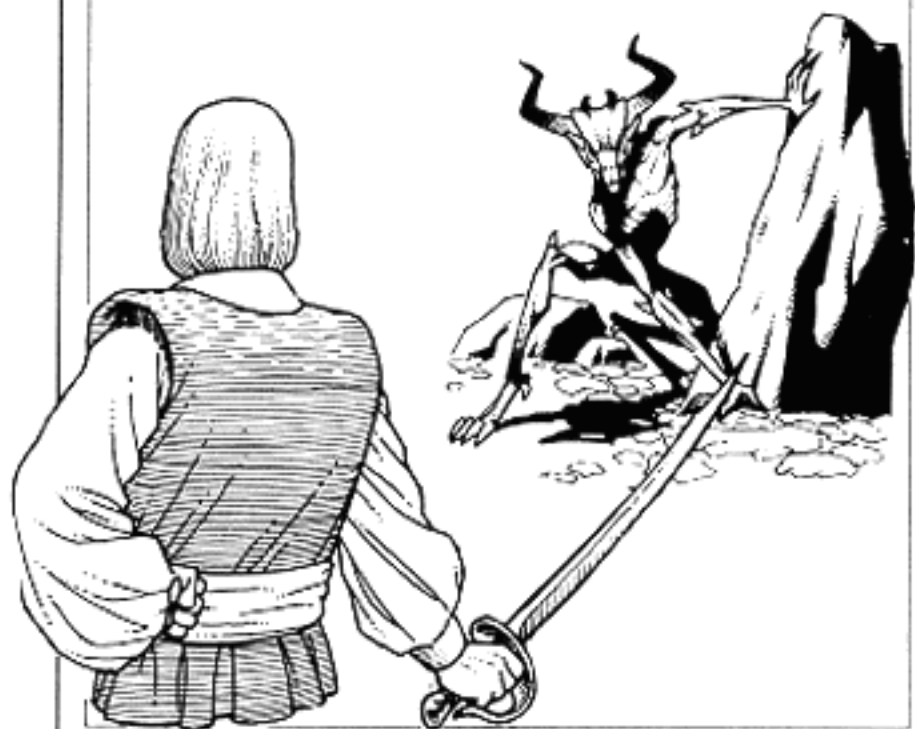


PLAYER REFERENCE CARD



Ultima[®] V

Warriors of Destiny™

BY LORD BRITISH

Ultima V

Player Reference Card

Movement

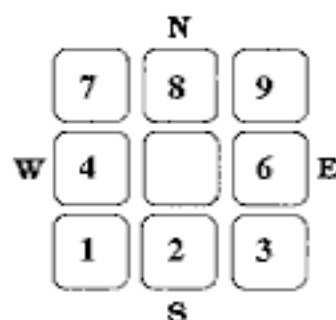
Except in dungeons or while engaged in combat, your party is represented by a single figure. During combat, each party member is shown and allowed to act independently. The **north**, **south**, **east**, and **west** keys will move your party or party member in the designated direction. The **keypad** is also used to indicate direction when aiming weapons and casting spells.

When in dungeons, pressing [ENTER] or [PERIOD] keys will turn you around.

The **diagonal keys** are used **exclusively for aiming weapons or casting spells in combat**. Movement is not allowed using the diagonal keys.

Menus

In a game menu, use the **directional** keys to move the cursor bar and highlight your choice. When you are satisfied with your selection, press the [SPACE BAR] or the [ENTER] key. To leave a menu without making a choice, press the [ESCAPE] key.



If you are selecting a member of the party from the party roster, you may alternatively indicate your choice by typing in the number of the player's position in the roster.

An arrow symbol just below a menu indicates that the list extends to include more items in one or both directions.

Commands

Following is a list of commands that can be executed by pressing the designated key.

- A Attack** - Attempt to engage a person or creature in combat. Must be followed by a **direction**. In combat, you can aim weapons in any direction, at any target within the weapon's range by using the number keypad and moving the crosshair on top of the target. Press the **A** key again or the [SPACE BAR] to fire.
- B Board** - Board a frigate, skiff, or other conveyance, or mount a horse. If you board a ship from a skiff, the skiff will be stowed and kept ready for later use
- C Cast** - Cast a spell. Must be followed by the first letters of the spell's syllables. Only works when the proper reagents have already been mixed and the spellcaster has enough Magic Points remaining. Some spells require additional information (direction of target)
- E Enter** - Enter townes, castles, and other structures. Party members must be standing directly on structure to enter.
- F Fire** - Fire cannons. Must be followed by a direction. Ship cannons may only fire when the ship's broadsides are facing the target.
- G Get** - Take possession of gold, food, and other items. Must be followed by a direction.
- H Hole Up** - In dungeons and wilderness, hole up and camp once a day to rest, heal wounds, and recover magical strength. In cities, hole up in an unoccupied bed to quickly pass time. On the sea, hole up to make minor repairs to your ship.

