

# Ultima V

## OUTCK REFERENCE CARD

### COMMAND SUMMARY

<b>A</b> Attack	<b>H</b> Hole Up	<b>N</b> New Order	<b>T</b> Talk
<b>B</b> Board	<b>I</b> Ignite	<b>O</b> Open	<b>U</b> Use
<b>C</b> Cast	<b>J</b> Jimmy	<b>P</b> Push	<b>V</b> View
<b>E</b> Enter	<b>K</b> Klimb	<b>Q</b> Quit & Save	<b>X</b> X-it
<b>F</b> Fire	<b>L</b> Look	<b>R</b> Ready	<b>Y</b> Yell
<b>G</b> Get	<b>M</b> Mix	<b>S</b> Search	<b>Z</b> Z-stats
<b>Space:</b> Abort, pass turn		<b>Ctrl-S:</b> Sound effects on/off	
<b>Ctrl-T:</b> System Speed		<b>Ctrl-V:</b> Volume level of music	
<b>Escape:</b> Exit commands, leave battlefield			

### WEAPONS

Item	Stone Weight	Attack Value	Defense Value
Dagger	1	6 (30')	-
Sling	2	6 (40')	-
Club	3	8 (b)	-
Flaming Oil	2	8 (40')	-
Main Gauche	3	8	1
Spear	4	10 (50')	-
Throwing Axe	6	10 (40')	-
Short Sword	5	12	-
Mace	7	15 (b)	-
Morning Star	8	15 (b,p)	-
Bow	8	10 (70')	-
Crossbow	6	12 (80')	-
Long Sword	9	15	-
Two-Handed Hammer	16	20 (b)	-
Two-Handed Axe	15	20	-
Two-Handed Sword	13	20	-
Halberd	18	30 (p)	-

### ARMOUR

Item	Stone Weight	Attack Value	Defense Value
<b>Helms</b>			
Leather Helm	-	-	1
Chain Coif	1	-	2
Iron Helm	2	-	3
Spiked Helm	3	4 (b)	3
<b>Shields</b>			
Small Shield	2	-	2
Large Shield	3	-	3
Spiked Shield	4	6 (b)	3
<b>Armour</b>			
Cloth Armour	-	-	1
Leather Armour	2	-	2
Ring Mail	4	-	3
Scale Mail	6	-	4
Chain Mail	10	-	5
Plate Mail	12	-	7

(b) Denotes a Bludgeon: Hit probability is based on Strength, not Dexterity.  
(p) Denotes a Polearm: May be used to attack over obstacles.  
(x') Number in parentheses denotes range.

# CHART OF SPELLS

	Spell	Effect	Time	Reagents
<b>1st Circle</b>	An Nox An Zu Grav Por In Lor Mani	cure poison awaken magical missile light heal	anytime combat combat noncombat anytime	ginseng, garlic ginseng, garlic ash, pearl ash ginseng, silk
<b>2nd Circle</b>	An Sanct An Xen Corp In Wis Kal Xen Rel Hur	unlock repel undead locate call animal wind change	anytime combat noncombat combat noncombat	ash, moss garlic, ash nightshade silk, mandrake ash, moss
<b>3rd Circle</b>	In Flam Grav In Nox Grav In Por In Zu Grav Vas Flam Vas Lor	wall of fire wall of poison blink wall of sleep ball of flames great light	dng./com. dng./com. anytime dng./com. combat noncombat	pearl, ash, silk nightshade, silk, pearl silk, moss ginseng, silk, pearl ash, pearl ash, mandrake
<b>4th Circle</b>	An Grav Des Por In Sanct In Sanct Grav Uus Por Wis Quas	dispell field downward move protection protection field upward move reveal	anytime dungeon anytime dng./com. dungeon combat	pearl, ash moss, silk ash, ginseng, garlic mandrake, silk, pearl moss, silk silk, nightshade
<b>5th Circle</b>	An Ex Por In Bet Xen In Ex Por In Zu Rel Tym Vas Mani	magic lock insect swarm magic unlock sleep quickness great heal	anytime combat anytime combat combat noncombat	ash, moss, garlic moss, silk, ash ash, moss ginseng, nightshade, silk ash, mandrake, moss ginseng, silk, mandrake
<b>6th Circle</b>	An Xen Ex In An In Vas Por Ylem Quas An Wis Wis An Ylem	charm negate magic tremor confuse xray	combat anytime combat combat noncombat	pearl, nightshade, silk garlic, mandrake, ash moss, ash, mandrake mandrake, nightshade mandrake, ash
<b>7th Circle</b>	In Nox Hur In Quas Corp  In Quas Wis In Quas Xen  Sanct Lor  Xen Corp	poison wind fear  peer clone  invisibility  kill	combat combat  noncombat combat  combat  combat	nightshade, ash, moss nightshade, mandrake, garlic nightshade, mandrake ash, silk, moss, ginseng, nightshade, mandrake mandrake, nightshade, moss pearl, nightshade
<b>8th Circle</b>	An Tym In Flam Hur In Mani Corp  In Vas Grav Corp Kal Xen Corp  Vas Rel Por	time stop flame wind resurrect  cone of energy summon  gate travel	anytime combat noncombat  combat combat  noncombat	mandrake, garlic, moss ash, moss, mandrake garlic, ginseng, silk, ash, moss, mandrake mandrake, nightshade, ash mandrake, garlic, moss, silk ash, pearl, mandrake