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## ULTIMA II WELCOME

Welcome to the contents of Ultima II. In your package, inside the beautiful jewel's casing, you'll find a warranty return card, two disks and three program sets, a player reference card, and a cloth base map of the world according to Lord British.

## THE WARRANTY CARD

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## THE HANDBOOK

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

## THE TIME MAP

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

## THE DISKS

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

Now, let's look at the disks:

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

**DISK - SIDE - THE ULTIMA II PLAYER MASTER.** The Player Master contains the profiles and files which adventures are given. Because it can't run only in read-only mode, NEVER USE THIS DISK TO PLAY THE GAME! The Player Master is to be copied, once for every adventure you would like to create. Be sure not to remove the "write protect" tab on the upper right side of the disk.

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

## GETTING STARTED

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

### APPLE ADVENTURERS

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

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

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

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

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

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

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

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

"PRESS [RETURN] KEY TO BEGIN COPY."

Insert a blank disk in drive number two.

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

"DO YOU WISH TO MAKE ANOTHER COPY?"

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

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

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

Your newly made disk is your Ultima II Player Disk, it's the disk you'll be using most while playing the game. If you want several characters, make a disk for each one. It would be advisable to label each player disk with the character's name for easy reference.

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

## ATARI ADVENTURERS

### \*\*\*NEVER USE THE PLAYER MASTER TO CREATE A PLAYER\*\*\*

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

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

### CREATE A CHARACTER

Making a friend is what you are doing when you choose "C" (to create a character) from the main menu. Ultima II will ask you to insert your player disk. So, insert your player disk—the one you copied out the master. Then press [ESC].

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

How you distribute statistical points obviously affects your character, and so obviously, however, your choice of sex, class, and profession also has strong effects. Check! here it all starts.

### THE ATTRIBUTES

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

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

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

**CHARISMA** governs your success in bargaining with merchants. Prices are generally lower when you're buying in large amounts.

**WISDOM** is what you need to cast spells successfully.

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

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

Now! How that works, first, the race:

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

Now the professions:

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

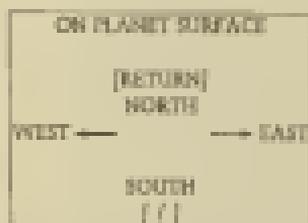
Finally, (and you may wonder whether this is not a rather strange request), you must give your character a sexual identity. If you choose to make it a male, your character will gain five strength points because males are usually stronger. If you choose to make it a female, your character will gain 10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

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

Look! You have a new friend. You've created a colleague who'll do your bidding, fight your fights, and get you treasure. Talk your friend and enter *LIHMA II*.

## COMMANDS

### MOVEMENT COMMANDS FOR APPLE ADVENTURERS



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

## MOVEMENT COMMANDS FOR ATARI ADVENTURERS

### ON PLANET SURFACE



### DUNGEONS OR TOWERS



On the surface of a planet, the right and left arrows control movement east and west, the | - | key moves north and the |▲| key south. In dungeons and towers, the left and right arrows control left and right turns, the | - | key moves forward and the |▲| key retreats. In space, movement is determined by your game and code card directions; refer to the Ultimate II Galactic map for the coordinates of your chosen destination.

### KEY LETTER COMMANDS

- A/back** Lets you fight someone or something. Select is followed by a direction unless you're in a tower or dungeon. Ex: [A]NORTH
- B/door** Lets you get on your horse, climb into a plane, drop into a rocket, board a ship. (See "Zol" to change your mind.)
- C/cast** Casts the spell you have ready. (See "Maga.") You can only cast spells in dungeons and towers.
- D/down** Lets you go down a level (by rope) in a dungeon or tower.
- E/enter** Lets you go into a town, village, or castle, visit a shopkeep.
- F/fly** Shows a ship's path over your horizon.
- G/get** Pick up treasure, weapons, and armor.
- H/hyperspace** Outspeds (usually) through space to the coordinates you specified.
- I/light** Lights a level.
- J/jump** Lets you jump up and down which is a good way to retreat (especially when things are not going well). Often used in tandem with "Zol". (See "Zol".)
- K/look** Lets you go up a level (by rope) in a dungeon or tower.
- L/look/land** Toggles (left) and landing in a plane or rocket. Landings must be on grass. Press any key to touch down reader.
- M/magic** Reads a magic spell you have for casting. (See "Cast".)
- N/next** Steps time for all things (faster than one square away from you, giving you a chance to get out of a tight situation). "Magic" will only work for characters who possess a particular magic item.

