

## PLAYER REFERENCE CARD

APPLE VERSION



# Ultima<sup>®</sup> V

## Warriors of Destiny<sup>™</sup>

BY LORD BRITISH

# GETTING STARTED

Insert Disk One, the Ultima V program disk, label side up into your disk drive. Turn on your computer and monitor. You will see the opening graphics. Press the **SPACE BAR** to exit this view and bring up the main menu. Use the arrow keys and **RETURN** to select an option.

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, you should follow the on-screen instructions. Remember to use the **ESC** key to acknowledge all disk swaps. After creating or transferring a character, you will return to the main menu.

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

In all subsequent sessions, you may skip both the transfer/create character step and the introduction sequence by either selecting "**Journey Onward**" from the main menu or pressing the "**J**" key while the disk is booting.

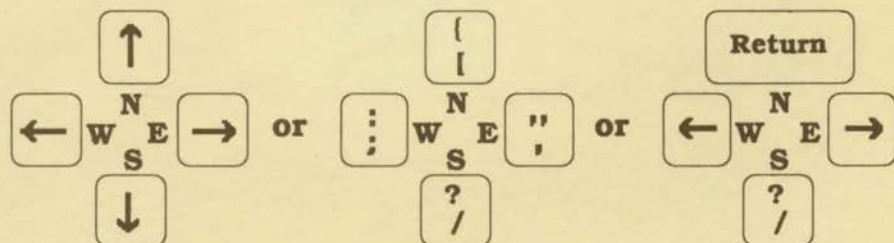
If you have at least 128K of memory and a Passport Systems MIDI interface, Phasor, or a Mockingboard that you wish to use, see "**Music with Ultima V**" on page 8.

## 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. Pressing the following keys will move your party or party member in the designated direction:

---

### Directional Keys



In dungeons, the period will turn you around.

These keys are also used to indicate direction when attacking and casting spells.



## Menus

In a game menu, use the directional keys to move the cursor bar and highlight your choice.

When you are satisfied with your selection, press the **SPACE BAR**. To leave a menu without making a choice, press the **ESC** key. If you are selecting a member of the party from the party roster, you may alternatively indicate your choice by typing in 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

Following is a list of commands that can be executed by pressing the designated key.

**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 to move the crosshair on top of the target. Press the **A** key again or the **SPACE BAR** 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. Must be followed by the first letters of the spell's syllables. 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 structure to enter.

**F Fire** Fire cannons. Must be followed by a direction. 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. Must be followed by a direction.

**H Hole up** In dungeons and wilderness, hole up and camp once a day 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 re-usable, 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. Must be followed by a direction. May allow further interaction with some objects, such as wells and fountains.
- M Mix** Prepare spell reagents for later use. Enter the first letters 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 around the room. May be used to block doors.
- R Ready** Equip a party member with personal items from the party's stores. Use the arrow keys and space bar to select or de-select an item in the menu bar. Press **ESCAPE** when finished.
- S Search** Search the location or object in the direction indicated. Searching may detect traps on chests, concealed doors, or 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 currently occupied. View requires a special item.



**X X-it** Exit or dismount current form of transportation, 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 to change pages. Use the North and South directional keys to scroll up and down long lists. Pressing **Esc** or **SPACE BAR** will exit the Z-stat screens.

## **1-6, 0**

### ***Designate / Clear Active Player***

Several commands require that one party member be designated to perform the action. When this is required, an illuminated cursor bar will appear over the names of your party members. Use the directional keys to highlight the name of the character you wish to designate and press **RETURN**. Or, abort the command by pressing **ESC**.

Instead of designating which party member is to perform a command each time you invoke it, you may set any living player as the "active player". Until you select another party member or disable this feature by pressing 0, this 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 not serve as the default during combat, although you may separately assign a party member to be the active player during combat. To assign a player as the active player, press the number key from 1 to 6 representing 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.

## **ESCAPE**

Aborts or exits commands which use scrolling menus. Also speeds exit from combat scenes after all foes have been overcome.

## **Ctrl-S**

**Toggle Sound** Turns sound effects on or off.

## Ctrl-T

**Toggle Speed** Toggles speed between fast and slow on the Apple II GS or any Apple II equipped with an Applied Engineering Transwarp or a compatible accelerator card.

## Ctrl-V

Set Mockingboard and Phasor Volume. Must be followed by a digit from 0 to 9.

## TO MAKE A BACKUP DISK

To keep a backup copy of your characters' status or to play more than one game simultaneously, use any ProDOS compatible utility 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 with 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 will 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 simply carry in your head.

**Thoroughly explore the realm.** Exploring each town, castle, keep and other populated spots will prove to be time well spent.



## Screen Views

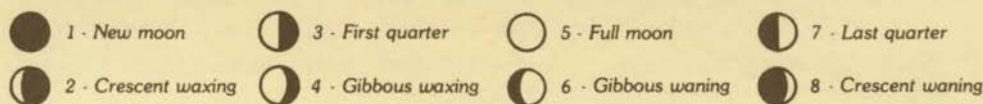
The party is shown standing on the shore south of the town of Britain. To the east is the castle of Lord British and two of its outlying villages. A frigate is docked at the harbour to the southwest. A marauding band of Ettins, evil two-headed giants, approaches from the north.



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 arrow** 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 shown: 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.



# MUSIC WITH ULTIMA V

Warriors of Destiny includes over a dozen musical compositions ranging from village dances to castle fanfares. To hear the music, you need an Apple //e with 128K of memory and any of the following boards:

## **Sweet Micro Systems**

A. Mockingboard™ A

B. Sound I

C. Mockingboard™ C

D. Sound II

E. Sound / Speech I

## **Applied Engineering™**

F. Phasor™ \*

## **Passport® Designs**

G. Apple MIDI Interface

(for use with MIDI synthesizer)

To start the music, select **"Activate Music"** from the Title Screen menu. From the Music Configuration menu, select **"Change Music Configuration."**

For each of your music boards, place a letter (from the list above) under the number of the slot in which the board is installed. Only one MIDI board can be used, and the total number of voices for all other boards cannot exceed twelve. Press **RETURN** after making your music board selections.

To save your settings for later recall, select **"Save Music Configuration."** To exit from the Music Configuration menu, select **"Return to the Game."**

## **MIDI Interface**

If you selected a MIDI Interface, a MIDI Information screen will appear. Set **"MIDI Channel"** to match your synthesizer. Set **"Number of Voices"** to the maximum number of notes which your synthesizer can play at one time.

The name of each Musical Selection will be displayed with a corresponding Instrument Suggestion. Use the cursor or type the first letter of the title to select a song. Enter **MIDI Numbers** using either of the following methods:

Select an instrument from your synthesizer keyboard. The **MIDI Number** will automatically be entered on the Apple screen.

(This method works with most, but not all MIDI synthesizers.)

### **-OR-**

Type in the **MIDI Number** (MIDI Program Change number) on your Apple. Synthesizers use various numbering schemes, so check your manual.

Instrument 1 is usually Program Change number 0. Hit **RETURN** to hear the song played in that voice.

When finished entering MIDI information, press **ESC** to return to the Configuration Menu.

**\*Note:** Phasor boards must be set to "Phasor Mode" (all four switches in closed position).