Ultima IV
Threat of the Trinity
Quick Reference Card

Command Summary

A Attack	**F** Fire	**K** Klimb	**P** Peer at Gem	**U** Use
B Board	**G** Get	**L** Locate	**Q** Quit & Save	**W** Wear
C Cast	**H** Hole Up	**M** Mix Reagents	**R** Ready Weapon	**X** X-it
D Descend	**I** Ignite	**N** New Order	**S** Search	**Y** Yell
E Enter	**J** Jimmy Lock	**O** Open	**T** Talk	**Z** Z-stats

Space: Abort, pass turn
Escape: Exit commands

1-8 Select Active player (in combat)
0 De-select Active player (in combat)

Offence

Item	Attack Value	Melee Valid	Ranged Valid
Hands	8	✓	✓
Staff	32	✓	-
Dagger	24	✓	✓
Sling	16	-	✓
Mace	40	✓	-
Axe	48	✓	-
Sword	64	✓	-
Bow	40	-	✓
Crossbow	56	-	✓
Flaming Oil	64	-	✓
Halberd	96	✓	✓(p)
Magic Axe	96	✓	✓
Magic Sword	128	✓	-
Magic Bow	80	-	✓
Magic Wand	160	✓	✓

Defence

Item	Defence Value*
Armor	
Skin	46
Cloth	78
Leather	94
Chain Mail	110
Plate Mail	126
Magic Chain	142
Magic Plate	158
Terrain	
Swamp	0
Grass	5
Brush	20
Trees	35
Rocky	75

(p) Denotes a Polearm: May be used to attack over obstacles.
✓ Denotes weapon may be used in this offence category.
- Denotes weapon may not be used in this offence category.
* Defence value does not include player's Agility bonus.

Chart of Spells

Spell	Effect	Time	Reagents
A) Awaken	Awakens party	anytime	ginseng, garlic
B) Blink	Great movement	noncombat	silk,moss
C) Cure	Cure 1 PC	anytime	ginseng, garlic
D) Dispel	Dispell energy field	anytime	pearl, ash, garlic
E) Energy	Create energy field	combat	ash, silk, pearl
F) Fireball	Ball of flames	combat	pearl, ash
G) Gate	Moongate travel	noncombat	------?------
H) Heal	Heal 1 PC	anytime	ginseng, silk
I) Ice Ball	Ball of ice	combat	pearl, mandrake
J) Jinx	Enemy confusion	combat	pearl, mandrake, nightshade
K) Kill	Killing attack	combat	nightshade, pearl
L) Light	Field of light	noncombat	ash
M) Magic Missile	Magical missile attack	combat	ash, ash, pearl
N) Negate	Negate magic spells	anytime	garlic, mandrake, ash
O) Open	Open chests	noncombat	ash, moss
P) Protection	Attack and damage protection	combat	ginseng, garlic, ash
Q) Quickness	Rapid movement	combat	ash, ginseng, moss, moss
R) Resurrect	Life restoration	noncombat	------?------
S) Sleep	Sleep 1 enemy	combat	silk, ginseng
T) Tremor	Earthquake attack	combat	ash, moss, mandrake
U) Undead	Turn undead	combat	------?-------
V) View	All-seeing eye	noncombat	mandrake, nightshade
W) Wind	Wind change	noncombat	ash, moss
X) X-it	Exit from dungeon	dungeon	moss, silk, ash
Y) Y-up	Rise one level	dungeon	moss, silk
Z) Z-down	Descend one level	dungeon	moss, silk