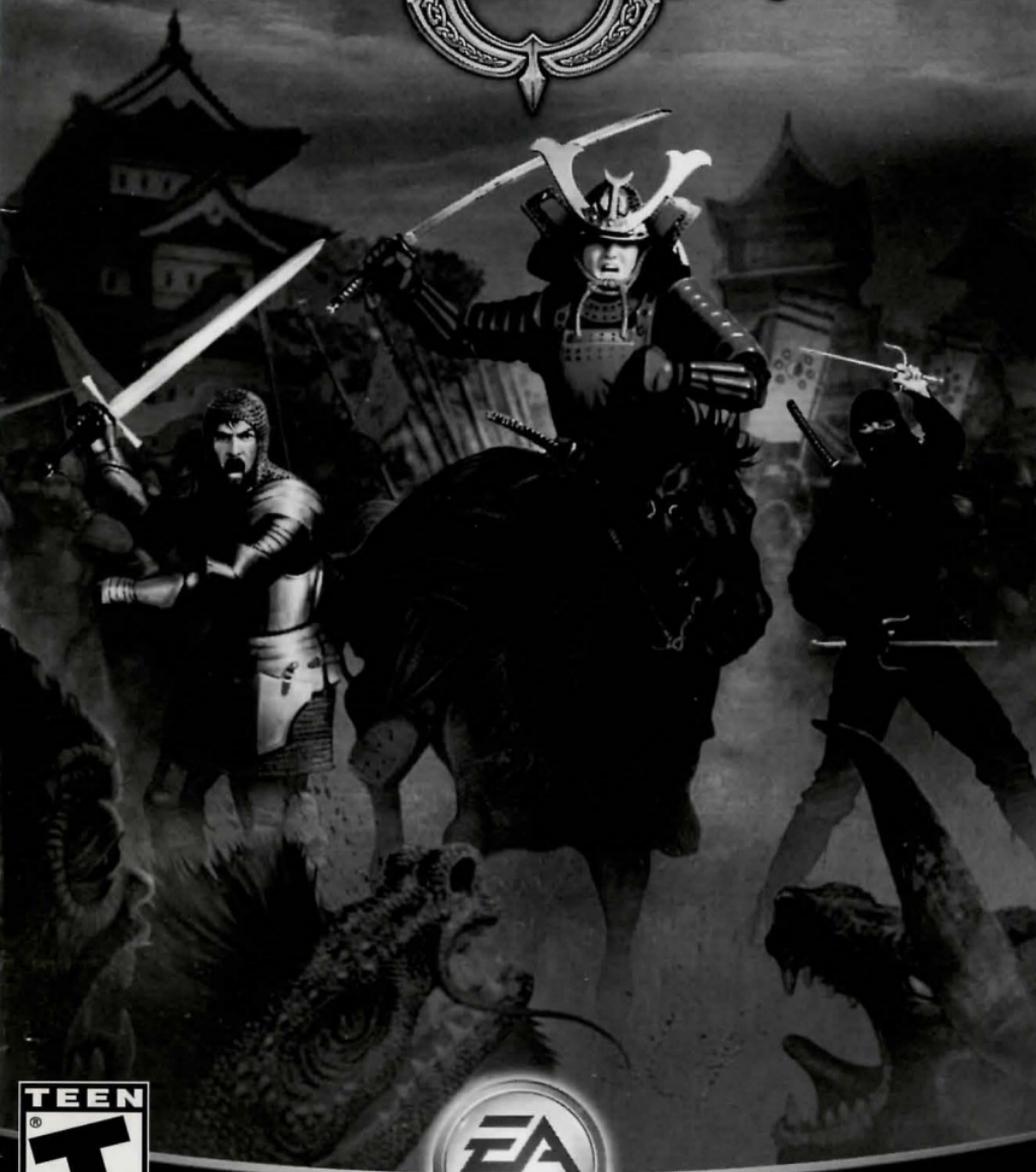


# Ultima Online™ SAMURAI EMPIRE



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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

For more info about this and other titles, check out EA GAMES™ on the web at [www.eagames.com](http://www.eagames.com).



Ah, there you are my friend. Welcome back from your journeys. Much has changed in these lands while you wandered far afield. Draw closer—I have much to share, and my words are not for all ears.

The days of Order and Chaos are over. This you know. Lord Blackthorn is dead and Lord British is gone, never to return. The state of things has given rise to many petty skirmishes, with insignificant parties snarling at each other like mangy curs fighting over a bare bone.

One person—demon, some might say—saw the opportunity to turn this to her advantage. Ah, I see you have guessed of whom I speak. Yes, Minax, most loyal follower of Mondain, sought to consolidate her already formidable power during these turbulent times. Unfortunately, she also made a discovery that would help her in her plans.

To the east she found a new land—that is to say, an ancient land long thought lost. You see, when Mondain shattered the Gem of Immortality and rent asunder the Land of the Feudal Lords, Britannia was not the only new land to form from its fragments. No, there is at least one other—a land of strange ways and customs, and even stranger myths and monsters.

