



AN • PRET MDA • LEAK EHYIT • VET ER



PRET MDA • LEAK EHYIT



AMAEIRH

EP

HIR LABIRAH

Ultima Underworld



ANER • ONMIK • HAKRIPIKM • PRET ER

ウルティマ アンダーワールド

プレイガイド & カビルス 郷回顧録

IL I ↓ W • NKIB I ↓ U E I I ↓ W



SLPS 00742

© 1992 ORIGIN Systems, Inc. © 1992 Looking Glass Technologies. © 1997 Electronic Arts.
"PS" and "PlayStation" are trademarks of Sony Computer Entertainment Inc.
WARNING: All rights reserved. Unauthorized duplication is a violation of applicable laws.
当社は本ソフトの無断複製・貸貸・中古販売は一切許可していません。

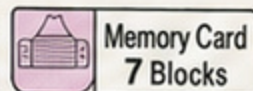
CONTENTS

| | |
|---|----|
| ■ Starting the Game | 2 |
| ■ Creating a Character | 2 |
| ■ Normal Mode Screen | 7 |
| ■ Combat Mode | 8 |
| ■ Character Panel | 9 |
| ■ Status Panel | 11 |
| ■ Spell Panel | 11 |
| ■ Options Menu | 12 |
| ■ Condition Display | 13 |
| ■ Conversation Screen | 13 |
| ■ Walking the Abyss | 14 |
| ■ Leveling Up | 24 |
| ■ Other Movement | 25 |
| ■ Combat Notes | 26 |
| ■ Weapons and Armor | 27 |
| ■ Conversation | 28 |
| ■ Spells | 30 |
| ■ Enchanted Items | 31 |
| ■ The Eight Circles of Rune Magic | 31 |

For Japan Only



1 Player



Memory Card
7 Blocks

SLPS 00742

■ Starting the Game

During or after the opening movie, press the START Button or the O Button to go to the title screen.



Title Screen

"Start from Beginning" and "Continue" are displayed at the bottom of the screen. Use the Directional Buttons ← → to choose one.

● When playing for the first time

You cannot play without creating a character. Choose "Start from Beginning" to open the character creation screen.

● When continuing a saved game

Choose "Continue" to display saved games. If you have not saved even once, you cannot play from "Continue." Select the data you want to continue. Press the X Button to return to the title screen.

■ Creating a Character

Use the Directional Buttons to select options, and press the O Button to confirm.

◆ Sex

You can choose whichever sex you like, "Female" or "Male." This also changes the faces you can choose later. There is no difference at all between men and women in character abilities.



Creating a Character

◆ Handedness

Choose "left-handed" or "right-handed." This does not affect the difficulty of the game. It determines which hand holds your main weapon or shield.

◆ Class

Choose your character's area of specialty.

| | |
|----------|---|
| Fighter | A warrior trained from childhood and specialized in combat. |
| Mage | A spellcaster born with the ability to cast magic. |
| Bard | A minstrel who travels while singing songs and telling tales. |
| Tinker | A blacksmith especially skilled at making and repairing weapons and armor. |
| Druid | A priest of the druidic faith who protects the forests. Skilled in both combat and magic. |
| Paladin | A knight who is a warrior, but also possesses magical ability. |
| Ranger | Born in the forests, with great skill in tracking, hunting, and combat. |
| Shepherd | Not only a keeper of sheep, but also a capable jack-of-all-trades. |

Choosing a class determines the character's various attribute values and the basic skills held by that class.

● Attributes

These are determined automatically when you choose the character's class.

◆ STR (Strength)

Represents physical strength. It affects attack power and vitality (VIT). It also affects the amount of weight you can equip.

◆ DEX (Dexterity)

Represents agility and manual skill. It affects noncombat and nonmagical abilities such as jumping and swimming. It also affects your ability to evade attacks during combat.

◆ INT (Intelligence)

Represents intellect. It affects spellcasting skill and the amount of mana. Each class's attribute values are its base values plus additional points, resulting in values from 12 to 30. The base values for each class have the following traits.

| | STR | DEX | INT |
|----------|--------|--------|--------|
| Fighter | High | Medium | Low |
| Mage | Low | Medium | High |
| Bard | Medium | High | Medium |
| Tinker | High | High | Low |
| Druid | High | Low | High |
| Paladin | Low | High | High |
| Ranger | Medium | Medium | Medium |
| Shepherd | Low | Low | Low |

*Shepherds receive many additional points.

◆ VIT (Vitality)

Represents life force, also called hit points.

If this value reaches 0 during the game, you die.

● Skills

Characters are given several skills. Skills are abilities the character has developed personally, or techniques sharpened through training. Some skills come with the class when you choose it. For example, choosing the Mage class gives you the Casting and Mana skills.

You can also add several other skills to give your character individuality. For example, if you are a Fighter, you can give the character skill with swords, axes, maces, missiles, or unarmed combat. When the skill list appears on the right side of the screen, choose the skill you want.

◆ Skill List

Combat

| | |
|---------|---|
| Attack | General combat ability. Raises the success rate of attacks. |
| Defense | The technique of protecting yourself in combat. The ability to evade attacks. |
| Unarmed | Skill at fighting bare-handed. |
| Axe | Technique for handling axes. |

| | |
|---------|--|
| Sword | Skill at handling daggers, swords, and other blades. |
| Missile | Skill at handling bows, crossbows, slings, and the like. |
| Mace | Skill at handling maces and clubs. |

Magic

| | |
|---------|--|
| Casting | Technique for casting spells. Raises the success rate of spells. |
| Mana | Technique for handling magical energy. Increases maximum mana. |
| Lore | Knowledge of the nature of objects. The ability to identify items. |

Other

| | |
|----------|---|
| Acrobat | Reduces damage when you strike a wall while jumping, or when you fall. |
| Appraise | The ability to know the value of things. Lets you judge profit and loss correctly when bartering. |
| Charisma | The ability to make friends. Gives you an advantage in conversation and barter. |
| Search | Improves your ability to find secret doors and traps. |
| Sneak | The ability to move quietly. Makes enemies less likely to notice you. |
| Swimming | The ability to swim for a long time. Increases how long you can swim without drowning. |
| Traps | Technique for neutralizing traps. Allows you to destroy traps safely. |

| | |
|----------|--|
| Picklock | Raises the success rate when opening doors and treasure chests with lockpicks. |
| Repair | Raises the success rate when repairing items with an anvil. |
| Track | Technique for following animal tracks. Lets you sense the presence of nearby monsters. |

● Face

Faces appear on the right side of the screen. Choose one. There are five faces each for men and women.

● Game Level

You can choose either "Normal" or "Easy." On "Easy," monsters and hostile people are less aggressive than on "Normal" and are relatively easier to defeat. You cannot change the level after starting the game. To change it, start over from the beginning.

● Name

Finally, give your character a name. Choose letters with the Directional Buttons.

