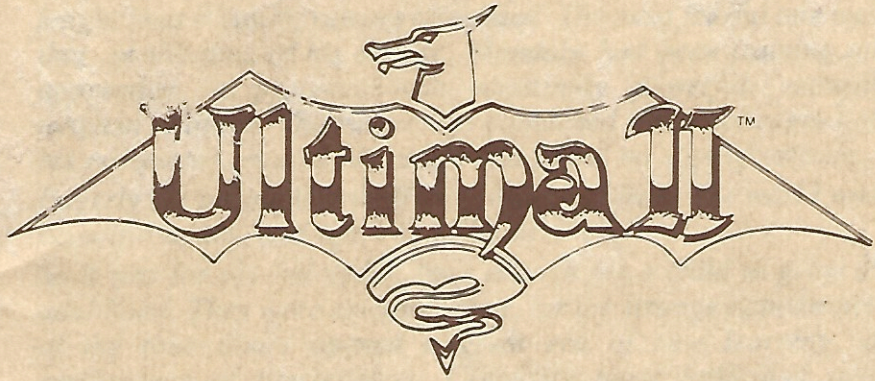

Ultima II™

ULTIMA II
REVENGE OF THE ENCHANTRESS

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.

Eagerly the people threw off their cloaks of fear. The world was beautiful again, and life was to be 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. Where did it come from? 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 believe it, so they put it aside.

More and more, the evils of darkness began to shower the earth. By the time the people acknowledged it, the evil was too powerful, too widespread to be overcome directly. Already, the 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," published the world over. She was a master of moving objects spiritually from the age of three and proudly apprenticed to Mondain at age 11; she had acceded to many times his power. The world she created made Mondain's reign look prosperous and carefree.

Minax was not content just to cause misery and pain. She preferred to sow seeds of evil in the good, setting good against good leaving no person untouched. Destruction abounded and guilt and self-hatred washed over the Earth.

The climax was the devastation of 2111, Minax's greatest triumph, when ancient civilizations born of love and beauty, wisdom and reason, turned on one another in hatred and destroyed most of the very Earth that had nurtured them.

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

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. It has been hypothesized that a single traveler, strong and well equipped with the right charms, could travel the time corridors to ultimately defeat Minax, thereby reversing the destruction she has wrought.

The SIERRA branch of the Committee for Universal Preservation 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 respect.

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, future generations prospering in the sunlit glory of the universe are apt to forget. Your satisfaction must be sufficient in itself.

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

Farewell, and may the force of good surround you throughout your trek.

ULTIMA II WELCOME

In this handbook you will find instructions for survival in the Ultima II universe, as well as the tale of its beginnings. Read this to unearth the many clues that can help you conquer the evil enchantress.

PLAYER DISKS - BEFORE YOU BEGIN

The Ultima II disk contains the prototype seed from which adventurers are grown. BEFORE YOU DO ANYTHING ELSE, CLONE A PLAYER DISK. You will need one player disk for every adventurer you wish to create. You will still need the original Ultima II disk to load the program.

CLONING A PLAYER DISK - ATARI ST

1. *Turn on your Atari ST system, and load the operating system.*
2. *When the desktop appears, insert the Ultima II Program Master disk (source disk), and double click on the file drawer to open it (on 2 drive system use drive B).*
3. *Double click on "COPYDISK.PRG," and follow the prompts using a blank disk (destination disk) to make a Player disk.*
4. *When your copy is complete, remove the disk and affix one of the supplied Player disk labels. Then reinsert the disk and skip to step 3 in getting started.*

CLONING A PLAYER DISK - Macintosh

1. *Turn on your Macintosh, and insert the system disk.*
2. *If you have a disk that is already initialized on the Macintosh, go to step three. Otherwise, when the desktop appears, eject the system disk and insert the blank disk that will be your player disk. Choose the "Initialize" button to initialize the disk. Name the disk "Player disk" and press Return.*
3. *Eject the disk, and insert the Ultima II Program Master disk. Use the mouse to drag the Ultima II icon on top of the Player Disk icon, and release the button.*

