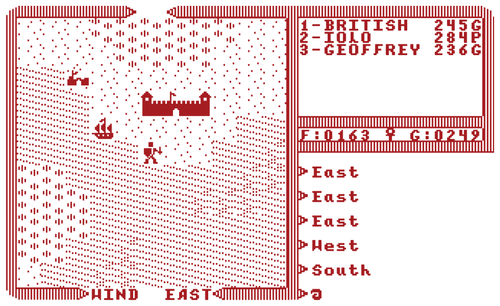
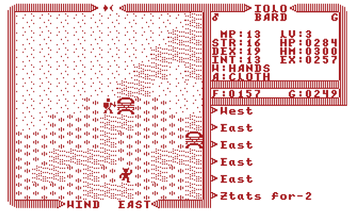


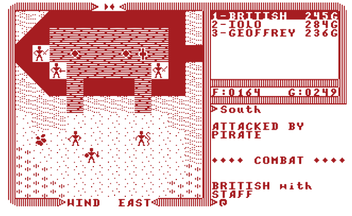
Thy party is seen here standing on a point of land that justs into the sea. To the North is a castle, while a ship rocks gently on the waves to the Northwest. Just about the ship one can see a towne. Thy party consists of three travellers --- British, Iolo and Geoffrey --- whose names appear in thy Party Window. Their current status is also therein displayed: British has 245 Hit Points and is in Good condition; Iolo has 284 Hit Points and is suffering from Poison; and Geoffrey has 236 Hit Points and is in Good condition. The narrow window below indicates that the party has 163 units of Food and 249 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 Orcs to the South. At the top of the view window thou can see the current status of the twin moons Trammel and Felucca, which is Gibbous Waning for Trammel, and Crescent waxing for Felucca. The moon phases are represented as follows:

1 New moon	1 First Quarter	1 Full moon	1 Last quarter
2 Crescent waxing	1 Gibbous waxing	1 Gibbous waning	1 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 Points, 16 Strength, 19 Dexterity, 13 Intelligence; he hath attained Level 3; currently has 284 Hit Points, with a Hit point Maximum of 300, and has 257 Experience points. His current weapon is his Hand, while he wears Cloth Armour.



Thy party can be seen at the bottom part of the view window, engaged in mortal combat with three Pirates who are aboard their ship. Note that as each member of thy party has 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 on 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 spellcaster, with potential modified by profession. The enchantment of the various professions is:

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

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

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Ultima IV
Threat of the Trinity



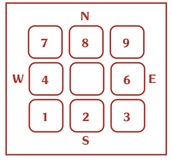
PLAYER REFERENCE CARD

by Lord British

IBM Conversion
by Cambragol

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, casting spells or searching.



The diagonal keys are used exclusively for aiming weapons or casting spells in combat, or choosing an action direction outside of combat.

Actions that can use diagonal keys include attack, jimmy-lock, search and talk.

COMMANDS

A) Attack - Attempt to engage thy foe with the weapons 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 ladders or ropes to the next level of dungeon or building.

E) Enter - Go into such places as townes, villages, hamlets, castles, towers, 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 lessons 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 with limited frequency.

I) Ignite a Torch - Light a torch for illumination in dungeons Requires a special item.

J) Jimmy Lock - Uses a magical key to unlock a sealed door. Must be followed by the direction of the door that tho dost wish to unlock.

K) Klimb - Climb up a ladder or rope 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 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 a Gem - Requires a special item.

Q) Quit & Save - (Usable only whilst in the outdoors of Britannia) - 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 a location in the direction indicated.

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

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

V) Volume - Toggles sound 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 - On a mount, Yell will change the speed or elevation. In other situations, Yell will allow you to enter up to one line of text to be spoken loudly.

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 [F5] and [F7] keys will scroll through these lists, while pressing any other key will return thee to game play.

1-8, 0) Designate/Clear Active Player - During combat, a single living party member may be designated as the "active player". Thereafter that party member will be the sole "active player", able to receive and carry out commands. Other party members will be inactive at this time. This player will remain your active player until you select another party member or disable this feature by pressing 0. To assign a player as the active player, press the number key from 1 to 8 representing that player's position in the party roster.

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

Escape, Backspace - Aborts or exits commands.

HINTS

*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 towne. Each person with whom thou dost Talk is capable of a full conversation. They can be asked about their "Name," "Job," and "Health." You 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. E.g., if thou were to ask Dupré 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 townsperson 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 him about swords, and thus thou wouldst have to seek him out again if thou dost wish that knowledge.

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".

Be courteous and well spoken during thy travels, for vulgar language or rude speech will reflect poorly upon thyself, and make achievement of thy quests goals difficult.

Some of the people that thou shalt meet may be willing to become they 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 you 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 are contained in the various and diverse conversations thou might have with the various townsfolk. 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 quest within Ultima IV are 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: Ultima IV has a built-in keystroke buffer that permits thee to type up to eight (8) keystrokes ahead. The keyboard is not being scanned during disk access and sound effects. Should thou wish to remove characters that are already in the buffer, press the Spacebar once, and all the characters will be cleared.