Offer	Offer money (gold) as payment or bribe. If the employer character that you're offering is the merchant to give in return, it will accept your offer as a generous gift.
Place	Allows me place items in your without doing anything. However, offers will not give their items. Fixing the code for accomplishes the same thing.
Quit	Leaves the game, closes you is continue, or turn off your computer. When you turn it on again, you'll pick up where you left off. "Quit" works only in the marketplace on Earth and you must not be aboard anything.
Ready	Equips you with your choice of any weapons you own.
Steal	Attempts to take items from stores without paying for them. May or may not work for weapons, armor, food, transport. Be sure to plan on escape route ahead, because you can't take items to ship.
Travel	Lets you talk to the people of Ulthra's universe. You must follow the command by giving the direction toward which your communication is to take place. Because the attributes of steering—and even playing tips—are available only from characters in the game, you should "Travel" as much as possible, don't skip anyone. You may even meet someone you know.
Unlock	Opens doors—if you have the key. "Unlock" must be followed by the direction of the door you want to unlock. Incidentally, in the universe according to Lord British, keys: public keys, to use them wisely.
View	Shows you, if you have a certain magical item, a hero's eye view of a town or village, or a castle; view of a planet. One warning per unit of magic. "View" doesn't work on dungeons or thron.
Wear	Equips you in your choice of the armors that you own.
Xit	Exit. It won't help a bit in the middle of a hairy dungeon, but it will get you out from or off of anything you can't beat. (See "Travel.")
Yell	Says everything while you type or anything you feel like yelling—then gets on with the game. In other words, you can let out your frustrations, but it won't affect the game in the least. Often used in tandem with "jump." (See "jump.")
Zindex	Says everything in displaying a text screen of your character's attributes and possessions. This is also the only command that affects a complete and open-ended part in the game.
ZSC	Acknowledges any dead trap when asked. Also, it will get you out of the "Items" menu.
Space bar	Yes.

## MAGIC SPELLS

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

### SPELLS BOTH CLERICS AND WIZARDS CAN USE

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

### SPELLS ONLY CLERICS CAN USE

Fireball	Destroys the wall in front of you
Surface	Teleports you immediately to the surface of the planet that you are on (from as high a tower or dungeon)
Prayer	Calls for divine intervention to destroy your lot, usually instantly really

### SPELLS ONLY WIZARDS CAN USE

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

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

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

### WHAT YOU SEE

When the playing screen appears, you see your character in the center of a landscape. Use the movement keys to move around just enough to see that you're on a map. Don't wander very far; your character can't get to the very edge yet, and you have no weapons or armor.

On either the left or the bottom of the screen, it lists something like this:

CMD	NORTH	HELS	400
CMD	EAST	FOOD	
CMD	WEST	EXP	
CMD	SOUTH	GOLD	

Now press [X] to pause or playing; a list screen will take over showing your character's attributes and possessions, but all you need now is to pause (return to the main screen) and come along and do it in your next friend while you're learning how to get along.

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

### ENDURANCE OF FIGHT AND FOOD

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

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

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

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

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

### WHAT YOU GET

The third law, "experience," increases as you fight. Every encounter has the potential to add to your experience and most do, 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 "Status" screen.

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

### FIRST QUEST: ARMS AND ARMOUR

From any day and the world will magically support. Did you notice a town nearby when you started 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 slice of your gold, so be on guard against your opponents, you can't afford much more than you need.

### GETTING TO KNOW THE NATIVES

Did you not visit any merchant outside? They don't care about your motives, they attack and you must fight them to death, you may see some of the same merchants as well as visiting other people. They seldom attack in towns unless you do something you shouldn't, but just now you're not strong enough.

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

A lot of people you meet will say whatever is the popular opinion in their crowd these days. None and then, someone will break away from the crowd and reveal something extremely useful. Without these bits of information, you won't get very deep into (Where?) and you certainly won't win. So talk to everyone. Put up with the lies to find the gems.

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

### CHOOSE YOUR POISON

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

anything larger than an ox.

At the arena, you can buy leather, chain plate, and the magical reflect and poison arrows. You may as well wear your new armor and ready your new weapons right away, if you wish. There's no weapon you cannot buy, you must care if it is the magical masterpiece, Exile.

Wizards and clerics are probably smarter to wait a few hours before purchasing spells, because they need arrows and weapons too. When your character can afford them, you can refer to the "Magical Spells" page with the can read 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 owners of Ultime II is no exception. And, in usual, the barkeep is the wretch of all. When you talk to bartenders, they'll ask: **BUT, A 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 don't buy, the bar keep will ask how many gold pieces you're willing to spend, up to nine. Buy up and you'll get an important clue about the workings of the game, Ultime II—which, of course, you may have already found if you've visited the bar before.

