Ultima

playbook

NECROMANCER

ORC
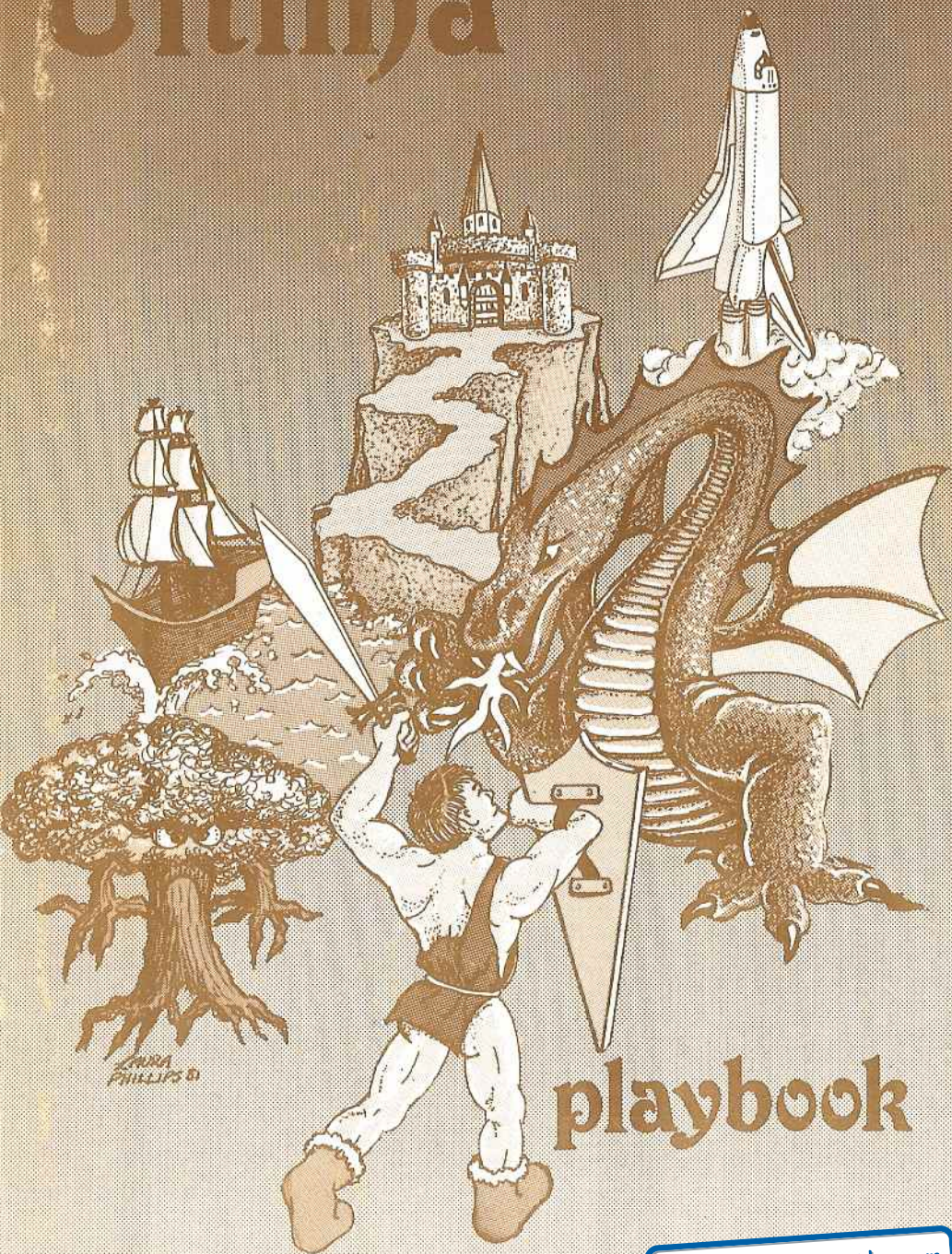
PLAYING ULTIMA:

GETTING STARTED — RUNNING THE COPY PROGRAM

1) Boot the Player Master disk. Hit ESC to enter the copy program. Make a copy of the Player Master on a blank disk. (Anytime you create a new "personalized" Player disk you should label that disk with the name you assume for your new character.) Never use the Player Master disk itself for actual game play as files will be changed. Once you have made your personalized Player disk, hitting RETURN will end the copy program and produce an Applesoft prompt and a flashing cursor on the screen.

