

On Pagans and Pentagrams

pentacle - *n*. a five-pointed figure, composed of five straight lines interlacing to form a starlike shape. It was a popular design in medieval art, and was given a mystic significance by astrologers and magicians.

pentagram - *n*. a pentacle; also, any figure of five lines.

pagan - *n*. a follower of a polytheistic religion (as in ancient Rome).

Ultima VIII Pagan is a fantasy role-playing game designed solely for entertainment purposes. The game's setting involves a confrontation with the classic mythological Elemental Titans and their polytheistic worshippers. In the game, the terms pentagram and pagan were selected for their relevance to the storyline and setting. ORIGIN wishes to imply no additional connotations for the words and concepts defined above.

(Definitions from Webster's New Universal Unabridged Dictionary and Webster's Ninth Collegiate Dictionary.)



Starting the Game

To play *Ultima VIII Pagan*, go to the drive where it is installed. If it is on your C: drive, type C: Enter. Then go to the directory containing your game. If you chose the default directory, type CD \ULTIMA8 Enter. Start the game by typing U8 Enter.

The Beginning...

Watch the introduction to *Ultima VIII* and learn what the Guardian plans for you. When it is over, a diary appears and you should type in the name you wish to use while visiting Pagan. Press Enter to begin playing the game.



Introductory Walkthrough

Ultima VIII is primarily mouse-driven.

- Your hands and eyes are controlled by the left mouse button.
- Your feet are controlled by the right mouse button.

In addition to the mouse commands, there are some keyboard shortcuts to simplify frequently used commands. If you wish to reverse the controls of your mouse, press Alt H – all following commands referring to the *right* button will then be controlled by the *left*, and vice versa. See the Quick Reference for other shortcuts.

Interaction with People and Items

Conversations

There is a kind fisherman standing nearby – you automatically get up and begin a conversation with him.

Note

- Left-click on his text to continue, or you can wait until the text disappears.

Note

- Left-click on the phrase you would like to respond with.
- Click on the farewell keyword (usually GOODBYE, BYE, or something similar), when you are satisfied with what you have learned.

- When you want to begin talking to someone, double-left-click on that person.

Although conversations in *Pagan* do not halt the game, some scenes are important enough to move the center of the screen to the person or people with whom you are talking. When this happens, pay close attention to what is being said. You regain control as soon as the scene has run its course. Not all conversations are repeated, so pay close attention the first time you talk to anyone!

Using Objects and Containers

- Move to the basket to the right of the fisherman's bedroll by right-click-and-holding.


Note

- Double-left-click on the basket.


Note

- Left-click-and-hold on the bowl to pick it up.

- Move the mouse around the screen and notice how the appearance of the mouse pointer changes.
  - blue pointer – *you can place the object here.*
  - blue cross hair – *you can throw the object there.*
  - red cross – *you cannot pick it up/release it because the location is either too far away or is obstructed. Releasing the button when the cursor is a red cross returns the object to its original position.*

- Double-left-click on the display of the basket to close it.

- Pick up the basket and, for practice, toss it next to the two fish.

- Put the bowl in your backpack by dragging it over your character and releasing.

Be careful to check all containers carefully. Some have valuable items hidden beneath debris.

MOVEMENT


Note

- Without pressing either button, move the cursor around the screen.

Jumping

You can jump nearly half your height to climb taller objects – but you cannot climb some things such as most vegetation, sharp objects and the highest mountain ledges.

Note

- When the arrow is short, try clicking both buttons simultaneously.

Note

- With a medium arrow (pointing any direction), try clicking both buttons.

Walking, Running and Running Leaps



The three arrow lengths represent speeds you get when you press the right mouse button.

short – makes a small, cautious step forward (a “careful step”).

medium – walks at a normal pace.

Note

long – runs at full speed.

- Move the arrow toward the upper right corner of the screen until it is medium length.
- Walk by pressing the right mouse button.
- When you find a brown dirt area, stretch your legs by moving the arrow to the far upper-left corner of the screen and pressing the right button.

Note

- Click the left mouse button while you run.
- Follow the path until you come to stairs leading up to a wooden pier.
- Walk up the stairs and continue until the railing stops you.

Climbing and Careful Stepping

- While facing the rail, click both buttons to climb on the rail.

Note

- With a short arrow showing, right-click to take a “careful step.”
- Turn around and walk off the railing, back onto the dock.

You can fall a certain distance without damage, but from greater heights it becomes increasingly difficult to survive the experience. Falling more than two times your height is fatal.

COMBAT

Arming

- Examine the barrels near the dock until you find a dagger in a small box.

Note

- Drag the dagger over your character and release it.
- Double-left-click on your character.

Note



- Double-left-click on the backpack in the display.



Note

- Place the dagger in your open backpack.

Note

- Take out the dagger and drag it over the display of your character.
- Close all expanded displays at once by pressing Backspace.

Unsheathing Your Weapon


Note

- Enter combat stance by double-right-clicking on your character – this readies your weapon.
- Practice swinging by *very quickly* double-left-clicking.
- Block your opponent (in this case, imaginary) by clicking or clicking-and-holding the left button down.

Kicking


Note

- Kick by double-right-clicking ahead of your character.

Advancing and Retreating

When in combat stance, you move differently. You cannot jump or climb while in combat stance, so you must first sheathe the weapon.


Note

- Right-click ahead of your character to advance. Right-click directly behind your character to retreat.
- Practice for a moment, and then sheathe the dagger by double-right-clicking on your character once more.

To cover ground quickly during combat, move the mouse to the edge of the screen while advancing – you sheathe your weapon and begin to run. When you wish to stop and fight, release the right button – you return to combat stance.

