ULTIMA ONLINE REFERENCE GUIDE

CHARACTER WINDOW

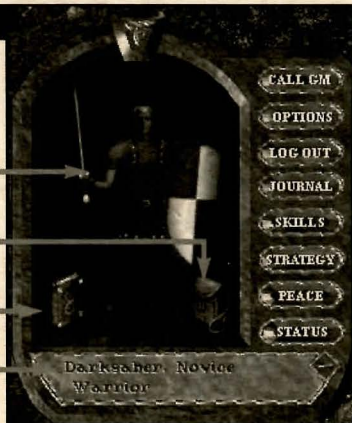🖰🖰 (on yourself)   Display Character Window

All the information about your character is found on your character window.

Shows your character's appearance, clothing and any readied weapons or tools.

🖰🖰 on backpack to open your inventory.

Opens your web browser to the game's full online documentation.

Your name, plus any current titles.

> CALL GM
> OPTIONS
> LOG OUT
> JOURNAL
> SKILLS
> STRATEGY
> PEACE
> STATUS

Darksaber Novice Warrior

CALL GM — Calls a Game Master to help you, if one is available.

OPTIONS — Allows you to set graphics, sound and other game options. See online docs for details.

LOG OUT — Leave the game.

JOURNAL — Displays a running log of your most recent actions and conversations.

SKILLS — Displays all the skills in the game and your current level in each.

STRATEGY — Allows you to set your default combat strategy.

PEACE — Toggles you between Peace Mode and War Mode (for combat).

STATUS — Displays your current stats, and shows you how tired or wounded you are.

MOVING YOUR CHARACTER

🖰-and-hold   Move toward the hand-shaped cursor. The further away from your character you keep the cursor, the faster you move.

🖰🖰   Pathfind — automatically move your character around obstacles and toward the cursor. Your destination must be within your line of sight — you can't Pathfind through closed doors or around buildings.

🖰🖰 (on doors)   Open door.

Alt 🖰 (on another character)   Follow that character.

Alt 🖰 (on self)   Stop following.

COMMUNICATING WITH OTHERS

Type what you want to say, then press [Enter]. Your speech is displayed on screen, immediately above your character.

🖱 (on person/creature)	Displays the person's name or creature's species.
👓 (on person)	(*Peace Mode*) Displays Character Window.

FIGHTING

In order to attack another character or creature, you must be in War Mode.

You will automatically enter War Mode if you are attacked.

You can also toggle between Peace and War Mode:

✝ From the button in your Character Window

✝ With [Alt][C] or [Tab]-and-hold

👓 (on player/creature)	(*War Mode*) Attack that player or creature.
🖱-and-drag (on opponent or creature), then release	Displays status bar showing how tired or injured the individual is.

Starting fights in towns is illegal, and you will be attacked by guards if observed.

If you don't have a weapon, you can fight bare-handed.

Some large weapons must be used two-handed. You can't carry a shield while you use one of them.

## ITEMS AND INVENTORY

🖱 on item	Get item's name (displays text label).
🖱-and-drag item	Pick up an item / move the item.

Items in your backpack can be stacked on top of one another, so move the items on top if you can't find what you're looking for at first glance.

Drag an item onto your character to place it in your inventory.

Drag an item from your backpack onto someone else's character to give it to them.

Drag an item from your backpack and release the mouse to drop the item.

👓 on item	Use item.

If a targeting cursor appears, you must target another object on which to use the item.

👓 (on containers)	Open container and display its contents in a window.
👓 (on yourself)	Display Character Window.

TRADING

A "PC" (player character) is a character created and controlled by a live player.

An "NPC" (non-player character) is a character created and controlled by the computer.

Buying from an NPC. Say "buy" or "trade" to an NPC merchant. Two screens will be displayed, one showing the merchant's inventory and the other serving as your "shopping bag." Double-click on items in the inventory to move them to your screen, which will display a running total and your available funds. If you have enough money, all the items you select will be transferred to your inventory at the end of the transaction.

Selling to an NPC. Say "sell" to an NPC. Two windows will open. You can double-click on your item for sale to move it into one window and the items or cash the NPC wishes to offer in return will appear in the other. You can accept or reject the deal.

Trading with another PC. Drag the object you want to trade over the PC. When you release, two screens will appear, one showing the object you're offering, the other showing the object the other PC is offering in return. When you're both satisfied that the trade is fair, you both click on the Accept button and the objects are exchanged.

Until the Accept button is pressed by both parties, the trade can be canceled at any time (🖱 or [Esc]) and both will keep all their original objects.

Giving something away to another PC works just like a trade, you just don't need to wait for something to be offered in exchange before Accepting the transfer.