2) Next boot the "Program Diskette" — after a few moments you will be given three choices:

> #0 — # OF DISK DRIVES = 1
> #1 — GENERATE NEW CHARACTER
> #2 — CONTINUE PREVIOUS GAME

IF YOU HAVE TWO DISK DRIVES FIRST TYPE CHOICE #0 TO OPERATE BOTH DRIVES! Each time you strike the "zero" key it toggles the number of drives.

CREATING YOUR FIRST CHARACTER ROLE

3) Option #1 is used to create a character. To do this, strike the "one" key. The program will now ask you to "Insert A New Player Disk" — this refers to the duplicate made in paragraph 1. Insert disk into the appropriate drive as shown on the screen. Once this is done, strike the "ESC" key. Striking the "ESC" key is used to acknowledge any disk swap during play of Ultima.

4) Generating the character: You have 90 points to distribute between the 6 attributes. You must allot at least 10 points to each attribute and no more than 20. The uses of each attribute are shown on the "PRC" (Player Reference Card). Each character is initially given 100 hit points, 99 days of food, 2 daggers and leather armour. Choosing a race and type is very important. The significance of each is shown on the "PRC". The name your character assumes must start with a letter of the alphabet and be no more than 15 characters in length. When you have finished and your characterization is satisfactory the program will write the information on the screen to your personalized Player disk.

5) Acknowledge disk swap (if single-drive system). SELECT THE NUMBER "2" KEY TO ENTER THE WORLD OF ULTIMA.

At this point the player should read the rest of this playbook and study the command syntax and symbol legends on the Player Reference Card (PRC) enclosed. Place the PRC next to the Apple II for use in play.

MONSTERS

Many monsters and evil folk infest Ultima: Thieves, giant Octopi, Necromancers, Skeletons, Bats, Giant Spiders, and Daemons -- to name only a few. Many of these creatures are magical in nature and/or have special abilities. As you play, you will learn which monsters are stronger than others and how to best deal with each.

DARK KNIGHT

EVIL TRENT

WEAPONS

Weapons, which can be bought in the towns, will be listed in increasing attack strength. This order can be obtained during play by referencing the player's statistics (the "Z" command key). As the game continues, the computer keeps track of time and slowly increases the technology of the world, allowing you to buy better and stronger weapons. These weapons include long distance weapons - bow and arrow, for instance, and hand to hand weapons such as a sword.

To attack with a weapon, you must first "Ready" it (see "R" command on PRC -- Player Reference Card). When you type an "R" command you are asked "which?" you want to ready: -- WE)apon, A)rmour, or S)pell. Upon answering, you are prompted by your choice followed by a question mark (i.e.: Spell?). For Weapon you must specify with the first TWO letters of the name of your chosen weapon. For Armour or Spells a ONE letter response identifies your choice.

Amulets, wands, and staffs are magical items which are not directly used in attacks. While in your hand, these objects increase spell-casting ability. Spell-casting effectiveness is greatest with the staff, followed by wands, then amulets.

