10 Intelligence*	*Thief*	*+10 Agility*
Male	*+5 Strength*	*Female*	*+10 Charisma*

After you name your character, he/she will become your faithful comrade in arms. He/she will do your bidding, fight your fights and find you treasures. Ultima II awaits both of you.

KEY LETTER COMMANDS

A)ttack	*Lets you fight someone or something. Must be followed by a direction unless you're in a tower or dungeon. Ex: [A] [RETURN].*
B)oard	*Lets you get on your horse, climb into a plane, strap into a rocket, board a ship. (See "Xit" to change your mind.)*
C)ast	*Casts the spell you have ready. (See "Magic.") You can only cast spells in dungeons and towers.*
D)escend	*Lets you go down a level (by rope) in a dungeon or tower.*
E)nter	*Lets you go into a town, village, or castle; read a signpost.*
F)ire	*Shoots a ship's guns once you've boarded.*
G)et	*Picks up treasures, weapons, and armour.*
H)yperspace	*Catapults spaceship through space to the coordinates you specified.*
I)gnite	*Lights a torch.*
J)ump	*Lets you jump up and down which is a good way to release frustration especially when things are not going well. Often used in tandem with "Yell." (See "Yell.")*
K)limb	*Lets you go up a level (by rope) in a dungeon or tower.*

L)aunch/Land	*Toggles takeoff and landing in a plane or rocket. Landings must be on grass. Press any key to touch down rocket.*
M)agic	*Readies a magic spell you know for casting. (See "Cast.")*
N)egate	*Stops time for all things farther than one square away from you, giving you a chance to get out of a tight situation. "Negate" will only work for characters who possess a particular magic item.*
O)ffer	*Offers money (gold) as payment or bribe. If the nonplayer character that you're offering to has nothing to give in return, it will accept your offer as a generous gift.*
P)ass	*Allows one game turn to pass without doing anything. However, others will not pass their turns. Pressing the space bar accomplishes the same thing.*
Q)uit	*Saves the game; allows you to 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 countryside on Earth and you must not be aboard anything.*
R)eady	*Equips you with your choice of any weapons you own.*
S)teal	*Attempts to take items from stores without paying for them. May or may not work for weapons, armour, food, transport. Be sure to plan an escape route ahead; townspeople don't take kindly to theft.*
T)ransact	*Lets you talk to the people of Ultima's universe. You must follow the command by giving the direction toward which your communication is to take place. Because the*

intricacies of winning—and even playing tips—are available only from characters in the game, you should "Transact" as much as possible; don't skip anyone. You may even meet someone you know. . .

U)nlock — *Opens doors—if you have the keys. "Unlock" must be followed by the direction of the door you wish to unlock. Incidentally, in the universe according to Lord British, locks gobble keys, so use them wisely.*

V)iew — *Gives you, if you have a certain magical item, a bird's eye view of a town or village, or a satellite's view of a planet. One viewing per unit of magic. "View" doesn't work in dungeons or towers.*

W)ear — *Outfits you in your choice of the armours that you own.*

X)it — *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 board. (See "Board.")*

Y)ell — *Stops everything while you type in anything you feel like yelling—then gets on with the game. In other words, you can let out your frustrations, but it won't affect the game in the least. Often used in tandem with "Jump." (See "Jump.")*

Z)tatus — *Stops everything to display a text screen of your character's attributes and possessions. This is also the only command that effects a complete and open-ended pause in the game.*

MAGIC SPELLS

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

WHAT YOU GET

The third line, "experience," increases as you fight. Every encounter has the potential to add to your experience and most do; occasionally you'll take on a foe who's a real wimp 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 "ztatus" screen.

"Gold," the final line, shows (got 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 chests in dungeons and towers. There are plenty of ways to spend gold, the first is the one that you need to indulge in now.

FIRST QUEST: ARMS AND ARMOUR

Press any key and the world will magically reappear. Did you notice a town nearby when you roamed before? Head straight for it 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 appetites; you can't afford much more than you need.

GETTING TO KNOW THE NATIVES

Did you run into any monsters outside? They don't care about your motives, they attack and you must fight them. In town, you may see some of the same monsters as well as various other people. They seldom attack in town 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 "transact;" the command line will ask for the direction in which you want to "transact." Enter it just as if you were moving that way, and the creature will respond if it can and chooses to. (Only rare orcs 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 response in their crowd these days. Now 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 in Ultima II and you certainly won't win. So talk to everyone. Put up with the bores to find the gems.