4. *Carefully read the next screen prompt to ensure that you are copying your Ultima II Program Master disk ONTO the Player disk, not vice versa. Follow the disk swap messages until every file has been copied onto your Player disk.*
5. *When your copy is complete, eject the disk and turn the Macintosh off. Affix one of the supplied Player disk labels.*
6. *To begin playing, turn the Macintosh back on and insert the Player disk. Follow the prompts to load Ultima II.*

GETTING STARTED - ATARI ST

1. *Turn on your Atari ST system, and load the operating system.*
2. *When the desktop appears, insert the Ultima II Player disk (a copy, NOT the Master disk), and double click on the file drawer to open it.*
3. *Double click twice on "ULTIMA.PRG." Follow the prompts when asked to insert the Ultima II Program Master disk, then to reinsert the Player disk.*
4. *If you haven't yet created a player, follow the guidelines set down in the Ultima II storybook. Use the BACKSPACE or ESC key to move to the front of each field and the mouse or TAB key to move between fields.*
5. *Farewell and good luck!*

GETTING STARTED - Macintosh

1. *Turn on your Macintosh, and insert the Ultima II Player disk (a copy, NOT the Master disk).*
2. *Follow the prompts when asked to insert the Ultima II Program Master disk, then to reinsert the Player disk.*
3. *If you haven't yet created a player, follow the guidelines set down in the Ultima II storybook. Use the TAB key to move between fields.*
4. *Farewell and good luck!*

CREATE A CHARACTER

The first time you load an Ultima II player disk, you will see the player creation menu.

Type in a name for your character. You then have 90 points to distribute across six attributes. You must distribute them all to continue. These six attributes will affect your character as you play the game.

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; you'll need a considerable amount of agility to handle some weapons. High 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, but you'll need a lot more than stamina to defend against extremely strong monsters.

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 your bargaining skill and your spell casting ability.

Your race, profession and sex will also have an impact on the attributes of your character. Use the mouse to move the pointer and check the boxes of your choice.

RACE

Human	*+5*	*Intelligence*	*Elf*	*+5*	*Agility*
Dwarf	*+5*	*Strength*	*Hobbit*	*+5*	*Wisdom*

PROFESSION

Fighter	*+10*	*Strength*	*Cleric*	*+10*	*Wisdom*
Wizard	*+10*	*Intelligence*	*Thief*	*+10*	*Agility*

SEX

Male	*+5*	*Strength*	*Female*	*+10 Charisma*

Clever players can increase each attribute total up to 99 points during play.

After you create each player, label the disk with the character's name for easy reference. The player(s) you create will function as your alter ego, negotiating the Ultima II universe at your side.

ENTER THE WORLD OF ULTIMA

*In the **map window**, you see your character in the center of a landscape. Use the mouse to move around just enough to see where you are on a map. To move west, put the pointer to the left of your character and click the mouse. To move North, South or East, move the pointer above, below, or to the right of your character and click. Don't wander too far -- your character isn't very strong yet, and you have no weapons or armour.*

Now go to the "Game" menu and select "Pause." You are now safe from marauding bandits who might do in your new friend while you're learning how to get about.

*The upper right window shows your **wordly possessions**, the treasures you receive from the creatures you defeat. Since you haven't defeated anyone yet, you don't have any worldly possessions. But don't run out right away and challenge the first passerby you see -- without armour and weapons, you cannot hope to win.*

*Notice the **player status window** at the bottom right of the screen. It includes the player name, hit points, provisions, experience and gold pieces.*

DALONIAN

Hit Points:	*400*
Provisions:	*398*
Experience:	*000*
Gold Pieces:	*400*

*The number next to "**Hit Points**" represents the number of hits you can take in battle and still survive. Monsters will score hits in battle against you according to their strength and agility.*

*The number next to "**Provisions**" represents just that and works rather like a fuel supply. A little bit dwindles away each turn, whether you do anything or not.*

If your hit points or provisions drop to zero, you're out of luck. Provisions are pretty easy to replace. All it takes is the money to buy them and a store that sells them. Look for food stands in villages. Hit points can be replenished too -- use your ingenuity to discover how.