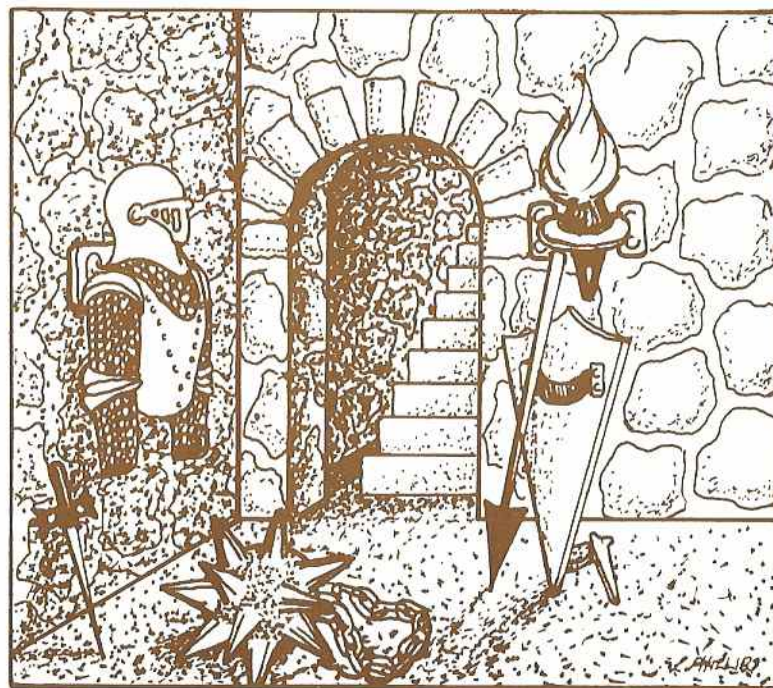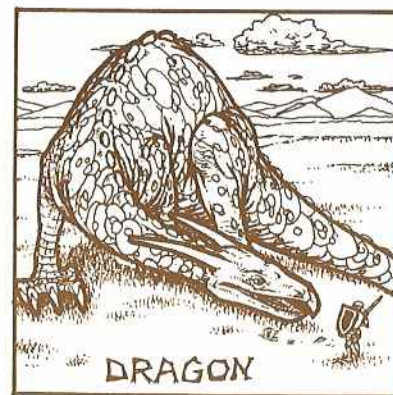One weapon that needs explaining is a "triangle;" it is a very magical sword.

FIGURE 1 — surface view of two dungeon entrances near the City of Paws

FIGURE 2 — surface view surrounding Lord British's castle

DRAGON

OUTDOOR MOVEMENT
(fig. 1 & fig. 2)

Movement outdoors is accomplished with the direction keys: "<—", "—>", "RETURN," and "/". These keys mean west, east, north, and south, respectively. The World consists of over 30,000 game-travel days with the surface consisting of oceans, grasslands, forests, mountain ranges, towns, castles, landmarks, and dungeons.

You may either fight monsters or run away from them. For beginning players, (whose characters' attributes are at relatively low levels) it might be advisable to run from such creatures as the wandering warlock.

Each town, castle, and dungeon has its own unique traits; you will be wise to discover these differences and use them to your advantage.
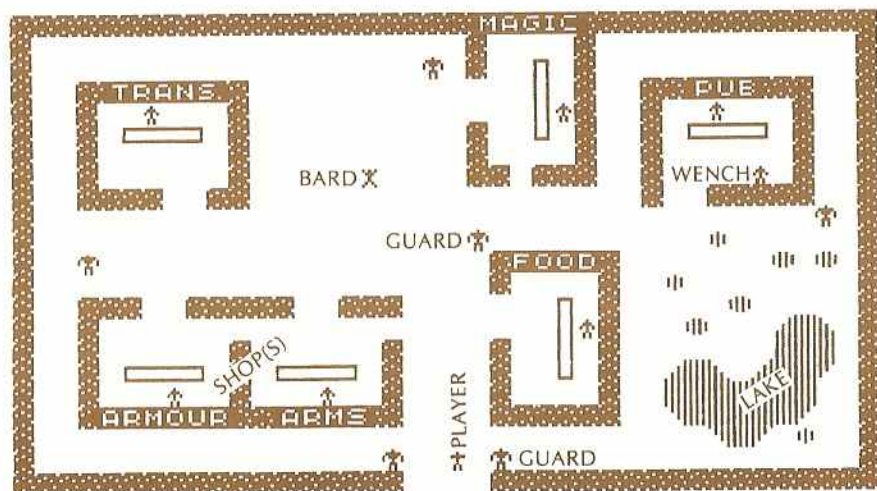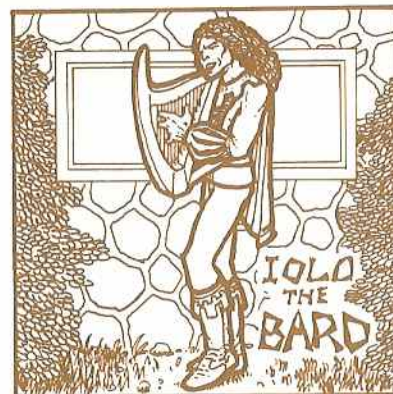

