ULTIMA ONLINE

THE SECOND AGE

Starter Guide

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THIS MANUAL

This starter guide tells how to play the game as of August, 1999. *Ultima Online: The Second Age* is a living, ever-changing game — please check the online Playguide for information on changes that have occurred since.

Also, please note that the new features in *Ultima Online: The Second Age* are not available if you are playing *Ultima Online* without the Second Age software that comes with this playguide.

ACCOUNT AND TECHNICAL SUPPORT

Should you experience any account or technical problems with *Ultima Online*, please let us know. Origin Systems is committed to backing up our products with the best possible support staff and resources.

Account Support hours have been expanded to include Saturday. This means you can get Account Support anytime Monday to Saturday, from 10:00 AM through 5:45 PM Central Time. We will be working to increase support hours even further. Please watch for announcements or ask our support personnel for updates to these hours.

Additionally, we provide a toll-free 888 number for account support. The new Account Support number is 1-888-8GAME88 (1-888-842-6388) and is good during any of our support hours. It should be noted that the Saturday hours and the 888 number are strictly for Account Support within the continental U.S.. Issues that would be appropriate for the Account Support line are:

■ problems with your credit card

■ forgotten or lost password/id issues

■ change of billing information

Technical Support can be reached at 1-512-434-4357, and is available Monday to Friday, from 10:00 AM through 5:45 PM Central Time.

These hours represent U.S. domestic support hours only. For support hours and contact numbers in your area, please visit our web page at **http://www.uo.com/mail.html**

GETTING IN

To start *Ultima Online: The Second Age* (UO), select START/PROGRAMS/ULTIMA ONLINE from your Windows Start Menu. (You can also choose to run the game immediately after installing it.)

When the game begins, you will see the introductory movie. Once past the movie, a frame will appear around your screen and will remain throughout the introductory screens. You can hit the QUIT button in the upper right corner at any time to exit *UO*.

See the Install Guide for information on installing and setting up an account.

MAIN MENU OPTIONS

> **Note**: *You can skip the game's introductory movie by pressing spacebar, but we recommend that you watch it completely at least once.*

MY UO: This button launches your external web browser to the *UO* website at **http://www.uo.com**. This site is a must-read resource for news, information on the latest updates, the Player-Events Calendar, and much more.

ACCOUNT: This button launches your external web browser to the account management site at **http://ultima-registration.com**. Check here to verify that your account information is correct, or to make changes.

HELP: This button opens your web browser to the support section of the *UO* website where you can find answers to many frequently asked questions and send email to our support staff if you need assistance.

MOVIE: Press this button to play the game's introductory movie.

CREDITS: This button shows the names of the team that creates and maintains *UO*.

QUIT: Closes the *Ultima Online* program.

LOG-IN MENU OPTIONS

At the top of the Log-In Menu are two boxes. The top box is for your account name (not your character name), and the lower is for your account password. After the first time you enter the game, the account name box will remember and display the account name used the previous time that *Ultima Online* was accessed from your system.

Save Password is a check box that allows you to tell the game to remember your password from session to session just as it remembers your account name.

Caution: In order to ensure the security of your account information, we recommend that you do not use the Save Password option, particularly if you share access to the computer with others, or commonly use the internet to download files. We also recommend you change your account password at least once a month. For more information we strongly encourage you to visit our site concerning computer security at **http://support.owo.com/faq_2.html**.

The ▶ button takes you to the Server Selection and Character Selection screens.

SHARD SELECTION

This screen allows you to select which server set, or "shard" you will play on. Shards are located all over the US and in several overseas countries, and each shard is a separate "world" of Britannia. Each of the shards has the same geography and basic ruleset; however the population shapes the world in countless ways, giving each shard a unique flavor. Each shard is completely self-contained, and characters cannot move between them.

The first time you play, the shard that the game determines is the best choice for you, given your location and Internet connection, is made as the default selection. If you just click the ▶ button, that will be the shard you log in to. After your first log in, the default selection becomes the last shard you logged in to. Your default shard is represented at the bottom of the screen by an icon showing a globe of Britannia.

"SORT BY" OPTIONS

Because any given character is confined to one and only one shard, it is important that you, the player, be able to select the shard that allows you to access the game with maximum efficiency and consistency. The Internet is a complex and constantly changing environment that can offer obstacles to a smooth connection to *Ultima Online*. Therefore, this screen allows you to access three different ways to gauge which server offers your best bet for a good connection.

Time Zone. This sorts the available servers by their distance from your location (as indicated in your registration information), from closest to farthest.

% Full. This checks the number of players on each server at the moment, and generates a list from least to most crowded.

Connection. This actually sends a data signal from your computer to each of the game servers, and lists the servers from fastest to slowest response time. (This process can take several seconds to complete, so be patient.)

CHARACTER SELECTION

Each account can have up to five characters per shard. This screen displays all characters on the selected shard. Click on the character you want to play and click PLAY CHARACTER, or double-click on the character you want to play, in order to enter the game. Clicking the NEXT button also allows you to play the character.

Create Character takes you to the Character Creation screens. If you do not currently have a character on your selected shard, you will have to create a character before entering the game.

Main Menu returns you to the Main Menu.

Play Character puts you into the game at the site of that character's last log-off (or when the game was last backed up).

Character Delete deletes a previously created character, freeing up a slot for a new character. Click on the character you wish to discard, then click on this button. You will be given a chance to confirm your choice before the character is eliminated. You cannot delete a character if that character was created in the last seven days. (This is to prevent certain abuses that would be possible with unlimited character switching.)

CHARACTER CREATION

Creating an *Ultima Online* character can be extremely simple, but the system also permits a great deal of flexibility to personalize your character.

When you create a character, the first thing that you have to do is select a profession. You are presented with three choices at first: Adventurer, Merchant, and Advanced. If you are just starting out, you should avoid the Advanced option for now.

The choice between Adventurer and Merchant will be determined by the style of play that you prefer. If you are interested in being a typical fantasy adventure hero who engages in frequent combat with monsters, then Adventurer is the choice for you. If you are more interested in chatting, social interaction, or the peaceful life of a merchant or tradesperson, you should choose Merchant. Press the brass button to make your choice.

