

**Act Two**

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**The Betrayal****IMLAN PORT**

*In shock, you find yourself on the floating town of Imlan Port—the surface portion of the submerged city to Imlan. Several other survivors wander around in disbelief. The waters around Imlan Port are churning with the aftermath of the terrible destruction of Imlan.*

*Some of the SURVIVORS also witnessed the treachery of Belakon. For the first few minutes after reaching Imlan Port, additional survivors continue to teleport in. Before long, however, the new arrivals show up as water-logged corpses mixed with writhing fish and a dead Lesser Nog or two.*

**RUN TIME—:35**

After the shock of the disaster wears off, you can explore the town of Imlan Port. If you didn't have time or opportunity to do commerce in Imlan, you may do so now.

There are also trainers here, both residents of the town and among the survivors. During all this, you'll encounter several SEA CAPTAINS who offer you passage from Imlan Port to various other destinations.

***You may follow a variety of paths through the rest of the story and on to the dramatic conclusion. For simplicity's sake, only a couple of the possible branches are detailed here.***

The CAPTAIN going to Ather informs you that unfortunately his ship is already overfull. But she looks forward to taking you there during a future trip.

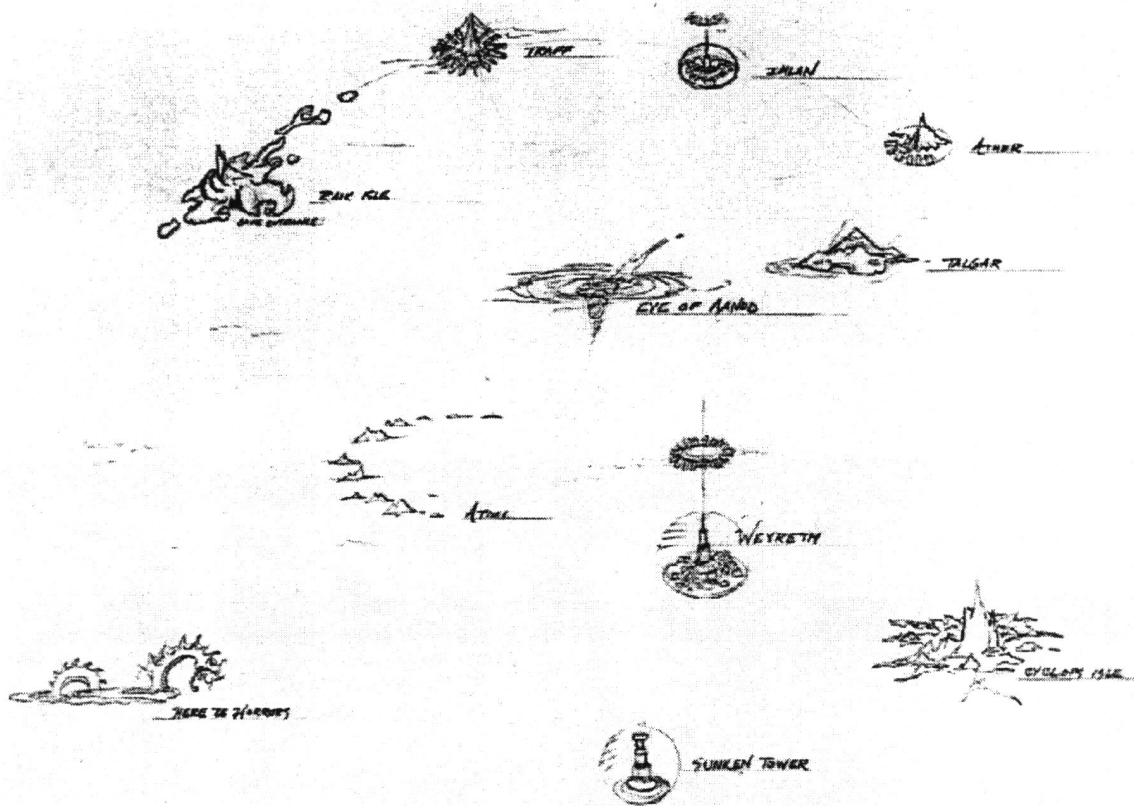
The CAPTAIN going to Traff will negotiate your passage there for a reasonable price.

The CAPTAIN going to Wayreth Port via Talgar Island will also negotiate your passage, though at a fairly steep price.

The choice is yours. IF you choose to go to Wayreth Port via Talgar Island, then...

*You sail to Talgar Island, a modest, green island sporting a handsome village, with wooden structures and thatch roofs. An idyllic place...of sorts.*

**RUN TIME—:20**



### TALGAR ISLAND SIDEQUEST

No sooner have you disembarked than you learn that the far side of the island is being subjected to settlement activity by the Cyclopes—which naturally makes the locals very nervous. You have an opportunity to trek to the far side of the island and deal with a variety of relatively easy Cyclopes (as easy as Cyclopes get, that is.) It's a dangerous quest, but the rewards are plentiful if you succeed.

**ESTIMATED TIME of COMPLETION: 90 min.**

Whether or not you accepted the sidequest against the Cyclopes, you can rejoin your ship and continue on to Wayreth Port.

*You sail through the brilliantly colored seas to Wayreth Port.*

**RUN TIME—:15**

### WAYRETH PORT

Wayreth Port is a thriving island community more or less in the center of the world in *Underworld 3*. Although its primary purpose is to serve as the link to the surface for Wayreth, the giant underwater city beneath it, Wayreth Port is a bustling environment in its own right.

