

# Ultima® IV

## Quest of the Avatar

by Lord British



### PLAYER REFERENCE CARD

AMIGA VERSION  
CONVERSION BY "BANJO" BOB HARDY



# TO BEGIN PLAY

1. Boot your Amiga™ Kickstart disk, V1.2.
2. Insert the Ultima IV disk when the "Workbench" prompt appears.
3. Press any key or click mouse button to exit the title screen.
4. Select **Make a Player Disk** from the main menu. You **must** create a player disk to use during game play to save all character information onto. Follow the prompts during the procedure to create the player disk. You will need a **formatted 3 1/2" disk to use for this process. Be sure that the red drive light is out before inserting or ejecting any disks in the disk drive.**
5. Select **Initiate a New Game** to create a character. Read the Book of History when indicated.

In all subsequent sessions, you may skip both the **Make a Player Disk** and **Initiate a New Game** steps by selecting **Journey Onward** from the main menu.

## PLAYING THE GAME

As you move about the world of Britannia, you will note that your party is represented by a single icon. Once you enter combat you will see all of your characters (which will flash when it is each character's turn to take an action). There are two ways to control the party's movement:

1. Use the four movement keys indicated in the section: **DIRECTION OF MOVEMENT KEYS.**
2. Click directly in the view window with the left mouse button to move the party in the direction indicated by the mouse arrow.

Depending on your party's current location, there are default commands which are activated by clicking either directly on the party icon or on an adjacent icon in the view window.

**Clicking on the party icon, the defaults for either mouse button are:**

- On a Chest: Get Chest;
- On a Horse or Frigate: Board;
- On Towne, Castle, or Dungeon Entrances: Enter.

**Clicking on an adjacent icon, the defaults for the right mouse button are:**

- In Towne: Transact;
- On Surface: Attack;
- In Combat: Attack;
- In Frigate: Fire Cannon.

Whenever you are prompted **Which Character?** by the game, you may indicate your choice either by typing the number (1-8) of the character, or by pointing and clicking on the appropriate character name to the right of the view window.

A list of commands can be accessed by clicking with the right mouse button when the mouse arrow is in the character window to the right of the view window. Further selection of the commands is done by using the left mouse button. Also, a Z-tats of a character can be obtained by pointing to the selected character in the character window and clicking the left mouse button.

## 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:** Broadside 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** - Unlock a sealed door. Must be followed by the direction of the door that thou dost wish to unlock. Requires a special item.
- 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 component 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 dost wish 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. **Make sure the red drive light is out before ejecting disk or powering 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 townfolk 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** - Selects between three volume levels: Full Volume; 1/2 Volume; 1/4 Volume.
- 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) **Z-tats** - 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.

**Space Bar** - Pass one game turn while taking no action.

**F1** - Toggles music on/off.

**F2** - Toggles sound effects on/off.

**Note:** To escape from battle in mouse mode, move the character icon to the border of the view window. Then, using the mouse, select the "Flee" command from the character/command window.

**\*Special Note:** Talking with the people found in the game is one of *the most* important features of Ultima IV to master. It is virtually impossible to solve thy quests without talking to virtually all people in each town. 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 Grem-lins," 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 townsman 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.

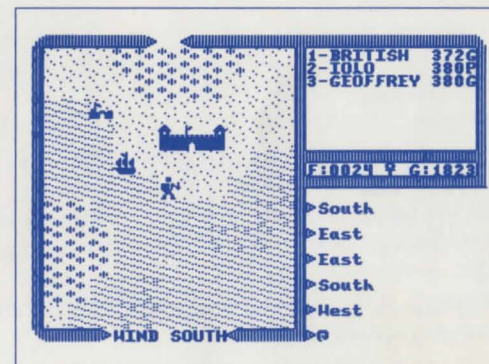
Some of the people that thou shalt meet may be willing to become thy travelling companions. If thou dost wish for a character to become a player in thy party, thou must ask them to "Join" thee. 'Tis most wise to strengthen thy party as rapidly as possible, up to the seven companions thou shalt need to 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 townfolk. 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.

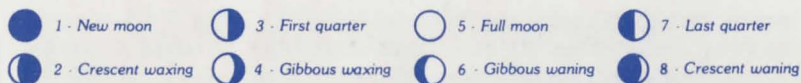
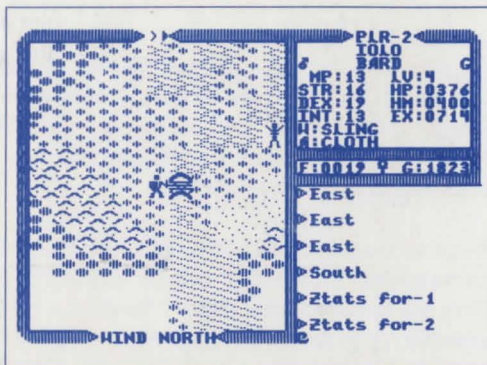
**NOTE:** During thy conversations with people in Ultima IV thou may feel the impulse to show thy generosity to less fortunate fellows. Thou may do so by saying: "Give".

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 town. 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 portions of Food and 1823 Gold pieces. The symbol in the center indicates if any spells are currently active.





Paused to cross a bridge, thy party can see an approaching band of Skeletons to the Northeast. 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 Points, 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. 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 are represented as follows:



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:

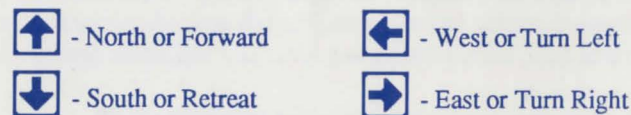
Mage - Full	Ranger - One half
Druid - Three Fourths	Tinker - One fourth
Bard - One half	Fighter - None
Paladin - One half	Shepherd - None

#### Addendum to History of Britannia booklet:

Page 22 - The four different energy fields are described using four separate colours. The Amiga version uses the following to represent those energy fields:

Sleep - Purple	Flame - Red
Lightning - Blue	Poison - Green

#### DIRECTION OF MOVEMENT KEYS



#### RUNIC ALPHABET

A	Ɔ	I		R	Ɔ	TH	Ɔ
B	Ɔ	J		S	Ɔ	EE	Ɔ
C	Ɔ	K	Ɔ	T	↑	NG	Ɔ
D	Ɔ	L	Ɔ	UV	∩	EA	Ɔ
E	Ɔ	M	Ɔ	W	Ɔ	ST	Ɔ
F	Ɔ	N	Ɔ	X	Ɔ		
G	Ɔ	O	Ɔ	Y	Ɔ		
H	Ɔ	P	Ɔ	Z	Ɔ		

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