After making this initial selection, you will be asked to choose from a number of general types of professions. So, for example, an Adventurer can choose to be a Warrior, an Archer, or a Mage. There are subtypes within each of these specialties as well, and each one will display information and help about that particular profession within the text box. You can back up at any time hitting the brass arrow below the text box.

Every profession choice results in a character with slightly different qualities and attributes, but they all have been designed to be suitable for a new character. A full list of the professions follows:

ADVENTURER
(SYMBOL: JOUSTING KNIGHT)

Characters of this sort roam the world of Britannia seeking adventure and excitement through combat. With sword, bow, or magic, they battle monsters, pirates, bandits, and other dangers as they strive for wealth and glory. Adventurers aren't shy about getting into fights, and those who venture forth into the dangerous wilderness should be prepared to protect themselves.

This category subdivides into archers, magicians, and warriors.

Archer (Symbol: bow and arrow)

Archers tend to be quicker than warriors and stay moving to avoid their toughest opponents. They typically attempt to stay out of the thick of combat, using their skill with the bow to bring down an enemy before he can attack. Good advice for an archer: keep moving and don't forget to pick up your arrows (even from the bodies of fallen enemies).

Archer (Symbol: bow and arrow)

An excellent individual to have around in a fight, the archer is not only skilled with his bow, but he is also capable of cutting lumber from trees and crafting his own shafts and bows. (You'll need an axe for this.) Getting a ready supply of feathers for arrows is as simple as picking off a few birds with your bow. Bows and arrows can be sold for fairly good money at the bowyer's shop.

Skills	Stats
Archery	50
Strength	45
Bowcraft	25
Dexterity	10
Lumberjacking	25
Intelligence	10

Bard (Symbol: lute)

Although the bard is not as adept at physical combat as other adventurers are, he does have the additional benefit of exceptional musical ability. A bard can use this skill to cause other monsters to fight one another, and then pick off the survivors with his bow. (Remember that this ability requires two targets to be effective.) A bard can also develop additional skills in pacifying monsters or enticing them to approach.

Skills	Stats
Musicianship	50
Strength	45
Provocation	40
Dexterity	10
Archery	10
Intelligence	10

Field medic (Symbol: ankh)

The field medic combines a natural aptitude for archery with a healing ability to become an excellent addition to any fight. His knowledge of anatomy makes him more deadly with a bow and more effective with a bandage. Field medics can earn starting money by adventuring alone or with others. Remember to keep a good supply of bandages on hand.

Skills	Stats
Archery	40
Strength	35
Healing	30
Dexterity	20
Anatomy	30
Intelligence	10

Ranger (Symbol: head with feathered hat)

The ranger is useful for both his archery skills and his ability to locate and track both creatures and people nearby. Rangers have a natural way with wildlife, and they use this ability to tame pets that accompany them through the wilderness. To get a quick start as a ranger, tame a pet and find other animals to attack with your bow while ordering your pet to attack the same target.

Skills	Stats
Archery	50
Strength	45
Tracking	25
Dexterity	10
Animal Taming	25
Intelligence	10

Magician (Symbol: wizard's hat)

Magicians prefer to avoid any sort of physical combat. Instead, they use a powerful array of magical spells to attack opponents, and protect themselves. A skilled magician is a formidable opponent. The key to playing a magician successfully is keeping track of your mana. As mana levels get too low, run away and meditate, or at least rest. A mage with no mana is a sitting duck.

Battlefield Mage (Symbol: phoenix)

The battle mage serves a mostly defensive purpose in combat, although he is equally ready to wade into a fight. His combination of fighting skill with the mace, magical ability, and healing makes him an excellent combatant both alone and in groups, although none of these skills are as good as those of a purist in any profession. Battle mages are not as effective against other magicians as mages or sorcerers.

Skills	Stats
Magery	40
Strength	35
Mace fighting	30
Dexterity	10
Healing	30
Intelligence	20

Pure Mage (Symbol: wizard's hat)

The pure mage is an expert at all types of spells, both offensive and defensive, although he is especially well equipped to deal out damage in combat. Because casting spells is more effective at a distance and can be disrupted by being hit in combat, it is not ideal to take a mage into battle alone against powerful opponents or against large groups. A mage should always be prepared to teleport or recall out of danger.

Skills	Stats
Magery	50
Strength	35
Evaluate Intelligence	25
Dexterity	10
Resisting Spells	25
Intelligence	20

Warlock (Symbol: flaming sword)

The warlock seeks combat of any nature, combining steel and sorcery to destroy his foes. Although he is not as good a warrior as the swordsman is or as good a magician as the mage, the warlock is certainly capable of surviving a battle and escaping with his life when his spells are exhausted. Warlocks should limit their armor so they can move quickly and have room for plenty of spell components.

Skills	Stats
Swordsmanship	40
Strength	35
Magery	40
Dexterity	10
Resisting Spells	20
Intelligence	20

Warrior (Symbol: helm)

Warriors are physically the toughest of adventurers, battling their foes in all-out hand to hand combat. Such individuals require great strength to wear heavy armor and survive battles with dangerous foes. Mainly the types of weaponry that they prefer divide the different types of warriors.

Bard (Symbol: lute)

Although the bard is not as adept at physical combat as other adventurers are, he does have the additional benefit of exceptional musical ability. A bard can use this skill to cause other monsters to fight one another, and then take out the survivors with his sword. (Remember that this ability requires two targets to be effective.) A bard can also develop additional skills in pacifying monsters or enticing them to approach.

Skills	Stats
Musicianship	50
Strength	45
Provocation	40
Dexterity	10
Swordsmanship	10
Intelligence	10

Fencer (Symbol: fencer in lunge)

The fencer is a warrior who prefers to fight with a light, quick thrusting weapon. This could be a dagger, a light spear, a kryss, or a fork. The main advantage of these weapons is their speed in combat, often allowing the wielder to get in more attacks than his opponent. Fencers benefit from the fact that their weapons are one-handed, freeing the second hand to hold a shield, spellbook, potion, or similar item.