If you followed the Talgar Island to Wayreth Port path from Imlan Port, then you can either pick up the A New Twist story (below) or you can now purchase passage from Wayreth Port back to Traff and deliver the Amulet to Yerick, then return to Wayreth Port at your convenience.

Before continuing on with the story at Wayreth Port, let's see what might've happened had you previously booked passage directly from Imlan Port to Traff (above)...

### **THE GHOST FLOTILLA**

*Setting sail for Traff, you hear rumors and rumblings from your fellow passengers about Belakon, the twisted mage who caused the destruction of Imlan. Some people are of the opinion that he's a mad-man, bent on destroying everything that is good. Others are convinced that he's but a sorry pawn in an even more sinister goal of submerging all of humanity on Jaal and returning the planet to the loathsome sea creatures who dwell beneath the waves—examples of whom you'll see on occasion during your sea voyages through the realm.*

*After a bit of sailing, the Captain of the ship spots an unexpected bank of sea fog. He slows the ship down, proceeding with caution into the treacherous area. Through the fog, you see a ship floating nearby, seemingly abandoned. As you sail closer, you realize that the ship is eerie and nearly transparent. It's a ghost ship. Soon other, similar ships emerge from the fog, until you're practically surrounded by an entire flotilla of these ghastly vessels.*

*One of the largest of these ships drifts alongside. Suddenly, grappling hooks shoot out and fasten on to the rails of your ship, holding it fast.*

**RUN TIME—1:40**

An army of UNDEAD—horrific skeletal creatures, armed to the teeth—spring from their hiding places and assault your ship. A pitched battle ensues.

Eventually you drive the Undead back to their own ship, then follow the action down to the Ghost Captain, who's below deck. The Ghost Ship fades in and out even as you fight to the death. Finally you dispatch the Ghost Captain and the battle is won.

**ESTIMATED TIME of COMPLETION: 60 min.**

*You cast off the grappling hooks and quickly sail the remaining distance to Traff.*



**RUN TIME—:20**

## THE DELIVERY

Back on Traff, you engage in commerce, train up your skills and ultimately seek out Yeria. You give her the Amulet you received from Jeral and inform her of the terrible destruction of Wayreth.

Yeria is understandably shocked by these terrible events. She gives you some significant information, including more insight into Belakon—with whom Yeria once apprenticed. Yeria warns that Belakon has a strange obsession with interdimensional travel and offworld creatures. Belakon's destruction of Imlan indicates that there's nothing he won't stop at to spread his inexplicable villainy. But Yeria warns you not to confront him directly, at least not at this stage. You're not ready yet. First go to Wayreth, study and train with the superior mages there, and get to know the enemy better.

After your exchange with Yeria, you have the opportunity to take a ship back directly on to Wayreth Port (in which case, go to A New Twist, below) or return to Imlan Port and then continue on from there (the Talgar Island Sidequest, above).

Note: if you haven't done the Secret of Traff sidequest, now is a good time to pursue it.

## Act Three

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### The Battle for Supremacy

#### A NEW TWIST

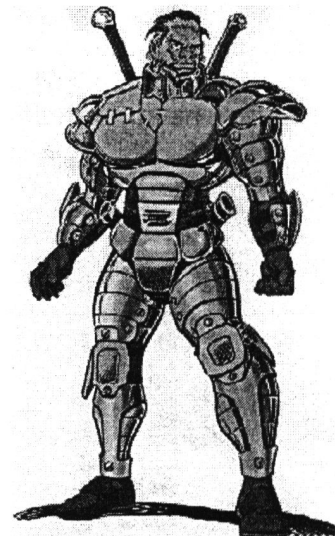
*You sail to Wayreth Port. En route, the ship is attacked by a Tyrog from beneath the waves and only just barely manages to escape.*

**RUN TIME—:45**

Back in Wayreth Port, you can explore the city, gain information and engage in commerce. At some point in time you'll want to make the journey down beneath the water to the sub-oceanic city of Wayreth itself.

A central elevator type of contraption descends from Wayreth Port down through the water, deeper and deeper, until you penetrate the massive dome of Wayreth and get your first glimpse of this incredible, densely populated city. It's lit by brilliant spheres of light, with buildings constructed of unique materials, all focused around the central tower.

When the elevator reaches the bottom of the tower, you're free to explore the city. The Mages in the city will be able to give you much significant information about Belakon.



The Mages of the Combine know that Belakon must be using the central tower somehow, but thus far the tower's been impervious to all attempts to open it. They can't even find where the entrance should be...there seem to be no doors or windows to the upper levels. Really they're not sure HOW Belakon can be using it if the tower can't be entered...but their suspicions remain.

Also by this time, the mages suspect their secretive and embittered colleague is somehow behind the rise of the waters. And they're pretty sure that the increase in the sea monster population is due to him as well. Every day reports of new and bizarre sea creatures emerge.

In the end, then, the wizards can tell that power is somehow emanating from the tower, yet have no idea how to stop Belakon. You learn that if you could somehow gain entrance to the Wayreth tower, the mages believe they'll be able to open a Moon Gate that will send you home, if you so choose.

Unfortunately, the mages could've used the gate room in Imlan to teleport into the tower in Wayreth, but Belakon destroyed it. The only suspected means of getting into the control room in the tower in Wayreth is to use a control room in another tower. And the only other accessible tower is on Cyclops Isle—which presents problems of its own...