The Button enters the selected character, and the Button deletes the last character.

Use the L1 and R1 Buttons to switch between katakana and ALPHABET.

When you are finished entering the name, press the START Button to finish.

Please do so.

● Set out on your adventure with this character?

When character creation is complete, you will be asked, "Set out on your adventure with this character?"

Choose "Yes" to begin the adventure. If you want to remake the character, choose "No."

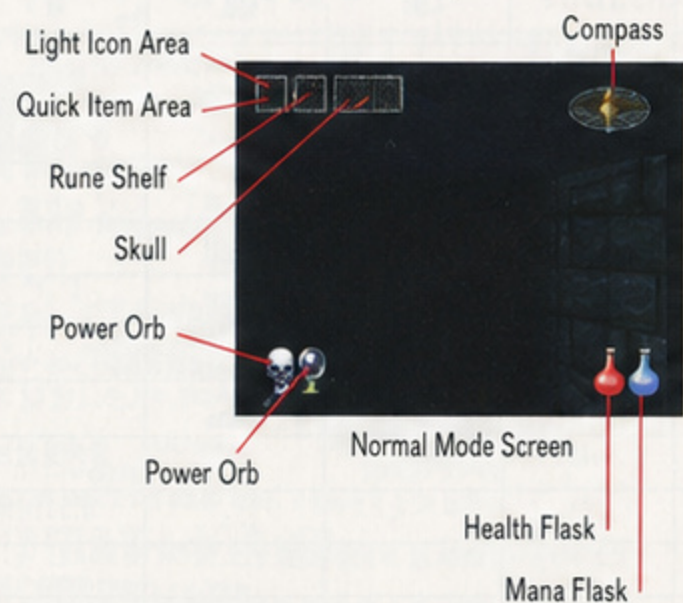
● List of selectable skills by class

| Skill | Fighter | Mage | Bard | Tinker | Druid | Paladin | Ranger | Shepherd |
|----------|---------|---------|-------|---------|-------|---------|---------|----------|
| Attack | Basic | Basic | Basic | Basic | Basic | Basic | Basic 2 | Basic |
| Defense | Basic | Basic | Basic | Basic | Basic | Basic | Basic 2 | Basic 1 |
| Unarmed | 1 | | 3 | 1 | | 1 | 2 | 1 |
| Axe | 1 | | 3 | 1 | | 1 | 2 | 1 |
| Sword | 1 | | 3 | 1 | | 1 | 2 | 1 |
| Missile | 1 | | 3 | 1 | | 1 | 2 | 1 |
| Mace | 1 | | 3 | 1 | | 1 | 2 | 1 |
| Casting | | Basic 1 | 3 | | Basic | | | 2 3 |
| Mana | | Basic 1 | 3 | | Basic | | | 2 3 |
| Lore | | | 1 | | 1 | | | 2 3 |
| Acrobat | 2 | | 2 | | | 1 | 1 | 2 3 |
| Appraise | 2 | | 2 | 2 | | | | 2 3 |
| Charisma | 2 | | 1 | | | Basic 1 | | 2 3 |
| Search | 2 | | 2 | 2 | 1 | | 1 | 2 3 |
| Sneak | | | 2 | | | | 1 | 2 3 |
| Swimming | 2 | | 2 | | | | 1 | 2 3 |
| Traps | 2 | | | 2 | | | 1 | 2 3 |
| Picklock | | | 2 | 2 | | | | |
| Repair | | | | Basic 2 | | 1 | 1 | |
| Track | | | | | 1 | | Basic 2 | 2 3 |

"Basic" means a basic skill you have from the start. "1" through "3" are selectable skills. Choose one from each number.

Normal Mode Screen

The game proceeds mainly from this screen. It consists of the following areas.



Light Icon Area

When you use an ordinary light source such as a torch, candle, or lantern, it is displayed here.

Quick Item Area

Displays the item that can be used immediately by pressing the Δ Button.

Rune Shelf

Displays the currently selected spell using runestones.

Compass

Shows which direction you are currently facing. Red indicates north.

Skull

Shows an enemy's condition during combat in green, yellow, and red. Red means the enemy is on the verge of falling.

Power Orb

Shows the strength charged for an attack in red, yellow, and green. Green means your power is fully charged.

Health Flask (Red)

Represents your VIT (vitality). If it empties, you die.

Mana Flask (Blue)

Represents your MANA (mana).

Button Controls on the Normal Mode Screen

Basic Controls (press nothing else)

| | |
|----------------------------------|-------------------------------------|
| Directional Button \uparrow | Move forward |
| Directional Button \downarrow | Move backward |
| Directional Button \leftarrow | Turn left |
| Directional Button \rightarrow | Turn right |
| Δ Button | Use the item in the Quick Item Area |
| \circ Button | Open the Character Panel |
| \times Button | Jump |
| \square Button | Cast a spell |
| SELECT Button | Options Menu |
| START Button | Enter Combat Mode |

L1 Button (Other Movement Button)

L1 Button + Directional Button \uparrow Look up

| | |
|--|--------------------------|
| L1 Button + Directional Button \downarrow | Look down |
| L1 Button + Directional Button \leftarrow | Sidestep left |
| L1 Button + Directional Button \rightarrow | Sidestep right |
| L1 Button + Δ Button | Rise while levitating |
| L1 Button + \times Button | Descend while levitating |

L2 Button (Fast Movement Button)

| | |
|--|------------------|
| L2 Button + Directional Button \uparrow | Run |
| L2 Button + Directional Button \downarrow | Fast retreat |
| L2 Button + Directional Button \leftarrow | Quick turn left |
| L2 Button + Directional Button \rightarrow | Quick turn right |

R1 Button (Pointer Display Button)

※ The pointer is the red \times mark that appears on the screen when you press the R1 Button.

| | |
|---------------------------------|--|
| R1 Button + Directional Buttons | Move the pointer. |
| R1 Button + \times Button | Look at whatever the cursor points to. You can learn an item's name or a character's condition (calm, violent, etc.). |
| R1 Button + \circ Button | Use or take whatever the pointer indicates. If it is an item, you pick it up. If it is a door, you open or close it. If it is a person or monster, you can talk to them. |

R2 Button (Other Display Button)

| | |
|------------------------------|-------------------------------|
| R2 Button + Δ Button | Sleep |
| R2 Button + \circ Button | Condition Display |
| R2 Button + \times Button | Status Panel Display |
| R2 Button + \square Button | Spell Selection Panel Display |

Combat Mode

Press the START Button to enter Combat Mode. The weapon held in your dominant hand appears at the bottom of the screen. If you are holding nothing, or if there is no weapon in your dominant hand, your fist appears. If you have equipped a missile weapon such as a sling or bow, a round sight appears in the center of the screen.



Combat Mode Screen (when a sword is equipped)



Combat Mode Screen (when a missile weapon is equipped)

Combat Mode Button Controls

These are almost the same as Normal Mode, but the following points differ.