Skills	Stats
Fencing	50
Strength	45
Parrying	25
Dexterity	10
Anatomy	25
Intelligence	10

Mace Fighter (Symbol: arm with mace)

The mace fighter prefers to use a heavy, blunt weapon, such as a mace, club, staff, or hammer. Although not as quick as the fencing weapons, blunt weapons can pack quite a punch in a fight, and many of them can be wielded one-handed, as well. Mace fighters are most effective when heavily armored, and they can also benefit from the use of shields.

Skills	Stats
Mace Fighting	50
Strength	45
Parrying	25
Dexterity	10
Anatomy	25
Intelligence	10

Swordsman (Symbol: crossed swords)

The most common variety of warrior is the swordsman. Swordsmen have the widest range of available weaponry, including swords, cutlasses, large axes, halberds and other bladed weapons. Many of these weapons are one-handed, enabling the use of a shield in combat. The heavier ones, on the other hand, are capable of inflicting massive damage but require two hands and great strength to wield.

Skills		Stats
Swordsmanship	50	
Strength		45
Parrying	25	
Dexterity		10
Anatomy	25	
Intelligence		10

MERCHANT (SYMBOL: STACK OF COINS)

Merchants seek to make names for themselves by gathering wealth or crafting fine items. The craftsmen and tradesmen of Britannia provide the much-needed resources that enable adventurers to survive in dangerous settings. While some merchants venture into the more dangerous areas of the realm to find valuable materials, they tend to avoid combat if possible.

This category subdivides into craftsmen and tradesmen.

Craftsman (Symbol: saw)

As his title implies, the craftsman earns his keep by crafting items – whether of metal, wood, cloth, or a combination of these. Some craftsmen prefer to gather their materials themselves, while others purchase them from shopkeepers and still others set up deals with other players to keep their businesses in supply. Finished items can be used by the craftsman himself to further his career, sold to shopkeepers, or sold to other players for a handsome profit.

Blacksmith (Symbol: anvil)

The blacksmith's job is to locate and mine ore, smelt it into ingots, and forge the ingots into weapons and armor to sell at shops or to other players. The blacksmith should find a public smithy to use initially in order to create ingots and forge them into equipment. The most skilled of these craftsmen can create items of exceptional quality and durability, inscribing them with a maker's mark as a sign of the smith's prowess.

Skills		Stats
Blacksmithing	50	
Strength		45
Mining	50	
Dexterity		10
Intelligence		10

Carpenter (Symbol: saw)

The carpenter chops timber in the forests of Britannia and uses his skill to convert logs into lumber. This lumber may then be used to create all manner of furnishings, containers, weapons, and even additions to houses. Carpenters do not require a specific shop location to perform their work, but many items are quite heavy, so it is unwise to work for too long outside the protection of the town guards.

Skills		Stats
Carpentry	50	
Strength		45
Lumberjacking	40	
Dexterity		10
Bowcraft	10	
Intelligence		10

Sorcerer (Symbol: quill and mortar & pestle)

The sorcerer is a scholar of all things magical. He is adept at casting spells, although not as powerful as the mage, but his primary focus is in the area of creating small magical items. The sorcerer uses his abilities in alchemy and inscription to craft potions and scrolls for himself or for other mages. In order to perform his work, a sorcerer requires large quantities of spell reagents, which can be bought or found in the wild.

Skills	Stats
Alchemy	35
Strength	35
Inscription	35
Dexterity	10
Magery	30
Intelligence	20

Tailor (Symbol: scissors)

The tailor uses the hides and wool from native creatures to craft clothing, armor, and even bandages. Because he is often required to locate his own materials, a tailor is familiar with tracking in order to locate the animals which will provide him the necessary materials. In addition, the tailor's skill with the needle and thread carries over into the realm of healing, allowing him to tend to others' wounds in times of need.

Skills	Stats
Tailoring	50
Strength	45
Tracking	40
Dexterity	10
Healing	10
Intelligence	10

Tinker (Symbol: gears)

Tinkers are most adept at creating tools for use by other craftsmen. They are also skilled with mechanical devices and are able to combine small parts into larger parts which can be built into sellable items. Furthermore, a tinker can also create traps to protect containers and homes. These craftsmen use both lumber and ore in their trade, and they have some skill at extracting both from the environment.

Skills	Stats
Tinkering	50
Strength	45
Mining	25
Dexterity	10
Lumberjacking	25
Intelligence	10

Tradesman (Symbol: scales)

While craftsmen use raw materials to create items for sale or use, tradesmen are the primary source of raw materials in Britannia. These merchants tend to range far afield, gathering necessary supplies to take to market. For every environment – forest, mountain, and even on the open seas – there is a tradesman in search of new sources of wealth. Tradesmen are always on the lookout for trouble – and for any loot left lying around that may increase their profits.

Animal Tamer (Symbol: horse)

Tamers have the gift of communication with animals, being able to tame them and command them. He is also familiar with animal movement and can track a potential pet through the wilderness. The tamer is a valuable member of the community, as many starting adventurers desire pets to accompany them on their journeys or herd animals as a source of wool and meat.

Skills	Stats
Animal Taming	50
Strength	45
Tracking	25
Dexterity	10
Animal Lore	25
Intelligence	10

Fisherman (Symbol: fishing pole)
The fisherman plies his trade along rivers, lakes, or the open seas, reeling in his catch for sale in towns. Fisherman are also known far and wide for their ability as cooks, and a well-made fish steak fetches a fair price in the marketplace. Some tales even tell of highly skilled fishermen bringing up sunken treasure from the depths, but the would-be treasure hunter should beware of hungry sea serpents!

Skills	Stats
Fishing	50
Strength	45
Cooking	45
Dexterity	10
Camping	5
Intelligence	10

Prospector (Symbol: pack mule)
The prospector wanders the wilderness of Britannia gathering its valuable resources – wood, ore, and wild plants. These he carries to shops and other buyers for profit. The best prospectors soon learn to craft products of their own. Because the prospector often encounters dangerous creatures and humans in his work, he is also adept at hiding from opponents.

Skills	Stats
Mining	40
Strength	45
Lumberjacking	40
Dexterity	10
Blacksmithing	20
Intelligence	10

Once you have arrived at your final profession selection, a list of your starting skills, and three sliders indicating your initial attributes will replace the buttons on the right.