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

CHOOSE YOUR POISON

The weapons dealer will ask you to choose between 1)DA 2)MA 3)AX 4)BO 5)SW 6)GR 7)LI 8)PH. These represent respectively, dagger, mace, ax, bow, sword, greatsword, light sword, and phaser. Each is more effective than the one before it and more expensive too. Be careful because at first you aren't apt to be agile enough to wield anything larger than an ax.

At the armoury, you can buy leather, chain, plate, and the magical reflect and power armours. You may as well wear your new armour and ready your new weapon right away; be prepared. There is one weapon you cannot buy; you must earn it. It is the magical quicksword, Enilno.

Wizards and clerics are probably smarter to wait a few turns before purchasing spells, because they need armour and weapons too. When your character can afford them, you can refer to the "Magic Spells" given with the command list 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 universe of Ultima II is no exception. And, as usual, the barkeep is the wisest of all. When you talk to bartenders, they'll ask, 1-BUY, 2-TIP?

If you buy, you'll get a drink at a reasonable price and a comment that may or may not be useful. If you choose "tip," the '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 'keep before.

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

IN THE MAELSTROM

Armed and shielded, you're ready to venture into the countryside. Chances are, you'll meet a monster or two in your travels.

Don't wait, attack! There are no friendly wayfarers in the countryside. There's some timing to work on in battle. You may press [A] for "attack" as soon as you've 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 monster, which is, of course, blocked; then you miss your turn in 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 time door so you can disappear through it. Sometimes you can avoid monsters too, although fighting them and winning is essential for raising experience and cash. Monsters always make a bee-line for you. Keeping that in mind, you can often lead them into spots from which they can't get at you.

Take warning: No matter how strong you become, there will always be some monsters impervious to your attacks. They may be ferocious terrible creatures, or they may be ineffective orcs. When you meet an orc try to "transact" and defend yourself if you must. These lonely individual creatures are mutants of Minax's evil, doomed to continue their miserable lives forever.

ON THE TOWN

Learn to make your way around the land and then 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 "ztatus" often. Learn where to get food and hit points and figure out the best places and methods for getting the most money.

As you gather tactical 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 Minax.

FAR OUT

Eventually, 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 special attire. Follow your galactic map well, but don't be too chicken to explore.

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 saved 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 in history time doors first appeared, probably because their very existence renders time relative. Ancient books show no mention of them prior to the defeat and demise of the evil Mondain, so well recorded in Ultima.

Strongly convincing scientific theory supports the chronology. Mondain had gained such power that, upon his death, the physical laws of nature suffered a great upheaval. When the smoke cleared, all that remained were corridors in time and space, we commonly call our "time doors."

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

Nevertheless, the existence of the time doors has changed irretrievably all that is and all that ever was. When—no, where—there were no time doors, what was done was done no second chances existed; 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 travellers tell us that the time corridors are connected with five distinct time periods, but not one of them has been able to determine, with a semblance of 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 travellers, if only vaguely, appears 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 five time periods accessible through the time corridors.

LEGENDS — *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 enchantress Minax, the authoress of our worst troubles, is greatest at this time.*

PANGEA — *The time when Earth is still forming. Before volcanic upheavals separate the seven continents and set the great continental drift in motion, earth is one great continent surrounded by a gigantic ocean. There appears to be abundant, if sparse, life and some civilization, although the origins are so far inexplicable.*

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

A.D. — *The present—if we can still call it that. Specifically, 1990. It is, but apparently now not as it was to have been, a rather perilous time of planetary egocentricism leading to an overemphasis on dangerously shaky intraplanetary jealousies and greed. The times reflect the people who suffer stress with a sense of*

urgency that encourages pragmatism over reason, dulls an awareness of values and leads weaker souls to lives of crime.

AFTERMATH — *The post devastation period once thought of as the future. Much of life and all known civilization has ceased to exist. As we learn more of the enchantress Minax, we become more and more convinced of her 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 key centers and most troublesome hotspots of the great Sino-Russo-American Era.*

The time doors of all time periods are shown on a map of the world as it is in A.D. Accurate 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 rise silently looking rather like a blue mist that takes on the form of a door. Very soon they dissipate. To enter a time corridor, 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, so long as you are on its spot. The consequences of upsetting the sequence of time doors are unknown but scientists speculate that they could be disastrous.



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



DAEMON
It looks like it's shrugging, this creature of minor hells, but its pleasure is to stop you in your tracks by magic. A certain magical item can thwart the daemon—sometimes.