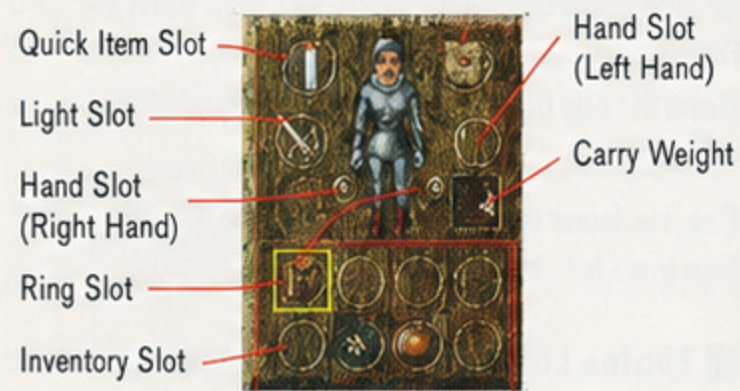
| | | |
|-----------------|-----------------|---------------------------|
| Δ Button | (high attack) | Swing the weapon downward |
| \circ Button | (middle attack) | Slash with the weapon |
| \times Button | (low attack) | Thrust with the weapon |

- There are no combined actions with the R2 Button.
- When a missile weapon is equipped, there is no difference between the Δ , \circ , and \times Buttons.
- Hold the Δ , \circ , or \times Button to charge power, then release it to attack.

■ Character Panel

This appears when you press the \circ Button on the Normal Mode screen. Here, places where items are set inside the panel are called "slots."

The yellow square that moves over slots to select items is called the cursor.



Character Panel

● Explanation of Each Slot

◆ Light Slot

A place to keep torches or lanterns. If this slot is empty, using an unlit lamp or similar item will automatically move it here. However, if you use it from a hand slot, it stays there.

◆ Quick Item Slot

If you place a frequently used item such as the map here, you can use it from the Normal Mode screen without opening the Character Panel.

◆ Hand Slots

Places for weapons and shields. If you are right-handed, the slot on the left as you face the screen (your right hand) is for the weapon, and the slot on the right is for the shield. When using a bow, sling, or similar weapon, place the weapon in the left slot and the ammunition or arrows in the right slot. If you are left-handed, these are reversed.

◆ Ring Slots

Slots used only for rings.

◆ Inventory Slots

Slots for various items. Also use these when combining items with each other. When used, backpacks and bags show their contents.

● Button Controls in the Character Panel

| | |
|---------------------|--|
| Directional Buttons | Move the cursor (the yellow square). |
| Δ Button | Use an item. |
| \circ Button | Select an item. A red cursor remains on the selected item. |
| \times Button | Close the Character Panel. If an item is selected, this cancels the selection. |
| \square Button | Throw away an item. |

● Things You Can Do in the Character Panel

◆ Move, Equip, Put in Bags, Combine, or Split Items

Move the cursor to an item and press the \circ Button. Then move the cursor to another slot and press the \circ Button. Various effects occur depending on the state of that slot.

- **If it is empty**
The item moves to that slot.
- **If it is a bag or backpack**
The item goes inside.
- **If it is exactly the same item**
The items are combined, and the total quantity appears as a small number in the upper right.
- **If the items can be combined**
The item changes, or combines into another item.
- **If it is the character's body**
Armor or similar items are equipped.
- **Otherwise**
The item positions are swapped.

◆ Use an Item / Open a Bag

Move the cursor to the item and press the Δ Button.

◆ Throw Away an Item

Press the \square Button to throw away the item at the cursor position.

● Items of the Same Kind

A small number may appear in the upper right of an item. This means that several of the same thing are grouped together. For example, if a corn item has the number 2, it represents 2 ears of corn. When you have items of the same kind, you can combine them by moving them. For identical items, a small number appears in the upper right.

● Container Items

Bags and backpacks are containers that can hold items.

There are various other containers as well, but some, such as the rune bag, can hold only specific items (runestones). When there are 17 or more items, red arrows appear so you can scroll up and down.



Move items here to take them out.

Scrolling arrows (appear when there are 17 or more items)

Backpack Contents

| | | | |
|------------|-------------|----------|---|
| Name | Slem | Track | 0 |
| Class | Fighter | Sword | 0 |
| Level | Crystal 10 | Axe | 0 |
| Attributes | Attack 18 | Bow | 0 |
| | Strength 13 | Charisma | 0 |
| | Defense 17 | Vitality | 0 |
| | Stamina 34 | Missile | 0 |
| Mana | Mana 2/2 | Magic | 0 |
| Experience | 3460 | Spell | 0 |
| | | Freezing | 0 |

Skill Values

Status Panel

■ Status Panel

On the Normal Mode screen, hold the R2 Button and press the X Button to display the Status Panel.



Spell Panel

■ Spell Panel

On the Normal Mode screen, hold the R2 Button and press the □ Button to display the Spell Selection Panel. The Spell Selection Panel has three tiers. Use the Directional Buttons ↑ ↓ to move the cursor.

◆ Top Tier

Currently active spells and their remaining duration are shown with three circles. To cancel a spell, use the Directional Buttons ← → to select it, then press the ○ Button.

◆ Middle Tier

Select the spell level. Use the Directional Buttons ← → to choose a level.

When you choose the level and press the ○ Button, spells of that level are displayed in the lower tier.

◆ Lower Tier

The spells currently available are displayed together with their runestones. Use the Directional Buttons ← → ↑ ↓ to select a spell, then press the ○ Button to choose it.

● Button Controls in the Spell Selection Panel

| | |
|---------------------|----------------------------------|
| Directional Buttons | Move the cursor (yellow square). |
| ○ Button | Select a spell or level. |
| X Button | Close the Spell Panel. |

■ Options Menu

Displayed when you press the SELECT Button.

● Save

Saves the current game. One game uses 7 blocks. You can save in any situation, so be careful. For example, do not save when one more hit would kill you.



Options Menu Screen

Do not save while falling after jumping from a high place, and so on. Also, you cannot save while the Character Panel is open, while you are in the middle of casting a spell, or while some other action is in progress.

※ Please note that Memory Card Slot 2 is not supported.

● Load

Restarts the game from saved data.

● Options

You can turn BGM and sound effects on or off, and change the display of various screen icons. Please note that when BGM is OFF, items such as flutes and mandolins will not make sound either.

● Return to Game

When the Options Menu is open, the game stops. Combat, monsters, and time itself are all stopped in place. Choose this when you want to resume the game. You can also return to the game by pressing the X Button.

● Quit Game

Ends the game and puts it in a state where you can turn off the power. Do not forget to save before quitting.

■ Condition Display

On the Normal Mode screen, hold the R2 Button and press the ○ Button to display the player's current condition, such as hunger, fatigue, which floor you are on, how many days have passed since entering the Abyss, and the approximate time. If you become too hungry, VIT may decrease. Also, fatigue lowers attack power, so be careful.