You begin with 65 points to distribute between Strength, Dexterity and Intelligence. The minimum for a starting attribute is 10, the maximum, 45.

Strength governs how much you can carry, how much damage you can do in combat, and which weapons and armor you can use. It also modifies several skills. Your Strength score is also equal to your maximum Hit Points, which determine how much damage you can take before dying.

Dexterity governs how quickly you react and modifies several skills. Your Dexterity score is also equal to your maximum Stamina, which determines how long you can keep moving, fighting or engaging in other strenuous activity.

Intelligence is extremely important to a number of skills, notably Magery and Magic Resistance, as well as many craft and lore skills. Intelligence is also equal to your maximum Mana, which determines how much energy you have available for spellcasting at any given moment.

Note: It is not advised that you change these attributes and skills until you are experienced in the game.

However, if you choose Advanced character selection, you can manipulate your attributes directly by dragging the brass sliders to the desired settings, and you can change your skills by clicking on the *Skill* field on the lower right of the screen. The text window will change to a list of skills. Simply click on the one you want and it will move to that field. You can then adjust the slider to determine how many points you wish to allocate to that skill. Remember that you only have so many points to distribute across all three skills!

CHARACTER NAMES
Your character's name is probably the first impression other players will have of you. Offensively named characters may be assumed to be offensive and treated rudely. If you wish to be taken seriously, choose a name for your character wisely, as your character will be stuck with it for life.

Ultima Online allows redundant naming, so there may be other characters at loose in the world with a name identical to yours. Most names are allowed, although egregiously offensive names are screened, and a few names of important characters (e.g., British, Blackthorn) are reserved. Once you are satisfied with your skill choices, click next to move on to your character's appearance.

CHARACTER APPEARANCE

Once you've decided on your name and profession, it's time to mold your character to look the role. An alcove in the center of the screen shows the current state of your figure. This figure will represent you in the game, so you should take your time and decide what you want to look like.

On the left you will see a list of physical attributes you can change about your figure. Simply double-click on each field to see the pull-down menu of possible options for that field. Once you make a selection, the appropriate change will appear on your character. Unselect the attribute to change back, select another attribute to try another style.

On the right side is a list of color choices. Simply click on the color box to change it. A palette will appear. You can mouse over the colors and see how they would look on your figure. Once you find the one you want, simply click on it, and the change will be made. Once you are satisfied with your appearance, click the ▶ button to go on.

STARTING LOCATIONS

A map of Britannia will appear, with possible starting cities written on it. The exact cities available to you as starting locations depend on what profession you selected. As you click on a city name, a description of the city will appear in the text box. Once you have picked a city, click the NEXT button to go on.

TUTORIAL SCREENS

The first time you bring any new character into Britannia, you will be given the opportunity to view a series of tutorial screens that illustrate basic game functions, plus the use of your three chosen starting skills. From any tutorial screen you can use the arrow buttons to move on to the next screen or back to the previous, or you can stop the tutorial and begin play with the enter game button. Even experienced players may find the tutorial screens useful if they are beginning a new character with an unfamiliar skill set.

ADVENTURING

MONEY

Everybody has to make a living, even in Britannia.

GETTING MONEY

The way to start earning an income is to start trading. Find any small items that might be available (there will be something there, if you look hard enough), and then find a merchant who might need something of that sort. If you try to pick up something that already belongs to one of the non-player characters in town, the game will ask you if you're sure you want to steal it when you pick it up. Do not try to steal anything unless you have the appropriate thieving skills – you're unlikely to survive the experience!

Be prepared to spend some time building a nest egg – it's not easy. Note that shoplifting from local merchants is not the best way to build a nest egg – even if you get away with it, merchants can usually spot a "hot" piece of merchandise appropriated from a fellow tradesman's display.

You can make some money and train up your combat skills by "bunny bashing" – hunting small creatures like rabbits, birds, pigs and even rats. Be careful not to attack anybody's pet – that's a criminal action! When you kill small game, use your dagger or other bladed weapon on the corpse to take its meat, hide or feathers. Meat can be sold to butchers or tavern keepers, hides and skin to furriers and tanners, and feathers to fletchers.

Remember that because supply and demand is an important part of the virtual economy, shopkeepers will not automatically buy everything you try to sell. Shops can become overstocked with items, and while they will "sell back" overstock at regular intervals, they will not be interested in buying anything that's currently overstocked. Furthermore, shopkeepers will pay less for items of which they have plenty. One good way to gauge the "market potential" of a shopkeeper is to say "buy" to get a look at the shop's current inventory. Any items that seem particularly scarce will probably command a premium price, while items that show up in quantity will command a cheap price or none at all.

If the market for a certain type of wares becomes glutted in one town, the best thing is probably to seek out a better market in another town. If you feel that you're not yet ready to venture out of town, perhaps a more experienced character could be convinced to act as a "middle man," paying you for your wares so he can sell them in another town at a profit.

COMMUNICATING IN ULTIMA ONLINE

NORMAL COMMUNICATION

Most of your communication in *Ultima Online* will be done by way of normal communication. In *UO*, speaking to other players is as simple as typing. Whatever you type on your keyboard will appear above your character's head. Your speech will be heard (seen) by anyone on the same screen.

EMOTE

Voice inflection is not easily translated by typing, however, *UO* allows you to emote your feelings. By typing a colon ":" followed by a space, your text entry will be emoted. Your "emote" will be surrounded by asterisks and will be a different color than your normal speech.

CHAT

The Chat feature allows you to communicate with other players in real time, regardless of where their characters are located in the game. To use the chat system you will need to have a character logged into the game. Chat allows communication with players currently active on the same shard.

The Chat interface is accessed with the CHAT button on the Character Window.

JOINING CHAT

The first time you enter Chat on any given shard, you will be asked to supply an account name. Your account name must be unique – if someone is already using the name you want, you will be assigned a number. For example, if you're the fourth user on your shard to request the name Gandalf, you will get the name Gandalf4. You may accept this name or choose to submit a new one.

Once you have selected and confirmed an account name, you will be prompted to enter your name each subsequent time you enter chat.