DEVIL
Complementing the daemon, the devil stays in your arms. A different possession deals with this baby.



BALRON
Awesomely recognizable from its great leathery wings, the wretchedly evil balron ensures the success of its Herculean strength by using a sleep spell to render its victims helpless. Some have hypothesized that the spell is not real—that the fetid, putrid 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 swan—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
Chosen for their brawn, guards are mindlessly loyal to their governments; they're generally harmless unless you break the rules—they're extremely strong.



MERCHANTS
Unarmed and mild, the grassroots of Ultima II, merchants rarely fight.



JESTERS
Bouncing about in eternal jumping jacks, jesters are usually the buffoons you'd expect—but occasionally the buffoonery masks great wisdom.



KINGS AND QUEENS

Larger-than life humans, but smaller than guards, royal persons do little other than sit on thrones and bestow.

MINAX

?

GETTING AROUND IN ULTIMA II

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



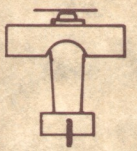
HORSES

Riding horseback is slightly faster than walking, and horses are cheap.



FRIGATES

When a frigate docks near you, you can commandeer it—if the crew will accept you as a seasoned sailor—if you have a certain item. Otherwise, they'll turn the broadsides on you.



PLANES

No jets in Ultima II, but these little single prop jobbies are just the ticket for hotfooting 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 procure one, you won't need a manual to deal with the situation. It takes proper armour to launch one and survive.

ULTIMA II TERRAIN

Throughout the Ultima II universe, five natural terrains and two created terrains exist. Then there are five kinds of population centers, so to speak.

The symbols and lines of the map represent the best possible extrapolation and compilation of sketchy information given by those few returned time travellers. 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 to which it is believed that time door will transport the traveller. A direct line from the time door shows where on Earth you will find yourself in the new time. Where 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 aftermath and you wish to travel to the present. Look for a door represented first by the aftermath 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 pest than peril, the not-bright orc is the profilic product of a foolish experimental genetic mating of human and boar.



THIEF

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



FIGHTER

Humanoid and strong, fighters carry something you need.



CLERIC

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



WATER

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



GRASS

No problems moving on grass, but don't expect grass to save you from starvation. Your character's assumed to be humanoid, not bovine.



SWAMP

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



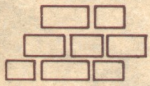
FOREST

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



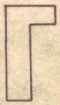
MOUNTAINS

No way! Are you a goat?



COBBLESTONES

No more concrete jungles. The streets and sidewalks of Ultima II are paved exclusively with cobblestones—past, present, and future.



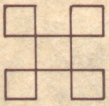
WALLS

Impenetrable. If you're flying and so much as touch one, the Great Mover of Ultima II assumes you want to get out of town and escorts you there.



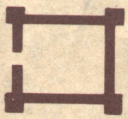
VILLAGES

In Countryside villages live the simple folk, selling their simple wares to wayfarers and sharing their lore.



TOWNS

With the greater sophistication of a cosmopolitan atmosphere come the products of human innovation; the sword, the mail, and the tankard of ale.



CASTLES

Castles, seats of government, contain prisons and cathedrals, private vaults and private chambers. Explore as you will, but note that the guards in castles are the cream of the crop.