This continent is home to fearsome warriors, some clad in hulking armor, others concealed in spare, trim garments. They have attacked the outlying lands of Britannia with terrible swords, powerful magic, and lethal cunning. Their skill in battle is said to be unrivalled, though I have also heard that they fight with honor.

Yes, yes, but back to Minax. It was to this mysterious land that she traveled in search of a ruby. You are shrewd, my friend—yes, a ruby with which to recreate the Gem of Immortality and thereby rule all of Britannia. And perhaps this new land as well.

Fortunately such wicked schemes cannot escape the eyes of Virtue. The good Dupre sensed that Minax was plotting evil and followed her on her journey. But providence did not smile on him, as Minax soon discovered Dupre and possessed him with a spell. I do not know the nature of her witchcraft over Dupre, but it must be strong indeed to hold one of his Virtue in thrall. Or perhaps she found something on this new continent that has augmented her power.

Yet that is not all. Another menace, an evil from dark times, still looms over the lands of Sosaria. The Shadowlords—those diabolical adherents to the ways of Chaos—have been amassing their strength and seeking new allies in the unknown east. Curse this new land! It hangs like a shadow over all Britannia!

Forgive me, my friend. If I have spoken ill of the land to the east, it is only because I fear the unknown. Indeed, it seems that not all coming out of the east is evil. There is a lady, the Lady Lyona Kondo, who hails from those regions, and who is said to be a follower of the Order. Some even say she is destined to rule the people of Britannia. If she does restore the Order, however, she will likely find herself poised against a new Chaos in the form of the Baron.

Baron Lenshire was a commander in Lord Blackthorn's dragoons and a fervent follower of Chaos, if the tales from the taverns are to be believed. Some fear his intentions and say he is already sowing strife across the land. Perhaps he feels threatened by the Lady Lyona. I suppose this is to be expected, for as there cannot be light without dark, nor good without evil, how can there be Order without Chaos?

This is not a time for idleness, my friend. Heavy clouds are gathering on the horizon, and those caught out of doors will most feel the wrath of the storm. If I were you, I would make haste and prepare for dark days ahead.

## INSTALLING THE GAME

To install *Ultima Online: Samurai Empire*:

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 22 for more info).
2. Insert the *Ultima Online: Samurai Empire* disc into your CD/DVD-ROM drive. The Autorun menu appears.

**Note:** If the Autorun menu does not automatically appear, left-click the  **Start** button from the Windows Taskbar and select **Run....** Type **D:\setup.exe** in the Run dialog box, then click OK (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

3. Click the INSTALL button on the Autorun menu, then follow the on-screen instructions to complete the installation.

## STARTING THE GAME

To start *Ultima Online: Samurai Empire* (with disc already in drive):

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 22 for more info).
2. Left-click the  **Start** button from the Windows Taskbar and select **All Programs (or Programs) > EA GAMES > Ultima Online Samurai Empire > Ultima Online Samurai Empire**.

**YOU MUST REGISTER THIS GAME WITH THE ENCLOSED SINGLE USE REGISTRATION CODE. ONLY ONE ACCOUNT MAY BE CREATED. INTERNET CONNECTION REQUIRED. TERMS OF SERVICE AND SERVICE UPDATES CAN BE FOUND AT WWW.UO.COM. YOU MUST BE 13+ TO REGISTER ONLINE.**

**EA RESERVES THE RIGHT TO TERMINATE THE ULTIMA ONLINE SERVICE AFTER 90 DAYS NOTICE POSTED AT WWW.UO.COM.**

## COMPLETE CONTROLS

### MOVEMENT

Walk	Hold right mouse button
Run	Hold right mouse button and move cursor away from character in the direction you want to run
Pathfind	Double-right-click desired location
Open Door	Double-click
Auto Follow	<b>[ALT]</b> + click character you wish to follow
Stop Auto Follow	<b>[ALT]</b> + click your character

### INTERFACE

Open Character (Paper Doll)	Double-click self ( <b>[ALT]</b> + <b>[P]</b> )
Open Backpack	Double-click backpack in paper doll window ( <b>[ALT]</b> + <b>[I]</b> )
Open Skill Window	Click SKILLS button in paper doll window ( <b>[ALT]</b> + <b>[K]</b> )
Open Journal	Click JOURNAL button in paper doll window ( <b>[ALT]</b> + <b>[J]</b> )
Open Spellbook	Double-click SPELLBOOK ( <b>[ALT]</b> + <b>[B]</b> )
Item Identifier	Click item to display name
Move Item	Click and drag the item to desired location
Move Entire Stack of Items	<b>[SHIFT]</b> + click and drag item (3D version only)
Move Single Item From Stack	<b>[ALT]</b> + <b>[SHIFT]</b> + click and drag item (3D version only)
Pick up Item	Click and drag item to your character or backpack
Open Container (Chest)	Double-click container
Open Radar Map	<b>[ALT]</b> + <b>[R]</b> (Press again to make map bigger)
Move Window	Click and drag window border
Resize Window	Click and drag gem in window
Close Window	Right-click desired window
Character Info	Double-right-click character (Peace Mode only)
View Name/Species	Click character or creature

