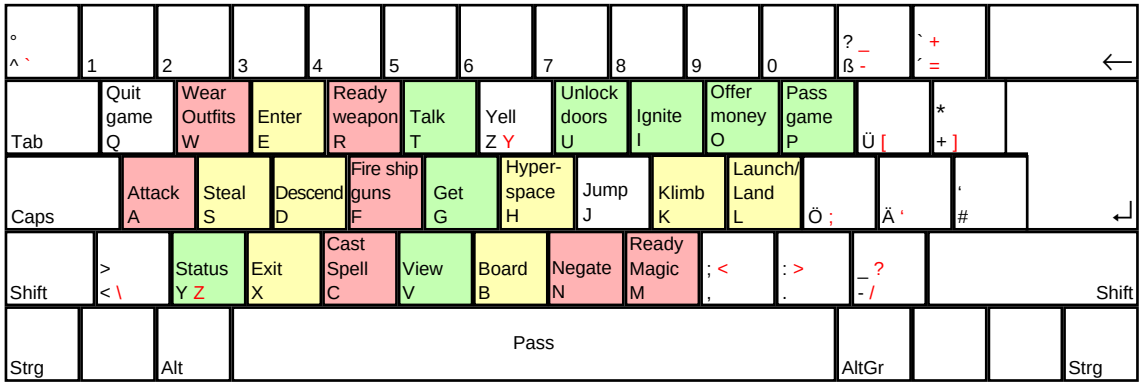
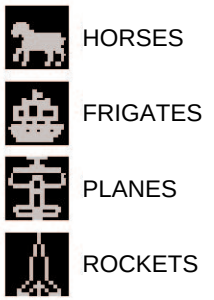
# ULTIMA II




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. |

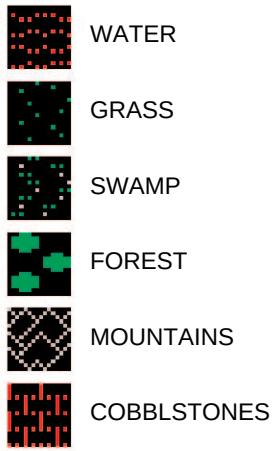
In the universe of Ultima, acquiring spells is simple: you simply purchase them at the appropriate stores. Their cost rises as their power increases. Casting a spell uses it up even if it fails; so be sure to have plenty of a spell you plan to count on.

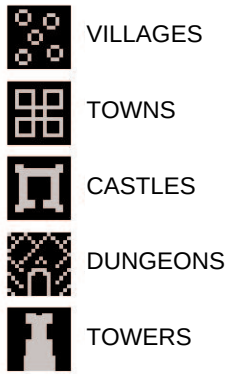
To use a spell you have bought, you must first press [M], for "Magic" and specify the spell number (according to the list at the beginning of this section). This readies the spell. Then press [C] for "Cast" to activate the spell. It will remain your "on-line" spell until you choose another.

### 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 |

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