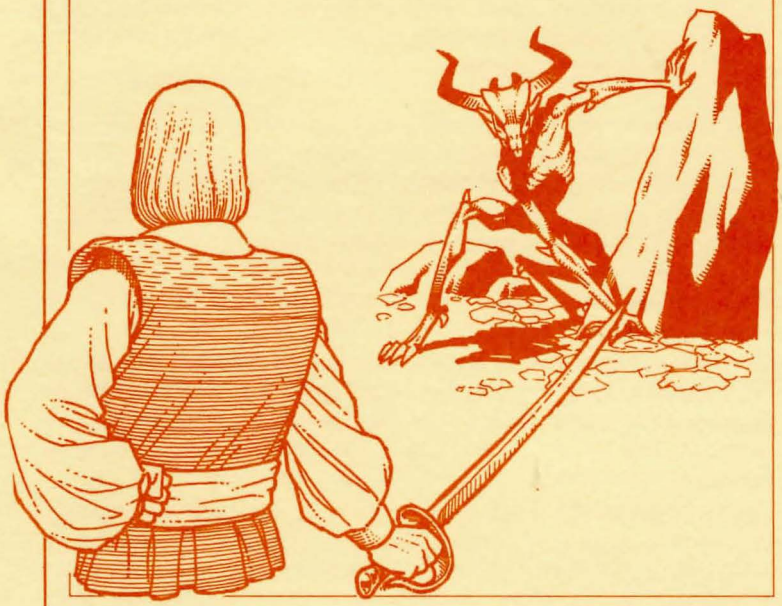
PLAYER REFERENCE CARD



Ultima® V

Warriors of Destiny™

BY LORD BRITISH

Commodore 64/128 Version
Conversion by Dr. Cat

ORIGIN

GETTING STARTED

1. Turn on your monitor, disk drive(s) and computer.
2. Insert Disk One, the Ultima V program disk, label side up into the disk drive.
3. Type **Load "*",8,1.**
4. Ultima V can be played on 1 or 2 drives. (See note to Two Drive Owners below).
5. You will see the opening graphics. Press any key to exit the view and bring up the main menu. Use the **direction keys** and **RETURN** or the **joystick** and **joystick button** to select an option.

Music with Ultima V: Warriors of Destiny includes over a dozen musical compositions ranging from village dances to castle fanfares. This feature is available to Commodore 128 owners who wish to use the 128 mode. At the main menu, you can listen to all the compositions in 128 mode by pressing the letters **A** through **O** on the keyboard. Each letter, respectively, will play one tune.

A - Ultima Theme
B - Britannic Lands
C - Cap'n Johne's Hornpipe
D - Engagement and Melee
E - Stones (by Iolo and Gweno)
F - Greyson's Tale
G - Fanfare for the Virtuous
H - The Missing Monarch
I - Villager's Tarantella
J - Halls of Doom
K - World's Below
L - Lord Blackthorn
M - Dream of Lady Nan
N - Joyous Reunion
O - Rule Britannia

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 simply follow the on-screen instructions. After creating or transfering a character, you will return to the main menu. **You may use any key to acknowledge all disk swaps.**

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

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 holding down the **J** key during the disk access after the Fastloader menu.

Two Drive Owners: If you have a hardware implemented 'device 9' drive, simply turn on both drives and boot the game as instructed. If not, select **Number of Drives** at the main menu and follow the prompts accordingly. When you are prompted to insert a disk during the game, you may put it in either drive. **It is highly recommended that the Britannia/ Underworld disk be kept in one of the drives at all times to minimize disk swapping.**

Important Note to All: We have discovered that some of our routines are incompatible with certain interface chips found in newer 1571 disk drives. We have modified the software accordingly. When booting Ultima V, a screen will appear requesting information about what type of disk drives will be used. Please enter which type of disk drive you will be using. This information will be requested each time you boot the game. If you find that Ultima V will not boot based on your selection, simply reboot the game and select the alternate option.

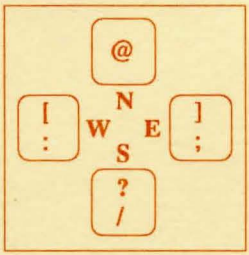
Note to Commodore 128 owners: If you own a Commodore 128, the Fastloader will not be active due to hardware incompatibilites. Longer than normal disk access will occur during bootup and when entering/exiting cities or dungeons. You can use the Fastloader by emulating Commodore 64 mode but music will not be available.

MOVEMENT

Movement is controlled by keyboard or joystick. Except in dungeons or while engaged in combat, your party is represented by a single figure. During combat, each party member is displayed and allowed to act independently.

Keyboard

Pressing the following keys will move your party or party member in the designated direction. These direction keys are also used to indicate direction when attacking and casting spells. In dungeons, the **PERIOD** will turn you around.