Condition Screen

This lets you talk with characters who can converse.

● Conversation Screen Button Controls

| | |
|-------------------------|-----------------------------|
| Directional Buttons ↑ ↓ | Select a reply |
| ○ Button | Confirm a reply |
| △ Button | Display the Character Panel |
| × Button | Close the Character Panel |

● Character Panel on the Conversation Screen

Use this when giving items to the other party or exchanging items. As when moving items, move an item to the barter slot on the left side. Items in the barter slot are invalid unless the selection lamp is lit white, so be careful.

Move the cursor to the barter slot and press the △ Button to turn the selection lamp on or off.

■ Conversation Screen

Move the pointer onto a character and press the ○ Button.



Conversation Screen

Message Area

Reply Selection Area



Barter Screen

It toggles.

■ Walking the Abyss

● Saving Your Character

First, save your character. If your character dies before you save, you will have to start again from creating a character.

1. Press the SELECT Button to display the menu.
2. Use the Directional Buttons ↑ ↓ to choose "Save," then press the ○ Button.
3. At first a square labeled "Create New" appears. Press the ○ Button.
4. When the current game has finished saving, the message "Save Successful" appears.
5. Press the × Button to return to the menu. Press the × Button once more to close the menu and return to the game.

● Checking Your Possessions

First, press the ○ Button without doing anything else. A panel appears showing your character's full body and several circles. This is called the Character Panel. At first you have nothing. The number to the right of the full-body image shows how much more



Character Panel

Carryable Weight

Cursor

weight of items you can carry. Press the × Button to close this panel.

● Looking Around

Next, look around. Use ← → to turn left and right.

At the place where the game begins, a dark passage should extend ahead of you, and a bag should be lying on the right.



Pointer

Bag

Behind you is a firmly shut door. That is where you were put into the Abyss. On your left is a skull. A message of some kind is carved into the wall. When you change direction, the compass at the bottom center of the screen also moves. The compass shows which direction you are currently facing. The direction indicated by the red compass needle is north.

● Inspecting

Now try pressing the R1 Button. A red X mark appears on the screen only while you hold it. This is called the pointer. Hold the R1 Button and press the Directional Buttons to move the pointer. In this way you can point at and select various things shown on the screen.

Move the pointer over the bag from earlier. Then press the X Button. The message "It is a bag." appears. (Keep holding the R1 Button.)

If you inspect the message on the left wall in the same way, you can learn what is written there.

● Picking Up Items

Now pick up the bag. As when looking, place the pointer over the "bag," and this time press the O Button. The bag disappears. Now open the Character Panel to look at your possessions. Release the R1 Button and open it with the O Button. The bag from earlier is now here. The number showing how much more weight you can carry should have decreased.

● Using Items

When you use the Directional Buttons on the Character Panel, the yellow square moves. This square is called the cursor. Move the cursor to the desired item and press the Δ Button to use that item. In the case of a "bag," using it opens it, and its contents fill the Character Panel.

Inside are:

- A tattered dagger
- A partly used torch
- A dirty map
- A slightly old fish
- A slightly old loaf of bread
- A slightly old apple

These items are inside.

- ▲ Using the torch lights it and automatically moves it to the light slot.
- ▲ Using the dagger in this state does nothing.
- ▲ Using the fish, apple, or bread eats it.
- ▲ Using the map opens it across the whole screen, showing the area you have walked so far and your current position.



Map

● Moving Items

Now take the dagger out of the bag. Move the cursor to the dagger and press the O Button once. The dagger is selected. Next, press Directional Button ↑ and move the cursor to the "open-mouthed bag" at the top. The selected dagger should have a red square on it. Now press the O Button, and the dagger will be taken out of the bag. When you close the bag with the X Button, you should see the dagger at the bottom of the Character Panel.

● Equipping

Weapons and armor cannot be used unless they are equipped on your body. To equip an item, you must move it to the correct place on the Character Panel.

Move weapons to the hand slot for your dominant hand. If you are right-handed, move the dagger from earlier to the hand slot on the left as you face the screen.

● Readyng a Weapon

Press the X Button to close the Character Panel. Next, press the START Button. This puts you in Combat Mode. If you have equipped the dagger, you should see the tip of the blade near the bottom of the screen. Try pressing one of the Δ, O, or X Buttons. The dagger should swing. If you see a fist instead of the dagger, you have put the dagger in the wrong place.

It may be somewhere other than a hand slot, or it may be in the hand that is not your dominant hand. Open the Character Panel and check.

● Moving

Now that you understand the controls around you, it is finally time to move on.

- ▲ For basic movement, use Directional Buttons ↑ ↓ to move forward and backward, and ← → to turn left and right. Press the X Button to jump.
- ▲ Hold the L2 Button while pressing the Directional Buttons to move faster.
- ▲ Hold the L1 Button and press Directional Buttons ↑ ↓ to look up and down, and Directional Buttons ← → to sidestep left and right.

These actions can be combined. For example, pressing the X Button while holding Directional Button ↑ makes you jump forward.

Do not worry too much about running into walls. If you hit a wall while walking or running, you will not be injured. However, if you hit a wall while jumping, you may be hurt.

Practice here until you can smoothly walk, run, turn, jump, change direction, and back away, then return to the entrance door.

● Opening Doors



If you proceed north through the Abyss, the first door will be on your right. Hold the R1 Button, move the pointer over the door with the Directional Buttons, and press the O Button. Most doors open this way, but this door should be locked and will not open. Back up a little. Then, on the right, you should see a chain hanging down. Move the pointer onto the chain and press the O Button. The chain is pulled and the door opens.

● Choosing a Weapon

Another bag is lying in front of the door. Pick it up and look inside; it contains a club.

Now, which should you use: the dagger from earlier or the club? Return to the Normal Mode screen and hold the R2 Button while pressing the X Button. The Status Panel, full of numbers, appears. Pay attention to the skill values on the right side of the panel. Clubs are in the "Mace" family, while daggers are in the "Sword" family. If your "Mace" skill is higher than your "Sword" skill, equip the club. If your "Sword" skill is higher than your "Mace" skill, equip the dagger. If the numbers are the same, use whichever weapon you like. The dagger is weaker than the club, but it can attack quickly many times.

When you change weapons, press the START Button to enter Combat Mode and check that the weapon is properly equipped in your dominant hand.

● Grouped Items

The bag that contained the club also contained candles. Candles are not as bright as torches, but they burn longer. Any light source is valuable. Look closely at the candle.



You will see a small number 2 in the upper right. The candle that looked like one item was actually two candles. In the Character Panel's inventory slots, you can move these items to combine or separate them.

◆ Splitting Identical Items

Try moving an item in the Character Panel's inventory slots. The message "How many?" and the current quantity appear, so change the number with Directional Buttons ↑ ↓ and press the O Button. Or drop the item on the floor once and pick it up again. You will be asked how many to pick up, so change the number with Directional Buttons ↑ ↓ and press the O Button.

