

ULTIMA® WORLDS OF ADVENTURE 2
MARTIAN DREAMS™
REFERENCE GUIDE
IBM-PC AND 100% COMPATIBLES

MARTIAN DREAMS™

BEGINNING PLAY

First read "Getting Started" to install *Martian Dreams* on your system.

To begin play from your hard disk prompt (for example, C: >), type CD\MARTIAN to change to the *Martian Dreams* subdirectory. (If you selected a path name other than our default choice, change to the subdirectory to which you installed the game.)

After selecting the game subdirectory, type MARTIAN<ENTER> to begin.

THE MAIN MENU

After loading, an introductory sequence begins. The introduction runs automatically, but you can press <ENTER> to skip quickly from one scene to the next. Press <ESCAPE> if you wish to leave this sequence entirely. Next, the main menu appears, listing four options: RUN INTRODUCTION, CREATE CHARACTER, CONTINUE GAME and ABOUT MARTIAN DREAMS.

To select one of these options, use the arrow keys or numeric keypad to highlight the option you want and then press <ENTER>.

To exit the introduction, character creation or credits, press <ESCAPE>.

These sequences will run automatically, but you can move from one screen to the next more quickly by pressing <SPACE>.

Run Introduction

RUN INTRODUCTION tells how you arrived on Mars. Information in this sequence is vital to your quest.

Create Character

CREATE CHARACTER must be selected the first time you play. When you are asked to name your character, a flashing cursor appears on screen. Type your character's name (up to 12 letters long) and then press <ENTER>. If you do not type a name, the game assumes you are using the default (Avatar). Go on to the next portion of the character creation system by pressing <SPACE>.

During character creation, you are asked a series of questions. Answer A or B to each question by typing in the appropriate letter. The answers you provide determine the attributes and gender of the character you play. For example, to play a male character, tell Dr. Freud that you identify with your father (A); to play a female, identify with your mother (B).

Continue Game

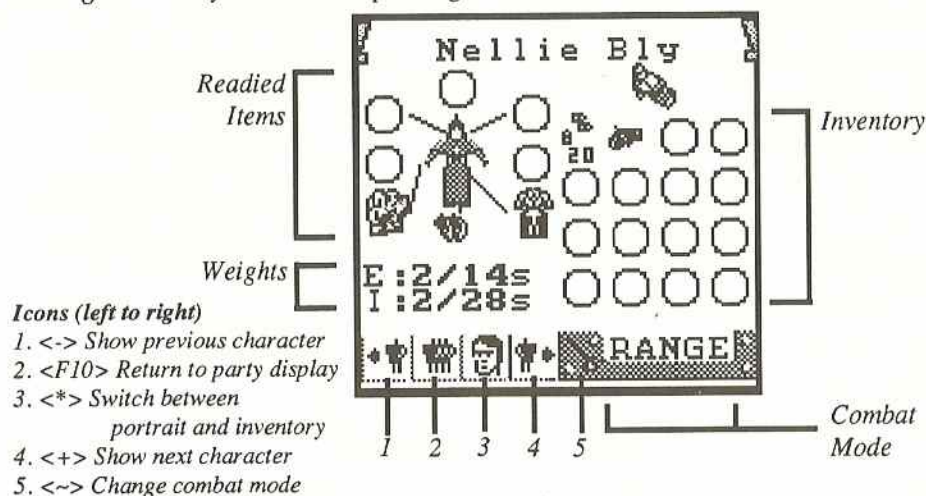
CONTINUE GAME lets you begin playing *Martian Dreams*. In future sessions, this selection returns you to your last saved game. You can also continue a saved game directly from DOS by typing GAME at the \MARTIAN prompt.

About Martian Dreams

ABOUT MARTIAN DREAMS lists all of the people who worked on the game.

THE INVENTORY DISPLAY

To view a character's inventory, select one of the figures to the left of the roster by clicking on it with your mouse or pressing F1-F5.



Keyboard

The use of the mouse in the Inventory Display is explained in detail below.

To use the keyboard, press the <TAB> key once. Crosshairs appear in the Map window on top of the active character (the Avatar unless you're in solo mode with another character). This selects that character.

Press <TAB> again and the inventory of the selected character appears in the Status Display. The crosshairs appear on the character figure above the inventory.

Use the arrow keys or the numeric keypad to move the crosshairs within the Inventory Display. When the crosshairs are on the item or button you want to select, press <ENTER>.

To return the crosshairs to the map window, press <TAB>.

The <PLUS> (+) key moves to the next character's Status Display.