### **ASSASSINATION ATTEMPT**

Shortly after your arrival in Wayreth, Astaroth, the evil Shadowlord, launches an attack.

Blue Moon Gates open up and human mages and human warriors emerge to attack you, even as Astaroth momentarily stops the fabric of time itself.

With Wayreth 'frozen' around you, you must engage and destroy these minions of Astaroth. When the last of the assassination force is destroyed, time resumes its normal flow.

### **ESTIMATED TIME of COMPLETION: 70 min.**

Following the battle, the local mages are excited about the discovery of gates that exist outside of the traditional 'lines of power'. Indeed, they view this as a way to gain entrance to Cyclops Isle. There must be some key, some piece of information that explains how this is done. The mages urge you to travel through the still-open Moon Gate and search for instructions on the creation of free-form Moon Gates.

After making final preparations and girding yourself for battle, you carry out the Mages' suggestion...

*You step into the Moon Gate and experience a brilliant flash of light, followed by a bizarre journey into a plane of this world and yet not of this world—the stronghold of Astaroth.*

**RUN TIME—:30**

### **ASTAROTH'S STRONGHOLD**

In Astaroth's stronghold dwell a host of mages, scholars, guards and fierce monsters that serve him. You must battle through his minions and make it to his 'cell'. Unfortunately, Astaroth's prison serves to protect, as well as imprison him.

He's able to exert his influence on those in Jaal through the use of a magical mirror. He's also able to cast spells through the mirror, which you'll find it quite difficult to destroy. If you smash the mirror, Astaroth will lose his ability to manipulate the creatures of Jaal. With a cry of anger, he'll withdraw back into the depths of his prison.

In his library (which also houses his mirror, so you're sure to find it) can be found the *Book of Moon Gates*. This singular tome explains how to open gates outside of the normal lines of power by using a concentrated power source. If you have any difficulty in finding the book, there'll be a few prisoners in the complex that can tell you more specifically where to look.

Once you retrieve the Book of Moon Gates, your quest here is complete.

**ESTIMATED TIME of COMPLETION: 90 min.**

### **Back in Wayreth**

After studying the book, the Mages of Wayreth will be able to open a gate directly to Cyclops Isle. They also show you how to open a gate using the Bracelet as a power source, giving you the unique ability of opening your own Moon Gate for transportation.

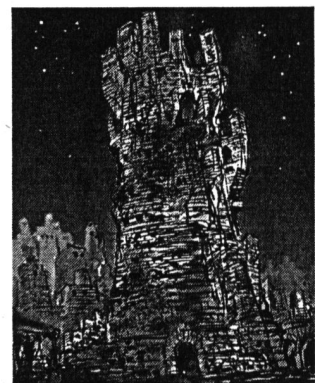
When you're ready for the next leg of your battle, the Mages in Wayreth open a gate to Cyclops Isle...and wish you luck.

**RUN TIME—:40**

### **CYCLOPS ISLE**

Cyclops Isle is a mountainous island, covered with thick jungle. A dense environment dotted with poisonous shrubs—poisonous to you, that is, not to the Cyclopes living on the island, who consider them a great delicacy.

The temple where the node is located is at the heart of Cyclops Isle, in the City of Law. The Cyclopes allow you into their city, but not into the temple itself. You meet Talerius, the leader of the Cyclopes, he senses there's something interesting about you, recognizing that you're from another world. He had a vision that a dual-aspected person, which he takes to be you, would arrive one day to help them re-acquire their Astral Artifact—which was stolen by strange, half-real creatures.



*Wishing you the best, Talerius watches you disappear into a Moon Gate destined for the strange world where the Astral Artifact has been taken.*

**RUN TIME—:15**

### **THE ASTRAL ARTIFACT**

This Artifact is in a half-way plane—partway between this reality and another. A strange place of shadows and half-truths and mythical beasts...a strange departure from the gritty reality of Jaal. Amidst a swirl of sounds and colors, you encounter the half-real monsters who purloined the Astral Artifact and regain it for the Cyclopes.

**ESTIMATED TIME of COMPLETION: 65 min.**

*You return the Artifact to Talerius. Both he and his Cylopean fellows are elated by your success. They reward you handsomely with money, weapons and a most-unique invitation. In gratitude, Talerius now allows you to enter their most sacred Temple of the Law—the first time an outsider has ever been permitted inside.*

**RUN TIME—:45**

You penetrate the Temple of the Law and solve a couple of logical puzzles. Then you activate the Moon Gate and teleport to...

**ESTIMATED TIME of COMPLETION: 15-20 min.**

### **BELAKON'S DEMISE**

...you find yourself in the same pulsing, magical room where you first appeared from your weekend cottage back on Earth.

Belakon is none too pleased to see you...and he attacks at once. During the battle, he admits that he was only a pawn in a larger scheme—a plan to return Jaal to a watery domain. He was to have an army of Tyrogs at his control, with which to defeat his many enemies...both real and imaginary. However, Vir the Tyrog betrayed him, going back on his word and refusing to engage his minions for Belakon's benefit.

Worse still was the trouble you've caused in Jaal. Even without a mighty army at his disposal, Belakon might've scored some triumphs over his fellow Mages if you hadn't intervened. He fights with determination against you, even as you begin to gain the upper hand.