Bartenders' information helps you play Ultime II successfully and with understanding. But only from drinks and tips can you get strategy hints that enable you to win the game. They are expensive, and they can cure repeat boredom.

## INTO THE MAELSTROM

Arrived and oriented, you're ready to wade into the maelstrom. Cleverer are, you'll need a mentor or two in your tracks.

Don't wail, attack! There are no friendly neighbors on the coastguard. There's some tending to work on to 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 in the last command and try to move in the direction of the monster, which is, of course, blocked: then you own your turn so that all you get for it is the message that you can't go that way. After a while, you won't have to watch the screen, the timing will come.

Keep an eye on your hit points. If you're getting nervous during a fight, try to guide the monster toward a tree since 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 lot less for you. Keeping that in mind, you can often lead them into spots from which they can't get to you.

Take warnings. No matter how strong you become, they will always be some monsters important to your attack. They may be previous terrible enemies, or they may be defective ones. When you meet an art try to "bribe" and defend yourself if you must. These lovely individual creatures are masters of Minax's evil, devoted to making their mortal lives longer.

## ON THE TOWN

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

where to get food and fuel 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 *Ultima*.

### FAR OUT

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

### 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 used the game, with all your attributes, money and belongings.

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

### TIME TRAVEL

No one remembers exactly when or how they time doors first appeared, probably because their very existence renders time relative. Ancient events show an instance of time prior to the debut and demise of the evil Intendian, as well recorded in *Ultima*.

Strongly emphasizing scientific theory supports the chronology. Intendian had gained such power that, upon his death, the physical laws of nature suffered a great upheaval. When the world changed, 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 premiere times.

Nevertheless, the existence of the time doors has changed tremendously all that is and all that ever was. When—no, where—there were no time doors, what was done was done so several chances existed, there was no reaching into another time to find a cure, repeat it, and thus remove its effect from all time.

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

### THE TIME MAP

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

One period, reported by two independent travelers, is only vaguely reported to have an equivalent in early comic book 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 biological at first, 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 circles:

#### LEGENDS



#### FANGEA



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

The time when Earth is still forming. Before volcanic eruptions, crystals, the ocean continents and all the great continental drifts in motion, earth is one great continent surrounded by a genetic ocean. There appears to be abundant, if sparse, life and some civilization, although the origin, use or form is speculative.

#### 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 the progeny of the beginning civilizations of Fangea. The old twentieth century "academics" believed that civilization developed here a few hundred years 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 not real as it was in time here, a rather peculiar time of planetary apocalypses leading to an apocalypse as dangerously slowly catastrophic as good and great. The time reflect the people who suffer time with a sense of urgency that encourages pragmatism over reason, both an awareness of values and both wonder with it born of crime.

#### AFTERMATH



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

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

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

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

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

Try following this example on the map: Suppose you're in the time of the afternoon and you want to travel to the present. Look for a door represented first by the afternoon symbol followed by the A.D. symbol. That's! 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 M EVERYWHERE



### ORC

More just than evil, the orc frightens by the prolific product of a Jewish experimental genetic mixing of human and lion.



### THIEF

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



### FIGHTER

Humans and sheep, fighters carry something you need.



### CLERIC

Men of the cloth carry their crosses and psalmists that are not always good or wise.



### WIZARD

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



### DAEMON

It looks like it's slugging, the creature of many dolls, but its pleasure is to stop you in your tracks by magic. A certain magical item can bludge the daemon—sometimes.



### DEVIL

Complementing the daemon, the devil stays in your area. A different particular doll with the holy.



### BALLOON

Apparently responsible for its great history wing, the wretchedly evil balloon causes the success of its flotation through its usage of cheap spells to render its victims helpless. Some have hypothesized that the spell is not real—that the lead, pointed heads 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 canoe—until it takes after your freight. It will also attack you while you are on land if you are near water.

## IN TOWNS, VILLAGES, AND CASTLES



### GUARDS

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



### MERCHANTS

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



### JESTERS

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



### KINGS AND QUEENS

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



### MINAX

!

## GETTING AROUND IN ULTIMA II

Traveling on foot will take you far in Ultima II—but not everywhere. The sea provides, certainly, or does more efficient forms of transportation.



### HORSES

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



### FROGATES

When a frogate docks near you, you can disembark it—if the crew will accept you as a seasonal sailor if you have a certain item. Otherwise, they'll leave the frogate to you.