Once you're logged on, you will be presented with a pull-down list of all currently active conferences. A conference is a "room" with up to 300 users. Click on the conference you wish to join, and you will be taken directly there, unless the conference is password protected (see below). If the conference requires a password, a window will appear in which you must enter the correct password to join. Once you are in a conference, you will be able to chat.

CHATTING

Once you are in a chat conference, three fields will be visible.

The **Input Field** is where you compose your messages to post to the chat.

The **Display Field** is where the messages from all users are displayed (as well as any messages from the Chat system itself). This field can be scrolled back using the side scroll bar, to read earlier messages.

The **User List Field** is a list of all users currently active in that conference.

Resize Buttons are located at the center and bottom of the screen. The center button allows you to adjust the size of the Display Field, and the other fields will be automatically adjusted to conform. The bottom button allows you to adjust the size of the entire chat window, with the fields remaining in proportion to one another.

The **Minimize Button** minimizes the Chat Window within the *UO* playing screen.

The **Close Button** closes chat.

COMMANDS

The following commands are available to anyone in any conference. These commands can be entered from the Input Field, or selected from a pulldown menu.

Message to Conference. This is the default command, and requires no special code or command selection. Any message in the Input Field not recognized as a command will be posted to all users of the conference when Enter is pressed.

Join Conference (/JOIN CONFNAME OR /JOIN CONFNAME PASSWORD, where *conf-name* is the name of the conference you wish to join, and password is the password for that conference). Removes you from your current conference and takes you to the conference indicated.

Send a Private Message (/MSG NAME TEXT, where *name* is the user name of the person receiving the message, and text is the text of the message). Sends a private message to another user that only that user can see.

Ignore a Player (/+IGNORE NAME, where *name* is the user name of the person to be ignored). Allows you to ignore another user. Neither private nor public messages from that user will be displayed to you.

Remove Ignore (/-IGNORE NAME). Removes a person from your ignore list so you can see his messages.

Toggle Ignore (/IGNORE NAME). Begins ignoring a person not previously ignored, or ends ignoring a person you had been ignoring.

Emote (/EMOTE TEXT, where *text* is the content of the emote). Displays a message as an *Emote*.

Who is This Player? (/WHOIS NAME, where *name* is someone's user name). Displays the name of the character currently being played by that user. The user may disable this information.

Show My Character Name (/+SHOWNAME). Allows other users to see the name of your current character by using Whois. This is the default status.

Do Not Show My Character Name (/-SHOWNAME). Disables other users to see the name of your current character by using Whois.

Toggle Showing My Character Name (/SHOWNAME). Disables Showname if it is currently enabled, and vice versa.

Add Receive (/+RECEIVE) Allows you to receive private messages from other users (does not apply to users currently being Ignored). This is the default state.

Remove Receive (/-RECEIVE) Disables your ability to receive private messages from other users.

Toggle Receiving Messages (/RECEIVE) Enables private messages if currently disabled, disables them if current enabled.

CREATING AND OPERATING A CONFERENCE

Any user can create a new conference. When you enter chat the first entry on the conference list is always "New Conference." When you click on this option you will be prompted to name the conference, and set a password if one is desired. Once the new conference has been created, you will be taken directly to it.

You may also create a new conference from within an existing conference.

Create a New Conference (/NEWCONF NAME or /NEWCONF NAME {PASSWORD}, where *name* is the new conference name and password is its password). Creates a new conference and takes you to it.

Moderator Commands

The creator of a new conference automatically has moderator (ops) status within that conference. Moderator status allows access to the following commands.

Change Conference Password (/PW PASSWORD or /PW, where *password* is the new password for the conference). Changes the conference password as indicated. Using the command without specifying a password (/PW) will remove password protection from the conference.

Kick Out of the Conference (/KICK NAME, where *name* is a user currently in the conference). Kicks a user out of the conference entirely. The kicked user can re-enter, unless the password is changed.

Grant Speaking Privileges (/+VOICE NAME, where *name* is a user currently in the conference). Gives a user the ability to post messages in the conference. Note that any time a user enters the conference, he has the ability to speak by default.

Remove Speaking Privileges (/-VOICE NAME). Removes a user's ability to post messages to the conference.

Toggle Speaking Privileges (/VOICE NAME). Removes a user's ability to post if he has it, adds it if he doesn't.

Add Defaultvoice (/+DEFAULTVOICE). Allows everyone entering the conference to post to the conference. As the name suggests, this is the default state for a new conference.

Remove Defaultvoice (/-DEFAULTVOICE). Makes it so that no one entering the conference can post to the conference.

Toggle Defaultvoice (/DEFAULTVOICE). Adds defaultvoice if it is disabled, removes it if it is enabled.

Grant Moderator Status (/+OPS NAME, where *name* is a user currently in the conference). Gives moderator status to another user.

Remove Moderator Status (/-OPS NAME). Removes moderator status from another user.

Toggle Moderator Status (/OPS NAME). Grants moderator status to a user who doesn't have it, or removes it from a user who does.

Ban from the Conference (/BAN NAME, where *name* is a user currently in the conference). Removes a user from the conference.

COMMUNICATING IN ULTIMA ONLINE

Ultima Messenger

The second form of distance communication is very similar to e-mail. Ultima Messenger is a system which allows you to send messages to your *UO* friends, even if they are not currently in the game.

Anyone familiar with e-mail should be quite comfortable with Ultima Messenger's features, although the REVOKE (*an "X" mark with person icon*) command may be new to some users (see below for an explanation).

There is a mailbag located at the top of your "paperdoll," (the image of your character in your character window). Double-clicking on this mailbag will open up your Ultima Messenger window.

Ultima Messenger Icons

Button	Icon
New Message	Scroll
Reply	Left arrow
Revoke	An "X" next to a person
Forward	Right arrow
Delete	"X"
Addresses	Three people
Send	A moving scroll
Cancel	A circle with diagonal line
Edit	"E"
Okay	OK

Mailbag

In addition, a gem tied to the neck of the bag glows whenever you have unread mail waiting in your mailbox. Please note that it is possible to have your mailbag stuffed full of previously-read messages. The art for showing you a full mailbag will have a glowing and non-glowing frame. The glowing represents new messages and the non-glowing represents previously read messages still contained in your mailbag. Double-clicking on the mailbag icon allows access to the messages it contains. There are CLOSE and MINIMIZE buttons in the upper-right corner of your Messenger dialogue window. Note that this dialog window minimizes to become the mailbag.