## COMBAT

War Mode	Click PEACE button in paper doll ( <b>ALT</b> + <b>C</b> ) or hold <b>TAB</b> )
Peace Mode	Click WAR button in the paper doll ( <b>ALT</b> + <b>C</b> ) or release <b>TAB</b> )
Attack	Double-click target (while in War Mode)
Character Status	Hold click and then drag the pop-up window with your cursor from character or creature to display the status info

## ACTIONS

Use Item	Double-click item, then click target
Use Tools (Axe, Shovel, etc.)	Double-click tool in backpack, highlight target, and click
Use a Moongate	Walk into moongate, select destination, and click OKAY button
Use Spell	Double-click spell icon in spellbook, highlight target, and click
Use Skill	Click jewel next to skill you want to use in the skill window

## OPTIONS MENU

Options Window	Click OPTIONS button in paper doll window ( <b>ALT</b> + <b>O</b> )
Macro Options 2D Client	Click the curved arrow icon (5th down on left)
Macro Options 3D Client	Click MACRO button (4th down on left)
Full Screen/Windowed Mode	<b>ALT</b> + <b>ENTER</b>

## COMMUNICATION

Talk	Type your statement then press <b>ENTER</b>
Repeat Last Typed	<b>CONTROL</b> + <b>Q</b>
“Heal”	Type this near a wandering healer or at a shrine to resurrect yourself
“Bank”	Type this while at a bank to open your bank box
“Vendor Buy”	Type this while near a vendor to open his goods window to view what he has to sell
“Vendor Sell”	Type this while near a vendor to open your goods window to show what you have to sell

## MISCELLANEOUS

Open Chat	Click CHAT button in paper doll window
Zoom (3D Client)	Scroll mouse wheel
Help	Click HELP button in the character display paper doll window and select appropriate option
Log Out Character	Click LOG OUT button in the character display paper doll window (for safe log out, go to an Inn)
Building Type	To identify what type of building you are entering, click the sign by the door
Exit Game	<b>ALT</b> + <b>X</b>

## SETTING A MACRO

Macros allow you to set up shortcuts for performing tasks that you define. For example, the following steps demonstrate how to set up a keyboard shortcut for switching back to the last weapon you had equipped.

1. Open the Options interface with **ALT** + **O**.
2. Click the Macro tab on the left.
3. Click the ADD button at the top of the interface.
4. Click in the Keystroke box and type the key to which you wish to bind the macro. If you want a key combo like **CONTROL** + **W**, make sure to select the appropriate box for **CONTROL**, **SHIFT**, or **ALT**.
5. Select EQUIPLASTWEAPON in the Action drop-down list.
6. Click APPLY.



# WHAT'S NEW

## SAMURAI

A true Samurai warrior strives for perfection in everything, not least of all in the art of combat. Wisdom, honor, fearlessness in the face of the enemy—these are the hallmarks of this venerable profession. Although anyone can build their Bushido skill, only when you master a wide variety of special abilities and weapon maneuvers such as Honorable Execution and Lightning Strike will you truly be worthy of the armor of the Samurai.



## THE VIRTUE OF HONOR

Honor your enemy and reap the rewards with this new virtue. Although all professions may strive for the Honor virtue, none is more closely tied to this virtue than the Samurai.

## HONOR POINTS

Earn Honor points by activating the Honor virtue before attacking a monster that is at full health and that is not currently being honored by another player. The number of points you earn depends on factors such as the monster's fame and your contribution to the monster's death.

\* If your honored enemy inflicts damage on you first (before you first inflict damage on them), you earn bonus points upon their defeat.

## ACHIEVING PERFECTION

Whereas all may employ the Embrace Honor ability, only the Samurai can Achieve Perfection.

If you are a Samurai and begin an Honorable combat, you automatically begin to Achieve Perfection with that opponent. Perfection is only tracked for players with a Bushido skill level of at least 50.

Whenever you inflict damage upon an honored enemy with a melee attack, you add to your Perfection rating, which is in essence a damage bonus. Missing that enemy reduces your Perfection rating. The higher your Perfection rating and the fame of the enemy, the more fame and fortune you receive upon the death of the enemy.

## ABILITIES

By building up his or her Bushido skill level, a Samurai can gain unique special moves that can be performed independent of any weapon.