ROC

FIGURE 3 — a town

TOWN AND CASTLE MOVEMENT
(fig. 3 & fig. 4)

Town and castle movements are accomplished in the same manner as outdoors. They are used for replenishing supplies, gathering information and raising player attributes. There is much more to the towns and castles than meets the eye, so experiment with all your options.

Combat in the towns and castles differs from that in other areas. After striking the "A" key, (meaning "attack"), one must strike a direction key, (as in movement), to determine the direction of your attack.
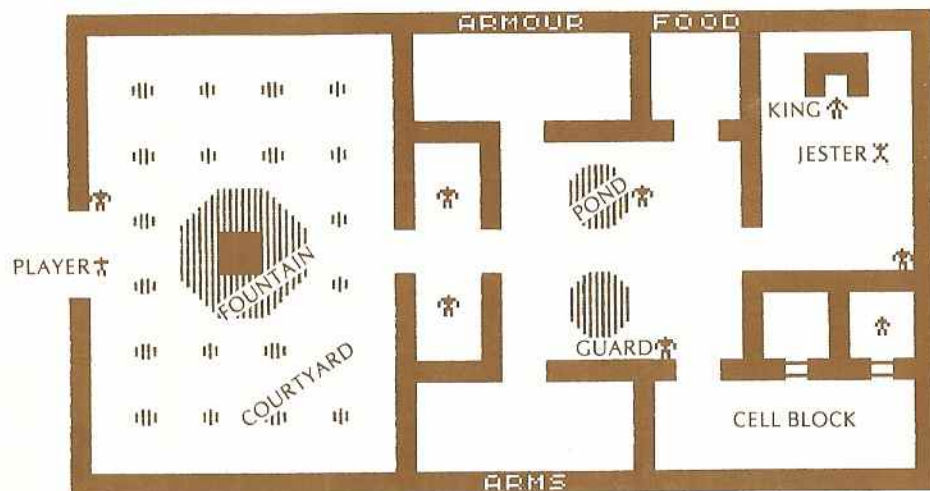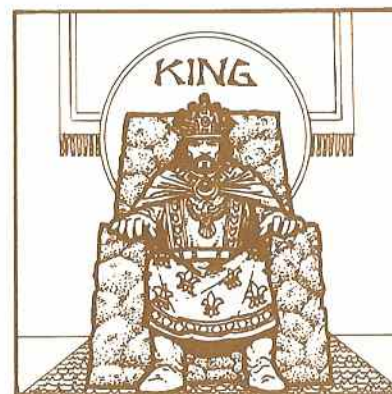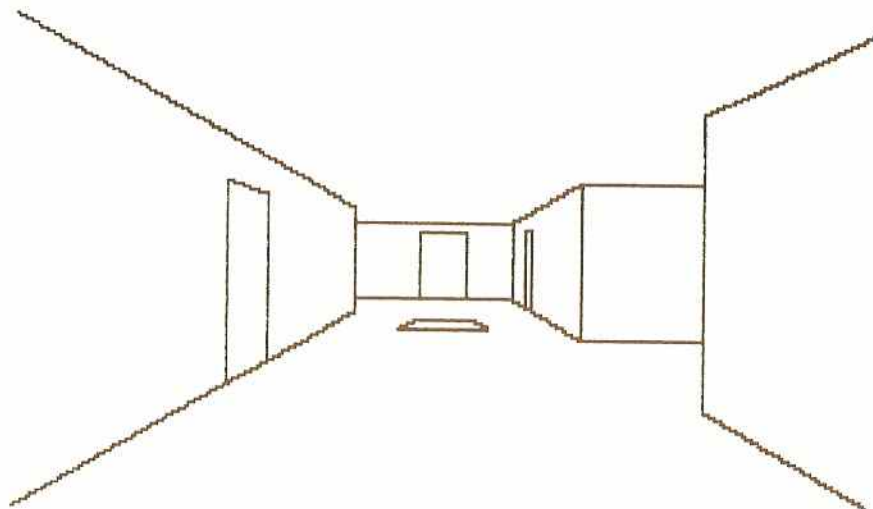