COMMUNICATING IN ULTIMA ONLINE

Exchanging "Greeting Cards"

Dragging the mailbag to another player gives him or her your "greeting card" (adds you to their address book). To avoid the problem of unsolicited mail, only people who have your greeting card can send you Ultima Messenger.

Messages and Folders

The center of Messenger is a scrolling list of messages. Your messages are grouped into folders. There can be dozens of folders, but one and only one open at any given time. Each folder has an icon to its left, then a line of text reading, for example, "4 messages for Albatross of Napa." Every folder must have one or more messages; if there are no messages from a particular character, the folder for that character simply does not appear. If any messages are addressed to you the user, as opposed to one of your characters, then the first folder listed contains those messages. Otherwise, folders are alphabetized by character name. Double-clicking on a folder closes the open folder and opens the clicked-on folder. When this box is first opened, the folder that corresponds to your current character is open.

Each message contained in the open folder is listed on a single line that shows the sender, the subject, and the date sent. Messages are sorted by date. If there is insufficient room in the list for the sender or subject, the text will automatically switch to a smaller font. If the "smallest readable" font is still too big, as many characters as will fit are displayed followed by an ellipsis ("..."). Clicking on a message selects it, enabling the appropriate buttons at the bottom of the dialogue. Double-clicking on a message opens a Read Message dialogue box for that message.

There is a row of buttons at the bottom of the dialogue box: NEW, REPLY, FORWARD, REVOKE, DELETE, and ADDRESSES.

- The NEW MESSAGE button is always enabled, and opens the New Message dialogue.
- REPLY is grayed-out unless a message is selected; it opens the REPLY Message dialogue.
- REVOKE is grayed-out unless a message from another user is selected; it opens the Confirm Revoke dialogue.
- FORWARD is grayed-out unless a message is selected; it opens the Forward Message dialogue.
- DELETE is grayed-out unless a message is selected; it opens the Delete Message

dialogue.

- The ADDRESSES button is always enabled and opens the ADDRESSES dialogue.

New Message

There are Close and Minimize buttons in the upper-right corner of the Message dialogue. If there is any text in the Message control, clicking the Close button brings up the Confirm Discard dialogue.

The Main Messenger Screen

The messenger screen contains four elements: the To line, the From line, the Subject line and the Message control.

- The To line displays the addressee of the message. Clicking on this line opens the Pick Addresses dialogue.
- The From line displays the sender of the message. Your character name will appear in the from field, unless the message is to Origin Systems, in which case your real name will appear. When you send a message, the person receiving the message will see this filled out with the name of the character they know you as in their address book (if the character sending is different). If they know you by multiple names, the first match will be picked.
- The Subject line is a simple text box containing your description of the subject of your message. You are free to type whatever you want here.
- The Message text box is the area where you should type the body of your message.

Send and Cancel

At the bottom of the Message box are two buttons, SEND and CANCEL.

- Click SEND when you are ready to transmit your message to the name(s) you have entered in the To box. The SEND button is grayed-out unless an Addressee has been selected.
- If you choose to click on the CANCEL button, you will see a Confirm dialogue box if you have entered text in the Message box. If there is no text, CANCEL simply closes the dialogue.

Read Message

The Read Message dialogue is the same as New Message dialogue, with the following changes:

- There is no minimize button, just a CLOSE button. The CLOSE button simply

closes the dialogue box.

- There are four buttons at the bottom of the box: REPLY , FORWARD , DELETE and REVOKE.
- The REPLY button opens the Reply Message dialogue.
- The FORWARD button opens the Forward Message dialogue.
- The DELETE button opens the Confirm Delete dialogue.
- The REVOKE button opens the Confirm Revoke dialogue.

Reply Message

The REPLY Message dialogue is the same as the New Message dialogue, with the following changes:

- When the dialogue opens, the To line is automatically filled in with the address of the sender.
- The Subject line initially reads "Re:" followed by the original subject line. Additional instances of "Re:" are discarded. You can change the subject line if you like.
- Immediately above the Message control is a check box reading "Include original message." If this box is checked, the Message control displays a horizontal line, followed by the text of the original message that you received.

Forward Message

The Forward Message dialogue is the same as Reply Message dialogue, with the following changes:

- The To line works the same as in the New Message dialogue.
- The Subject line initially reads "Fwd:" followed by the original subject line. Additional instances of "Fwd:" are discarded. You can edit the Subject line if you like.
- There is no "Include original message" check box, but the Message control functions as if that box were checked.

Addresses

When you click on the ADDRESSES button you will see the ADDRESSES dialogue box listing the characters in your address book. You will also see a CLOSE button, and buttons for SEND, REVOKE, and EDIT.

- As with the Messages dialogue box, the Addresses list contains folders. There

are just two folders, one labeled "System Addresses," the other "Character Addresses." Note that only one folder can be open at a time. The System Addresses folder contains addresses for Origin Systems customer service, player relations, and other sources for help and communication with the company. The Character Addresses folder contains all the addresses you have received from other players and characters in the game. Within each folder, the names are listed alphabetically. The first folder you will see when you open the Addresses list is the Character Addresses folder.

- Each name in the list is displayed on a separate line, in the form "Aileron of Napa (met 3/18/99)". Click on a name to select it. A name in the Character Addresses folder can be double-clicked to open the EDIT Description dialogue.

- The SEND button, grayed-out unless a name is selected, opens the New Message dialogue, with the To line already set to the selected name. You can edit the To line.

- The REVOKE button opens the Confirm Revoke dialogue. This button is grayed-out unless a name from the Character Addresses folder is selected.

- The DELETE button opens the Confirm Delete Name dialogue. This button is grayed-out unless a name from the Character Addresses folder is selected.

- The EDIT button opens the Edit Description dialogue. This button is grayed-out unless a name from the Character Addresses folder is selected.

Pick Addresses

The Pick Addresses dialogue is a streamlined version of the Addresses dialogue, used to select a name for the To line of a new message. It differs from the Addresses dialogue as follows:

- When opened, the name currently listed on the To line is selected. If no name is listed on the To line, then the first name in the Character Addresses folder is selected.