- |                            |  |
|----------------------------|--|
| <b>Honorable Execution</b> | Attempt to kill your enemy in a single attack. If successful, this attack heals you and boosts your swing speed for a short duration   |
| <b>Momentum Strike</b>     | Automatically attack a secondary opponent if your attack on your primary opponent is successful.   |
| <b>Lightning Strike</b>    | A precise attack that carries a large damage bonus.  |
| <b>Evasion</b>             | Attempt to parry even the most powerful attacks against you, including dragon breath and lightning bolts. Lasts a short duration.  |
| <b>Counter Attack</b>      | Successfully block an opponent's attack to receive a free attack on them.  |
| <b>Confidence</b>          | The Samurai is filled with supreme confidence, greatly increasing his hit point regeneration for a short duration and gaining the ability to heal stamina and health for a longer duration each time he parries. |



## NINJA

The discipline of Ninjitsu is not for the weak of body or mind. You must build dexterity, you must move silently, you must think and act quickly, because your very life depends on it. Becoming a Ninja is not easy, but if you are beset by fear your path will be all the more arduous. If the idea of living a life in the shadows makes you uneasy, you should seek an altogether different profession.



### ABILITIES

Like the Samurai, the Ninja also has special weapons-independent abilities. These special moves require the Ninja to build up his or her Ninjitsu skill level.

- Animal Form** Gain special bonuses by transforming into an animal. For instance, becoming a rabbit gives you a stealth bonus, while the serpent form gives you the ability to inflict poison.
- Death Strike** A delayed attack that strikes the opponent either five seconds or five tile moves (on the part of the opponent) after you execute it.
- Backstab** Launch this attack from stealth to receive a damage bonus. After executing this ability you cannot re-enter stealth for five seconds.
- Surprise Attack** Strike an opponent from stealth to inflict a defense penalty on your enemy for a short duration.

### Focus Attack

Summon all of your Ninja strength into a single strike and increase both damage and the chance for magic "hit" properties to occur. To perform this move you must use a two-handed melee weapon or a single-handed melee weapon without a shield.

### Shadowjump

Teleport in stealth. You must perform a stealth check at your destination to remain hidden.

### Mirror Image

Create a replicate of yourself that may absorb damage when you are standing within four steps of it. The mirror image consumes a follower slot and disappears in 30 to 60 seconds.

### Ki Attack

The farther you are from your opponent when you initiate this attack, the greater the damage you inflict. You must reach your opponent within two seconds.

## WEAPONS

Samurai are famed for using more than one weapon in combat, switching from a sword to a mace or longbow with swiftness and ease even when the battle is at a fever pitch. Ninjas are crafty and quick, able to adapt to the situation and think on the fly. When you submit to the discipline of Ninjitsu, you should learn not only how to use many weapons, but also how to choose the right weapon for the task at hand.

### WEAPON DESCRIPTIONS

- No-Dachi** The no-dachi is a large, curved sword. While not the best defensive weapon, its size can strike fear in the heart of even the bravest foe.
- Tetsubo** This two-handed weapon made by carpenters requires strength to yield. It is a long wooden rod with iron spikes, and is deadly in the right hands.
- Bokuto** The bokuto is a wooden sword used primarily in training. However, it is heavy enough to be used effectively in combat, yet lighter than a steel sword.
- Daisho** The daisho is a two-sword set composed of the katana and the shorter wakizashi. Both blades are curved and can be wielded simultaneously.
- Fukiya** The fukiya is a lightweight but sturdy blowgun. It is a simple yet elegant weapon that allows the Ninja to strike silently from a distance.

<b>Tekagi</b>	Although not originally designed as an offensive weapon, these "climbing claws" can be used to strike and fend off sword attacks.
<b>Kama</b>	The kama is a sickle with a sturdy handle and a broad, curved blade about a foot in length. Its short size makes it easy to wield.
<b>Nunchaku</b>	Two cylindrical wooden rods linked by a short chain make the nunchaku, a superior defensive weapon that can cause damage to an enemy as well.
<b>Sai</b>	A sai has a long metal projection (sometimes sharpened) flanked by two shorter prongs designed to protect the hand. The sai can be used defensively or offensively.
<b>Tessen</b>	The tessen is a fanlike weapon. Easy to store and carry, it is an extremely effective defensive weapon in the hands of a trained Samurai.
<b>Wakizashi</b>	Traditionally the wakizashi was used indoors in place of the katana sword because its shorter length was better suited for close-quarter combat.
<b>Yumi</b>	This longbow allows a skilled archer to hit his target while staying well clear of the fracas. The yumi was the bow of choice for combat on horseback.
<b>Lajatang</b>	This rare martial arts weapon is a long staff with a blade in the shape of a crescent moon affixed to each end.
<b>Shuriken</b>	The shuriken is a metal throwing star with razor-sharp edges. Though not a powerful weapon, an accurate throw can still be deadly...especially when the shuriken has been poisoned.

## WEAPON MANEUVERS

All new Samurai and Ninja weapons have a primary and secondary weapon maneuver. You can use the primary weapon maneuver when you have achieved a level of 70 in the respective weapon skill, and the secondary weapon maneuver when you reach a level of 90. Many of these new primary and secondary weapon maneuvers have an additional requirement of 50 Bushido or 50 Ninjitsu.

