

# Ultima II

## Player Reference Guide

# Ultima II — Revenge of the Enchantress

## Keyboard Commands

- A) **Attack:** Lets you fight someone or something. Command must be followed by a direction, unless you're in a tower or dungeon.
- B) **Board:** Mount a horse or board a plane, ship or other form of transportation. See **X-it** to leave a mode of transport.
- C) **Cast:** Cast a spell. A spell must be readied using the **(M) Magic** command. Spells can only be cast in dungeons and towers.
- D) **Descend:** Go down a level in a dungeon or tower.
- E) **Enter:** Enter a town, castle, dungeon or other landmark, or read a sign. You must be standing on the entrance before entering.
- F) **Fire:** Fire your ship's guns at a foe.
- G) **Get:** Pick up items (ex. treasures, weapons). You must be standing on the item you wish to get.
- H) **Hyperspace:** Catapults your spaceship to the specified coordinates.
- I) **Ignite:** Lights a torch.
- J) **Jump:** Lets you jump up and down — a good way to release frustration.
- K) **Klimb:** Climb up a level in a dungeon or tower.
- L) **Launch/Land:** Toggles take-offs/landings (on grass only) in a plane or rocket.
- M) **Magic:** Readies a magic spell you know for casting.
- N) **Negate:** Stops time for all things farther than one square away from you - if you possess a specific magic item.
- O) **Offer:** Offers gold as payment or bribe.
- P) **Pass:** Allows one game turn to pass without any action. Same as spacebar.
- Q) **Quit (and save to disk):** Use this command to stop playing and save your progress to disk. You can resume the game from this point. Available only while on foot in the Earth's countryside.
- R) **Ready:** Equip yourself with a weapon you own.
- S) **Steal:** Attempts to take items from stores without paying for them. May or may not work for weapons, armour, food, transport. Be sure to plan an escape route.
- T) **Transact:** Initiate conversations or conduct business with townspeople, merchants and royalty. Must be followed by a direction command.
- U) **Unlock:** Open doors if you possess the keys. You must indicate direction of door.
- V) **View:** Toggles between normal view and bird's-eye view of town or planet. You must possess the correct magical item to use this command.
- W) **Wear:** Put on a suit of armor that you own.
- X) **X-it:** Leave behind or dismount your current transport and travel on foot.
- Y) **Yell:** To yell anything you can type. Often used in combination with Jump.
- Z) **Ztats:** Displays your vital statistics, possessions, and spells. Also used to temporarily stop the passage of time in the game.

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## ————— Magic Spells —————

### Clerics and Wizards

- Light:** Creates magical illumination and eliminates the need for a torch.  
**Ladder Down:** Teleports you straight down one level in a dungeon or tower.  
**Ladder Up:** Teleports you straight up one level in a dungeon or tower.

### Clerics only

- Passwall:** Destroys the dungeon or tower wall directly in front of you.  
**Surface:** Teleports you to the surface of the planet from a dungeon or tower.  
**Prayer:** Calls for divine intervention to destroy your foe.

### Wizards only

- Magic Missile:** Offensive weapon with strength based on the level of the spellcaster.  
**Blink:** Teleports you randomly within the same level of a dungeon or tower.  
**Kill:** Attempts to destroy your foe using magic.

## ————— Weapons & Armor —————

The skillful use of weapons, combined with the proper armor, can spell the difference between success and failure in your quest. Armor and weapons can be purchased at shoppes in the towns. The cost of weapons increases with their effectiveness. The cost of armor increases according to the amount of protection it affords.

The following abbreviations are used by the shopkeepers when you attempt to purchase weapons and armor.

Weapons		Armor
DA - Dagger	SW - Sword	Cloth
MA - Mace	GR - Great Sword	Leather
AX - Axe	LI - Light Sword	Chain
BO - Bow	PH - Phasor	Plate
QU - Quick Sword		Reflect
		Power

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