- There are just two buttons, OK and CANCEL . OK is grayed-out unless a name is selected; it closes the dialogue and fills in the To line with the selected name. The CANCEL button closes the dialogue without changing the To line.

Edit Description

The EDIT Description dialogue lists the description for a particular message address. The description is displayed in a single-line edit control, and can be edited. There are two buttons, OK and CANCEL . Both close the dialogue; OK commits the change, CANCEL discards it.

Confirm Revoke
This dialogue box brings up the message (for example), "This will permanently delete the greeting card you gave Aileron of Napa. Are you sure you want to do this?" There are two buttons, OK and CANCEL. Revoking your greeting card means that player will no longer be able to send you messages directly in the game.

Confirm Delete Message
This dialogue box brings up the message, "Are you sure you want to delete this message?" Again, you confirm your action by choosing either of two buttons: OK and CANCEL. If there is a Read Message box open for a deleted message, that box is closed when the message is deleted.

Confirm Discard
This dialogue box brings up the message, "You have not sent this message. Are you sure you want to discard it?" You will be asked to choose either OK and CANCEL.

Confirm Delete Name
This dialogue box brings up the message, "This will permanently delete the greeting card you received from Aileron of Napa. Are you sure you want to do this?" Clicking OK and CANCEL completes the action.

BANKING

Once you're in that happy zone where you possess more money than you can (or wish to) carry, you can start keeping the bulk of your wealth in a bank. Every citizen, including yourself, has a bank account (although of course your account will be empty when you start playing). Banked money is 100% secure from theft. To conduct most banking transactions, you must go to a bank (see the town maps for bank locations).

Your bank account and Safe Deposit box (see below) can be accessed from any bank in the land.

SAFE DEPOSIT BOXES

If you say "Bank" to the banker, he will open up your personal chest. Note that there is a limit on how much this chest can hold. Also, gold in your account and gold in the box are the same gold; there's just two ways to access it.

DEPOSIT

You can deposit money into your account just by dragging it from your Backpack to any banker NPC. You can also place it directly in your Safe Deposit Box.

WITHDRAW

If you need money from your bank account, just type "Withdraw $$$" (where $$$ is the amount of money you wish, as in "Withdraw 100") to the banker. The money will be transferred to your Backpack. You can also take the money directly from your Safe Deposit Box.

AUTOMATIC WITHDRAWS

For very large purchases of 2000 gold or more (a house or ship, for example), or for purchases from a vendor where it would be difficult or impossible to carry sufficient cash on your person, the vendor, architect, shipwright or other tradesman can transfer funds directly from your bank account. A banker need not be present once the deal is agreed upon.

STATEMENT/BALANCE

To check your available funds, say "Balance" or "Statement" to any banker, and he will tell you your current balance.

CRIMINALS AND MURDERERS

Criminals and murderers cannot bank until they are no longer flagged as criminals or murderers. There are rumors of a bank available to criminals within the world of Britannia.

TRADE

BUYING FROM MERCHANTS

To buy or sell from a merchant – for instance, Vanessa the general-store proprietress – just say "Buy", "Trade", "Shop", "Merchant" or a similar commerce-related word to her (to make sure she knows you're talking to her, say "Vanessa buy" or "Vendor buy"). This will bring up two scroll-shaped windows. The window on the left is Vanessa's stock of items for sale; the one on the right is your "shopping bag." To select an item to buy, double-click on it in her scroll to transfer it to yours. If you want to buy more than one item of a given type, use the + and – buttons to increase or decrease the quantity (you can also increase the quantity by repeatedly clicking on the object). When you're ready to buy, click on the button with the check mark. If you have enough money to cover your purchases, the items will be added to your inventory and the money will be automatically deducted from your total. (If you don't have enough money for the transaction, a prompt will tell you so.)

SELLING TO MERCHANTS

To sell Vanessa something, say "vendor sell" to her (again, address her by name or as "vendor" so she knows who you're talking to). If you have nothing of interest to her for sale, she'll tell you so. Otherwise, the trading window will open, but this time the left window will display all the items in your inventory that Vanessa would be interested in buying, with her offering price. Double-click on each item to transfer it into her "shopping bag" and offer it. When you've transferred everything you're interested in parting with, click on the check mark. The items will vanish from your inventory to be replaced with the agreed-upon amount.

There are two reasons Vanessa might not be interested in buying something she's bought before. First, she may be too short on money to offer you a fair price, or second, she may be overstocked on that particular item. In the former case she'll buy again once her cash reserves improve, and in the latter once she sells off her overstock. Both events will happen automatically after a certain interval, although a PC making a purchase can also provide a temporary fix to either situation.

TRADING WITH OTHER PLAYERS

If you want to trade items or purchase something from another PC, take the item you wish to offer in trade, and drag it over the other character on the screen and release. This will open up a window with two fields, one for you and the other for the character you're dealing with. To conclude the transaction, both parties must click on the check button on their windows. This makes the transaction secure. If Josef promises to trade you your hat for his boots, he cannot grab the hat and run until you have the boots securely in your possession.

If you want to give something to Josef for free, it works the same way. You just don't need to wait for him to give you something before checking off on the transaction. Likewise, a cash transaction is treated as a trade where one party offers an object and another offers money.

There is a minimum distance limit on trading between players. You must be standing close enough to the other person to exchange the goods or money. If either of you wander out of this range, the trading windows are closed and the goods remain with their original owners.

Important! Trade wisely... check what the other person is offering before you click the check button. If you are trading something for gold, wait until the other person clicks the check button first.

FIGHTING

It is extremely easy to enter *Ultima Online* combat. (It is less easy to win.) You must be certain that the Peace/War toggle in your inventory is set to War. [Alt] + [C] is the default macro for toggling in and out of war mode. Now your chosen weapon (the one in your hands in your Character Window) is at the ready, and you will attack (rather than try to Use) anything – or anyone – you double-click on. You can toggle between War and Peace mode quickly by pressing the [Tab] key.

Any time you are attacked, you will counter-attack automatically, whether or not you're in War mode.