- I Ignite a torch** - Light a torch, if you have one, to see at night or in dungeons.
- J Jimmy lock** - Unlock most doors and safely open chests with a skeleton key. Keys are re-usable, but often break if the person jimmying is not nimble enough.
- K Klimb** - Climb up or down ladders in buildings and dungeons, down steel grates, or over small rockpiles, fences, and other objects.
- L Look** - Identify any object or terrain feature or read signs one step away. Must be followed by a direction. May allow further interaction with some objects, such as wells and fountains.
- M Mix** - Prepare spell reagents for later use. Enter the first letters of the spell's syllables, then select the appropriate reagents from the menu. Press **M** again to mix.
- N New Order** - Exchanges the position of any two party members, except the leader. Select the two members to be exchanged from the roster menu with the **cursor bar** or by pressing the **number** key representing the players' positions within the party.
- O Open** - Opens an unlocked door or chest. Opening a locked chest will set off a trap if the chest has one.
- P Push** - Allows small objects, like tables and chairs, to be moved. May be used to block doors.
- Q Quit and Save** - Save the current game status. If you do not use this command to end a playing session, any progress made since the last save will be lost.

- R Ready** - Equip a party member with personal items from the party's stores. Use the **direction** keys and [SPACE BAR] or [ENTER] key to select or de-select an item in the menu bar. Press [ESCAPE] when finished. (See **Note** below Z-Stats command)
- S Search** - Search the location or object in the direction indicated. Searching may detect traps on chests, concealed doors, dungeon floor traps, or reveal hidden items. Use the south direction key (**2**), to search the immediate area in dungeon halls.
- T Talk** - Allows you to converse with merchants or townfolk in the direction indicated. Conversation is possible over counters, tables, fences, and through windows and doors with windows.
- U Use** - Use a potion, scroll, or other special item found during the game. (See **Note** below Z-Stats command.)
- V View** - Reveals a bird's-eye view of the surrounding countryside, city, or dungeon floor currently occupied. **View** requires a special item.
- X X-it** - Exit or dismount current form of transportation, leaving it behind while continuing on foot. Horses not left by a hitching post may wander off. Exiting from a ship is possible only if there is a skiff available or if the ship is next to land.
- Y Yell** - On a ship, **Yell** will hoist or furl sails. In other situations, **Yell** will allow you to enter up to two lines of text to be spoken loudly.

Z Z-Stats - Displays the status and attributes of your party members, including several screens of information such as supplies, weapons, and spells. Use the **East** and **West** directional keys to change pages. Use the **North** and **South** directional keys to scroll up and down long lists. Pressing the [ESCAPE] key or the [SPACE BAR] will exit the Z-stat screens.

Note: Extra keys available for Z-Stats, Ready, and Use commands:

Home: move to beginning of list.

End: move to end of list.

Page Up: scroll a page up
scroll a page down

Page Down:

1-6, 0

Designate/Clear Active Player

Several commands request one party member be selected to perform the action requested. When this is required, an illuminated cursor bar will appear over the names of your party members. Use the **directional** keys to highlight the name of the character you wish to designate and press [ENTER], or abort the command by pressing [ESCAPE].

Instead of selecting a party member to perform a command each time you invoke it, you may set any living party member as the "active player". The "active player" will be the default player for those commands which require a single party member for execution (i.e., jimmy, get, search, etc.) This player will remain your active player until you select another party member or disable this feature by pressing **0**. This player will not server as the default during combat. You may assign a party member to be the active player during combat if you so choose. To assign a player as the active player, press the number key from **1** to **6** representing that player's position in the party roster.

[SPACE BAR]

Pass - Pass a turn, allowing time in the game to proceed. Also aborts any command requiring a directional key.

[ESCAPE]

Aborts or exits commands which use scrolling menus. [Escape] speeds exit from combat scenes after all foes have been overcome, and allows you to abandon any charmed creatures in combat and dungeon rooms.

Ctrl-S

Toggle Sound - Turns sound effects on or off

Ctrl-B

Toggle Buffer - Turns keyboard buffer on or off.

Moon Phases



1 - New moon



3 - First quarter



2 - Crescent waxing



4 - Gibbous waxing



5 - Full moon



7 - Last quarter



6 - Gibbous waning



8 - Crescent waning

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