

Ultima VI Reference Guide

IBM-PC/Tandy and 100% Compatibles

by Lord British

Ultima[®] VI

The False Prophet



 **ORIGIN**[™]

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Getting Started — Floppy Drive Systems (No Hard Drive)

Each time you begin a new *Ultima VI* adventure, you must create a set of "play disks" (you can't play on the original disks). Here's how:

1. You will need eight blank 5.25" low-density disks. (If you have higher density disks, see the section below.)

2. Put your DOS system disk in Drive A.

3. Format one blank disk. (Refer to your DOS manual for the procedure.)

Label this disk "PLAYER."

4. Put your DOS system disk back in Drive A.

5. Type **DISKCOPY A: A:<enter>**. The computer will prompt you to insert "source" (original) and "target" (blank) disks. One disk at a time, copy the seven original disks onto the remaining seven blank disks. The computer will automatically format them for you before copying. After each disk has been copied, you will be given the chance to copy another. Repeat this procedure until all seven disks have been copied. Label the seven copies to match the originals.

6. Put all of the original disks back in the box and use them only if you want to start a new adventure from the beginning. Play only on copied disks.

7. Insert your copy of the disk entitled "ENDGAME" into Drive A.

8. Type **INSTALL<enter>**. Follow the directions on the screen to set up your computer for optimal play.

9. Insert your copy of the disk entitled "PROGRAM" into Drive A and type **ULTIMA6<enter>** to begin play. (Do this any time you want to begin a play session from now on.)

If You Use High Density Floppy Disks

Ultima VI comes on low density, 360K disks. If you have a higher density 5 1/4" or 3.5" drive and a low density floppy drive, you can copy two original *Ultima VI* disks onto each of your high-density disks. This will allow you to play the game with fewer disk-swaps. Here's the most efficient combination of disks: PROGRAM/INTRO, GAME/ENDGAME, MAP/PLAYER, POPULACE A/POPULACE B.

Getting Started — Hard Drive Systems

We highly recommend playing *Ultima VI* off of a hard drive if you have one. Here's how:

1. Make sure you have at least 4 megabytes (4194304 bytes) of free disk space on your hard drive. You will also need at least 530K (542720 bytes) of free memory available for your computer. To see if you have enough memory, type **CHKDSK<enter>**. In the information that is presented, you will find "Bytes available on disk" (telling you how much available hard drive space you have) and "Bytes free" (telling you how much memory you have left in your computer). You may have to free-up some disk space or memory before you can proceed further. (Refer to your DOS manual for the procedure.) Booting your computer with an "MS-DOS System Master" floppy disk often solves this memory problem.

2. Insert the disk entitled "ENDGAME" into floppy Drive A.
3. Type **A:<enter>**.
4. If your hard drive is device C, type **COPYU6 A: C:<enter>**.
If your hard drive is device D, type **COPYU6 A: D:<enter>**.
5. Follow the directions on screen until all disks have been copied. This will create a subdirectory entitled "ULTIMA6" on your hard drive and copy all of the *Ultima VI* disks to that subdirectory.
6. You will automatically be taken to the INSTALL program. Follow the directions on the screen to set up your computer for optimal play.
7. After installation is complete, type **ULTIMA6<enter>** to begin play. The next time you want to start a play session, enter the ULTIMA6 subdirectory by typing **CD\ULTIMA6<enter>**. Then type **ULTIMA6<enter>** to begin play.

Creating Multiple Characters

The first time you play *Ultima VI*, you will have to create a character (see "The Main Menu," below). After you've played with that character for a while, however, you may want to create a new one with a different name and characteristics.

If you're playing on floppy disks, this is simple. Run the INSTALL program again (by typing **INSTALL**, as above). After you answer all of the questions about your computer system, you will be given three options. To create a new character while preserving your old one (along with your old character's last saved game position), insert a new Player disk in your floppy drive and select option 1. (If you use your old Player disk at this point, your old character and saved game will be lost). Go immediately to the main menu and select Create a Character (see below).

Hard drive owners can save alternate characters by renaming their existing *Ultima6* directory (using any of a number of commercially available utility programs) and using the COPYU6 command to recopy the game. If your hard drive has multiple partitions (in other words, if it has both a C and a D drive), you can install the game on one drive when you begin and on another if you want to try a different character without erasing your original character and saved game. If you don't mind erasing your character and saved game, you can always begin again by running the **INSTALL** program and, when you reach the main menu, selecting Create a Character (see below).