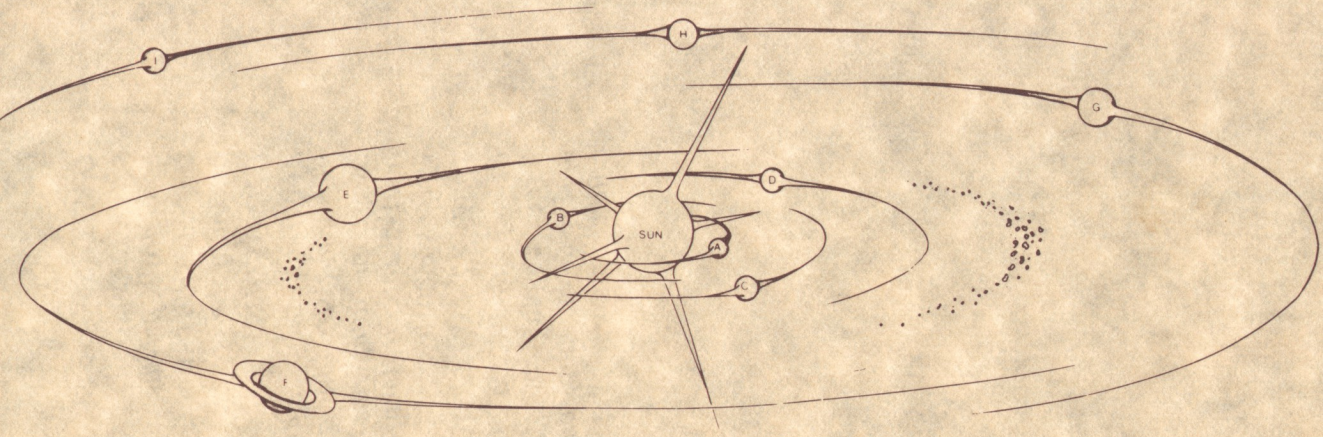
DUNGEONS

Apparently the breeding grounds for all the evil creatures in Ultima II's universe, leading—who knows?—to hell itself, the dungeons are full of hidden passages and twisty, diabolical mazes. They're also full of treasure and vicious monsters.



TOWERS

Perhaps the world of evil became overcrowded, for its forces began building dungeons skyward; towers are upside-down dungeons. Watch for secret messages in unlikely places.



ULTIMA II GALACTIC MAP OF KNOWN SPACE

		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*

Space travel continues, and the courageous and creative space explorer may discover unknown planets to add to this map.

THE STORY OF MINAX

When the archevil Mondain was finally overcome by a gallant knight (was it you?), rumors abounded. The most fearful one was that, at the time of his demise, Mondain had been training an apprentice, a protegee with amazingly powerful, natural, magical abilities. The rumor was squelched when colleagues of his conqueror entered his castle and found no sign of anyone.

Life during Mondain's time of power was terrible; never had a prince of darkness wielded so brutal a stick. Mondain was a disease on the landscape; he reigned over all the evils ever known, and more; he brought them all to fruition on Earth and its environs at once. He enjoyed seeing Earth's well meaning humanoids squirm. With the destruction of Mondain and his all-powerful gem of evil, those horrors ceased.

When nothing came of the rumor of a potential successor to this cancer, people were only too eager to accept its falsehood and throw off their cloaks 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, savored.

So it was for several years, long enough for a child to grow to adulthood. They were exciting years, for the strange appearance of the time doors opened a great era of new learning, a renaissance of timelessness. Creativity burst forth and new works proliferated. No one wanted to notice when the disease began again.

But so it did. First there was the single lost orc a farmer stumbled upon. What was it? Whence came it? Scientists knew in their secret hearts that the orc was the work of a sorcerer, and had that sorcerer been a benevolent one who had created the orc by accident, he would have come forward. But they didn't want to know it, so they put it aside.

The orc was too sick and hurt to fight when it was first found. When it was sufficiently recovered and it had begun to assert its learned wrathful ways, it discovered a conundrum in its weak little head. These creatures had saved its life—it grasped that much—and it didn't want to hurt them. Because the little lone orc had never been missed, it was not controlled by magical influences. It persisted with a pleasant benevolence.

All the good orcs we see in towns and villages today have descended from this one unusual orc. But the good people of Earth should have realized its import those years ago.

More and more, the evils of darkness began to shower Earth. By the time the people acknowledged it, the evil was too powerful, too widespread to be overcome directly. Already, its perpetrator was stronger and more wretched than any previous prince of darkness and had grown too proud to keep silent.

Thus was the name of Minax, "enchantress of evil," made known. She was a master of moving objects spiritually from the age of three and proudly apprenticed to Mondain at age eleven; she had acceded to many times his power. The world she created made Mondain's reign look prosperous and carefree.

For Minax was not content to spread evil among the good, causing misery and pain; she preferred to sow seeds of evil in the good, and thus set the good against the good leaving no person untouched. Destruction abounded and guilt and self-hatred tainted the Earth.

The climax was the devastation of 2111, 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 nurtured them.

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

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 dedicated 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 persisted. One was that evil was derived from a single, overpowering source which was Minax; the other was that the total elimination of the root cause could reverse its effects from all time, as if all immediacy was the present and all else was the future.

That group which Lord British chairs extends 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 it might have and should have been. Those in this small group assure you 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 sunlit glory of the universe that 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 ceaselessly until your return.

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

WHY ARE YOU DOING THIS?

What kind of adventurer are you anyway, that you're still sitting here reading this legend instead of entering Ultima II?

Begone—and boot!

CREDITS

Lord British acknowledges a special debt of gratitude to friends and colleagues in the noted areas:

Programming:
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Special thanks to all personalities found within Ultima II.

Author's Note:
I spent more than 14 months creating the Ultima II universe. 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

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