Wounded grievously and seeking to escape with his skin, Belakon conjures up a blue Moon Gate and leaps through it. You follow him at once—

—landing on a craggy beach on an uncharted island. Belakon is wounded and in full retreat now. Just then, a giant, reptilian creature emerges from the water...the loathsome Vir the Tyrog. You swing at Belakon and miss, just as Vir the Tyrog scoops up Belakon and bites his head clean off, spitting it right at you.

Vir the Tyrog comes after you next. It's going to take every bit of your powers, magic and endurance to defeat him. But the battle is worth the effort.

With Vir the Tyrog dead and evil thwarted on Jaal, at least for a time, you conjure up a blue Moon Gate on your own and return to Wayreth.

**ESTIMATED TIME of COMPLETION: 30 min.**

### End Games

*Amidst a joyous celebration over the defeat of Belakon and Vir the Tyrog, you're congratulated by the townspeople and mages in Wayreth. The mages combine and help remove the Bracelet and show you how to use it to return to Earth if you choose.*

**RUN TIME—:65**

You now have an important choice to make—stay or go.

**IF you decide to remain on Jaal—explaining to the townspeople that there's really nothing left for you back on Earth and you're delighted to start a new life here on this intriguing world—then you're in for a treat...**

*Your victory has made possible a great event—the uniting of the power nodes scattered through Jaal. The mages believe that once the nodes are united, the waters will recede by half, opening up much more land mass for human colonization, and driving back some of the more fearsome sea creatures.*

*We pull back to see Jaal from a great distance in the skies, just as the magical nodes are brought into alignment. Great colored shafts of light soar from one power node to the next, criss-crossing the planet like a magical laser light show. The waters begin to retreat, slowly yet surely.*

*However, strange things are uncovered on the floors of the former oceans. A cry goes out from the Mages and townspeople—yet you can't quite make out the cause of their alarm. That will have to wait for another time, as we...*

**RUN TIME—1:30**

Fade to Black. Play End Credits.



**IF you decide to return to Earth—thanking the Mages and townspeople for helping you in your quest—then you quickly find yourself in transit...**

*You swoop through the heavens and the stars, returning to Earth. The lakeside cottage where you began your voyage comes into focus. It's night and all the lights are on. From within the cottage you hear angry mutterings, the ripping of letters, the smashing of dishes. Clearly, your SIGNIFICANT OTHER is none too happy at being jilted and left alone without a word of explanation on your planned holiday.*

*As the Camera near the cottage and the front door swings open, everything begins to ripple. We suddenly pull to reveal that you're not going to your cottage after all, but are headed straight for Astaroth's mirror—in which it's reflected. You hear the rumble of the Shadowlord's demonic laugh as we...*

Fade to Black. Play End Credits.

**THE END**

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### Cut Scenes

Throughout the game the Animated Story System will take over control and show the player a cut scene that will drive the story or further motivate the player to complete his quest, through use of the actual game engine.

While most of these Scripts will happen only once, there are a few that can happen any time that the player does something that's scripted—such as arriving at or leaving any port via ship.

1. Origin: We Create Worlds Logo
2. Through The Gate and Credits
3. First Meeting with Belakon
4. Landing on the Brotherhood ship and escape to the Pit
5. Cyclops Warrior/Cleric Throws Nahk Against the Ship
6. The Jop-L'in Leaves Raik Isle
7. The Jop-L'in arrives at a deserted Traff
8. Korja Offers To Take Player to Imlan
9. The Jop-L'in is Sucked Down the Eye of Aenid
10. Jeral is Killed but passes the Amulet to the Player
11. Entrance into Imlan
12. The Festival of the Gates and Belakon shows up again
13. Belakon Makes his Escape and The Destruction of Imlan
14. The Ghost Ship Flotilla approaches
15. Entrance into Cyclops Tower
16. Final Meeting with Belakon
17. The Encounter with Vir the Tyrog
18. Jaal Winning End Game
19. Earth Winning End Game
20. The End: Roll Credits
21. Ship Arrives at Traff
22. Ship Leaves Traff
23. Ship Arrives at Imlan Port
24. Ship Leaves Imlan Port
25. Ship Arrives at Talgar
26. Ship Leaves Talgar
27. Ship Arrives at Wayreth Port
28. Ship Leaves Wayreth Port
29. Ship Arrives to Ather
30. Ship Leaves Ather
31. Ship Arrives at Raik Isle
32. Ship Leaves Raik Isle
33. Ship Arrives at Cyclops Isle
34. Ship Leaves Cyclops Isle

**DESIGN****5 Minutes of Gameplay**

I shuddered. Just thinking about the large, chittering beetles was enough to make my blood run cold. It was bad enough that they had the god's own speed, but that last one actually spit fire at me!

I quickly check my backpack...I still have three healing potions left. It may be just enough. Suddenly, I tense. What was that? I hold deadly still, straining, trying to enhance my hearing beyond the light of my guttering torch. Yes, there it is again...the squeaky, chittering sound that I have come to recognize so well in the last few hours. More of the damned beetles! I check my only weapon, a long dagger, noting the many notches on the blood stained blade. My shortsword broke while fighting one of the giant, slaving rats several hours ago. Damn! I wish that I'd picked up that extra sword back in the caved-in room. At the time it looked useless, but the thought of facing this hostile place without a backup weapon is not a pleasant one.

Peering over the ledge I'm standing on, I note brackish water some 30 feet below. Well, at least I know the water's safe. Several hours ago, I was down there fighting the Pit's vermin. Should be nothing left but corpses. If worse comes to worse, I could always jump. But then I'd lose all my hours of progress.