The Main Menu

When you type "*Ultima6*," an introductory sequence will begin. Read all text messages that appear and press any key or click in the message box to move on to the next message or screen. (Press **<escape>** if you want to bypass this sequence altogether.)

When this is over, the main menu will appear, listing five options — Introduction, Create a Character, Transfer a Character, Acknowledgements, and Journey Onward. To select one of these options, click on it with the mouse. From the keyboard, use the arrow keys or numeric keypad to highlight the one you want then press return, or type the first letter of the option's name.

The first time you play, you will want to go directly to **Create a Character**. Here, you can type in your character's name and select his or her Sex and Portrait. Go on to the next portion of the character creation system by clicking on the Continue box (or by typing "C"). This will take you to a series of questions. Answer by selecting the A or B response to each question. The way in which you answer determines the kind of character you get.

When your character is complete, you will automatically be taken to the **Introduction**. This will tell you what the game is about. If you want to watch this again later, select Introduction from the menu.

If you've played *Ultima IV* or *Ultima V*, you may want to bring your character from one of those games over to *Ultima VI*. **Transfer a Character** allows you to do that. Select this option and follow the directions on the screen, then click on the Transfer button and you're ready to use your old character in your new game.

Acknowledgements tells you who did what in the creation of *Ultima VI*.

Journey Onward takes you directly into the *Ultima VI* game. Select this option when you're ready to play.

Screen Layout

The game screen is divided into four regions — the map, the status display, the message scroll, and the command icons.



The Map

The largest region, in the upper left, is the map. This shows the world you are moving through, with the view centered on you (or another member of your party if it's their turn).

With a mouse, move your characters around by positioning the pointer over the map until it becomes an arrow pointing in the direction you wish to move. Then click the left button. Some actions ask you for a target location. (You may have to say where you want to drop an item, for example). To select a location, click on it with the left mouse button.

If you want to use the keyboard, move by pressing one of the arrow keys, or one of the eight keys around the 5 on the numeric keypad. These keys are also used to select target locations — move the crosshairs on the screen to the desired location and press <enter> to initiate the action.

You can pass your turn and do nothing by positioning the mouse pointer over your character and clicking the left mouse button or by pressing the space bar.

The Status Display

In the upper right-hand corner of the screen is the status display. At the top of the display, the current position of Britannia's sun and the positions and phases of the two moons in the sky are shown.

Beneath this is a roster of all the members of your party, along with each character's figure and current hit points. A character whose hit points are printed in red is hurt badly; one whose hit points are green is poisoned. (CGA and Hercules cards will differ slightly.)

When a party has more than five characters, arrows appear at the top and bottom of this part of the screen. Click on these arrows to scroll up and down through the list of party members. The + and - keys can also be used.

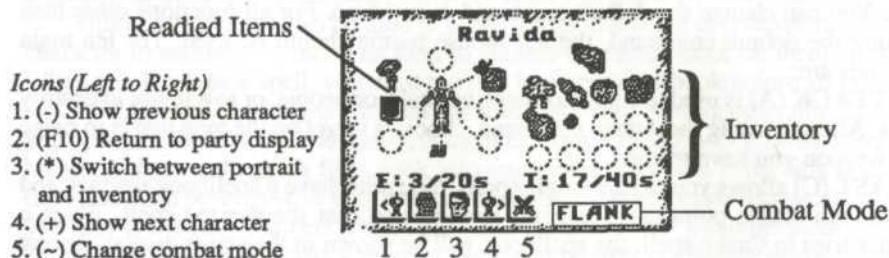
If you click on a character's name, or press a function key (F1-F8), you will be shown their portrait and statistics. The higher a stat, the better. *Strength* determines how much a character can carry, and how effectively they can strike with bludgeoning weapons. *Dexterity* determines how quick they are (faster characters get to move and/or

attack more often), and how effective they are with non-bludgeoning weapons as well as crossbows, bows, and other missile weapons. *Intelligence* determines the character's bargaining ability and effectiveness as a spellcaster.

The next two stats show pairs of numbers — the current number of points the character has, and the maximum possible. *Magic points* determine how many spells can be cast. For instance, a spell of the fourth circle uses four magic points. *Health* determines how much damage the character can take before being killed. Each hour, you recover a number of magic points equal to your current level. *Health* can only be regained by rest or healing.