FIGURE 4 — a castle

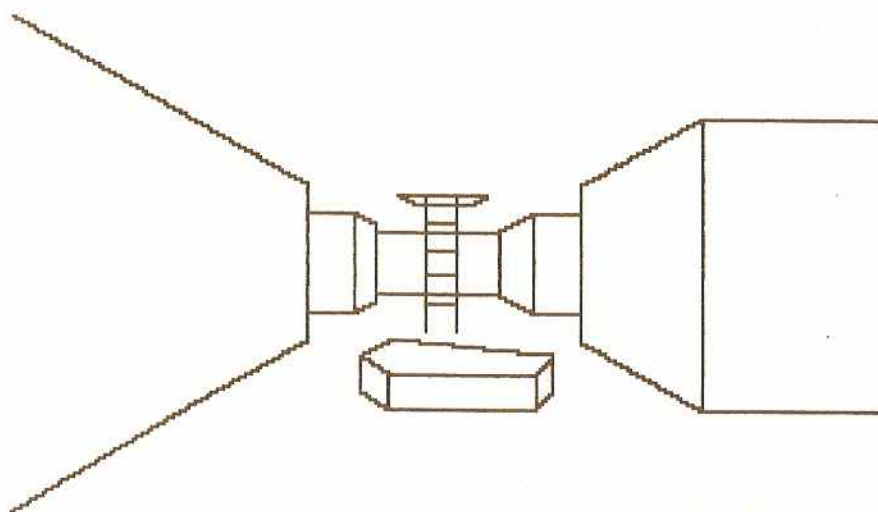FIGURE 5 — dungeon view of corridors, doors, and trapdoor

FIGURE 6 — dungeon view of ladder, coffin, and junction of corridors

DUNGEON MOVEMENT
(fig. 5 & fig. 6)

Dungeon movement is accomplished by the same direction keys as on the surface, but this time they mean turn left, turn right, go forward, and turn around, respectively. Dungeons are shown in mathematically determined perspective. There are 25 different types of subsurface monsters. Different monster types, with increasing strength, are found as you go deeper into the dungeons. Traps and gold increase in frequency with depth as does the number of force fields and coffins.

SPACE MOVEMENT

In space, the "<—", "—>", "RETURN," and "/" keys maneuver your space vehicle. They control rotate left, rotate right, thrust and retro (reverse thrust), respectively. In the front view mode they mean turn left, turn right, climb, dive, and the space bar centers the stick.

Space is divided into 64 sectors on a 8 x 8 grid. While in the top view mode, you see all within your sector. You may obtain a long-range scan of the surrounding sectors with the "I" command. (See legend on the PRC for meaning of symbols on long-range scan readout.) Hyperspace jumps your ship from one sector to the next, based upon your last direction of travel in the top view mode.

Docking with starbases can be made at one of the unused docking ports and should be made only at slow speeds, on a direct course into the port opening. A docking fee of 500 Gold Pieces is required for each docking; remember to bring enough. Upon docking with a starbase you will be asked "Base Command." You should then type a direction key to indicate which vehicle you wish to use next.