◆ Combining Items

On the Character Panel, try moving an item to an inventory slot containing the same item. The items will be combined into one slot, and the number in the upper right of the item becomes the total quantity.

Alternatively, putting them into a bag combines them automatically. Only items that are exactly the same and have exactly the same properties can be combined. For example, a "partly used" candle cannot be combined with a "half-used" candle.

● Automap Function

At first you have hardly gone anywhere, so almost nothing has been drawn on the map.

The walls around the room you are in, and part of the passage you used for walking practice, are drawn in brown ink. Your current position is marked with a yellow pin.

There is also a quill pen in the lower right. You can use it to place white dots freely on the map. Move the quill with the Directional Buttons and press the O Button to place a dot. Press the O Button again in the same place to erase the dot. For example, if there is a locked door you cannot open now, and you think you may come back later after finding a key, mark it with a dot so you do not forget.

Press the X Button to close the map and return to the game screen. It is convenient to keep the map in the Quick Item Slot (upper right of the Character Panel). Then you can view it by pressing the Δ Button, without opening the Character Panel each time.

● Dropping and Throwing Items

You do not have many important items yet, but as the game progresses your inventory will fill up. Unless you throw away something you do not need, you will not be able to pick up new things.

To throw away an item, open the Character Panel, move the cursor onto the item you want to throw away, and press the □ Button. You will be asked, "Throw away (item name)?" If you are sure, press the ○ Button. The screen switches to Normal Mode and the selected item is displayed at the center of the screen. Press the Directional Buttons to choose the direction and angle to throw the item.

- ▲ Press the ○ Button at the top of the screen to throw it far.
- ▲ Press the ○ Button at the center of the screen to drop it forward.
- ▲ Press the ○ Button at the bottom of the screen to place it on the floor.

Some items break when thrown, or bounce back from the impact when they hit something. Also, if there is an obstacle, you cannot place the item there. Back up a little and try again.

Items dropped on the ground usually remain there. However, if you drop them into water, most items are lost forever, so be careful.

● Proceeding Farther

If you look right and left, you will see two more doors in this room. Looking carefully, you can tell both are locked. This time you do not have a key. Without a key, the only choice is to break the doors down. You can break a door by attacking it again and again. However, this not only takes time, it also damages your valuable weapon. Leave it for now, return to the original passage, and head west.

Proceed along the east-west passage until it ends. Then turn right (north). Here the bare rock is exposed, and a torch, a bowl, and an axe are lying on the ground. If your "Axe" skill is high, it would be good to switch your weapon to the axe.

Face south while checking the compass. Beyond the east-west passage you just walked, the belongings of an adventurer are scattered around, and beyond them lie two strange blue-and-gold items. These are called "runestones," special stones used in magic. Pick them up and put them in your inventory slots. They are almost useless now, but will become very important later.



Runestone

Continue walking until the passage turns right (west). You will come out into a somewhat large space with a great stone pillar in the center. Go around to the other side of the pillar. A backpack is lying there. Pick it up and look inside. It contains a scroll, a red key, a rune bag, and four runestones.

- ▲ You can read the scroll by using it. Whether it is important or not is for you to decide.
- ▲ The red key opens one of the locked doors you have found so far.
- ▲ The rune bag is an important item needed when casting spells. However, you cannot use a spell unless the runestones needed for it are inside. Move a runestone onto the rune bag to store it inside. You can use the same method when you want to put items into other bags or backpacks. Do not forget to put the runestones you picked up earlier into the rune bag too.

● Magic

If you have a rune bag containing runestones, even a non-mage should be able to use simple spells. A spell's success rate is determined by the amount of mana and the value of your "Casting" skill.

◆ Preparing Spells

To cast a spell, you must prepare the spell you want to cast in advance. On the Normal Mode screen, hold the R2 Button and press the □ Button. The Spell Panel appears.

It has three tiers, and at first the cursor is in the middle tier.

Several combinations of runestones are displayed in the lower tier. If all six runestones you have picked up so far are in the rune bag, three combinations should be displayed here. As you acquire more types of runestones, the number of combinations also increases.

Press Directional Button ↓ to move the cursor to the lower tier. When the cursor reaches the upper right of the lower tier, "Light" is displayed. Press the ○ Button here. The Light spell is prepared.

◆ Casting Spells

Press the × Button to close the Spell Panel and return to the Normal Mode screen.

screen. The spell you just selected is displayed as runestones on the rune shelf in the upper left of the screen. Now press the □ Button. If you have the required amount of mana, the spell will be cast. However, the success rate depends on your “Casting” skill. Characters with low values may have to try again and again before the spell takes proper effect. Fortunately, failing a spell normally costs you nothing, but in very rare cases it can backfire. When a spell succeeds, the blue liquid in the Mana Flask decreases, showing that mana has been consumed.

● Exploring Safely

Now that you have picked up the red key, return to the door you opened by pulling the chain. Try opening the door immediately to your right (south side) after entering. It did not open before, but it should open now. When you pass through the door, on the right a message is carved into the wall. Read the message with “Look,” then head toward the “Silver Sapling” at the back of the room.



Silver Sapling

If you “take” the Silver Sapling, it will disappear after a short while, but a silver seed will remain. Plant that seed inside this room. To plant it, first put the seed in an inventory slot, then use it.

If there is a sufficiently wide patch of dirt floor in front of you, the seed will take root there.

If you cannot plant it successfully, back up a little or turn your body toward an area where the floor is spread out. Unless the floor is dirt, the seed cannot take root.

Now, even if you are defeated in combat and die, you can revive at the place where you planted this seed. If you die without planting the seed, you will be sent straight back to the title screen and will have to start over from character creation. (If you have saved, you can begin from there.)

▲ If you carefully inspect the walls of this room, there is a strange wall. If you “Look” closely, it seems to be a secret door. This one is easy to find, but some secret doors are not so easy.

Some cannot be found unless someone tells you about them, or unless you patiently search with the “Look” command. A high Search skill makes them easier to find.

Retrace the path you came by and return to the place where you picked up the backpack. If the silver seed has been planted, you can feel safe even if combat starts.

● Combat

When you return to the place where you found the backpack, look around. There are two doors. First open the northern door. After going through the door, use “Look” to inspect anything that catches your eye. You will notice a giant rat, leather greaves, and food. The rat seems agitated, but it does not attack. Try taking the food. If you are lucky, the giant rat will not notice, but if it sees you, it will attack.

◆ Combat Mode

When attacking, press the START Button. The equipped weapon appears at the bottom of the screen. If you have no weapon, or if it is not held in your dominant hand, your fist appears.

While you are in Combat Mode, the roles of the △, ○, and × Buttons change.

Power builds while you hold a button. When you release it, you swing your weapon. Depending on which button you press,

- △ Button (high attack) Swing down.
- Button (middle attack) Slash.
- × Button (low attack) Thrust.