The next statistic in the list is *Level*, which indicates how powerful a character has become through experience gained in past adventures. The last stat, *Experience*, determines when a player is ready to progress to the next level by meditating at a shrine.

To view a character's *Inventory*, click on one of the figures to the left of the roster.



On the left side of the inventory display is a figure showing all equipment that is readied for immediate use — either held in the character's hands, or being worn. If you are holding something that requires both hands, such as a crossbow, you will not be allowed to put anything in the other hand. Below this figure is the current weight of all Equipped (E:) items, and the maximum weight the character can have readied, measured in stones (s).

On the right side of the inventory display are all other items carried by the character. The total weight of his inventory (I:) is listed here, along with the maximum weight the character can carry. To ready or unready an item, just click on it with the left mouse button. To look inside a container in your inventory, such as a bag or a chest, just click on it. Click on it again to return to the main inventory display.

At the lower right, the character's current combat mode is displayed (see "Begin/Break Off Combat," below).

At the lower left of the status display are five buttons. From left to right, their functions are: show previous character, return to party display, switch between portrait and inventory displays, show next character, and change combat mode.

To use the inventory display from the keyboard, press the <tab> key to move the crosshairs to the status display. You can then move to any item or button with the arrow or numeric keypad keys, and press <enter> to select it. Pressing the <tab> key again will return the crosshairs to the map. The function keys F1 through F8 will switch the display to show the different members of your party. (If you don't know the position of a character in your roster, the + and - keys allow you to show the next and previous characters.) F10 will return to the main party display. The asterisk (*) key will toggle between a character's portrait and inventory displays.

The Message Scroll

At the lower right of the screen is the message scroll. All text describing things you see and hear, as well as the results of your actions, is displayed here. When a message is

too long to fit on the scroll, a flashing, downward-pointing arrow appears at the bottom of the scroll. Press the space bar or click in the message scroll to view the rest of the message.

The Command Icons

Underneath the map are ten command buttons. The main commands in *Ultima VI* can be selected either with the mouse or the keyboard. To use a command from the keyboard, simply press the first letter of its name. With the mouse, move the pointer to the command button you want to use and click the left mouse button. Then select the object or person you want to use the command on.

For frequently used commands, such as Get, Look, Attack or Move, you can set up a default command for use with the *right* mouse button. Click the right button on a command, and a blue line will appear under it. From then on, clicking the right button on any shape on the map or in your inventory display will execute that command on that object. You can change the default command at any time. For all functions other than executing the default command, the left mouse button should be used. The ten main commands are:

ATTACK (A) is used to fight monsters, animals, or people, or to attempt to destroy objects. After choosing the Attack command, choose a target on the map that is in range of the weapon you have readied.

CAST (C) allows you to cast magic spells. You must have a spellbook readied, and have enough magic points and reagents available to cast the desired spell. When a character tries to Cast a spell, the spellbook will be shown in the status display, listing the names of all the spells they have learned. Each name is followed by the number of times that spell can be cast with the reagents in inventory. To page through the spells, click on the blue arrow buttons below the list or use the left and right arrow keys on the keyboard.

You cast a spell by clicking on its name, or by selecting it with the up and down arrows and pressing <enter>. Typing the first letter of each syllable of the spell also works. For instance, to cast the Repel Undead spell — An Xen Corp — you could type AXC and press <enter>. Some spells require you to specify whom or what you are casting them on. Simply select a target on the map or in your inventory.

There is one special spell, the Help spell, which requires no reagents. This will return you instantly to Lord British's Castle. It should only be used in the most desperate of situations, however, as it will usually cost your party many experience points.

TALK (T) lets you converse with the people you encounter in the game. You can also speak with some shrines and statues, and with the other members of your party. You must select the character on the map you wish to speak with. Their portrait will appear in the status display while they are speaking.

You talk by typing single words on the keyboard and pressing <enter>. All words may be abbreviated to the first four letters (e.g., "elephant" may be abbreviated to "elep").

Most people will respond to the words "name," "job," and "bye." (The "bye" command ends a conversation. You can accomplish the same thing by pressing <enter> without typing anything.) Some people will also respond to the words "join" and "leave," allowing you to add members to your party (up to a maximum of eight) or remove them.

During the course of conversation, people give you an idea of what they're interested in talking about. If you have the help function on, as it is when you start the game, the subjects they want to talk about will appear in a different color on the screen; if help is off, you'll have to figure out the key words in their conversations. (Note that the help function is not available on CGA cards.) You can turn help on or off by pressing control-H. However, be aware that some people will respond to other subjects, if you ask them.

