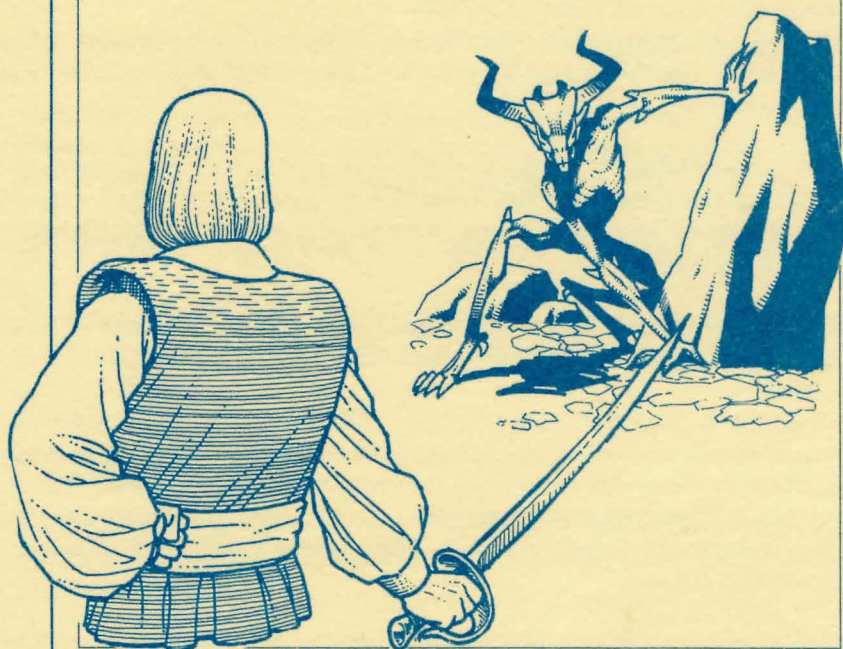# PLAYER REFERENCE CARD

Ultima® V
Warriors of Destiny™

BY LORD BRITISH

IBM Version
by John Fachini, Herman Miller, Ed Nelson and Cheryl Chen

GETTING STARTED

1. Turn on your computer and monitor.
2. Boot your DOS disk (compatible with versions 2.1, 3.0, 3.1, 3.2 and 3.3).
   DOS 2.1 must be used on a 256K machine.
3. At the A> prompt, type: **ULTIMA <ENTER>**.
4. You will see the opening graphics. Press the **SPACEBAR** to exit the view and bring
   up the main menu. Use the **Cursor Keys** and **ENTER** to select an option or press the
   initial letter corresponding to that option.

The first time you play Ultima V, select **"Transfer from Ultima IV"** if you want to use
your character from that game; otherwise, select **"Create a character."** From this point,
you should follow the on-screen instructions. After creating or transferring a character,
you will return to the main menu.

Next, select the **"Introduction"** option in the main menu before continuing to the actual
game. After completing the introduction sequence, select **"Journey Onward"** to pro-
ceed to the game.

Ultima V can be played on 1 or 2 floppy disk drives or a hard disk. If playing on floppy
disk drives, insert the player disk into drive A or B and press the corresponding drive let-
ter when prompted. Please follow the instructions below for Hard Disk Installation. Dur-
ing game play you may insert your disks in any drive. Ultima V will search the drives
until the correct disk is found.

In all subsequent sessions, you may skip both the transfer/create character steps and the
introduction sequence by selecting **"Journey Onward"** from the main menu or by press-
ing the **"J"** key while the disk is booting.

To Make a Backup Disk

A copy of Disk 2, the Player Disk, can be made to back up the current game status or to
allow the playing of more than one game simultaneously. Use the **DOS** command
DISKCOPY to copy the Player Disk onto a blank floppy disk.

During bootup, the ULTIMA V program will automatically select the best graphic mode
available on your computer.

