Ultima IV
Quest of the Avatar

PLAYER REFERENCE CARD

by Lord British

IBM Version
Conversion By: James Van Artsdalen

TO BEGIN PLAY

1) Boot your DOS disk (tested on versions 2.0 through 3.2)
2) Insert the Ultima IV program disk in Drive A.
3) At the A> prompt, type: **ULTIMA <ENTER>**
4) Ultima IV can be played on 1 or 2 drives. When prompted, insert the player disk into drive A or B and press the corresponding letter.

ULTIMA IV will automatically select the graphics mode as follows:
1) If your computer is a Tandy 1000, Ultima IV will use 16 color mode.
2) If your computer has an EGA card with at least 64k of memory, Ultima IV will use 320 x 200 16 color mode.
3) Otherwise, CGA mode will be used.

Note: You can force Ultima IV to use CGA graphics mode (the fastest of the three modes supported) by typing "**ULTIMA C**" at the A> prompt when booting the program disk. You may want to do this if you have a Tandy 1000, or if you want to run Ultima IV in CGA mode anyway.

A copy of the player disk can be made to save characters for archival purposes or to permit the playing of simultaneous games. Please refer to your IBM DOS manual for correct copy procedure of a double-sided 9 sector disk.

COMMANDS

A) **Attack** - Attempt to engage thy foe with the weapon thou hast readied (Ready Weapon command); must be followed by the direction of thy foe.
B) **Board** - Board a vessel or mount a horse.
C) **Cast** - Cast a magical spell; must be followed by the number of the player who wishes to cast it (not needed in combat or in dungeon rooms), and then the first letter of the desired spell. **Note:** All spells must have reagents mixed in advance of casting.
D) **Descend** - Climb down ladder to next level of dungeon or building.
E) **Enter** - Go into such places as villages, townes, castles, dungeons and shrines.
F) **Fire** - Fire a ship's cannons (once thou hast Boarded); must be followed by a direction. **Note:** Broadsides only!
G) **Get Chest** - Attempt to open (and disarm, if trapped) chest; must be followed by the number of the player who wishes to open the chest, except during combat and in dungeon rooms. **Note:** 'Tis wisest to use the player with the highest Dexterity when examining potentially dangerous chests as this lessens the chances of setting off any traps.
H) **Hole up and camp** - Set up camp to rest and recover from thy wounds. **Note:** This command may only be used successfully with limited frequency.
I) **Ignite a torch** - Light a torch for illumination in dungeons. Requires a special item.

J)   **Jimmy lock** - Use a magical key to unlock a sealed door. Must be followed by the direction of the door that thou dost wish to unlock.

K)   **Klimb** - Climb up a ladder to the next level of a building or dungeon, or to reach the surface from the topmost level of a dungeon.

L)   **Locate position** - Requires a special item.

M)   **Mix Reagents** - Prepare material components of spells for later use. Note: Thou must have reagents mixed ahead of time in order to cast any spells. When asked "Reagent:", type the letter corresponding to the reagents desired and then type [Return] when thou wishes to mix them.

N)   **New order** - Exchanges the position of two players indicated within thy party, except for player #1, for thou must lead the party.

O)   **Open door** - Open a door in the direction indicated.

P)   **Peer at gem** - Requires a special item.

Q)   **Quit & Save** - Saves the current game status to disk; thou may continue after this command or power down thy computer.

R)   **Ready a weapon** - Equip a player with the weapon of thy choice (if owned) for use in combat.

S)   **Search** - Search thy exact current location for unusual items.

T)   **Talk** - Allows a player to converse with merchants or townesfolk in the direction indicated. *(See Special Note below.)**

U)   **Use** - Use an item thou hast found during play by means of the "Search" command.

V)   **Volume** - Toggles sound effects on or off.

W)   **Wear armour** - Outfits a player with the armour of thy choice (if owned) for defense in combat.

X)   **Xit** - That's (e)xit thy current form of transportation and continue on foot.

Y)   **Yell** - Yell "giddyup" or "whoa" to speed up or slow down thy horse.

Z)   **Ztats** - Displays the status and attributes of a selected player; if 0 is pressed instead of a player number, this command will display the lists of weapons, armour, items, reagents and mixtures. The left and right arrow keys will scroll through these lists, while pressing any other key will return thee to game play.

* Special Note: Talking with the people found in the game is one of *the most* important features of Ultima IV to master. It is almost impossible to solve thy quests without talking to virtually all people in each towne. Each person with whom thou dost Talk is capable of a full conversation. They can be asked about their "Name", "Job", and "Health". Thou may "Look" again at their visual description. From this information thou shouldst be able to discern what else they might know, hinted at *directly* by use of the *precise* words in the conversation. For example: If thou were to ask Dupre about his "Job" and he were to respond "I am hunting Gremlins," thou might think to ask him about "Hunting" or "Gremlins" - about either of which he might offer some insight.

       Each of these people might ask of thee a question as well; be sure to answer the question honestly, for dishonesty will be remembered and not reflect well upon thee for the rest of the game. Often thou shalt not know what to ask a townesperson until thou hast been told by another: e.g. Iolo the Bard might tell thee

to ask Shamino the Ranger about swords. Even if thou hadst met Shamino earlier thou wouldst not have known to ask about swords, and thus thou wouldst have to seek him out again if thou dost wish that knowledge.