LOOK (L) allows you to identify anyone or anything in the location you select, on the map or in your inventory. This command can be used to read books, signs, and gravestones, or to examine paintings. It will also give information on the effectiveness of weapons and armor. When you use the Look command on an object you are adjacent to, you will search it. This will reveal the contents of chests, bags, crates, barrels, etc. It will also let you find hidden items or secret doors.

GET (G) lets you pick up an object on the map. You must be standing next to it. If it isn't too heavy, it will be put into your inventory.

DROP (D) can be used to lighten your load by getting rid of items you no longer need. First select the item in your inventory, then choose a spot on the map to place it.

MOVE (M) is used to push an item or to move it between characters in the party.

If you select an item on the map, you can sometimes push it to an adjacent square to get it out of your way. If it's something alive, though, it may not always let you! Moving an item into a square with a chest, barrel, or crate will place the item inside it.

This command can also be used to move things in and out of containers or from one character to another. To move an item to another character, click on them on the map. When you buy a new spell, you must move it into your spellbook before you can cast it.

USE (U) operates *any* object that has some function. Among other things, it will let you open and close doors and chests, enter or exit ships, climb ladders, milk cows, mount horses, light or extinguish fires, look into telescopes or crystal balls, ring bells, eat or drink food and beverages, or play musical instruments. When using a musical instrument, you play it with the numbers 0 through 9, and press <enter> when finished.

REST (R) lets your party set up a camp and recover health and magic points. You will be asked how many hours you wish to rest, from 1 to 9, and who will stand guard. Select a character on the map display, or press <escape> to have no guard. A character will not regain hit points if they are out of food, or if they stand guard. If you are ambushed while resting, however, your party will not be awakened unless you have someone on guard! You can only rest on land. At sea, this command repairs your frigate. Multiple "Rests" may be required to repair a ship completely.

BEGIN/BREAK OFF COMBAT (B) switches back and forth between party mode and combat mode. In party mode, the members of your party automatically follow you around. In combat, each character will behave according to the combat mode you have selected for them on their inventory display. Characters in Front, Rear, or Flank modes will position themselves in a formation centered around you. Characters in Assault mode will attack the nearest enemy, while those in Retreat mode will avoid combat. Characters in Berserk mode will charge and attack the strongest foe. Lastly, if you select Command mode for a character, you can control their actions each turn, just as you do for your own character. You can change a character's combat mode at any time, even in the middle of a battle.

Keyboard Commands

- **Control-S** saves the game. You will be asked if you really want to save the game. Type "Y" (Yes) to save or "N" (No) to cancel the command and keep playing.
- **Control-R** restores the game to the last saved position. As in the case of the Save command, you will be asked to reply "Y" or "N."
- **Control-Q** quits the game and exits to DOS. Make sure you have saved the game first if you want to return to the same position later!
- **Control-H** toggles help mode on/off.
- **Control-Z** toggles sound and music on/off.
- **1 through 8** place a member of the party in solo mode. In this mode, you can move that character around and perform whatever actions you wish, while the rest of the party remains motionless. Note that you can't talk to people or use ladders, dungeon entrances, or moongates in solo mode — you must be in party mode.
- **0 (zero)** exits solo mode and returns to party mode.
- **Escape** aborts most functions.

Spell List

All known spells of the Eight Circles of Magic are listed below. The first column gives each spell's English language name/effect. The second column lists the magical syllables that form the spell's incantation. (Remember, you can cast a spell by typing the first letter of each syllable.) The last column tells you which reagents are necessary to cast the spell. These are abbreviated as follows:

As	Sulfurous Ash	Mo	Blood Moss
Ga	Garlic	Ni	Nightshade
Gi	Ginseng	Pe	Black Pearl
Ma	Mandrake Root	Si	Spider's Silk

The 1st Circle

Create Food	In Mani Ylem	Ga, Gi, Ma
Detect Magic	Wis Ort	Ni, As
Detect Trap	Wis Jux	Ni, As
Dispel Magic	An Jux Ort	Ga, Gi
Douse	An Flam	Ga, Pe
Harm	An Mani	Ni, Si
Heal	In Mani	Gi, Si
Help	Kal Lor	<none>
Ignite	In Flam	As, Pe
Light	In Lor	As

