

# Ultima<sup>®</sup> Underworld<sup>™</sup> Labyrinth of Worlds<sup>™</sup>

## REFERENCE CARD

IBM-PC 386 & 100% compatibles



### BEGINNING PLAY

Install the game, following the directions in the **Install Guide**. Change to the directory in which you installed it and type **U W 2 Enter** to begin play. If you used our default selections you would type:

**C** **:** **Enter**  
**C** **D** **\** **U** **W** **2** **Enter**  
**U** **W** **2** **Enter**

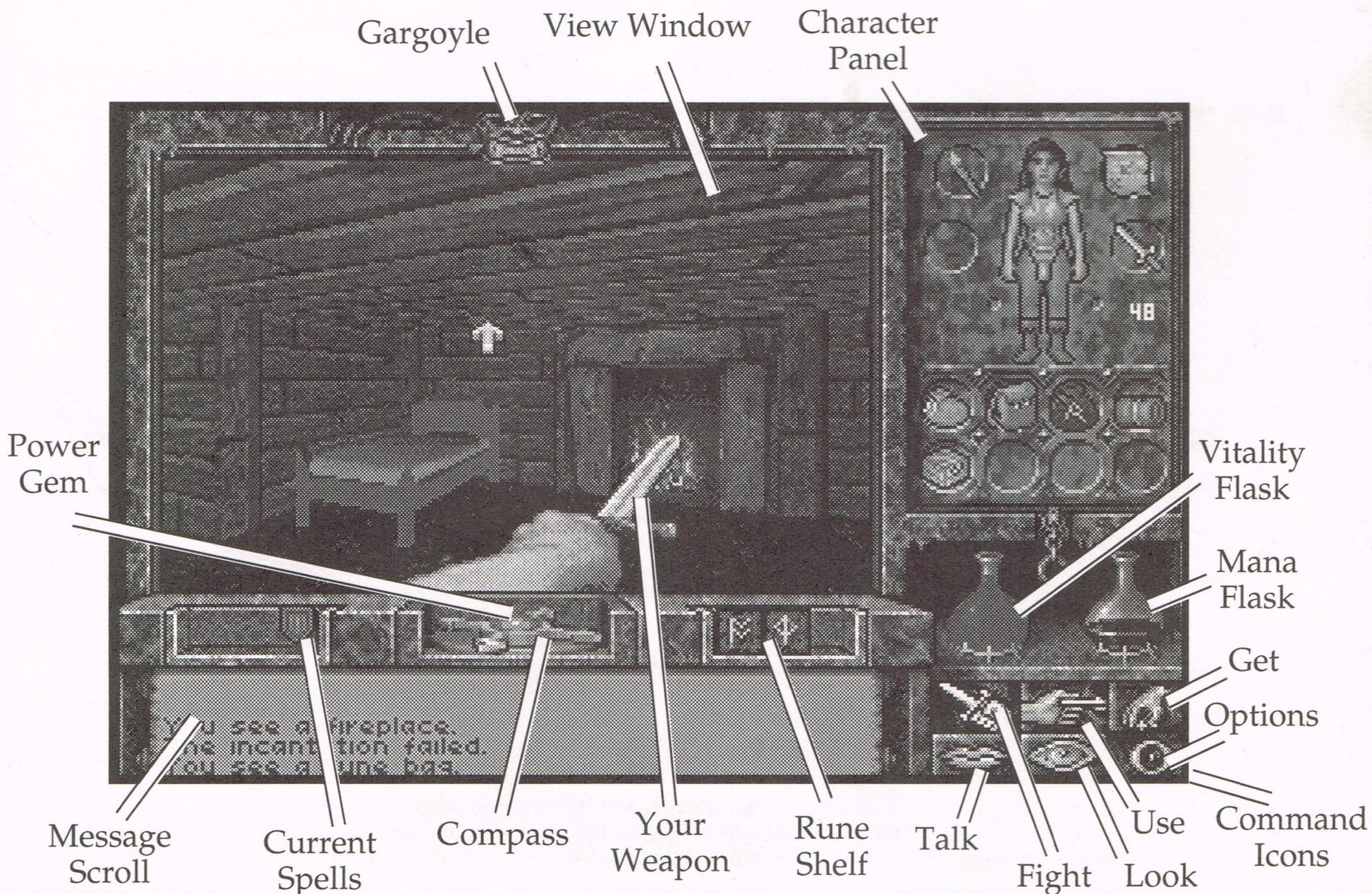
The first time you play, typing **U W 2** takes you to the title screens, followed by the introduction. Press **Esc** to bypass the titles and/or introduction and go to the Main Menu.

If you have played (and saved) the game, typing **U W 2** takes you to the title screens and then the Main Menu.

### MAIN MENU

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

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



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

**Acknowledgements.** Lists the people who created *ULTIMA Underworld II*.

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

## MAIN GAME SCREEN

When you Journey Onward, the main game screen appears.