Cash Exchanges. Cash appears in your inventory as a stack or pile of coins. Using the coins opens a small window displaying the total amount in the pile. On the scroll is a space to enter the amount of cash you actually want to use (up to the full amount). Once the amount is entered, the scroll changes back into a stack of coins, while the unused cash is returned to your inventory.

*Banks will store your cash in absolute security until you need it. See the Playguide under **Help & Guidance** for information on using banks.*

KEY COMMANDS

The hand cursor is used for moving and selection purposes.

*The hand turns red when you're in War Mode (see **Fighting**).*

The targeting cursor is used when you must select
a specific item to complete an action like skill use or spellcasting.

Alt O	Display Option menu.
Alt K	Display Skills screen (🖱 on a skill to use it).
Alt S	Display Status Screen.
Alt P	Display Character Screen.
Alt R	Display "Radar" View. A second time expands view.

Tab-and-hold or Alt C	Toggle between War and Peace mode.
Alt Enter	Toggle between full-screen view and window view.
Ctrl Q	Repeat last typed text (speech or action).
🖱	Closes a window.
Esc	Closes all windows.
Alt F4	Exit game.

Left-click

✝ on item to get info
✝ hold and drag item to move or pick up
✝ and drag on self, other player, animal or monster to bring up status bar

Double-left click

✝ on an object to use, open or close it
✝ on other player, animal, or monster to:
    ✝ attack (in war mode)
    ✝ bring up status (in peace mode)
✝ on self to bring up Character Screen
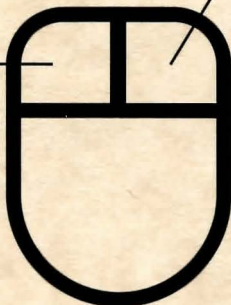
Right-click and hold

✝ to move in the direction of the mouse cursor

Double-right click

✝ automatically moves the character to that location

To Chat

✝ type your message and press Enter

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USING SKILLS

See "Skills and Advancement" under *Help & Guidance* in the online docs for detailed instructions for using each skill.

Each attempt to use a skill under appropriate conditions brings you closer to improving your rating in that skill (though it may take a while before that improvement is enough to change the rating). Lower skill ratings are easier to improve than higher ones.

Begging
Blacksmithy
Bowcraft/Fletching
Peacemaking
Camping
Carpentry
Cartography
Cooking
Detecting Hidden

Skills Scroll

You have a small default chance of success with *any* skill, even those with a rating of 0 in your skill list. So don't be afraid to try a skill in which you're currently unrated. In fact, that's the only way to progress beyond your three starting skills.

You will receive brief instructions on how to use your starting skills upon completing character creation.

Each skill in *Ultima Online* has its own method of use. You should go to the online docs to learn more about your three starting skills at your earliest convenience.

In general, there are three ways to trigger skill use.

✝ Some skills are checked *automatically* when you perform a certain action. For example, Tactics is checked each time you enter combat, Parrying each time you are attacked, and Magery each time you cast a spell.

✝ Some skills are triggered by *using a certain item*. Herding skill is checked whenever you try to use a shepherd's crook on an animal. When you use a weapon in combat, the appropriate weapon skill is checked.

✝ Most skills, however, are triggered by clicking on them from the skills list (see "Character Window," above). Often, you will need the correct tools in order to successfully use a given skill. After double-clicking on the skill, you will usually have to click on the object(s), individual(s) or area on which you're trying to use the skill.

USING MAGIC

Mana is your personal magical energy. Your current mana level can be found under Status in your Character Window. Used mana is restored automatically by resting.

Most spells must be cast on something, so casting a spell will usually produce a targeting cursor. 🖱 *with the targeting cursor over the individual, object or area on which you wish to cast.*

Combat spellcasting can be greatly speeded up by the use of Macros. See the "Playguide" section of **Help & Guidance** *in the online docs for more on Macros.*

There are eight circles of spells, each containing eight spells.

There are two ways to cast spells — scrolls and books.

Book spells require the proper reagents in order to be cast, and reagents are used up each time the spell is cast. They also draw on your personal mana reserves. Book spells must be found and written into your spellbook, but once inscribed they remain in the book forever.

Drag a scroll over your spellbook in the backpack to copy the scroll's spell.

🖱🖱 on your spellbook in your backpack to open it, then 🖱🖱 on the spell you want to use to cast it. You cannot open your spellbook if another object is in your hands.

There are eight reagents used in spellcasting. They are:

Black Pearl (BP), Bloodmoss (BM), Garlic (GC), Ginsing (GS), Mandrake Root (MR), Nightshade (NS), Spider Silk (SS) and Sulfurous Ash (SU).

