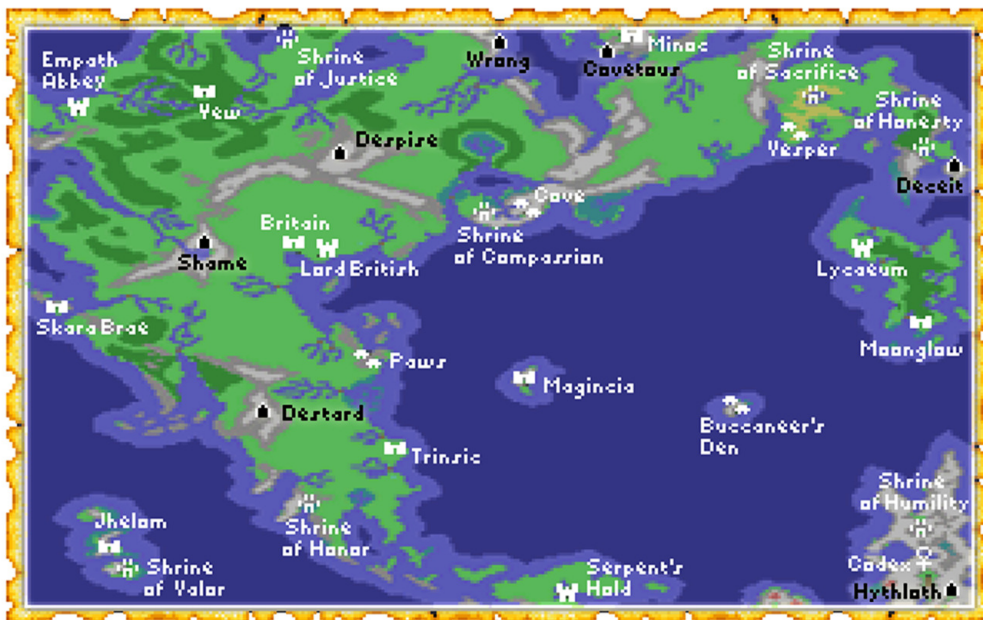


Ultima IV PART II



POINTS OF INTEREST

Lord British's Castle: Home of Lord British and Seer Hawkwind.

Moonglow: City of Honesty, and home of your former companion Mariah the mage.

Britain: City of Compassion, home of your old friend Iolo the bard.

Jhelom: City of Valor, and home of Geoffrey the warrior.

Yew: City of Justice, and home of Jaana the druid.

Minoc: City of Sacrifice, and home of Julia the tinker.

Trinsic: City of Honor, home of Dupre the paladin.

Skara Brae: City of Spirituality, home of your old friend Shamino the ranger.

Magincia: The ruins of the city of pride; to be rebuilt someday as New Magincia, city of humility. Home of Katrina the shepherdess.

Keeps: The Lycaenum, Empath Abbey, and Serpent's Hold: Castles dedicated to the principles of Truth, Love, and Courage, upon which the eight Virtues are founded.
Shrines: Each virtue has a corresponding shrine, at which the Avatar has always found wisdom. Or errands.

Dungeons: Each virtue has an opposing dungeon; the opposite of Shame is Honor. We're still trying to figure out what the opposite of Hythloth is.

COMMAND REFERENCE

Arrow Keys: Move around.

A: Attack. Must have a weapon ready.

B: Board. Must be standing on a boat or horse.

C: Cast. Casts a spell. (See list below)

D: Drop. Drops an item onto the ground.

G: Get. Picks up an item from the ground.

H: Hole up and camp - rest and regain health.

I: Inventory and Info. Like Z-stats in Ultima.

L: Look. Read signs or examine something more closely.

R: Ready. Equips a weapon.

T: Talk. Starts a conversation with a nearby person.

U: Use. Uses items in your inventory, like torches or peering gems.

X: eXit. Dismounts a horse or disembarks from a boat.

Alt-S, Alt-Q: Saves or quits the game. Like Quit-and-save in Ultima.

SPELL REFERENCE

Spells requiring no reagents:

Magical Missile: Inflicts light damage to a single target.

Heal: Heals a little bit of damage.

Spells requiring Basic Reagents:

Cure Poison: Cures the effect of poison.

Dispell Energy: Removes magical barriers.

Greater Light: Illuminates a large area.

Flame Wind: Inflicts moderate damage to a large area.

Greater Heal: Heals a lot of damage.

Spells requiring Toxic Reagents:

Invisibility: Makes you invisible to everyone for a short period, until something happens to break the effect.

Ball of Fire: Inflicts strong damage to a small area.

Death Touch: Kills an adjacent target.

Complete Heal: Completely heals all damage.

Kill: Kills a single target.

Basic Reagents include sulphurous ash, black pearl, spider silk, blood moss, ginseng and garlic. Toxic Reagents include nightshade and mandrake root. Reagents do not need to be mixed prior to casting.