The new weapon maneuvers in *Ultima Online: Samurai Empire* include:

- \* Riding Swipe
- \* Frenzied Whirlwind
- \* Feint
- \* Block
- \* Armor Pierce
- \* Double Shot
- \* Defense Mastery
- \* Nerve Strike
- \* Dual Wield
- \* Talon Strike

You can find out more about weapon maneuvers by double-clicking the purple book on your character's paper doll and hovering over the icon for a particular weapon maneuver.

## WEAPONS SWITCHING

With the teachings of swordmasters from the Tokuno Islands, all players can now quickly switch between two different weapons. To do so, first set a hot key for the "Weapon Switch" macro (see *Setting a Macro* on p. 7). Then, disarm your current weapon and place a different weapon in your hand. Try using the macro hot key to quickly switch weapons.

## THE TOKUNO ISLANDS

It turns out that Sosaria is a larger world than we knew. When Mondain shattered the Gem of Immortality it did not, as was previously believed, destroy the Land of the Feudal Lords. Rather, the continent collided with another land, creating a time rip that would have lasting repercussions.

The survivors on the part of the Land of the Feudal Lords that would become the Tokuno Islands used their magic to protect their lands from outsiders. In this way the Tokuno Islands remained unknown to the inhabitants of Britannia until Minax discovered a way to cross the breach.

What she found was a world wholly separate from that of Britannia. Full of strange creatures and people and customs, the islands are as mysterious as they are beautiful. However, the same lakes, mountains, and gorges that give the land its beauty also serve to carve it into naturally-formed sections and regions.

The Tokuno Islands comprise many islands, but there are three main ones.

## MAKOTO-JIMA

The one shelter of peace in the storm of strife for the Tokuno Islands has been the city of Zento. This city is a thriving commercial center with many shops and services. If you journey to these lands, you would do best to start in Zento before venturing out to the rest of Makoto-Jima and the other islands.

To the north of Zento stretches the Waste, a vast, imposing desert occupied by the likes of desert dwelling creatures such as the Deathwatch Beetle, Deathwatch Beetle hatchlings, Scorpions, and other cold-blooded beasts.

The island is also the home of the Shrine of Makoto. If you enter this or any other shrine as a ghost, you are resurrected.

## ISAMU-JIMA

Home to gardens and dungeons, fearsome dragons and the Shrine of Isamu, Isamu-Jima is a land of contradictions. One native creature in particular embodies contradiction—the beautiful but deadly Fan Dancer.

The Fan Dancer's Dojo is located in the Valley of Blossoms near the mountains of the Winter Spur. Though the Fan Dancer might appear enchanting, the Dojo is in fact a dungeon. If you are brave enough, you can venture into the lair.

When on the south of the island, beware of Storm Point. On this promontory lurk undead Revenant Lions as well as sinister Kappa and other unwelcoming beasts.

## HOMARE-JIMA

This island is full of monsters that are difficult to kill, to put it mildly. From the Krakens in the water near Defiance Point to the Yomotsu at the Yomotsu Mines, danger and demons lurk around every bend. Woe betide he who stumbles unawares into the Crane Marsh. The Elite Ninja and Lizardmen who dwell there do not look kindly upon trespassers.

Yet even this island is not without its beauty. The Kitsune Woods, though dark and mysterious, have an ancient appeal, while the Bushido Dojo masks its formidable dangers with an exquisite façade. The island also houses the Shrine of Homare, a welcome way station to the wandering Samurai.

## HOUSING AND ITEMS

*Ultima Online: Samurai Empire* includes new Japanese-themed House Customization items that let you build anything from a simple dojo to a massive feudal Japanese castle. Start small and simple then try more complex structures. Trying to copy other structures you see is a good way to learn new tricks, and never be afraid to experiment—as long as you have the gold for it!

## GETTING STARTED

Start your feudal Japanese home by double-clicking the house placement tool (the spyglass icon, which you must purchase from an architect). Then, when you have selected a lot, choose to build a Classic, Two Story, or Three Story house and place your house on your lot (for more information on placing a house, see the *Building a Tokuno-Style House* section on the back of the map). The rules for the selected style appear.

To build on your property, click the sign outside your property then click CUSTOMIZE. In the pop-up window, click the CUSTOMIZE THIS HOUSE button to bring up the customization window. Your new Japanese-themed elements—walls, floors, and roofs—are grouped on the left along with the eyedropper tool and the system menu.

On the right are the story and visibility changers which let you select the floor you are viewing and the one you are working on. The changes you make to your house do not take effect and are not charged to your account until you choose COMMIT under the system tools.

## FLOORS AND WALLS

Start by placing a floor. You can hold the left mouse button to paint on floor (and roof and wall) tiles rather than click each individual tile into place. Note that while you are in build mode you can walk on pond tiles, which you cannot do once you commit your changes.