What was it Yerria said? Keep to the western passages, and always take the path that leads upward. I can hear the creature just around the corner to the right. It's close enough that I can hear its claws as they scrape along the stone floor. I chance a quick glance around the corner. I'm in luck! The beetle has stopped to investigate some motionless shape on the floor. Probably another body there have been so many of them. I pull out one of my healing potions and drink it, feeling new strength surge into his body. I'd better be prepared.

I creep around the corner, dagger at the ready, attempting to sneak up on the critter. The fire beetle stops! My torch has given me away! The beetle turns, sensing the light. It leaps, mandibles clacking. I swing wildly, surprised by the fire beetle's quick reaction. I miss! The beetle's large mandibles click together on my leg, catching it in a vicious bite. I choke back a scream, and swing again. A hit! One of the beetles glowing eyes goes dim, and greenish juice flows freely from the wound. The beetle skitters back, and turns to face me, a quickly brightening glow appearing deep in its throat. I lunge to the right, just as the beetle launches its fiery projectile.

The firebolt whizzes harmlessly past and I spin, lunge and attack once more. Another hit! The beetle drops, mortally wounded. I watch in satisfaction as the insect shrieks and chitters...then bursts into flame, its deadly weapon becoming a pyre.

Once again, I tense, listening to see if the sounds of melee have alerted any more of the plethora of predators that lurk these halls. I can hear the drip of water, the sound of wind



whistling in the distance, and, yes, damn it all to hell, the sound of more approaching vermin. I quickly check my leg.

It's worse than I'd initially thought. I quickly gulp down another healing potion. I feel the healing rush, but this time it stops before I'm fully healed. I eye my remaining healing potion, but decide to hold it in reserve.

Suddenly, I remember the dark shape the beetle was initially chewing on. I trot back to investigate. A quick search of the body and my spirits soar. I find not only an almost

perfect longsword, but also a wand! Quickly, I look for the rune of activation. It's one I have never seen before. Well, no matter, almost all wands are offensive in nature.

Suddenly, a new sound invades my consciousness. Booted footsteps! Could these be allies? I wait silently, watching the long, wide corridor. It's dark at the far end, but I can see a dim light that slowly grows brighter.

Suddenly, four humans round the corner. They freeze for a moment when they see me. Briefly I wonder, friend or foe? Their intentions are made painfully clear as they draw their weapons and sprint to attack.

Massively outnumbered, I grab for my new-found wand, point it down the corridor and empty the remaining four charges at the rapidly advancing rogues. I'm completely unprepared for the result. Four large fireballs hurl down the long corridor and detonate when they hit the pirates. In the bright flash that follows, I watch with glee as the pirates are incinerated.

Glee turns to horror, however, as the conflagration reaches the limits of the confined space and the fiery death billows back down the corridor toward me. I turn and try to run, but the flames overtake me with burning agony. The force of the blast knocks me back down the corridor, but I'm still alive.

Fortunately the flames lost most of their destructive force before they reached my location. I scramble for my last healing potion and chug it down. I'm ready for whatever the dungeon will throw at me next...

**Interface Screens**

All input keys will be user-definable. The following information provides the default mappings for all input devices. A listing of the default key map follows.

**MAIN GAME SCREEN—**

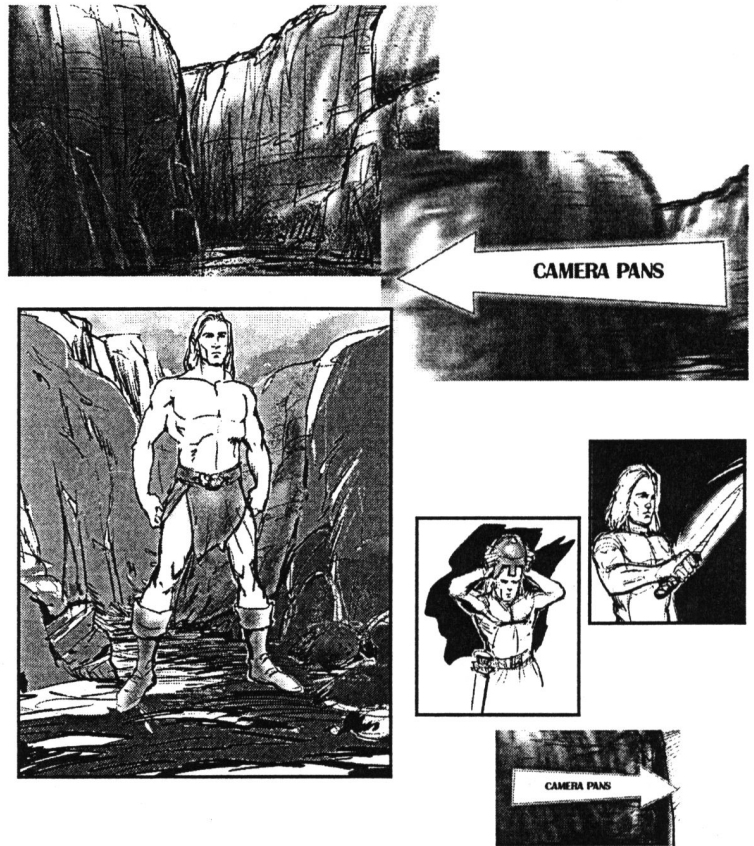
*Ultima Underworld 3* will be full screen. There will be 5 icons on screen:

- 1) **Health flask**—displays current health points in a graphical manner.
- 2) **Mana flask**—displays current mana points in a graphical manner.
- 3) **Combat**—icon that can be toggled on or off to enter/exit combat mode.
- 4) **Spellbook**—click to bring up your spellbook.
- 5) **Character Detail**—pauses game (single player only) and enters the Character Detail screen. Right clicking on this icon gives your status (hungry, poisoned, tired, etc.)