The <MINUS> (-) key displays the previous character's Status Display.

Pressing F10 returns to the party roster display.

The <ASTERISK> (*) key toggles between a character's Portrait and Inventory Display in the Status Display.

The <ESCAPE> key cancels selections and causes the crosshairs to disappear.

Readied Items

On the left side of the Inventory Display is a figure showing all equipment the selected character has readied for immediate use, either held in the hands or worn on the body. (Find clothes on board the space bullet as soon as possible—walking around Mars without any clothes is dangerous!)

If you are holding something that requires both hands, the object will appear in one hand and an "X" will appear in the other—you will not be allowed to put anything in that hand.

To ready or unready an item, click on it with the left mouse button.

Carried Items

On the right side of the Inventory Display are all non-readied items carried by the character.

To look inside a container in your inventory, such as a bag, click on it. Click on it again to return to the main Inventory Display.

To ready a carried item, click on it with the left mouse button.

Encumbrance

Below the readied item figure and the inventory are two measures of encumbrance:

- **E** shows the weight of items you currently have equipped compared to the maximum weight your character is allowed to have equipped.

- **I** shows the total weight of your entire inventory compared to the maximum weight you could possibly carry. When you view a container in your inventory, only the weight of the items in that container is shown.

Status Display Buttons

At the lower left of the Status Display are several buttons. As many as five buttons may be displayed at one time, depending upon the circumstances. (If you are viewing the last character, there is no Show Next Character button, just as there is no Show Previous Character option if you're viewing your Avatar.)

From left to right, the functions of these buttons are:

- Show Previous Character
- Return to Party Display
- Switch between Portrait and Inventory Displays
- Show Next Character
- Change Combat Mode (for that character)

The functions of these buttons are self-explanatory, with one exception—Change Combat Mode. You must determine how each character in your party will respond when battle is joined. There are four combat modes:

- **Attack.** In this mode, a character closes with and attacks the nearest enemy.
- **Command.** This allows you to control that character's actions each turn, just as you control what your own character does.
- **Range.** This tells the character to stay at a safe distance and attack with ranged weapons.

- **Flee.** A character in flee mode avoids combat as much as possible.

A character's current combat mode is displayed in the bottom right-hand corner of the Status Display. To change modes, click the Change Combat Mode button to toggle through the various modes until the one you want is displayed. You can change a character's combat mode at any time, even in the middle of a battle.

THE MAP

The largest region, on the upper left side of the screen, is the Map. This shows the world through which you are moving, with the view centered on you (or another member of your party if you are in his solo mode). Above the Map, the current position of the sun is shown.

Mouse

To move your characters with the mouse, position the pointer over the Map until it changes to a white pointing hand, point it in the direction you wish to move, and click the left button. Press and hold the left mouse button to move continuously, controlling your direction by steering the white hand.

Some actions require you to select a location on the Map. (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.

To pass your turn (doing nothing), position the mouse pointer over your character and click the left mouse button.

Keyboard

Move by pressing an arrow key, or one of the eight keys around the "5" on the numeric keypad.

If asked to select where on the Map you want to perform an action, use these keys to move a set of crosshairs on the screen to the desired location and press <ENTER> to initiate the action.

To pass, press the spacebar.

OTHER KEYBOARD COMMANDS

In addition to the mouse/keyboard commands already described, several keyboard-only commands will come in handy during play.

1, 2, 3, 4, 5

Each of these number keys activates solo mode for its corresponding party member. In solo mode, the party member selected can move around and perform actions while the rest of the party waits inactively. You cannot engage in conversation while in solo mode. Characters in solo mode shouldn't stray too far from the other party members.

O (Zero)

This key returns you to party mode from solo mode. The previously inactive characters rejoin the character that was in solo mode.

<CTRL>-S

<CTRL>-S saves your current game position. Save frequently during play and *always* save before trying anything especially risky.

<CTRL>-R

<CTRL>-R restores your last saved game. Anything you've done, good or bad, since the last time you saved will be gone. The game is returned to the exact position you last saved.

<CTRL>-Q

<CTRL>-Q ends your current play session and returns you to DOS. The game is *not* saved when you select this option.

<CTRL>-A

<CTRL>-A toggles the music on and off.

<CTRL>-Z

<CTRL>-Z toggles the sound effects on and off.

F1-F5

Each of these function keys activates the Status/Inventory Display for its corresponding party member.

Escape

<ESCAPE> aborts most game functions. Press <ESCAPE> if you select a command or press a key by mistake.

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