Next, place your walls, leaving at least one tile between your walls and your property perimeter on all sides to allow for roof overhang (this is a unique feature of Japanese-themed houses). To place a window, click the window toggle at the top of the tool.

There are three orientations for wall pieces, which cannot be rotated. One angles from upper left to lower right, the second angles from lower left to upper right, and the third is a lower-left corner. For certain wall styles, you may want to create the other corners by placing posts where walls join.

Note that a tile of any sort that is not properly supported from below or the side appears in orange. You cannot commit your changes when you have one or more orange tiles.

## ROOFS

*Ultima Online: Samurai Empire* includes many new roofs, from colorful ceramic tiles to simple hay roof tiles. On each floor you have six roof layers at your disposal. The pieces you lay down in the middle of floors at level one have small overhangs—this lets you know you're at level one. When placing roof tiles at higher levels, the corresponding floor tile below highlights in yellow to help guide your placement.

If you left room between your walls and your foundation perimeter, build the roof one tile farther out than your walls in each direction to cover the horizontal gaps you might see between the roof and walls if they end at the same tile.

When you have your roof built, you can fix any vertical gaps you see between it and the outer wall by using smaller wall pieces.

Different roof set pieces interact differently with other pieces from the same set, so this is where experimenting can really pay off.

## FINISHING

When you're done making changes, click COMMIT under the system tools to apply them; the proper amount of gold is then deducted from your account. Remember that you also have the option to back up your changes (save them without committing them), restore your house to the state it was in when you last committed, or clear your house completely and start with a fresh foundation.

While you are customizing your house, visitors still see the last committed version of your house. Only when you commit your changes and pay out your gold will they see your stunning new abode.

## NEW PLAYER TIPS

Welcome to *Ultima Online*, a world like no other. If you're new to *UO*, we hope this section helps you on your way to virtual life filled with friendship, prosperity, and adventure.

### 1. Do the new player quests.

As a new player, you can take on a new player quest for each character you create. Those quests teach you many *UO* gameplay basics, plus you'll earn some extra gold and items. However, if you want more detailed info about starting in *UO*, or have questions about how to play, go to <http://www.uo.com/newplayer/>. Also, you can find answers to almost any *UO* question at <http://guide.uo.com>, home of the *Ultima Online* Playguide.

### 2. What's next? It's up to you.

*UO* is not built on a rigid quest and leveling system that leads you by the nose up a fixed ladder. After you finish the new player quest, your future really is up to you. Having that much choice can be intimidating so here is a recommendation: Choose a skill and begin working on it. Say you want to be a warrior; begin working on Swordsmanship by hunting through the forests near your home city. Or work on Taming by trying to tame stray cats and dogs, and then try horses or even dragons. As you train up any of the more than 50 skills, you'll find yourself adventuring further and further from home, developing new tactics for skill-building, and most importantly, meeting other players. Find out more about the *UO* skill system at <http://guide.uo.com/skills.html>.

### 3. Make friends, influence the world.

A great way to meet other players is by joining a guild, a group of players dedicated to helping each other grow rich, powerful, and famous. There are more than 27,000 active player guilds, and you can find more about who they are and how to reach them at <http://town.uo.com/guilds/>.

### 4. All the *UO* news that's fit to print.

There is a lot going on in *UO*, pretty much all the time. There are large in-game events moderated by *UO* staff, and smaller events staged by *UO* players—everything from auctions to new player help days to murder mysteries. Make a point of visiting [www.uo.com](http://www.uo.com) at least once a week to get the latest on what's happening and where.

### 5. A little help from your friends.

Sometimes, you'll need technical or account support help not covered in the Playguide. In those cases, head over to <http://support.uo.com> where you'll find answers to commonly asked questions about technical support, game rules, or server maintenance schedules.

## 6. Everyone has a voice.

The official *UO* message boards are hosted by Stratics at <http://boards.stratics.com/php-bin/uo/ubbthreads.php>. You can always find a hot topic or two on the boards, with many *UO* developers often posting and taking part in the discussion. The message boards are one of the many ways we listen to you and what you want from *UO*, so make your voice heard, or at least read what others have to say.

## 7. Your home away from home.

Once you've earned enough gold, you should think about buying your own home. You can buy one from another player, or you can design and build one of your own. Houses are an expression of your status and your creativity, and give you a chance to make your mark on the world. Find out more about housing at [http://guide.uo.com/house\\_1.html](http://guide.uo.com/house_1.html). Also, feel free to tour other people's homes (when unlocked) to see how they've decorated and designed. You'll find that *UO* players are endlessly inventive and have an eye for style.

## 8. It begins, but never ends.

Think of *Ultima Online* not as a game, but as a world you happen to visit with your PC. You aren't going to be able to see it all or do it all in a few hours or days or even years. Most longtime *UO* players have multiple characters, have perfected many skills, built many houses, and mastered many professions, and they still aren't done. You can start *UO*, but you'll never finish, and that's the beauty of it. See you in Britannia!