1. If your computer is a Tandy 1000, with at least 384K, Ultima V will use 16 color mode.
2. If your computer has an EGA or VGA card with at least 64K of memory on the card,
   Ultima V will use 320 X 200 16 color mode.
3. If your computer has a Hercules Monochrome card, Ultima V will use 720 X 348
   monochrome mode.
4. Otherwise, CGA mode will be used.

You may wish to use a different graphic mode than what the program selects. To do this, at boot up (step #3 in GETTING STARTED) you must force the mode you wish to use. **Ultima c** will force CGA mode. **Ultima e** will force EGA mode. **Ultima t** will force Tandy 16 color mode and **Ultima h** will force Hercules mode.

Hard Disk Installation

You will need approximately 1 megabyte of free space on your hard disk for this game.

1. Boot to the DOS prompt.
2. Insert the Ultima V Program Disk. For our purposes we assume you will insert the disk into drive A.
3. Log the hard drive by typing **<hard drive letter>:**
4. You must create a directory to store the Ultima V files in. Make sure that the directory name does not interfere with any other directory names. For our purposes, we will use the directory name "Ultima". Type **mkdir Ultima.**
5. Type **cd Ultima** to enter the directory.
6. Type **copy a: *.*.** This will copy all files from the Ultima V Program disk into the directory called Ultima.
7. Repeat step #6 as many times as necessary to copy all remaining game disk(s) into the directory.

To boot the game:
1. Boot to the DOS prompt.
2. Insert the Ultima V Program disk. For our purposes we assume you will insert the disk in drive A.
3. Log the hard drive by typing **<hard drive letter>:**
4. Type **cd Ultima** to change to the directory in which your game is stored.
4. At the prompt, type **ultima** to boot the game. At this time, the program will automatically access the floppy disk drives to check for the original program disk. If the original Ultima V Program disk is not in a drive, you will be prompted to insert the Ultima V Program disk at this time. Please refer to the section "Getting Started" to create a new character or transfer your character from Ultima IV.

Note: If you played Ultima IV on your hard drive and you would like to use your Ultima IV character in Ultima V, you must copy your Ultima IV player file into your Ultima V directory. To do this make sure you are in your Ultima V directory and type: **copy c:\ultima4\party.sav.** In this example, it is assumed you are using "ultima4" as the name of the directory your Ultima IV game is stored in. During "Transfer from Ultima IV" when you are asked to insert your Ultima IV Britannia disk and press a key, simply press C.

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 the **<ENTER>** or **PERIOD** keys will turn you around.
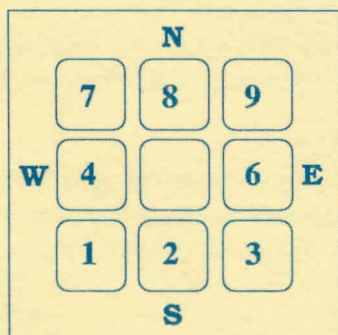
The diagonal keys are used exclusively for aiming weapons or casting spells in combat. Movement is not allowed using the diagonal keys.

```
            N
    ┌───┐ ┌───┐ ┌───┐
    │ 7 │ │ 8 │ │ 9 │
    └───┘ └───┘ └───┘
    ┌───┐       ┌───┐
W   │ 4 │       │ 6 │   E
    └───┘       └───┘
    ┌───┐ ┌───┐ ┌───┐
    │ 1 │ │ 2 │ │ 3 │
    └───┘ └───┘ └───┘
            S
```

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 or 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.   **Page Down:** scroll a 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 serve 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.

HINTS

Conversation is integral to Ultima V. Only by piecing together clues from the different inhabitants can you complete your quests. You may ask inhabitants about a number of topics. Often you will need to know what to ask a specific person to glean interesting information. Everyone will talk about their job and give you their name, and asking about these will often help you learn who else to interview and what questions to ask them.