## CHARACTER DETAIL SCREEN

When the Character Detail screen is entered, the camera leaves 1<sup>st</sup> person and circles 180 degrees to face your character. From this perspective, you can:

- Equip weapons and armor by dragging them onto your character, represented by a polygonal paperdoll
- Open your backpack and manipulate your inventory
- Open your spellbook and view/order/cast a spell
- View your automap
- View your character stats
- Access the options screen



All inventory containers (backpack, bags, chests, etc.) will be 'slot based'. That is, when you put an item in a particular 'slot' in a container, it stays there until you move it. Like items can be 'stacked'. For example, if you have 5 torches, they'll stack into a single slot. Left click and drag moves the entire stack. Right click and drag will parse for the number to be moved. This will keep your inventory readily accessible and minimize the time spent looking for things in the inventory screens.

You also have a belt that can hold a limited number of items for quick access.

## Interacting With The World

### MOVEMENT

You'll primarily move through the game environment using the mouse.

The mouse cursor will be an arrow that changes depending on its location on screen. (This is very similar to how *UW1* and *UW2* did it). Pressing and holding the left mouse button will move you in the direction of the on-screen arrow.

The further the arrow is away from the center of the screen, the faster you'll move in that direction. You can move forward, move right or left *while* moving forward, turn right or left with no forward movement, sidestep left or right or move backwards. The arrow keys will move your character as well, if you so choose.

### **Jumping**

You can jump two different ways. If you hold the left mouse button down (in which case, you're moving), clicking the right mouse button will cause you to jump in that same direction. Or you may press the spacebar to jump. Holding down the <shift> key while hitting the space bar will cause you to perform a standing long jump.

### **NON-COMBAT INTERACTION WITH THE WORLD**

The right mouse button is your 'action' button. The default action for a single right click is 'look'. To perform an object-specific action, right click and drag on the object. The right click and drag (i.e., right drag) will do one of three things, depending on context...

**USE**—Use the item (if the item can be 'used' in the main game screen.) For example, right dragging on a door will attempt to open the door. Right dragging on a lever will pull the lever.

**GET**—If the item can be picked up, a right-click and drag will do so. For example, right dragging on a potion will attempt to pick up the potion.

**TALK**—Right-dragging on a person will attempt to talk to that person.

### **COMBAT**

You enter combat by clicking on the combat icon in the Main Game screen or by hitting the combat hotkey.

#### **Melee weapons (swords, axes, polearms, maces and barehanded):**

When in combat mode, holding down the right mouse button starts the backswing. The combat icon animates to indicate the power behind the swing. When you're ready, release the right mouse button to swing.

If there's a viable target in the Main Game screen, a 'to hit' computation will be calculated. Note that if you hold down the right mouse button too long, the swing will be aborted (you've become 'tired').

**Types of attacks:**

Each weapon has a set of possible attack types. For example, a sword may be able to slash and thrust while a certain mace may only be able to bash.

You select the attack type in one of two ways, depending on the mode you chose in the option screen:

1) You pick the type of attack by where you begin the swing in the Main Game screen. For example, right clicking at the top of the screen with a sword will do a 'chop' attack. Starting the attack at the bottom of the screen will perform a thrust.

2) You can toggle through the different attack types using a keyboard key. You select the attack you want, then start your backswing.

**Missile weapons (bows, crossbows, and slings):**

Hold down the right mouse button to begin your attack. The combat icon will animate to let you know when you are ready to shoot and a crosshair will appear on screen. Release the right mouse button to fire at your target.

**SPELLCASTING**

Spells have two primary components, *level* and *power*.

The *level* of the spell denotes its difficulty. The *power* of the spell denotes its severity.

For example, Light is a level 1 spell, i.e. it's very easy to cast. A Light spell of power 1 may only last for a few minutes, but a Light spell of power 3 will not only last a long time, but will also be much brighter. You acquire the higher power levels of the spells as you play through the game. In the spellbook, each spell has a set of icons denoting which power levels are available for casting a particular spell. For example, if you have the ability to cast power 1, 2, and 3 Light spells, there would be three icons under the spell. Clicking on the power 3 icon would cast a power 3 Light spell.

As you travel through Jaal, you'll find scrolls that you can scribe into your spellbook. If you wish to open your spellbook, you can click on the spellbook icon in either the Main Game screen or in the Character Detail screen. (Or use the spellbook hotkey). If you're in the Main Game screen and you don't have a free hand, your weapon is moved to your belt and the spellbook opens.

The spellbook is divided into two parts, the Archive and the Battle Book. You may rearrange or otherwise order the spells any way you wish by clicking and dragging them to the page and slot desired. The first two pages of the spellbook make up the Battle Book. You can have up to 8 spells in your Battle Book (numbered 1-8). Spells placed in the Battle Book may be of only one power level. The remaining spells are in their Archive.

The Battle book spells can be cast immediately (without opening the spellbook) by pressing their appropriate hotkey. For example, let's say that you have a power 1 heal



spell in slot 1 of your Battle Book. Even when you're in combat, if you hit the #1 on your keyboard you will cast a power 1 Heal spell—and do so without dropping your sword.