Reentry takes place when your ship passes within 15 screen units of Ultima. NOTE: Only a space shuttle has heat shields. Any space vehicle will incinerate at a distance of 15 screen units from a star.

Engaging combat in space requires the use of the "front-view" mode achieved by toggling the "V" command. You cannot change back to "top-view" mode until either all enemy ships in your sector are routed, or you leave the sector by "hyper-jumping" into the next sector.

Even when stopped in the top-view mode, your ship may still have some motion in the third dimension, thus, the front view mode may show some motion. The keys 9-1 are speeds for the front view mode, 9 being the slowest with 1 the fastest. IMPORTANT: Changing from front view to top view at high speeds will surely result in a fatal collision!

SYSTEM REQUIREMENTS AND PROGRAM NOTES:

This package contains one Ultima disk with the Program Diskette on one side and the Player Master on the flipside. Both will boot on Dos 3.2 or 3.3 machines. Both require Applesoft in ROM. If a language card is available, it will automatically be loaded with Applesoft -no need to use the Basics disk.

If there is no Applesoft ROM or language card in the system, a message to this effect will be displayed on the screen when the program disk is booted.

If an Applesoft error occurs during Ultima, a message will be displayed and the user should hit ESC. Most errors are fatal and will cause the disk to be rebooted.

Users should use the Quit (save game) command frequently to avoid losing data in case of reset or other problems, (i.e.: death of characters).

The Player Master should be copied onto one or more blank disks for use in playing the game. Never attempt to write on the Player Master.

There is a demonstration on the Player Master disk that displays various scenes from Ultima on the hires graphics screen. Hitting ESC during this demo will cause it to enter the Player Copy Routine.

The Player Copy Routine will work with one or two disk drives. On one drive systems, the disk is copied in three 'passes,' and the user will be prompted when to insert the Player Master and blank diskettes.

PROGRAMMING & INSPIRATIONAL CREDITS:

Ken Arnold
Charles Bueche
Richard Garriott
Steve Gibson
Michael Gray
Steve Jackson
Winfred Kang
Tom Luhrs
Garry Morrison
Duane Remmers
Mary Taylor Rollo
Keith Zabaloui

LOOK FOR THESE OTHER
CALIFORNIA PACIFIC TITLES
AT THIS COMPUTER STORE

Bill Budge's Space Album
Four HiRes space arcade games from the famous Bill Budge. Action programs using 3-D animation techniques.

Apple-oids
By Tom Luhrs. Absolutely the best implementation of the popular arcade game Asteroids. Bonus second game CHIPOUT included. You haven't lived in the electronic age until you've played Apple-oids.

Ultima
The next generation in HiRes adventure/fantasy role-playing games. By Lord British. Superb color graphics span time itself as player evolves from medieval castles & dungeons to space war in future galaxies.

Bill Budge's 3-D Graphic System
HiRes graphics utility adds 3-D animation to Basic & assembly language programs. Detailed manual & tutorial shows how to create and edit 3-D shapes. Includes text generator & missile utilities.

Cosmos Mission
Most popular game ever for the Apple. Known to arcade fans as Super Invaders. Save our world from the invaders, temporarily.

Akalabeth - World of Doom
By Lord British. An advanced fantasy role-playing game featuring infinite dungeon levels, imaginative monsters and true perspective dungeon views. Doest thou wish to be knighted?

Bill Budge's Trilogy
The master offers three arcade games: Night Driver, Pinball, & Space War. Great graphics and sound.

Fender Bender
A great arcade game from the Land of the Rising Sun. You thread a course with one or more race cars under computer direction attempting to finish you off in a colorful head-on collision.

...Ask your dealer for the current list of titles
from California Pacific Computer Co.

CREDITS:

Game design & coding: Lord British
Game cover art: Denis Loubet
Playbook cover art: Laura Phillips
Monster illustrations: Denis Loubet
Weapon illustration: Laura Phillips
Documentation: Lord British, Tom Luhrs, Al Remmers
Printing: Johnny Print, Davis, CA