*Your "**Experience**" increases as you fight. Almost every encounter will add to it. Your experience determines your character's level.*

*"**Gold Pieces**" shows how rich you are. At first, not very. You can acquire more gold by fighting (and winning), in which case you get whatever your opponent was carrying. You can also get rich by picking up chests in dungeons and towers. You'll find plenty of ways to spend your money.*

*Look underneath the map window to see the **command journal**. This is where you will see your commands entered, and view the computer's responses.*

FIRST QUEST: ARMS AND ARMOUR

Did you notice a town nearby when you were exploring? Move your character over the symbol, put the pointer on your character, and double-click to enter the town.

CHOOSE YOUR POISON

You need to acquire weapons and armour if you are to survive. When you locate the weapons dealer, he will ask you to choose between a dagger, mace, axe, bow, sword, greatsword, lightsword and phaser. Each is more effective than the last, and more expensive. There is one weapon you cannot buy outright: the magical quicksword, Enilno, must be earned.

At the armoury you can buy cloth, leather, chain, plate, and the magical reflect and power armours.

Indicate which armour and weapon of those you own (marked in boldface) you want to wear and use with your Armour and Weapon menus. The one you choose is then marked with a check. If you choose one and the machine won't let you wear or ready that item, it is because you aren't strong enough or agile enough to use it yet. You won't be able to use anything very advanced at first.

ARMOUR

Cloth ✓
Leather
Chain
Plate
Reflect
Power

WEAPONS

Dagger ✓
Mace
Axe
Bow
Sword
Greatsword
Lightsword
Phaser
Quicksword

MAGIC

Wizards and Clerics may purchase spells at the magic shop, but at first it is wiser to invest in weapons and armour.

SPELLS	AVAILABLE TO BOTH CLERICS AND WIZARDS
Light	Creates magical illumination.
Down	Teleports you straight down one level in a tower or dungeon.
Up	Teleports you straight up one level in a tower or dungeon.
	AVAILABLE ONLY TO CLERICS
Passwall	Destroys the wall in front of you.
Surface	Teleports you immediately to the surface from within a tower or dungeon.
Prayer	Calls for divine intervention to destroy your foe. Results simulate reality.
	AVAILABLE ONLY TO WIZARDS
Magic Missile	Offensive magic weapon with strength relative to lever of caster.
Blink	Teleports you randomly anywhere on the same level of a dungeon or tower.
Kill	Attempts to obliterate your foe by magic.

Mark the spell you want to have handy on your menu of Spells. Then give the command to Cast Spell.

KEY MENUS

***INTENT** indicates what you do when you move in the direction of a person or monster. To set intent, pull down the menu and make your choice. To perform your current intent, move the pointer toward the character you want to act on, and click once.*

INTENT	
Transact	*Lets you make purchases, and talk to the friendly folk of Ultima's universe. Make sure the pointer is pointing in the direction you want to Transact. Without the valuable clues given by these characters, you won't get very far in the game and you certainly won't win! So* ***Transact*** *as much as possible -- put up with the bores to find the gems!*
Attack	*Lets you fight someone or something. If you are unsociable enough to attack someone in town, the guards will come after you.*
Steal	*Attempts to take items (weapons, armour, food, transport) from stores without paying for them. Be sure to plan an escape route ahead; townfolk don't take kindly to theft.*
Bribe	*Offers gold as payment or bribe. Sometimes your offer will merely be accepted as a generous gift.*

COMMANDS *include different acts you perform less often. To Command, view the command menu and select one of the options. Or press the key representing the first letter of the command you want.*

COMMANDS	
Cast Spell	*Casts the spell you have ready. Spells are more effective in dungeons and towers.*
Negate time	*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.*

Ignite Torch	*Lights a torch.*
Launch	*Toggles the take-off or landing of a plane or rocket. Landings must be on grass.*
Ascend	*Lets you go up a level (by rope) in a dungeon or tower.*
Descend	*Lets you go down a level (by rope) in a dungeon or tower.*
Get	*Picks up treasures, weapons and armour found in towers, dungeons and elsewhere.*
View	*Gives you a bird's eye view (if you have a certain magical item) of a town or village, or a satellite's view of a planet.*
Navigate	*Calls up the warp controls for your rocket (Atari ST only).*