**3-D View Window.** The view window shows what you see:

- As you move, the view changes to reflect your new position.
  - When you take damage in combat, the window shakes.
  - When you are critically wounded, the screen flashes red.
  - When you are drowning, the screen flashes blue.
  - When you wear or use a cursed item or a spell backfires, the screen flashes orange.
- Normally, you look straight ahead, but you can look up and down:
- To look down, press **1** repeatedly.
  - To look up, press **3** repeatedly.
  - To return to the "straight ahead" position, press **2**.

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

- The **inventory panel** shows all items you are carrying and wearing. From the inventory panel:
    - Left-click the rune bag in your inventory to flip to the rune display.
    - Click on the pull chain to flip to the statistics panel.
  - Your **rune display** shows all of the runes you own. Click on the pull chain to return to the inventory panel.
  - The **statistics panel** displays detailed information about your character's skills and current condition. Click on the pull chain to return to the inventory panel.
- On these panels, the right mouse-button triggers the action specified by the com-

mand icon selected and, when used to drag, moves an item; the left button selects or uses an object.

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

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

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

**Message Scroll.** Displays messages and results of commands.

**Power Gem.** In combat, the gem starts red, then turns green, then sparkles when the attack is at maximum power.

**Current Spells.** Icons represent active duration spells.

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

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

- *Green* eyes mean your foe is still strong.
- *Yellow* means the foe is hurt.
- *Red* means the foe is seriously injured.

## MOVEMENT

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

-  Move forward
-  Turn right or left while moving forward
-  Turn right or left with no forward movement
-  Sidestep right or left
-  Move backwards

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spell. To do so, click on the rune bag in your inventory, then click on each rune required to cast the spell, in order. When the runes appear on the rune shelf, left-click anywhere on the rune shelf.

**Targeting Spells.** Some spells must be targeted. When you left-click the rune shelf

to cast such a spell, a targeting cursor appears on screen. For missile spells, the targeting cursor is a red circle. For non-missile spells, the cursor is a blue cross.

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

## THE EIGHT CIRCLES OF RUNIC MAGIC

### First Circle

Create Food	IMM
Detect Trap	NΦ
Light	IT
Luck	BM
Magic Arrow	RΦ
Resist Blows	BH

### Second Circle

Cause Fear	PK
Deadly Seeker	RNΦ
Jump	AK
Lesser Heal	IBM
Rune of Flame	IPΦ
Slow Fall	RMK

### Third Circle

Bleeding	ΦM
Cure Poison	R+
Dispel Rune	RΦR
Lightning	RX
Night Vision	IT
Speed	RTK
Water Walk	AK

### Fourth Circle

Flameproof	HP
Heal	IM
Missile Protection	XHK
Poison Weapon	+ΦM
Remove Trap	RΦ
Study Monster	NM

### Fifth Circle

Fireball	KΨ
Levitate	APK
Name Enchantment	RNM
Open	MA
Smite Undead	RHM
Telekinesis	RKA

### Sixth Circle

Charm	PRN
Daylight	AIT
Gate Travel	ARK
Greater Heal	AIM
Invisibility	AHT
Paralyze	RMK
Sheet Lightning	APX

### Seventh Circle

Magic Satellite	RKX
Mass Confusion	ARN
Portal	AMA
Reveal	RPT
Shockwave	ΦP

### Eighth Circle

Flame Wind	ΨP
Fly	APK
Freeze Time	R+
Iron Flesh	IHY
Restoration	AM
Roaming Sight	RKN

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## CONVERSATION

To talk to a character or creature:

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

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

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

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

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



## Bartering.

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

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

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

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

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

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

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

## Giving and Getting Items

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

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

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

## Repairing Items

To repair damaged weapons or armor:

1. Use an anvil as you would any item.

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

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

4. Select "Yes" or "No."

# KEYBOARD CONTROLS

When using a keyboard, note that the game is case sensitive — **Shift****A** is not the same as **A**.

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

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

**Handedness.** Some players find it easier to click-and-drag with the left mouse button than with the right. The game allows you to do this with the **Alt****H** command.

Pressing **Alt****H** reverses the function of each mouse button. So, for example, you could press **Alt****H** and use the *right* mouse-button to move. All functions normally associated with the right mouse-button would then be controlled by the left.

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

## KEYBOARD COMMANDS

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### Menus

- ↑** Up to next option above
- ↓** Down to next option below
- ←** Left one column (2-column lists only)
- Right one column (2-column lists only)
- Pg Up** Top of List
- or **Home** Top of List
- Pg Dn** Bottom of List
- or **End** Bottom of List

### Normal Movement

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

### Other Movement

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

### Combat Mode Keys

- P** Bash
- ;** Slash
- .** Thrust

### Special Function Keys

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

### Game Options

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

### Cursor Movement Keys

(in game and on auto-map)

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

### Numeric Pad

- 1** - **9** Cursor Direction
- 0** Left Mouse-Button
- .** Right Mouse-Button

# JOYSTICK CONTROLS

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

## Movement

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

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

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

## Selecting Options

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

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

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

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

Note that you can combine joystick and keyboard controls to increase efficiency. (In the example above, you could simply press **F3** to select Get mode, saving yourself time and effort.)

## In Brief

To move: No button, move joystick.

To control cursor: Button #1, move joystick

To emulate right mouse-button:  
Button #2