Joystick

The joystick must be installed in Port 2. Push the joystick in the direction you wish to move. The fire button is used to **Talk** in towns and **Select** in menus. Outdoors, the fire button can be used to **Enter** castles, townes, keeps or dwelling by standing directly on the structure and clicking the button. In combat, the fire button can be used to **Attack**. The joystick will also move the crosshair to aim weapons in combat. In dungeons, the fire button is used to **Klimb** up or down ladders and pits.

Menus

To operate menus within the game, use the joystick, movement keys, or cursor keys to move the cursor bar and highlight your choice.

When you are satisfied with your selection, press the **SPACE BAR, RETURN** key, or click the **joystick button**. To leave a menu without making a choice, press the **F1** or **ESCAPE** key. If you are selecting a member of the party from the party roster, you may alternatively indicate your choice by typing 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

Below is a list of commands that can be executed by pressing the designated letter.

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 direction keys or joystick and moving the crosshair on top of the target. Press the A key again, the **SPACE BAR** or the **joystick button** 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. This command must be followed by the first letter of each of the spell's syllables. This 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 the structure to enter.

F Fire Fire cannons. This command must be followed by a direction when you are onboard a ship. Ship cannons may only fire when the ship's broadsides are facing the target.

G Get Take possession of gold, food, and other items you find. This command must be followed by a direction.

H Hole up When you are in dungeons or wilderness, hole up and camp once a day in order 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 reusable, 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. This command must be followed by a direction. It may allow further interaction with some objects, such as wells and fountains.

M Mix Prepare spell reagents for later use. Enter the first letter of each 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, excluding the leader. Select the two members to be exchanged from the roster menu with the cursor bar.

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. This command 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 **RETURN** key to select or de-select an item in the menu bar. The **joystick** and **joystick button** may also be used. Press **F1** or **ESCAPE** when finished.

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 to search the immediate area in dungeon halls.

T Talk 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.

V View Reveals a bird's-eye view of the surrounding countryside, city, or dungeon floor. The **View** command requires a special item.

X X-it Exit or dismount current form of transport, 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 or push the joystick lever left or right to change pages. Use the North and South directional keys or push the joystick lever north and south to scroll up and down long lists. Pressing **F1, ESCAPE** or **SPACE BAR** will exit the Z-stat screens.

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 **direction** keys or **joystick** to highlight the name of the character you wish to designate and press **RETURN** or click the **joystick button**. Abort the command by pressing **F1** or **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 corresponding to 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.

F1 or ESCAPE

Aborts or exits commands which use scrolling menus. **F1** and **ESCAPE** instantly exits from combat scenes after all foes have been overcome, and will allow you to abandon any charmed creatures in combat and dungeons rooms.

Ctrl-O

Turns sound effects on or off.

Ctrl-S

Turns sound effects on or off. (Available in Commodore 64 mode only.)

Ctrl-V

Turns Music on or off. (Available in Commodore 128 mode only.)

To Make a Backup Disk

To keep a backup copy of your characters' status or to play more than one game simultaneously, use any **Commodore Copy Program** to copy **both** sides of the Britannia/Underworld disk onto a blank floppy disk.

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.

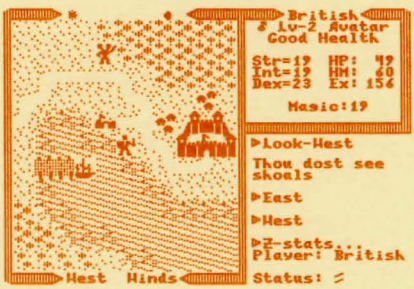
Press **RETURN** or type "**bye**" after an inhabitant's response to conclude a conversation.

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.

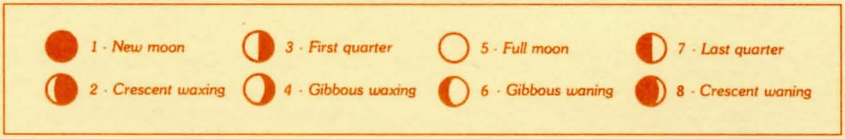
Screen Views

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.

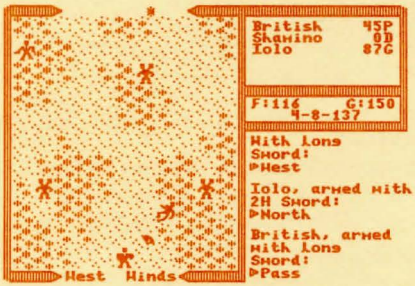


In the upper right window the Z-stats command shows the status of the companion British. Normally the party members would be listed in this window. British is a Male Avatar who has attained the second Level of experience. He is in Good Health, with 19 Strength, 19 Intelligence, and 23 Dexterity points. 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 directional** 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.



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 show: 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.



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