***GAME** commands are performed much less frequently. To choose a Game option, use the mouse to view the menu and select.*

GAME

Sound off/on	*Turns the sound off if it is on, or on if it is off.*
Status	*Shows player's sex, race, profession and attribute points (Atari ST and Amiga only).*
Pause	*Stops everything.*
Revert	*Returns to the place you last entered a time door or population center.*
Abandon	*Wipes your current player off the disk, so you can create another character and begin again.*
Quit	*Saves the game and quits; when you come back, you'll pick up where you left off. WARNING: DO NOT TURN OFF THE COMPUTER WITHOUT QUITTING FIRST!*

INTO THE MAELSTROM

Armed and shielded, you're ready to venture into the countryside and do battle. Don't wait, attack! There are no friendly wayfarers in the countryside.

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 and winning is essential for acquiring experience, cash and special magical items.

ON THE TOWN

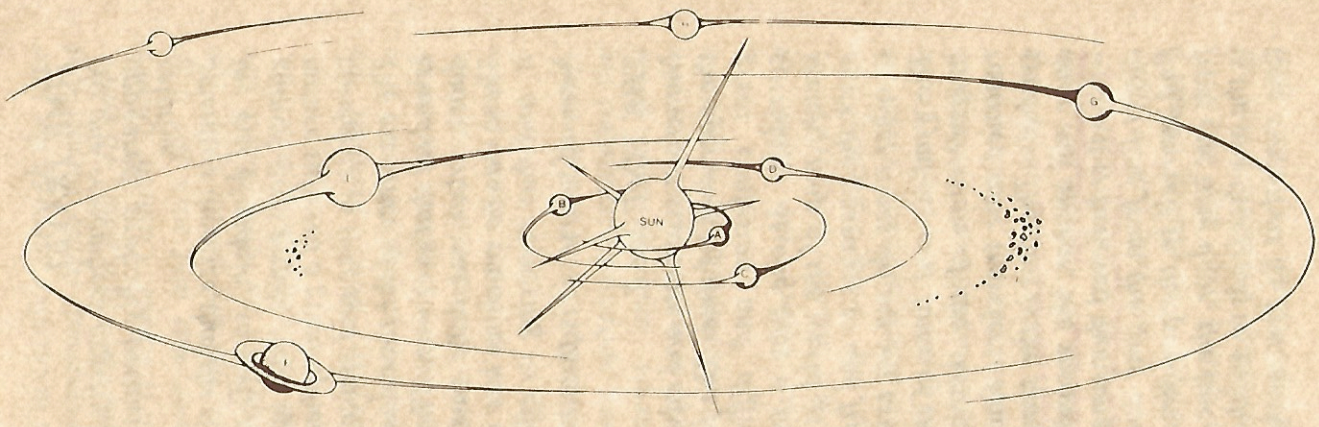
Seek out towns, villages and castles and talk to everyone. Learn where to get provisions and hit points and figure out the best places and methods for getting the most money. As you converse with friendly strangers, you will pick up clues regarding your quest and how to fulfill it. The ultimate object of your quest is explained in the story of Minax.

FAR OUT

Eventually (when you have passed certain tests), your travels will 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 the Galactic Map and don't be afraid 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 entered a town, a time door or the last time you saved the game. When you see the message that your player is dead, choose to "Resurrect" and the game will continue. (Of course, you may just want to start over with a new character -- in that case, "Abandon.")



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.

TIME TRAVEL

No one remembers exactly when in history the time doors first appeared, probably because their very existence renders time relative.

Scientists theorize that the time doors evolved with the demise of the evil Mondain, so well recorded in Ultima I. Mondain had gained such power that, upon his death, the physical laws of nature suffered a great upheaval. When the smoke cleared, these corridors in time and space remained.

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 chance existed. There was no reaching into another time to find a cause, negate it, and thus removing its effect from all time.

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

THE TIME MAP

Numerous scientists and adventurers have attempted to traverse the corridors of time. The few who have returned speak of the great confusion and difficulty in navigating through the corridors. At one time a traveler went so far as to create a sketchy map of the world as it is in A.D., with ancient ruins to mark the passages to and from various periods. Accurate maps of other times do not yet exist.