Success or failure in the casting a spell depends on your casting skill and your level.

## DEFAULT CONTROLS

This set of controls was put together assuming that you'll be playing with your right hand on the mouse and your left hand on the keyboard. We will eventually have other 'defaults', possibly even one for the much-ignored southpaws among us. In any event, all keys are fully user-definable.

<b>&lt;esc&gt;</b>		Backup in menu/cancel current action
<b>F1</b>		Help
<b>F2</b>		Save Game
<b>F3</b>		Load Game
<b>F4</b>		Inventory
<b>F5</b>	<b>&lt;Tab&gt;</b>	Automap
<b>F6</b>		Spellbook
<b>F7</b>		
<b>F8</b>		
<b>F9</b>		
<b>F10</b>		Options
<b>F11</b>		Quick Save
<b>F12</b>		Quick Load
<b>Mouse1</b>		Move
<b>Mouse2</b>		Action
<b>←→↑↓</b>		Movement
<b>&lt;Cap Lock&gt;</b>		Toggle Run mode (when using keyboard movement)
<b>1 – 8</b>		Battle Book spells
<b>A</b>		Sidestep left
<b>D</b>		Sidestep right
<b>W</b>		Cycle combat modes
<b>Q</b>		Toggle combat on/off
<b>E</b>		Look up
<b>C</b>		Look down
<b>F</b>		Center view
<b>&lt;SPACE&gt;</b>		Jump

---

## **Main Menu**

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**Single Player**

Begin a new Single Player game

[Go to Playing Style]

**Multi-Player**

Begin a new Multi-Player Game

[Go to Multi-Player Setup]

**Load Game**

Load a previously saved game

[Go to Load Game]

**Options**

Set Video, Sound and Control Options

[Go to Options]

**Quit**

Exit *Underworld 3*

[Exit to OS]

---

## PLAYING STYLE

---

**Action**

You want to concentrate on Whacking Critters and grabbing Cool Stuff.  
(Auto-distribute skill points)

[Go to Character Selection Screen]

**Adventure**

You want to concentrate on detailed character development and NPC interaction.  
(Find trainers to increase skills)

[Go to Character Creation Screen]

**Action options:**

- Auto-distribute skill points. As you increase in level, skill points are automatically distributed according to the character type you are playing.
- Skill points are more abundant, resulting in a more powerful character in a shorter period of time.
- Required NPC interaction is decreased dramatically (no training)
- Encounter tables are more aggressive, insuring that you have plenty of critters to battle.

**Adventure options:**

- You create their character, allowing for more 'ownership' of the character.
- You must find trainers to increase your skills. And you pick which skills you want to increase.
- Skill points awarded per level are somewhat fewer.

---

**CHARACTER SELECTION SCREEN**

---

**Warrior**

The Warrior is master of weapons and combat skills. Secondary emphasis is placed on magic skill or the thieflly arts.

[Go to Difficulty Selection]

**Wizard**

The Wizard's first priority is increasing her magic power and casting ability. Secondary to this are weapon skills and the thieflly arts.

[Go to Difficulty Selection]

**Thief**

The Thief survives by stealth. His priorities are the backstab, the ability to find and disarm traps and an aptitude for picking locks. He's also a fair fighter. Secondary to these is the ability to cast spells.

[Go to Difficulty Selection]

**Balanced**

While not nearly as powerful as the Warrior, Wizard, or Thief in their individual disciplines, the Balanced character makes up for it by being marginally good in all skills.

[Go to Difficulty Selection]

**You'll be prompted to enter your character's name, pick your character's sex and select a portrait for your character before moving to the Difficulty Selection screen.**

CUSTOM CHARACTER CREATION

Character name:

Sex:

Attributes:

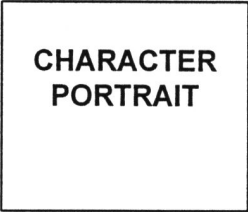
Strength

Dexterity

Intelligence

Vitality

Luck



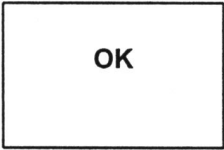
Initial attribute values are calculated randomly, using 4d6. You're then allocated 6 points to distribute manually. The original values may be re-rolled as many times as you wish.

Skills:

- Axe
- Mace
- Missile
- Polearms
- Sword
- Unarmed

- Acrobat
- Backstab
- Barter
- Casting
- Climb
- First Aid
- Lockpick
- Lore (magical)
- Lore (mundaine)
- Repair
- Search
- Steal
- Stealth
- Swim
- Trap Detect
- Trap Disarm

You're then given 40 skill points to distribute as you wish.



Happy with this character?

[Go to Difficulty Selection]

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**DIFFICULTY SELECTION SCREEN**

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**Wimpy**

Critters are fewer and easier. Lots of stuff lying around to kill them with. Pretty much a cakewalk at the beginning of the game, with slightly increased difficulty as you progress.

[Game Starts]

**Normal**

Standard game. Critter difficulty is normal, and weapon/item count is balanced. This is how the game was designed to be played.

[Game Starts]

**Bitch**

Critters are more abundant and/or harder to kill. And you'll find less stuff to kill them with. Not really fair, but if you can do it, you will have earned bragging rights.

[Game starts]

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**MULTIPLAYER SET-UP**

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**Cooperative**

[Network setup – IPX, null-modem, etc.]

Group of PCs against the computer.  
(Play the plot or play to an objective)

**Competitive**

Play on teams. Each team has objectives that must be met to win.  
(Deathmatch?)

