

# Ultima II

## Quickstart Instructions Commodore 64/128

### Introduction:

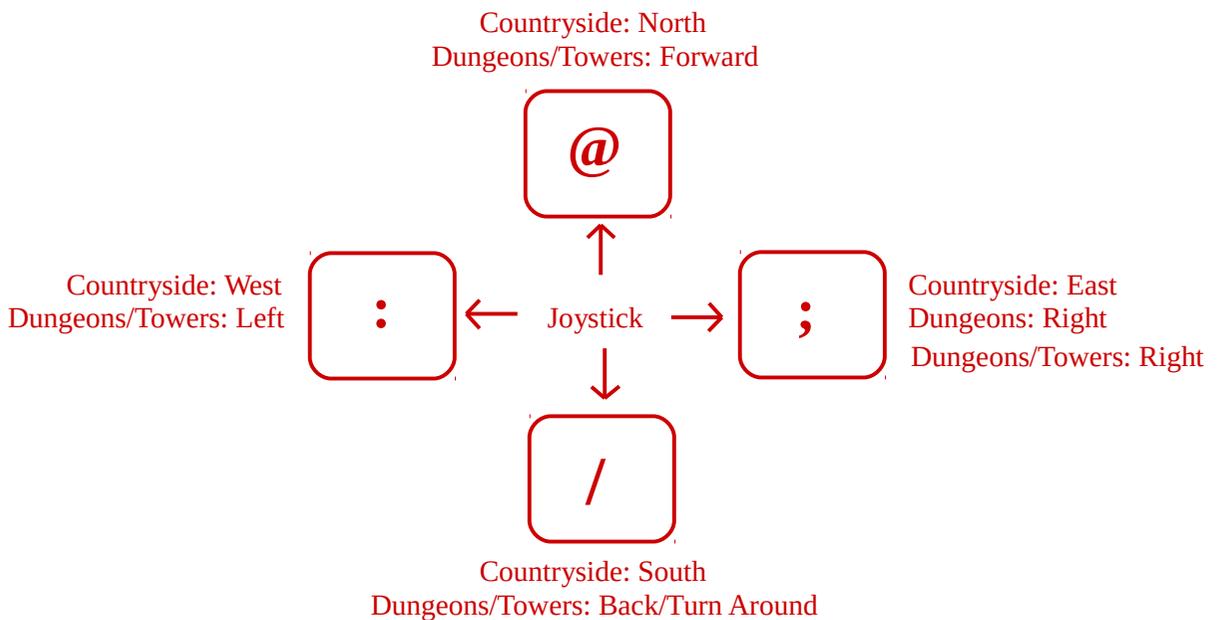
This "Quickstart" guide provides specific instructions and information for playing Ultima II with a Commodore 64 or 128 computer. Your package should include three 5.25" disks, a manual, a map, a reference guide and this supplement.

### Computer Systems:

Ultima II will operate with a Commodore 64 or 128\* computer with a 1541 or 1571 disk drive. Joystick and keyboard control are supported.

### Movement:

Moving around in the countryside and in dungeons and lowers can be controlled using the keyboard or joystick. The following diagram shows the direction for either of the two interfaces.



**Note:** When using a joystick, the fire button can be used to "**Attack**" in dungeons or the countryside, to "**Transact**" in castles and towns, and to "**Fire**" in future crafts.

**\* To run this program on your Commodore 128, you must be in 64 mode.**

# Ultima II - Quickstart

## IMPORTANT:

**You must create a Player Disk before you begin playing Ultima II. Follow the "Creating a Player Disk" instructions before starting the game. Do not use the Player Disk Master included to play the game.**

## Creating a Player Disk

1. Boot your computer.
2. Format a blank disk according to your computer's instruction manual.
3. Insert the Ultima II Player Disk in Drive A.
4. Using any commercially available copy routine, copy the Player Disk onto your newly formatted disk.
5. The appropriate files will be copied to your personal Player Disk.

## Getting Started

1. Insert your Ultima II Program Disk, label side up in your disk drive and turn on the computer.
2. Type the following: **Load "ULT", 8, 1** and press **Return**.
3. Before playing the game, you must create a character to take on the adventure. Type **C** from the title screen to begin creating a character.

## Creating a Character

1. After you have started the game, select C from the Main Menu to create.
2. Follow the screen prompts for distributing your 90 attribute points among the five available attributes. The attributes affect the following:

Strength	Determines the damage you can inflict on a foe in a fight. Naturally, each foe's attributes 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. Attack from extremely strong monsters make it all irrelevant.
Charisma	Governs your success in bargaining with merchants. Prices may be lower when you are fun to have around.
Wisdom	Required to cast spells successfully.
Intelligence	Increases both your bargaining skill and your spell casting ability.

# Ultima II - Quickstart

## Creating a Character (Continued)

2. Select a race. Note that each has specific advantages, based on the following point values automatically assigned to your character's attributes.

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

3. Specify Male or Female. Note that each has special advantages, based on the following point values automatically assigned to your character's attributes.

Male	+5 Strength
Female	+10 Charisma

4. Specify a profession for your character. Once again, the following point values will be automatically assigned to your character's attributes.

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

5. Name your character and press **Return/Enter**.

6. Type **Y** when asked whether your character is satisfactory..

## Starting Play

1. Once you have saved your character, the following is displayed:

```
Create a Character (C)
Play (P)
```

2. Type **P** to start the game.
3. When the drive stops, take out the Program disk and insert your Player Disk (not the Master Player Disk), and press **F1**. (F1 acknowledges a disk swap). Follow the prompts on the screen to enter the world of Ultima II.

## Movement (See page 1 of Quickstart Instructions)

When traveling in the countryside, the direction keys correspond to the directions of a compass:

North = Up Arrow or @	East = Right Arrow or ;
South = Down Arrow or /	West = Left Arrow :

When moving in towers and dungeons, the arrow keys correspond to:

Forward = Up Arrow or @	Left = Left Arrow or ;
Backward = Down Arrow or /	Right = Right Arrow or :



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