These attacks differ as shown. While you hold the button, the Power Orb in the lower left of the screen changes color from red to yellow to green. Green means the most power is charged, and releasing the button then gives maximum attack power. If you release the button before it turns green, your power may be insufficient and the attack may be less effective.

Effective attacks vary by enemy type. Rats are smaller than humans and stay close to the ground, so high and middle attacks may slice through empty air. Hold the L1 Button and press Directional Button ↓ to look down, making them easier to hit.

You can attack and move at the same time, so it is effective to back away while charging power to avoid the enemy’s attacks, then rush in and cut at the enemy when the Power Orb turns green.

● Dealing or Taking Damage

When an attack hits, blood scatters. The more violently the blood scatters, the greater the damage dealt to the opponent. Monsters without blood cannot bleed. When you are hit, the screen briefly turns red. During combat, keep an eye on the amount of health in the red flask. If the red liquid is almost gone, flee from the enemy at once.

After you defeat an enemy, use R2 Button + X Button to view the Status Panel. Your experience points should have increased somewhat. When experience points increase enough, the character's level rises.

● Collecting Spoils

When an enemy is defeated, the weapons, armor, and other items it carried fall to the ground. You are free to take them. Unfortunately, this rat does not have much of value, but it has stored food such as cheese and meat. Even this is very helpful when you are hungry. Be sure to take the "greaves" and wear them.

● Putting On Armor

To wear the greaves, pick them up and move them to the character's shins on the Character Panel. In addition to the circles around the character, the head, torso, hands, shins, and feet on the character image are each spaces where items can be placed. Armor, helmets, and anything else worn on the body can be equipped in the same way.

● If You Are Defeated...

If you are defeated in battle and die, you revive where you planted the Silver Sapling's seed. Whether you challenge the rat again or take a different path is up to you.

● Talking

Use the red key to open the western door and proceed. When you come to a wide area, turn left and pick up the bedroll there. With this, you can sleep well. Besides the bedroll, there is one human in this room. If you inspect him with "Look," he does not seem to be a bad person. Bring up the pointer with the R1 Button, place it over him, and press the ○ Button. The screen switches to the Conversation Screen.

◆ Conversation Screen

On the left side of the screen, your face, the other party's face, and the barter slots appear; on the right side, the message area appears. The other person's name is shown above his face. This man's name is Bragit.

◆ Talking

Bragit says, "I don't know your face around here. What are you doing here?" His words are shown in white text. Then the following reply menu appears in the reply area below.

1. I am exploring the Abyss.
2. I am trying to rescue the kidnapped girl.
3. I was thrown in here for a crime I did not commit.

Have your character say one of these lines to Bragit. Depending on which answer you choose, Bragit's impression of you will change: friendly, angry, ready to kill you, and so on. His next response also changes based on your answer. Choose a reply with Directional Buttons ↑ ↓ and confirm with the ○ Button. Your reply appears in brown text beneath Bragit's first words, followed by Bragit's next words.

If the text is cut off partway through, press the ○ Button to display the next sentence. Another reply menu will then appear in the message area. Choose another reply and listen to Bragit's response. To end the conversation, choose the conversation options well enough to reach a farewell.

● And So the Game Continues

So far, this guide has explained the basics of surviving in the underground world. You can now play the game, but there are some parts ahead that you may want to read.

You can now set out on your own adventure. With your natural wit and sharp sword arm, you should be able to carve a path through the Abyss. Ahead, you will need to open locked doors, search for the secret door in the Silver Sapling room, and meet many people.

You will meet many people and receive various requests.

Please do not assume that you must clear every maze, puzzle, and requested task in order from beginning to end. If you run into a puzzle or adventure task, feel free to keep moving onward. If you want to descend to a lower floor, go ahead. Ultima Underworld is not a game with a linear scenario. You can freely come and go between floors, and challenge mysteries and tasks in whatever order you think of.

If you want to stop the game for now, press the SELECT Button to open the Options Menu and choose "Quit Game." But before that, be sure to "Save." Otherwise all your hard work up to this point will be wasted.

■ Leveling Up

There are no restrictions on what abilities you can have when you start the game. As you explore the Abyss, those abilities gradually grow. Character growth is determined by "experience points." You obtain these by defeating evil monsters in the Abyss.

● Raising Your Level

The clearest sign of character growth is

level. At the start of the game, everyone is level 1, but as you gain experience, you rise to level 2, level 3, and so on. As your level increases, your health increases, making you harder for enemies to kill. You will also be able to use more powerful spells. Leveling up occurs automatically when your experience points reach the required value. When your level rises, a message appears in the message area to inform you.

● Improving Skills

To raise skill values, you must chant the correct “mantra” at an ankh shrine. Ankh shrines are found on each floor of the Abyss.

However, simply chanting a mantra is not enough. Unless you have accumulated enough experience points by then, your skill values will not be raised.



Ankh Shrine

Put another way, right after leveling up, you can always raise a skill value. Even if you have not reached the next level, you may sometimes receive skill increases after gaining a certain amount of experience. In any case, when you find a shrine, first “Talk” to the ankh. The message “Chant the mantra” appears, and the mantras you know so far are displayed in a menu. Select one with Directional Buttons \uparrow \downarrow and confirm with the \circ Button. If you lack experience points, the ankh will tell you, “You have not yet reached the stage of growth.” If you have grown, it will tell you which skill increased. Which skill increases, and by how much, depends on the mantra you chant. Some mantras increase several skills a little, while others greatly increase one skill.

■ Other Movement

● Swimming

When you enter water, your character begins to swim. You can swim with the same controls as walking, but your speed is slower, and you cannot jump or attack. To climb onto shore, look for a low bank. When you reach the bank, you begin walking normally. Every character can swim, but how long you can swim depends on

the value of the character’s “Swimming” skill and the weight of the equipment carried. When you become too tired to swim, the character starts drowning. VIT then begins to fall, and when it reaches 0, you drown.

● Flying

In addition to walking, running, jumping, and swimming, you can also fly. Using the “Levitate” or “Fly” spell, or a special item, allows you to fly through the air. With the Fly spell, you can move normally even while floating. Hold the L1 Button and press the \triangle Button to rise; hold the L1 Button and press the \times Button to descend.

● Combining Items

As a rule, items of different types cannot be combined. However, some items in inventory slots can be transformed into new items if you move another item onto them and stack it there. For example, moving corn onto a torch makes popcorn. Items cannot be combined inside bags or backpacks.

● Bags and Backpacks

When you find bags or backpacks, pick them up and keep them. They are very useful for organizing your possessions:

a bag for food, a bag for keys, a bag for barter items, a bag for torches and candles, a rune bag, and so on. You can also put a bag inside another bag. When you want to take something out of a bag, drag that item onto the open-mouthed bag icon at the top of the panel. However, runes cannot be removed from the rune bag.