Dangerous Terrain

Water and lava are both dangerous. Because you do not have the skills necessary for surviving in water, falling in means certain death! Also, the many lava lakes and rivers that flow underground are deadly. Be careful when traveling near any of these.

Wide gorges are also dangerous, but can be crossed. Stand at one edge of the gorge. Click both buttons to begin the leap across the gorge, then let go of the left button but *don't release the right button* yet! If you jump far enough, you can grab the ledge before falling. At this point, you can drop from the ledge by releasing the right button, or you can pull yourself up by clicking the left mouse button. You can also combine leaping and climbing for a longer jump by running at full speed toward the edge. Two steps from the gorge, click the left button to begin the jump. High Dexterity and practice are the keys to proficiency.

Personal Stats



Note

- Double-left-click on your character to see your personal stats.



Strength (**STR**) affects the amount of damage each blow does in a fight. It also determines how high you can jump, how much you can carry and how far you can throw objects. Your Strength increases the more you jump or engage in combat. Your maximum encumbrance (how much you can carry) is three times your Strength.

Intelligence (**INT**) determines your potential Mana. Maximum Mana is twice your Intelligence. The more spells you cast, the more rapidly Intelligence increases throughout the game.

Dexterity (**DEX**) affects the frequency of your attacks during combat. It also determines your ability to grab ledges and throw objects. Practicing these activities during the game is what increases Dexterity.

Armor Class (ARMR) is a measure of how difficult it is for your opponent to make a successful attack. The better your armor, the higher your armor class. The higher the armor class, the more difficult you are to hit..

Hit Points (**HITS**) is a measure of how much damage you can withstand. Your maximum Hit Points are twice your Strength. When your Hit Points drop to zero, you die! Unlike previous *Ultimas*, you do not get magically resurrected in Pagan – you must load a previously saved game. Fortunately, Hit Points restore themselves over time, and for faster recuperation you can see a healer. Eating periodically helps your recuperation.

Mana (MANA) determines your stamina when casting spells. As you cast spells, your mental fatigue increases and your Mana drops to zero. Without Mana, you are unable to cast spells. Mana slowly replenishes itself once you cease casting spells.

Weight (**WGHT**) is the heaviness of your load.

Note

- Minimize the display by clicking on the button at its lower-right corner.
- Double-click on the minimized display to restore it to its original size.

Note

- Left-click-and-hold on the display (somewhere other than the backpack) to move it around the game screen.

DIARY

Note

- Pressing Esc or dying will bring up your diary.



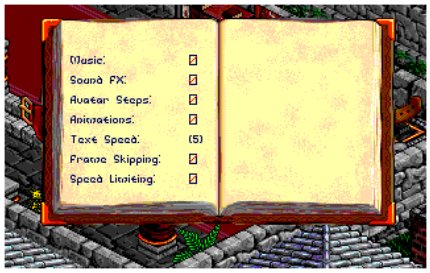
- Close the diary by pressing Esc when finished.

To **begin a new game**, select READ DIARY from the Table of Contents. Left-click on ENTRY 1: THE BEGINNING to load a game at the start.

To **load a previously saved game**, select READ DIARY from the Table of Contents. Left-click on the entry you wish to load. Left-click on downturned corners to turn pages.

To **save your current game**, select WRITE DIARY from the Table of Contents. Left-click where you wish to save the current game and enter a description of the saved game. You have up to four lines to describe the game. When finished, press Enter to save the game. If you wish to abort the procedure, press Esc to restore the previous entry. You will not be able to save your game if you've destroyed an item or character necessary to the completion of the game.

Options Page



MUSIC and **SOUND FX** can be turned on or off. Digital sound effects include all speech!

AVATAR STEPS lets you turn off and on the sound of your footsteps.

On slower computers, turn off **ANIMATIONS**, **FRAME SKIPPING**, and/or **SPEED LIMITING** to speed the game up.

To prolong or shorten how long text remains on the screen, click on **TEXT SPEED**. The “slider bar” makes the text disappear more quickly or slowly (9 is the fastest).



Beginning the Story

- Return to the dock and walk toward the water.
- Enter the city when the execution is over.



Quick Reference

Movement

Careful Step	Small arrow/right-click
Walk	Medium arrow/right-click-and-hold
Run	Long arrow/right-click-and-hold
Standing Jump	Medium arrow pointing in desired direction/click both buttons
Running Leap	Long arrow/right-click-and-hold to get a running start, left-click to jump
Jump & Grab	Stand beneath object/short arrow/click both buttons

Objects

Move/Throw Object	Left-click-and-hold object/drag “ghost” to new position
Use/Talk	Double-left-click on item/person
Open Display	Double-left-click
Close Display	Double-left-click on expanded display
Close All Displays	Backspace
Open Inventory & Statistics	Double-left-click on your character
Open Backpack	Double-left-click on the backpack in your display

Combat

Draw Weapon/Combat	Double-right-click on Avatar

Stance

The following can only be done from Combat Stance.

Swing Weapon	Double-left-click
Kick	Double-right-click
Advance	Right-click with arrow pointing in attack direction
Block	Left-click or left-click-and-hold
Retreat	Right-click with the arrow pointing in retreat direction
Sheath Weapon	Double-right-click (on Avatar)

DIARY (LOAD/SAVE GAME, MUSIC OR SOUND ON/OFF, CHANGE NAME)

Open/Close Diary	Esc
Open Category	Left-click on category
Make Selection	Left-click on selection
Save Selection	Type in your selection, press Enter

KEYBOARD COMMANDS

C	Draws/Sheathes your weapon
Alt H	Changes the “handedness” of the mouse
I	Opens your backpack
O	Opens Options screen
Z	Opens your equipment and stats display
Esc	Opens and closes your diary
Backspace	Closes all open displays
Alt X	Quits the game
Ctrl V	Displays the version number of *Ultima VIII*