### PLANES

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



### ROCKETS

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

## ULTIMA II TERRAIN

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



### WATER

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

### GRASS

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

## SWAMP

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

## FOREST

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

## MOUNTAINS

No swep. Are you a god?

## COBBLESTONES

No more concrete jungles. The streets and sidewalks of Ulthra II are paved exclusively with cobbles—pact, present, and future.

## WALLS

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

## VILLAGES

In Country-side villages live the simple folk, tilling their simple acres in swepness and sharing their love.

## TOWNS

With the greater sophistication of a metropolitan atmosphere come the products of human innovation: the novel, the mail, and the bestial of all.

## CASTLES

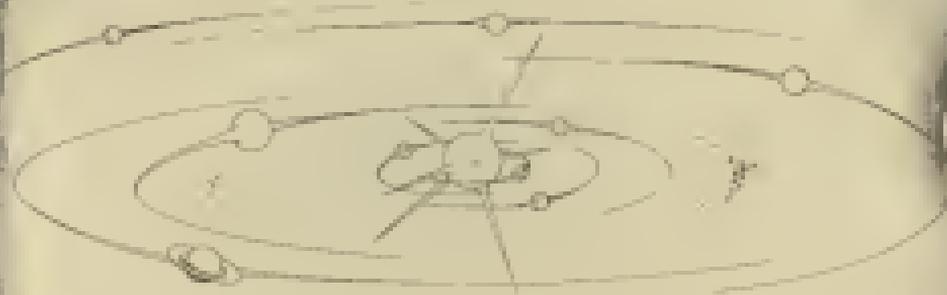
Castles, seats of government, contain prisons and cathedrals, private schools and private chambers. Explore at your will, but note that the guards in castles are the cream of the crop.

## DUNGEONS

Apparently the breeding grounds for all the evil creatures in Ulthra II's interior, looking—uh, better!—to hell itself, the dungeons are full of hidden passages and nasty, magical water. They're also full of treasure and vicious monsters.

## TOWERS

Perhaps the world of evil became overwhelmed, for its finest towers building dungeons upward, towers are spire-like dungeons. Watch for secret messages in unlikely places.



### ULTIMA II GALACTIC MAP OF KNOWN SPACE

	Zone	Yale	Zulu	140	Terran
* Sun	4	4	4	10	None
A Mercury	5	4	5	7	Water, swamp
B Venus	3	3	4	10	Water, swamp, gas
C Earth	0	0	0	7	All varieties
D Mars	0	2	3	7	Mountains
E Jupiter	3	3	4	7	Water, gas
F Saturn	3	5	3	10	Water, gas
G Uranus	0	0	0	7	Forest, gas
H Neptune	4	0	5	7	Gas
I Pluto	0	1	4	7	Mountains

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

## THE STORY OF MINAX

When the arched Minax was finally overcome by a pallid light (was it you?), rumors abounded. The most fearful one was that, at the time of the dome, Minax had been looking on approving, a prince with smothering power, natural magical abilities. The rumor was repeated when colleagues of his conquerors entered his castle and found no one, not any sign of anyone.

Life during Minax's time of power was terrible, never had a piece of darkness wanted to invade a child. Minax was a disaster to the landscape, he seized over all the earth and houses—and more, he brought them all to features on Earth and its creatures at once. It was as if he rapped every Earth's wall meaning humankind again. With the destruction of Minax and his all-powerful gem of evil, those features ceased.

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

So it was for several years, long enough for a child to grow to adulthood. They were exciting years too, for the strange appearance of the time they opened a great era of new learning, a combination of Unknowers. Creativity flourished and new works proliferated. No one wanted to return when the disaster began again.

But as it did. First there was the night but not a former childhood again. What was it? Why? Some of Minax's forces in their secret hearts had the art was the work of a wizard, and had that wizard been a benevolent one who had created the art by accident, he would have come forward. But they didn't want to know it, or they put it aside.

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

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

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

That was the name of Minax, "inclusion of evil," made known. Being a master of moving spirits spiritually from the age of three and primarily approached by Minax's eye closed, she had decided to bring down her power. The world she created made Minax's reign last like good and happy times.

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

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

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

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

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

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

And, if—and when—you succeed, you will return to the present as if nothing here and should have been. Those in this small group can guarantee from their very souls that they will never forget your grand deed. But you should be aware that by the very nature of your success, that future generations prospering in the credit glory of the universe as you have made, are apt to forget. Your sacrifices must be well-recollected.

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

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

### WHY ARE YOU DOING THIS?

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

Begin—and live!

## CREDITS

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

### Programming

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Charlie

### Game Design

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Special thanks to all providers listed within Ultima II

### Author's Note

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

Lord British