■ Combat Notes

● Missile Weapons

To use a missile weapon such as a bow or sling, equip the weapon, such as a bow, in the dominant-hand slot on the Character Panel, and equip ammunition such as arrows in the other hand slot. When you enter attack mode, a round sight appears in the center of the screen. As with ordinary weapons, use the \triangle , \circ , or \times Button to charge power. When the sight is aimed at the enemy, release the button. Also, you cannot use a missile weapon unless you have ammunition suited to that weapon, such as arrows for a bow or stones for a sling.

● Attacking Objects

Usually, attacking objects only damages your weapon and brings no benefit at all. However, if there is a locked

door or chest and you do not have the key, some of them can be broken open. Slashing with a sword or striking a door may open it. It takes time and badly damages your weapon, but when you have no key and no other option, or when something is worth taking the time to break, it can be useful.

■ Weapons and Armor

● Weapon Types

Weapons are divided into four classes. Larger weapons can deal greater damage, but each attack takes more time than with smaller weapons.

◆ Sword

This includes daggers, short swords, long swords, and broadswords. Daggers can attack many times quickly in a short period, but they do not deal much damage. Daggers are most powerful with a thrusting technique. Sword-type weapons are most effective with a slashing technique.

◆ Axe

This includes hand axes, axes, and battle axes. Axes are more powerful than swords, but take longer to attack. Hand axes are effective with thrusting techniques, but other axes are most effective with slashing techniques and are not suited to downward blows from high attacks. Battle axes are the most powerful ordinary weapons in the Abyss, excluding magical and special weapons.

◆ Mace

This includes clubs, light maces, and maces. All of them are most effective with downward blows from high attacks.

◆ Missile

This includes slings, bows, and crossbows. Missile weapons have the advantage of letting you attack before the enemy's attacks can reach you. Their drawback is that once you run out of ammunition, they become completely useless. Arrows used for bows and crossbows, in particular, are not easy to obtain. Slings are weak and not very effective, but you can use a rock hammer to break rocks and make plenty of ammunition.

◆ Bare Hands

This is not a weapon, but when you have nothing else, it is your only means of attack. It is weaker than any weapon, but you can attack quickly and it never breaks. Raising your Unarmed skill increases your attack power.

● Armor

Armor materials, from weakest to strongest, are leather, chain, and plate. There are many types, such as leather greaves, chain coifs, and iron helmets,

so equip them as you find them.

Armor deteriorates each time it absorbs damage in combat and will eventually break. Deteriorated armor also has reduced defensive power, so you can find a skilled tinker and have it repaired. If you have an anvil, you can repair it yourself, but if your Repair skill is low, you may fail and break the armor.

● Shields

A shield takes effect only when equipped in the hand slot opposite your dominant hand. If you are right-handed, place it in the hand slot on the right as you face the screen (your left hand). Shields, from weakest to strongest, are bucklers, small shields, wooden shields, and tower shields.

■ Conversation

If you attack absolutely everyone you meet at random, you will not solve any problems, and you will quickly lose your life. When you meet someone, look at them carefully. If they are "violent," they are dangerous, but if they are "calm" or "panicked," you can usually talk to them. Some conversations may go better if you act high-handed, but in most cases it will anger the other person. This can lead to being attacked.

Many characters remember your attitude and the contents of your conversations, so someone you attacked once may never forgive you. If that person is important, you may become unable to accomplish your objective, so be careful.

● Barter

Many of the Abyss's inhabitants will trade the tools and food they have for things in your possessions that they want. If you intend to explore the deeper parts of the Abyss, you need to understand barter well.

◆ Barter Slots

When you want to barter, you must show the items to be traded. The barter slots are the spaces for that purpose. In other words, they are like a table where the goods for the trade are laid out. Press the \triangle Button during conversation to open the Character Panel, then move the items you want to trade from there to the barter slots.

◆ Selection Lamp

When you place an item, a small white lamp automatically appears beside it. The lamp indicates that the item is available for trade. Move the cursor to that item and press the \circ Button, and the lamp goes out, removing it from the trade candidates. When an item appears in the other party's slot, this

● Ending a Conversation

When you want to end a conversation or barter, choose a farewell from your conversation menu. Items left in your barter area fall to the floor in front of you as soon as the conversation ends.

■ Spells

● Required Mana

The required amount of mana is three times the spell's level. For example, a First Circle spell consumes 3 mana points. Unless you have at least 3 points, you cannot use even the lowest First Circle spell.

● Level and Spells

When you attempt to cast a spell from a certain circle, your level divided by 2 must be at least that circle's value. (Round fractions to the nearest whole number.)

● Spell Failure

Spell failure is part of magic, but the higher the value of your "Casting" skill, the less often you will fail. Normally, even if a spell fails, no mana is consumed, and you merely waste time. However, especially when your "Casting" skill is low, a spell may backfire. A backfire damages you.

● Spell Types

There are three spell types. "Instant" spells take effect the moment they are cast. "Duration" spells, like the "Light" spell, last for a while. "Targeted" spells are cast on a specific target. Here is a short explanation of duration and targeted spells.

◆ Duration Spells

When you cast this type of spell, its mark appears to the right of the rune shelf. The top tier of the Spell Panel also shows how much longer the spell will last, using three circles. You cannot have more than three duration spells active at the same time. If you want to cast a fourth duration spell, move the cursor in the top tier of the Spell Panel to a spell you do not mind canceling, then press the Button.

◆ Targeted Spells

These are spells used by aiming at a target, like missile weapons. When you cast a targeted spell, a round sight appears on the screen. Aim the sight at the target and press the Button to activate the spell. A targeted spell does not consume mana until the spell is fired. If there is an obstacle directly in front of you, the spell may not take effect.

● Exchanging Items

lamp is not lit, so move the cursor to the item you want and press the Button. Only items with this lamp lit in both your and the other party's barter slots are included in the exchange. Be careful: merely placing an item there does not include it.

◆ Exchange

Once you have chosen the items you and the other person will trade using the selection lamps, click the message "How about this?" from the conversation menu. If the other person agrees to the barter, the items you offered, together with any of the other person's items you did not select, disappear from the barter slots and enter the other person's equipment. Then move the items you obtained through the exchange from the other person's barter slot to your Character Panel. If you end the conversation without taking the items, they are not lost; they fall to the floor. However, if you are over water, the items may sink, so be careful.

◆ Appraise

To avoid making a bad trade, choose "Let me think it over." For example, if you see a line such as "This is a terrible deal," your items are probably worth much more than the other person's. How accurate this statement is depends on the value of your "Appraise" skill.

● Demand

If you choose the message "Give me this!" from the conversation menu, you can demand that the other person give you the item. This is an extremely rude action. Even if the other person does not need the item, their attitude will harden, and if things go badly it may lead to combat.

● Repair

In the Abyss, some characters will offer to repair items during conversation. To request a repair, first place the broken item in the barter slot, then choose the line in which you ask for it to be repaired.