**Creature Summary**

***Underworld 3* Creatures Found in Previous *Ultima* Games:**

Skeletons  
Rats  
Spiders  
Cyclopes  
Humans  
Trolls  
Goblins  
Pirates

***Underworld 3* Unique Creatures:**

Arachni-Goblins—a cross between those old standbys, spiders and goblins  
Stone Shrikes—stone-based tribal creatures  
Hetch—bird-like creatures  
Stark—wasp-like creatures  
Tyrog—a kraken-like race of sea monsters

***Note: the Bestiary is still under construction***





**Ant, Lava**Description:

A large fire-spitting ant indigenous to the volcanic regions of Mt. Fereel. These creatures are well known for their ability to work together to bring down any foe. It has been long thought that they were responsible for the fall of the dragon race thousands of years ago. With the recent rise of the water levels, their numbers have been drastically reduced.

Level Range 14

**Attributes:**

Strength: 25  
Dexterity: 10  
Intelligence: 22  
Vitality: 10  
Luck: 10

**Skills**

Axe: 0  
Mace: 0  
Missile: 0  
Pole Arm: 0  
Sword: 0  
Unarmed: 50

Acrobat: 0	Search: 0
Backstab: 0	Steal: 0
Barter: 0	Stealth: 0
Climb: 0	Swim: 0
First Aid: 0	Trap Detect: 0
Lock Pick: 0	Trap Disarm: 0
Repair: 0	

**Arachni-Goblin**Description:

A strange creature that seemed to surface around the same time as the water began to rise. It has many features of the goblin race. However the eight legs and ability to create large, web-like traps make it many times more deadly.

Strangely enough they have no love of their goblin counterparts. They have the typical greenish skin of goblins and, in addition to their eight legs, arms that are capable of wielding weapons. To this day no one knows where they came from, though it is rumored that they are the result of some kind of evil experiments.

Level Range 10

**Attributes:**

Strength: 35  
Dexterity: 41  
Intelligence: 35  
Vitality: 30  
Luck: 13

**Skills:**

Axe: 0  
Mace: 0  
Missile: 0  
Pole Arm: 0  
Sword: 28  
Unarmed: 30

Acrobat: 0	Search: 0
Backstab: 0	Steal: 0
Barter: 0	Stealth: 30
Climb: 70	Swim: 0
First Aid: 0	Trap Detect: 0
Lock Pick: 0	Trap Disarm: 0
Repair: 0	

**Beetle, Giant**Description:

A large inceptiod creature with six legs and an exo-skeleton with piercing mandibles and armored wings—though they don't fly.

Level Range 1 to 1

**Attributes:**

Strength: 7  
Dexterity: 10  
Intelligence: 2  
Vitality: 2  
Luck: 1

**Skills:**

Axe: 0  
Mace: 0  
Missile: 0  
Pole Arm: 0  
Sword: 0  
Unarmed: 11

Acrobat:	0	Search:	0
Backstab:	0	Steal:	0
Barter:	0	Stealth:	0
Climb:	0	Swim:	0
First Aid:	0	Trap Detect:	0
Lock Pick:	0	Trap Disarm:	0
Repair:	0		

## Brotherhood Member, Human—Generic

### Description:

[INSERT DESCRIPTION]

Level Range 1 to 15

### Attributes:

Strength: 15+(LEVEL\*1.2)  
 Dexterity: 12+(LEVEL\*1.2)  
 Intelligence: 10+(LEVEL\*1.2)  
 Vitality: 14+(LEVEL\*1.2)  
 Luck: 8+(LEVEL\*1.2)

### Skills:

Axe: 10+(LEVEL\*2)  
 Mace: 6+(LEVEL\*2)  
 Missile: 12+(LEVEL\*2)  
 Pole Arm: 14+(LEVEL\*3)  
 Sword: 14+(LEVEL\*3)  
 Unarmed: 12+(LEVEL\*1.5)

Acrobat:	20+(LEVEL*2)	Search:	0
Backstab:	0	Steal:	0
Barter:	0	Stealth:	0
Climb:	18+(LEVEL*2)	Swim:	60+(LEVEL*2)
First Aid:	0	Trap Detect:	0
Lock Pick:	0	Trap Disarm:	0
Repair:	0		



**Cyclops, Chieftain**Description:

Big one-eyed giants. Approximately 9 to 12 feet in height. Typically muscle-bound. The generic breed, even though 1.5 to 2.5 times the size and strength of your average human, is humbled by the other castes (warrior, cleric, chieftan) when it comes to specific attributes.

Level Range 13 to 15

**Attributes:**

Strength: 35+(3\*LEVEL)  
Dexterity: 15+(2\*LEVEL)  
Intelligence: 25+(2\*LEVEL)  
Vitality: 18+(2\*LEVEL)  
Luck: 11+(LEVEL)

**Skills:**

Axe: 30+(2\*LEVEL)  
Mace: 20+(2.5\*LEVEL)  
Missile: 10+(LEVEL)  
Pole Arm: 5+(LEVEL)  
Sword: 15+(3\*LEVEL)  
Unarmed: 30+(3\*LEVEL)

Acrobat:	0	Search:	0
Backstab:	0	Steal:	0
Barter:	0	Stealth:	0
Climb:	0	Swim:	0
First Aid:	0	Trap Detect:	0
Lock Pick:	0	Trap Disarm:	0
Repair:	0		