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**Team Leads:** Anne "Silvani" Pitkin, Shawn "Carbon" Stafford, Richard "Wraith" Rasmussen, David "Orbeus" Abelt, Tim "Ryujin" Hempel, Michelle "Imirian" Davis

**Game Masters:** Chong "Jinsol" Cho, Jason "Zilo" Lawson, Yen "Kalag" Chang, Chelsea "Sparkle" Robinson, Marco "Spada" Sederquist, Jackie "Mantisa" Poon, Rhasan "ValQor" Wafer, Greg "Cyrus" Hoyle, Mary "Foster" O'Connor, Tiffany "Willow" Lee, Ben "Ender" Jones, Michael "Fenris" Humphreys, Mike "Hugo" Green, David "Axiom" Rehfeld, Laura "Malachite" Cannon, Monica "Hyacinth" Reynolds, Brad "Wildcat" Bennett, Malcolm "Maul" Baskerville

## GLOBAL UO TEAM – JAPANESE VERSION

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**Localization Producer:** Ryosuke "LongBow" Kutsuma  
**Localization Assistants:** Takashi Hayasaka, Michiyo Chiwata  
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**Public Relations:** Kazuyuki Kumagai, Mayumi Otsuka, Naoko Murata  
**Package/Manual Design:** Seiichi Mitani  
**Software Manual Editors:** Mitsuyoshi Matsuzawa, Taro Suzuki  
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**Interest Game Masters and Seer Coordinators:** Excrom, Galess, Inoia

### Japan In-Game Customer Support Team

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**Shift Lead:** GM Rend  
**Lead GMs:** GM Comforl, GM Sowl  
**Senior GM:** GM Licatia  
**Counselor Coordinator:** GM Licatia  
**Companion Coordinators:** GM Comforl, GM Zoer, GM Licatia  
**Game Masters:** GM Blatry, GM Marby, GM Prume, GM Unicta, GM Wasia, GM Zoer  
**UO Hotline:** Ya-ssan, Torikichi, Deko  
**Thanks To:** Shunji Nishizawa, Yoshihiro Hirakata, Shiho Minowa, Toshimitsu Takeuchi, Reico Kikai

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**Localization Engineers:** Maxwell Peng, Ivy Wu  
**Marketing Manager:** Jenny Hsia  
**Product Manager:** Titus "TTSO" Ou

## EA GLOBAL ONLINE OPERATIONS

**Chief Network Architect:** Ruben Cortez  
**Data Center Manager:** Kara Deshazer  
**European Network Manager:** Mike Richardson  
**Japan Operations Manager:** Tokumi Takeda  
**Network Engineers:** Victor Okumura, Prashanth Kumar  
**Sr. Unix Administrators:** Brandon Williams, Kevin Patterson

## MARKETING AND COMMUNITY

**Senior Product Manager:** Aaron Cohen  
**Online Community Representative:** Chris "Binky" Launius  
**Documentation:** Dan Davis, Jennifer Lane  
**Documentation Layout:** The Big Idea Group  
**Package Illustration:** Greg Call  
**Package Design:** Ayzenberg Group  
**Package Project Managers:** Lauren Siegel, Rebecca Wachob  
**Map Art:** Ayzenberg Group  
**Additional Installer Art:** Danny Floyd  
**PR:** Erica Yenni Thomas  
**Special Thanks:** Debysue Wolfcale

## ADDITIONAL SOFTWARE

Uses Bink Video. Copyright © 1997-2004 by RAD Game Tools, Inc.  
Uses Granny Animation. Copyright © 1999-2004 by RAD Game Tools, Inc.

# PERFORMANCE TIPS

## SYSTEM REQUIREMENTS

It is essential that your PC meets the Minimum Requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your system hardware supports the requirements.

## BACKGROUND TASKS

In some cases programs that are running on your system can monopolize resources that the game needs in order to install, load, and run properly. Not all of these programs are immediately visible. There are a number of programs, called "background tasks," that are always running on your system.

**Important Note:** While shutting down background tasks will optimize your system for running *Ultima Online: Samurai Empire*, these background tasks' features will be unavailable once shut down. Be sure to re-enable background tasks after playing *Ultima Online: Samurai Empire* by restarting your computer.

If your system is running anti-virus or crash guard programs you will need to close or disable them to run *Ultima Online: Samurai Empire*. To do this, find the icon for the program on the Windows Taskbar and then right-click the icon and select "close," "disable," or the relevant option. Please note that these programs will be reactivated the next time you restart your computer.

Once anti-virus and crash guard programs have been disabled, you should end all unnecessary general background tasks.