You can also repair damaged weapons and armor yourself, but you need an anvil. Whether you succeed depends on the value of your "Repair" skill. If you are clumsy, you may end up making things worse. Repairs take time. They also make a loud noise, so there is a risk of revealing your position to evil monsters.

You can perform repairs at any time by "using" an anvil. When the pointer changes into an anvil, click the item you want to repair. The message area then displays how difficult the repair is and asks whether you still want to repair it. Choose "Yes" to attempt the repair.

◆ Area Spells

In addition to the categories explained above, spells can also be divided into spells cast on individual characters and spells cast broadly over an area.

When casting an area spell, make sure there is a large open space in front of you. If there is a nearby obstacle, the spell will be blocked. Some spells of this type affect every living thing or object in the area, while others affect only specific living things or objects. Learn through practice which spell belongs to which type.

■ Enchanted Items

Rarely, powerful items enchanted with magic can be found in the Abyss. Magical items such as crowns and rings take effect as soon as you wear them. Other magical items take effect when you "use" them.

Caution: *Magical items look no different from ordinary items at a glance. If the value of your "Lore" skill is high, you can identify their magical effects just by looking. If you inspect something that seems to be a magical item but learn nothing, try "looking" at it again after your "Lore" skill has increased. Some mages in the Abyss will also identify items for money.*

■ The Eight Circles of Rune Magic

There are also several spells that have not yet been discovered.

● First Circle

- Create Food (In Mani Ylem)
Creates a substantial amount of food. (Instant)
- Light (In Lor)
Illuminates the darkness. (Duration)
- Magic Arrow (Ort Jux)
Fires a magical arrow at an enemy. (Targeted)
- Resist Blows (Bet In Sanct)
Provides the same protection as wearing armor from head to toe. (Duration)
- Stealth (Sanct Hur)
Makes you create less noise, so enemies have a harder time noticing you. (Duration)

● Second Circle

- Cause Fear (Quas Corp)
Frightens the target and makes it run away. (Instant)
- Detect Monster (Wis Mani)
Detects hidden or invisible enemies. (Instant)
- Lesser Heal (In Bet Mani)
Heals minor injuries and the like. (Instant)
- Rune of Warding (In Jux)

Creates a magical warning net in the area, alerting you if there is an intruder. (Permanent until intrusion)

Slow Fall (Rel Des Por)
Lets you remain in the air like a feather for a short time. (Duration)

● Third Circle

- Conceal (Bet Sanct Lor)
Temporarily makes your body less noticeable, hiding you from enemies' eyes. (Duration)
- Lightning (Ort Grav)
Strikes an enemy with a bolt of magical energy. (Targeted)
- Night Vision (Quas Lor)
Lets you see in darkness without illumination. (Duration)
- Speed (Rel Tym Por)
Slows the speed at which enemies move. (Duration)
- Strengthen Door (Sanct Jux)
Drives magical nails into a door. (Instant)

● Fourth Circle

- Heal (In Mani)
Heals major injuries. (Instant)
- Levitate (Hur Por)
Temporarily lifts you into the air. (Duration)
- Poison (Nox Mani)
Sprays venom and poisons the enemy. (Instant)
- Remove Trap (An Jux)
Neutralizes the targeted trap. (Targeted)
- Resist Fire (Sanct Flam)
Temporarily reduces and protects against damage from fire. (Duration)

● Fifth Circle

- Cure Poison (An Nox)
Removes poison from the body. (Instant)
- Fireball (Por Flam)
Hurls a powerful missile of flame at an enemy. (Targeted)
- Missile Protection (Grav Sanct Por)
Temporarily makes you invincible against enemy missiles. (Duration)
- Identify (Ort Wis Ylem)
Identifies the specified object. (Instant)
- Open (Ex Ylem)
Opens locked doors and chests. (Instant)

● Sixth Circle

- Daylight (Vas In Lor)
Maintains an extremely bright light for a long time. (Duration)
- Gate Travel (Vas Rel Por)
Teleports you to the location of the moonstone. (Instant)
- Full Heal (Vas In Mani)
Restores health to its maximum value. (Instant)
- Paralyze (An Ex Por)
Stops the target's movement. (Instant)
- Telekinesis (Ort Por Ylem)

Allows you to pick up or use an item from a distance. (Duration)

● Seventh Circle

Ally (In Mani Rel)

Makes a magically tamed animal attack the opponent you attacked. (Continues during combat)

Confusion (Vas An Wis)

Makes enemies drunk. (Instant)

Fly (Vas Hur Por)

Lets you fly freely through the air for a while and land slowly. (Duration)

Invisibility (Vas Sanct Lor)

Makes your body nearly transparent. (Duration)

Reveal (Ort An Quas)

Reveals hidden objects and the like around you. (Instant)

● Eighth Circle

Flame Wind (Flam Hur)

Fires missiles of flame wildly around the area. (Instant)

Time Stop (An Tym)

Stops time for everything except yourself. (Duration)

Iron Flesh (In Vas Sanct)

Greatly increases defensive power. (Duration)

Bird's-Eye View (Ort Por Wis)

Lets you view your own location from above. (Duration)

Earthquake (Vas Por Ylem)

Causes an earthquake and breaks rocks. (Instant)

Lizard Language Notebook

| Lizard Language | Human Language |
|-----------------|----------------|
| Bika | Hello |
| Susesu | |
| Click | |
| Ishiri | |
| Tosa | |
| leshuroclick | |
| Solclick | |
| Solru | |
| Sustress | |
| Susesu | |
| Sesuclick | |
| Serua | |
| Shito | |
| Solra | |
| Oshiri | |
| lese | |
| Zeka | |
| Teba | |
| Kurikura | Raker |
| Clickirias | |

Button Control List

| | Normal Mode | | | | | Combat Mode | Various Panels |
|----------------------|-------------------------|-----------------------|--------------------------|---------------------|---------------------|-------------------------|-----------------------------|
| | Single Use | L1 Button | L2 Button | R1 Button | R2 Button | | |
| △ Button | Use Quick Item | Rise while levitating | | None | Sleep | High attack, swing down | Use, turn selection lamp on |
| ○ Button | Display Character Panel | | | Pick up, use, talk | Condition Display | Middle attack, slash | Select |
| × Button | Jump | | Descend while levitating | Look, read, inspect | Status Display | Low attack, thrust | Cancel, close panel |
| □ Button | Cast a spell | | | None | Spell Panel Display | | Throw away item |
| Directional Button ↑ | Move forward | Look up | Fast forward | Move pointer | | Move cursor | |
| Directional Button ↓ | Move backward | Look down | Fast retreat | | | | |
| Directional Button → | Turn right | Sidestep right | Quick turn right | | | | |
| Directional Button ← | Turn left | Sidestep left | Quick turn left | | | | |

Blank entries have the same functions as single use in "Normal Mode".