As an example of conversation, you might Talk to Dupre. First you type **"job"**. He responds, "I am hunting Gremlins!" Type **"hunting"** and he may respond with an interesting insight. Or Iolo might have suggested that you ask Shamino about his sword. If you have already spoken to Shamino, you would not have known to ask him that, and must seek him out again. You may be asked questions by some of those you meet. Consider carefully before responding; your life may depend upon it. How you converse with others will determine how willing they will be to share any new information they have when you next meet them. Do converse with people more than once. Some people you meet may be willing to become your traveling companion. If you wish them to do so, invite them to **"join"** your party.

Press **ENTER** or type **"bye"** after an inhabitant's response to conclude a conversation.

Keep a journal of your travels. Keep a list of the clues you pick up; there will be too many for you to carry in your head.

Thoroughly explore the realm. Exploring each towne, castle, keep and other populated spots will prove to be time well spent.
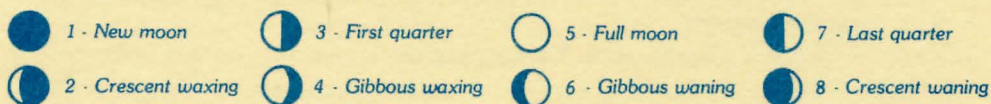
Screen Views

The party is shown standing on the shore south of the towne of Britain. To the east is the castle of Lord British and two of its outlying villages. A frigate is docked at the harbour to the southwest. A marauding band of Ettins, evil two-headed giants, approaches from the north.
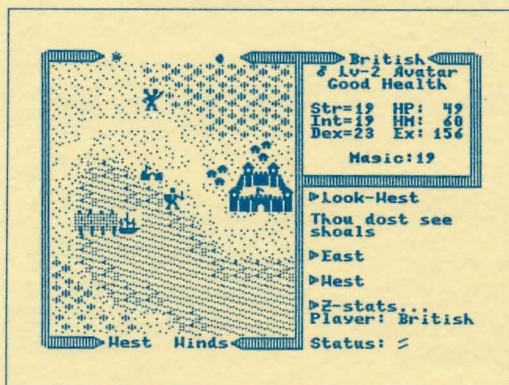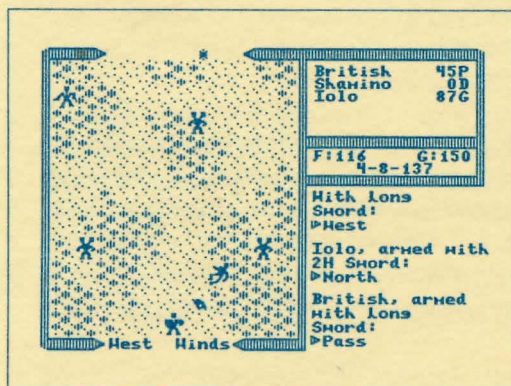
In the upper right window the Z-stats command shows the status of the companion British. Normally the party members would be listed in this window. British is a Male Avatar who has attained the second Level of experience. He is in Good Health, with 19 Strength, 19 Intelligence, and 23 Dexterity points. While he currently has 49 Hit points, he can have a Maximum of 60 Hit points. He has earned 156 Experience points in battle and has 19 Magic points. Pressing the **right arrow** key at this point would display the list of armour and weapons he currently carries.

At the top of the left window, the sun is about to set, and the newly risen moon, Trammel, is in its Gibbous Waxing phase. The moon phases are represented as follows.

1 - New moon   *3 - First quarter*   *5 - Full moon*   *7 - Last quarter*

2 - Crescent waxing   *4 - Gibbous waxing*   *6 - Gibbous waning*   *8 - Crescent waning*

The Ettins are attacking! In this close-up view of the battle field, the Ettins are closing in on British from the east and west. Shamino lies slain, crushed by a boulder. In the upper right window the names and current conditions of all three companions are shown: British has 45 Hit points and is Poisoned, while Shamino is Dead with 0 Hit points, and Iolo is in Good condition with 87 Hit points. The party has 116 meals' worth of Food, and 150 Gold Crowns. It is the eighth day of the fourth month of the year 137, and the position of the sun would mark the time as mid-morning.