### To view and close background tasks (Windows XP):

1. Hold down **CONTROL** and **ALT** and then tap **DELETE**. The Windows Task Manager appears.
2. Click the **Processes** tab. This tab displays a list of all background tasks running on your system.
3. Click the **User Name** column heading. This sorts all the processes together by user name.
4. Select an item with a user name, but DO NOT select one from the SYSTEM, LOCAL SERVICE, or NETWORK SERVICE groups. Also, DO NOT select the *explorer.exe* or *taskmgr.exe* items.
5. Click **END PROCESS**. You may receive a warning message, if so click **YES**. The selected item disappears from the list.
6. Repeat steps 4 and 5 until only *explorer.exe* and *taskmgr.exe* remain in the user name group.

### To view and close background tasks (Windows Me or 98):

1. Hold down **CONTROL** and **ALT** and then tap **DELETE**. The Close Program window appears. This window displays a list of all background tasks running on your system.
2. Select an item, but DO NOT select the *Explorer* or *Systray* items.
3. Click **END TASK**. The Close Program window closes and the task is ended.
4. Repeat steps 1 through 3 until only *Explorer* and *Systray* remain.

## VIDEO AND SOUND DRIVERS

An outdated video or sound driver can lead to slow and choppy gameplay, or in some cases can prevent the game from running at all. To ensure an enjoyable experience with *Ultima Online: Samurai Empire*, be sure that you have the most recent video and sound drivers installed. These drivers are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of video or sound card you have, or you don't know how to update the drivers on your system, please refer to the documentation that came with your system or peripheral.

## INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

*Ultima Online: Samurai Empire* uses the following TCP and UDP port(s) for Internet play:

- Connects to the login server on 7775 & 7776 (TCP)
- Connects to the patcher on 8888 (TCP)
- Connects to the game server on 5001 to 5101 (TCP)

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

## TECHNICAL SUPPORT

If you have trouble with *Ultima Online: Samurai Empire*, EA Technical Support can help. The EA Help file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

### To access the EA help file (with game already installed):

Click the **Start** button from the Windows Taskbar and select **All Programs (or Programs) > EA GAMES > Ultima Online Samurai Empire > Technical Support**.

### To access the EA help file (without the game installed):

1. Insert the *Ultima Online: Samurai Empire* disc into your CD/DVD-ROM drive.
2. Click the **Start** button from the Windows Taskbar and select **Run... Type D:\support\EA Help\Electronic\_Arts\_Technical\_Support.htm** in the Run dialog box, then click **OK** (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support. EASY Info is a utility that detects your system's hardware and organizes this information into a detailed report. This report can tell you whether you are meeting minimum requirements and helps EA Technical Support solve your problem in the quickest possible time.

### To run the EASY Info utility (with game already installed):

Click the **Start** button from the Windows Taskbar and select **All Programs (or Programs) > EA GAMES > Ultima Online Samurai Empire > EASY Info**.

### To run the EASY Info utility (without the game installed):

1. Insert the *Ultima Online: Samurai Empire* disc into your CD/DVD-ROM drive.
2. Click the **Start** button from the Windows Taskbar and select **Run... Type D:\support\easyinfo.exe** in the Run dialog box, then click **OK** (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

When the utility finishes gathering hardware information you can view your system information by looking through the various categories. You can save this information to a file by clicking **File** on the top menu bar, then clicking **Export to Desktop > EASY Info Report**. A copy of the report is saved to your Windows desktop for viewing and printing. Please be sure to have this report available when contacting Technical Support.

### EA Technical Support on the Internet

If you have Internet access, be sure to check our EA Technical Support website at: [techsupport.ea.com](http://techsupport.ea.com)

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

If you are unable to find the information you need on our website, please feel free to contact EA Technical Support via e-mail, phone, or letter. Please be sure to include the EA Help utility report in your e-mail or letter.

If you need to talk to someone immediately, call us at (866) 543-5435. Please have the EA Help utility report printed and ready when you call. This will help us service your call in the quickest possible time.

#### EA Technical Support Contact Info

E-mail and Website: <http://techsupport.ea.com>

FTP site: <ftp.ea.com>

#### Mailing Address:

EA Technical Support  
P.O. BOX 9025  
Redwood City, CA 94063-9025

If you live outside of North America, you can contact one of our other offices.

In the United Kingdom, contact:

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P.O. Box 181  
Chertsey, KT16 0YL, UK  
Phone (0870) 2432435

In Australia, contact:

Electronic Arts Pty. Ltd.  
PO Box 432  
Southport Qld 4215, Australia

In Australia: For Technical Support and Game Hints & Tips, phone: 1 902 261 600 (95 cents per minute). If you are under 18 years of age, parental consent required.

## WARRANTY

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#### EA Warranty Contact Info

E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1900

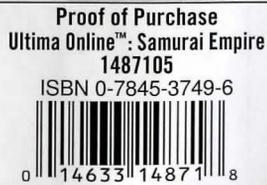
#### EA Warranty Mailing Address

Electronic Arts Customer Warranty  
P.O. Box 9025  
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