The spells in the first two circles (and their reagents) are:

First Circle	Reactive Armor	Clumsy	Create Food	Feeblemind
Reagents	GC, SS, SA	BM, NS	GC, GS, MR	NS, GS
First Circle	Heal	Magic Arrow	Night Sight	Weaken
Reagents	GC, GS, NS	GC, NS	SS, SA	GC, NS
Second Circle	Agility	Cunning	Cure	Harm
Reagents	BM, MR	NS, MR	GC, GS	NS, SS
Second Circle	Magic Trap	Remove Trap	Protection	Strength
Reagents	GC, GS, NS	BM, SA	GC, GS, SA	MR, NS

A full description of all the spells in the game can be found in the *Traveller's Guide*.

Scroll spells do not require reagents or use mana, but each use drains a use from the scroll. Eventually, all uses will be exhausted.

🖱🖱 on a scroll to cast the spell inscribed on that scroll.

Scrolls can be found, traded for or created (using the Inscription skill) by advanced spellcasters.

RESTING AND HEALING

Your character never needs to sleep, and cannot starve. However, eating is necessary before natural healing can take place and it helps to repair fatigue more quickly.

If you log off the game while in the street or the wilderness, your character will remain on screen for several minutes after your departure, untended and vulnerable.

To log off in complete safety, you must either:

✝ Log off from an inn.

✝ Make a camp in the wilderness.

To make a camp you will need some firewood and a bed roll. ⏏⏏ *on the Camping skill in your skills list, then* ⏏ *on the kindling to start a campfire. Once the campfire is going,* ⏏⏏ *on your bedroll to log out.*

Anybody else around your campfire can also log out safely by using their bedrolls.

If your character is wounded, there are three ways to heal yourself quickly.

✝ Healing spells can be cast by a mage, or cast on yourself if you know them.

✝ Bandages are cheap and restore a bit of damage when successfully used with the Healing skill.

Bandages can also be easily made by using scissors on cloth.

✝ Healing potions are available from healers, alchemists and some others. They don't require a skill to use, and are more effective than bandages, but are significantly more expensive.

Healing potions can be made using the Alchemy skill, if the correct equipment and ingredients are available.

RESURRECTION

When your character dies (and you probably will) you can be returned to life.

At death, you will see a window with two options. You may:

✝ Choose to resurrect immediately with significant losses to stats and skills.

✝ Choose to wander as a ghost in search of resurrection, with no immediate losses to stats or skills.

If you choose to become a ghost, your body, and its worldly goods, will be left where they are, and any passers-by can help themselves to your hard-won treasures and equipment (unless you have hirelings or pets to guard your body, or friends to gather your things and return them to you).

Becoming a ghost does not offer the severe penalties that immediate resurrection does, but stats and skills will deteriorate at a faster pace than they would if you were alive, so seek resurrection as quickly as possible.

A ghost can be returned to life by:

✝ visiting any healer in the game.

✝ an 8th-circle Resurrection spell cast by a helpful PC mage.

✝ going to a shrine (there are at least eight shrines scattered about the land).

Resurrection at shrines and by healers is free. Resurrection by spell is at the discretion of the mage in question.

GETTING STARTED

✝ Don't be afraid to ask other players for help if you're confused.

✝ Of course, the best source of information about playing the game is in the *Help & Guidance* and *Traveller's Guide* sections of the online docs.

✝ If you're physically stuck somewhere in the game, you can call a GM to help you.

Just watching others work or train can increase your skills, especially the ones you're still untrained in.

Try the following methods to earn some money.

✝ Go out into the wild (don't get too far from the road or the town), kill something small, like a rabbit, skin it, and sell hide/feathers/fur and meat in towns.

To skin a dead creature, ⏏⏏ *on any bladed weapon (a targeting cursor will appear), then* ⏏ *on the corpse.*

✝ Find an established PC to stake you some starting funds.

✝ Use Begging skill on NPCs.

✝ Don't be afraid to scavenge anything you find just lying around.

✝ If you know a trade skill (Fishing, Tailoring, etc.) you may need a bit of money for raw materials, but with a very small stake you can start making items and selling them at a profit.

Stealing from shops or pickpocketing is not recommended for starting characters. Better to find a friend to practice your skills on before trying to use them professionally.

Stealing and fighting are strictly illegal in towns. Guards will kill anybody they catch breaking these laws. In the wilderness, however, other PCs are fair game.

Beware of PCs who seem too eager to get you out in the wilderness.

You can tell PCs and NPCs apart by:

✝ Their names. PCs are identified by their rank in their best skill, NPCs just by profession.

✝ The way they talk. NPCs usually answer immediately (they don't have to type their responses) and use more "thees" and "thous" than most PCs.

Visit the *Help & Guidance* section of our web site (www.ultimaonline.com) for detailed gameplay information.

Visit the *Traveller's Guide* section for in-depth knowledge of the world of Britannia.