The symbols and lines of the map represent the best possible interpretation of the sketchy information given by those few returned time travelers. Each time door is represented 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 traveler. A direct line from the time door shows where on Earth you may 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.

There are five distinct time periods accessible through the time doors. Each door appears at a set interval, rising silently and looking like a blue mist that takes the form of a door. To enter, simply step into a time door while it is 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 its spot. The consequences of upsetting the sequence of time doors are unknown but scientists speculate that they could be disasterous.

LEGENDS

The time before time, peopled by creatures of myth and lore. Whether it is ruled by good or evil affects all other times and places. Because it is pre-time, its map does not resemble Earth in any reasonable way.

PANGEA

The period when Earth was still forming. Before volcanic upheavals separated the seven continents and set the great continental drift in motion, earth was one great continent surrounded by a gigantic ocean.

B.C.

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 evolved from descendants of the inhabitants of Pangea. Certain twentieth century "crackpots" theorize instead that civilization sprang from a few beings left behind for some reason by a group of space-travelers.

A.D.

The present -- if we can call it that. Specifically, 1990. The evil of Minax's influence has spilled over into this era, opening a veritable Pandora's box of mammoth proportions. Greed and

jealously, as well as a general sinking of previous values mark this stormy period of intraplanetary strife.

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 Minax, we become more and more convinced of her single-handed perpetuation of the entire devastation and all that led to it. Note that much of the land mass has been wiped out, especially the key centers and most troublesome hot spots of the great Sino-Russo-American Era.

THE NATIVES OF ULTIMA II

EVERYWHERE

ORC

More pest than peril, the not-so-bright orc is the product of a foolish experimental mating of human and boar.

THIEF

An ordinary human pickpocket, the thief would rather snitch than fight. Always check your inventory after confronting 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.

WIZARD

With magical staff in hand, wizards enjoy throwing magic missiles that do a lot of damage.

DAEMON

This devilish creature finds pleasure in throwing spells that stop you in your tracks. A certain magical item can thwart the daemon -- sometimes.

DEVIL

Complementing the daemon, the devil paralyzes your arms. A different magical item deals with this hazard.

BALRON

Recognizable by its great leathery wings, the evil balron uses sleep spells 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 as you wander along the beach.

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.

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 their buffoonery masks great wisdom.

KINGS AND QUEENS

These royal personages do little other than sit on thrones and bestow.

MINAX

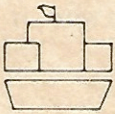
?

GETTING AROUND

Traveling on foot will take you far in Ultima II -- but not everywhere. You can purchase, overtake, or steal more efficient forms of transportation. To board any type of transportation, move your character on top of it and click the mouse on your character. To exit, put the pointer on your transportation and click again.

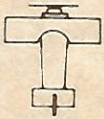
HORSES

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



FRIGATES

When a frigate docks near you, you can commandeer it if you have a certain magical item. Otherwise the crew will turn the broadsides on you.



PLANES

These little single prop jobbies are just the ticket for hotfooting it around the world and through time.

ROCKETS

Probably by the time you find one, and surely by the time you figure out how to procure one, you won't need an operations manual. It takes special armour to launch a rocket and survive.

ULTIMA II TERRAINS

Five natural terrains and two manmade terrains exist in the Ultima II universe.

WATER

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

GRASS

Don't expect grass to save you from starvation. Your character is assumed to be human, not bovine.

SWAMP

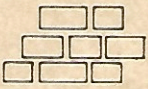
Although the swamp is easy to negotiate, you will lose a few hit points with every step.

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.

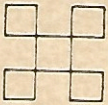
WALLS

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.

ULTIMA II POPULATION CENTERS

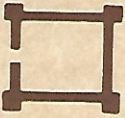
VILLAGES

In countryside villages live the simple folk, selling their simple wares and sharing their lore with wayfarers.



TOWNS

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



CASTLES

The seats of government, castles contain prisons and cathedrals, vaults and chambers. Explore as you will, but remember that the castle guards are the cream of the crop.

DUNGEONS

Apparently the breeding grounds for all the evil creatures in Ultima II, 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

When the underworld became overcrowded, its forces began building dungeons skyward.

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