The 2nd Circle

Infravision	Quas Lor	Ni, As
Magic Arrow	Ort Jux	As, Pe
Poison	In Nox Por	Ni, Mo, Pe
Reappear	In Ylem	Si, Mo, Pe
Sleep	In Zu	Ni, Si, Pe
Telekinesis	Ort Por Ylem	Mo, Ma, Pe
Trap	In Jux	Si, Ni
Unlock Magic	Ex Por	As, Mo
Untrap	An Jux	As, Mo
Vanish	An Ylem	Ga, Mo, Pe

The 3rd Circle

Curse	An Sanct	As, Ni, Ga
Dispel Field	An Grav	Pe, As
Fireball	Por Flam	As, Pe
Great Light	Vas Lor	As, Ma
Magic Lock	An Por	As, Mo, Ga
Mass Awaken	An Vas Zu	Gi, Ga
Mass Sleep	Vas Zu	Gi, Ni, Si
Peer	Vas Wis Ylem	Ni, Ma
Protection	In Sanct	As, Gi, Ga
Repel Undead	An Xen Corp	Ga, As

The 4th Circle

Animate	Ort Ylem	As, Ma, Mo
Conjure	Kal Xen	Si, Ma
Disable	An Vas Mani	Ni, Si, Ma
Fire Field	In Flam Grav	Pe, As, Si
Great Heal	Vas Mani	Gi, Si, Ma
Locate	In Wis	Ni
Mass Dispel	Vas An Jux Art	Gas, Gi, Ni
Poison Field	In Nox Grav	Ni, Si, Pe
Sleep Field	In Zu Grav	Gi, Si, Pe
Wind Change	Rel Hur	As, Mo

The 5th Circle

Energy Field	In Sanct Grav	Ma, Si, Pe
Explosion	Vas Por Flam	Ma, As, Pe, Mo
Insect Swarm	Kal Bet Xen	Mo, Si, As
Invisibility	Sanct Lor	Ni, Mo
Lightning	Ort Grav	Pe, Ma, As
Paralyze	An Xen Por	Si, As, Ni, Pe
Pickpocket	Por Ylem	Mo, Si, Ni
Reveal	An Sanct Lor	Si, Ni, Ma
Seance	Kal Mani Corp	Mo, Ma, Ni, Si, As
X-ray	Wis Ylem	Ma, As

The 6th Circle

Charm	An Xen Ex	Pe, Ni, Si
Clone	In Quas Xen	As, Si, Mo, Gi, Ni, Ma
Confuse	Vas Quas	Ma, Ni
Flame Wind	Flam Hur	As, Mo, Ma
Hail Storm	Kal Des Ylem	Mo, Pe, Ma
Mass Protect	Vas In Sanct	As, Gi, Ga, Ma
Negate Magic	An Ort	Ga, Ma, As
Poison Wind	Nox Hur	Ni, As, Mo
Replicate	In Quas Ylem	As, Si, Mo, Gi, Ni
Web	In Des Por	Si

The 7th Circle

Chain Bolt	Vas Ort Grav	Pe, Ma, As, Mo
Enchant	In Ort Ylem	Si, Ma, As
Energy Wind	Grav Hur	Ma, Ni, As, Mo
Fear	Quas Corp	Ni, Ma, Ga
Gate Travel	Vas Rel Por	As, Pe, Ma
Kill	In Corp	Pe, Ni, As
Mass Curse	Vas An Sanct	As, Ni, Ga, Ma
Mass Invis.	Vas Sanct Lor	Ma, Ni, Mo, Pe
Wing Strike	Kal Ort Xen	Mo, Si, Ma, As
Wizard Eye	Por Ort Wis	Mo, Ni, Ma, As, Pe, Si

The 8th Circle

Death Wind	Corp Hur	Ma, Ni, As, Mo
Eclipse	Vas An Lor	Ma, As, Ni, Ga, Mo
Mass Charm	Vas An Xen Ex	Pe, Ni, Si, Ma
Mass Kill	Vas Corp	Pe, Ni, Ma, As
Resurrect	In Mani Corp	Ga, Gi, Si, As, Mo, Ma
Slime	Vas Rel Xen	Mo, Ni, Ma
Summon	Kal Xen Corp	Ma, Ga, Mo, Si
Time Stop	An Tym	Ma, Ga, Mo
Tremor	Vas Por Ylem	Mo, As, Ma