Some of the people that thou shalt meet may be willing to become thy travelling companions. If thou dost wish for a character to become a player in thy party, thou must ask them to "**Join**" thee. 'Tis most wise to strengthen thy party as rapidly as possible, up to the seven companions thou shalt need to complete the game. When thou art through with a conversation, then speak the word "**Bye**" as an accepted means of politely ending thy conversation.

Be sure to keep a journal of thy travels! Many of the clues to solving the quests of Ultima IV art contained in the various and diverse conversations thou might have with the various townesfolk. It would be next to impossible to solve this game without some means of referring back to prior conversations held during play.
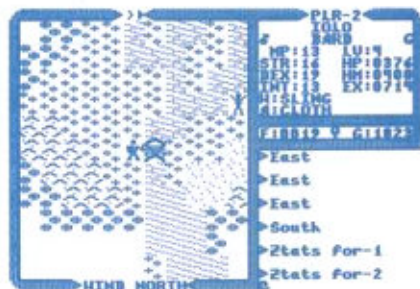
Be sure to thoroughly explore the cities and townes! Many of the quests within Ultima IV art contained entirely within individual cities. 'Tis wisest to spend a great deal of time seeking out the answers that lie hidden in each one of the various townes of Britannia, before moving on to another.

NOTE: During thy conversations with people in Ultima IV, thou may feel the impulse to show thy generosity to less fortunate fellows. Thou may do so by saying: "**Give**".
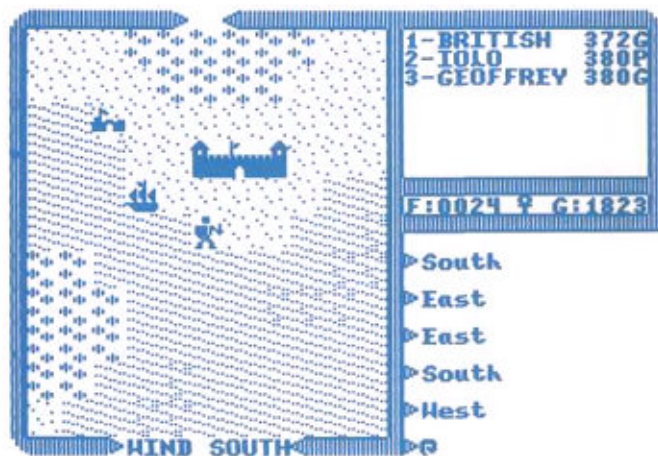
Thy party is seen here standing on a point of land that juts into the sea. To the North is a castle, while a ship rocks gently on the waves to the Northwest. Just above the ship one can see a towne. Thy party consists of three travellers - British, Iolo and Geoffrey - whose names appear in the Party Window. Their current status is also therein displayed: British hath 372 Hit Points and is in Good condition; Iolo hath 380 Hit Points and is suffering from Poison; and Geoffrey hath 380 Hit Points and is in Good condition. The narrow window below indicates that the party hath 24 units of Food and 1823 Gold pieces. The symbol in the center indicates if any spells art currently active.

Paused to cross a bridge, thy party can see an approaching band of Skeletons to the Northeast. At the top of the view window thou can see the current status of the twin moons Trammel and Felucca, which is Crescent Waning for Trammel and Felucca is in its Last Quarter. The moon-phases art 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

Thou art currently checking on the status of the traveller Iolo and his attributes show in the Party Window. Thou can see that he is a Male Bard whose condition is Good, he is possessed of 13 Magic Point, 16 Strength, 19 Dexterity, 13 Intelligence; he hath attained Level 4; currently hath 376 Hit Points, with a Hit Point Maximum of 400, and hath 714 Experience Points. His current weapon is a Sling, while he wears Cloth Armour.

Thy party can be seen at the bottom part of the view window, engaged in mortal combat with four Pirates who art aboard their ship. Note that as each member of thy party hath the opportunity to strike a blow, their current weapon is displayed below their name. The direction of the wind is indicated at the bottom of the view window. If thou were to win this combat and take possession of the vessel, the Hull Strength of the ship would be displayed in the narrow window where thy gold would normally be displayed.

Magical ability is directly related to the Profession and Intelligence of thyself and thy travelling companions. Magical strength is twice the Intelligence of the spell-caster, with potential modified by Profession. The enchantment potential of the various Professions is :

Mage - Full	Ranger - One half	Druid - Three fourths	Tinker - One fourth
Bard - One half	Fighter - None	Paladin - One half	Shepherd - None

DIRECTION OF MOVEMENT KEYS

⬆ - North or Forward ⬅ - West or Turn Left

⬇ - South or Retreat ➡ - East or Turn Right

RUNIC ALPHABET

A	ᚠ	I	ᛁ	R	ᚱ	TH	ᚦ
B	ᛒ	J	ᛁ	S	ᚼ	EE	ᚷ
C	ᛕ	K	ᚺ	T	ᛏ	NG	ᛩ
D	ᛗ	L	ᚱ	UV	ᚾ	EA	�
E	ᛙ	M	ᛘ	W	ᚼ	ST	ᛗ
F	ᛈ	N	ᛤ	X	ᛉ		
G	ᚷ	O	ᚠ	Y	ᚭ		
H	ᛈ	P	ᚴ	Z	ᛦ		

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