

ULTIMA II

°												?	-	+	
^	1	2	3	4	5	6	7	8	9	0	β	-	=	←	
Tab	Quit game Q	Wear Outfits W	Enter E	Ready weapon R	Talk T	Yell Z Y	Unlock doors U	Ignite I	Offer money O	Pass game P	Ü [*	+		
Caps	Attack A	Steal S	Descend D	Fire ship guns F	Get G	Hyper-space H	Jump J	Klimb K	Launch/Land L	Ö ;	Ä ´	#			↵
Shift	>	Status Y Z	Exit X	Cast Spell C	View V	Board B	Negate N	Ready Magic M	; <	: >	- ?	- /			Shift
Strg		Alt	Pass										AltGr		Strg

deutsches Tastaturlayout / [english keyboard layout](#)

MAGIC SPELLS

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

SPELLS BOTH CLERICS AND WIZARDS CAN USE:

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

SPELLS ONLY CLERICS CAN USE:

- Passwall Destroys the wall in front of you.
- Surface Teleports you immediately to the surface of the planet that you are on from within a tower or dungeon.
- Prayer Calls for divine intervention to destroy your foe. Results simulate reality.

SPELLS ONLY WIZARDS CAN USE:

- Magic Missile Offensive magic weapon with strength geared to the level of the caster.
- Blink Teleports you randomly anywhere on the same level.
- Kill Attempts to obliterate your foe by magic.

In the universe of Ultima, acquiring spells is simple: you simply purchase them at the appropriate stores. Their cost rises as their power increases. Casting a spell uses it up even if it fails; so be sure to have plenty of a spell you plan to count on.

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

Purchasing Weapons at the dealer

The weapons dealer will ask you to choose between

Dealer	Item	Dealer	Item		
1)	DA	Dagger	5)	SW	Sword
2)	MA	Mace	6)	GR	Greatsword
3)	AX	Ax	7)	LI	Light Sword
4)	BO	Bow	8)	PH	Phaser



ORC



THIEF



FIGHTER



CLERIC



WIZARD



DAEMON



DEVIL



BALRON



SEA MONSTER



GUARDS



MECHANTS



JESTERS



KINGS



MINAX



HORSES



FRIGATES



PLANES



ROCKETS



WATER



GRASS



SWAMP



FOREST



MOUNTAINS



COBBLSTONES



VILLAGES



TOWNS



CASTLES



DUNGEONS



TOWERS

more keyboard layouts:
keycard.mogelpower.de