While in War mode, moving your cursor over another player, an NPC, animal or monster will cause that target to be highlighted in a color indicating how attacking it will affect your Karma. The highlight will be one of three colors: red, gray, or blue. Attacking a character or creature that highlights red will improve your Karma, attacking a blue will lower your Karma, and attacking Grays has no affect on your Karma.

PRACTICING

Some of the larger cities have established combat training areas, where you can hone your combat skills. There are practice dummies for hand-to-hand practice, and archery buttes (targets) for bow. You will also be able to practice sparring with fellow guild mates without causing alarm. See the Guilds section of the Playguide for more information. Note that you do not have to be in War mode to practice on inanimate objects. Outside of towns and guarded regions, you may spar with other players.

STEALING

It is important to note that you will not be able to steal from PCs until you have joined the thieves' guild. There are several ways to steal something from another character.

Say you're trying to steal from Mean Ol' Stig. Using your Stealing skill, then clicking on Stig will (if you are successful) transfer a random object from Stig's inventory to yours.

If, however, you are after a specific possession of Stig's, you have to double-click on his character onscreen. This will open a Character Window showing a close-up view of your victim. Double-click on his Backpack to open it. At this point the game will check your Snooping skill to see if you've managed to check the backpack without getting caught. If you are caught, Stig will know you're trying to steal from him and take appropriate action. If you do succeed in Snooping, but find Stig has nothing you want, you can break off without further risk by right-clicking on the Backpack.

Once his Backpack is safely open, you can try to use your Stealing skill and transfer his possessions to your inventory. If the stolen item makes it into your inventory without incident, the crime was committed successfully.

Stealing has a third use. If you try to pick up something that belongs to an NPC, the game will inform you of that fact and ask if you wish to steal the object. If you do, the game will check against your Stealing skill. If your skill check fails, the guards may be called if there are any witnesses to your action.

If you're caught stealing in a town, the guards will probably be called and will kill you. If you're caught stealing in the wilderness, you're flagged as a criminal and, for the next several minutes, your would-be victim can attack you with impunity.

RESTING/ HEALING/ DYING/ AND COMING BACK AGAIN

STAMINA AND RESTING

Strenuous activities like running and fighting cause you to temporarily lose Stamina. The lower your Stamina goes, the less likely you are to succeed whenever you try to perform a significant action.

EATING

You cannot starve, but if you are feeling "hungry" your performance may suffer. If you double-click on a food item it will disappear – you just ate it. Eating restores a bit of lost Stamina, but more importantly it influences your healing rate for both Stamina and Hit Points. An empty stomach will result in a slow healing rate.

RESTING

You will regain your lost Stamina fastest if you stand still and take it easy for awhile.

HEALING

Damage in the game heals itself naturally in the course of time. You will heal at the fastest possible rate if you have recently eaten something. There are three other ways of healing damage in the game.

The cheapest and most common way is to use a bandage. Bandages can be obtained from healers, vets or several other merchants, or you can make them yourself by using scissors on cloth. Bandages don't restore much health, but they're an excellent way to deal with minor wounds, and a useful "first aid" measure for more serious injuries. The higher your Healing and Anatomy skills, the more benefit you can gain from bandages.

More powerful, but more expensive, are healing potions, which are created by alchemists and can be purchased from alchemists, mages and some other NPC types.

Best of all, if you're a mage, or are travelling with a mage, you can cast healing spells on yourself, or request they be cast on you.

POISON

Some monsters, spells and potions can poison you. If you are poisoned, you get a message to that effect, and your Health bar turns green. Poison causes you to lose Hit Points at a steady rate while the poison is active. Some poisons are so weak they barely slow your natural healing process, others are so virulent they can kill a strong person in a matter of seconds.

Poison from all sources can be cured with spells or a curative potion, or will wear off naturally with time (assuming you can survive long enough). You can also cure poison by visiting a Shrine. There are eight known shrines scattered around Britannia.

DYING

It's said that the only things certain are death and taxes. In *Ultima Online* death is certain (or very close to it), but fortunately it's not permanent. (Only Lord British knows about the Britannian tax situation.)

When your character is killed in the game, you are offered a choice. You can opt for instant resurrection with a substantial and immediate loss to all stats and skills (but never lower than your starting stats and skills), or you can choose to wander the land as a ghost. As a ghost you can be resurrected without any loss to your statistics or skills by finding a healer, a shrine, or even a powerful player mage.

RESURRECTION

Instant resurrection may seem attractive, but consider your options carefully. An instant resurrection can easily undo days or even weeks of careful character development. Also, if you try an instant resurrection while the thing that killed you is still in the immediate area, you are more than likely to die again, since you resurrect with very few Hit Points and little Stamina. However, instant resurrection is often the best way to retain your important possessions.

Once you're alive again, you may try to hurry back to reclaim your possessions, but if you were alone when you fell (or all your companions perished with you) all your possessions will be exposed to whomever passes by to claim them. The only way to increase your possessions' safety is for a surviving PC ally to gather them up and return them to you, or for an NPC hireling or animal companion to guard them for you until you return.

You can resurrect only so often in a given period of time. Each time you resurrect in rapid succession, your tie to your physical body becomes more tenuous. If

the tie becomes too weak, you must remain a ghost for a time while it regenerates itself. Even the services of a healer or a Shrine will do you no good until your link to the physical world is again strong enough for you to resurrect.

You may only resurrect 5 times in a period of 20 minutes. Every 20 minutes your "death count" is reduced by one.

BEING DEAD

If you choose to become a ghost, you leave most of your worldly possessions where you fall and wander as a spirit in search of resurrection (spell books, practice weapons and starting equipment will be with you when you resurrect). When your ghostly character gets to a shrine, a healer or a sufficiently powerful mage, you can be restored to life.

Note that while shrines and healers will automatically resurrect any ghost in their immediate area, a PC mage has to know you're there, and it's his own choice whether to help or not.

Shrines do you no good if you are a murderer. Shrines restore any other characters, but not murderers. (There are rumors of a so-called "Chaos Shrine" at an unknown location, where murderers are raised.)

While you're dead you can pass invisibly, or you can "manifest" so that others can see you. Your ghostly character will be invisible if you're in Peace mode and visible in War mode. A ghost can pass through doors and certain other objects, but not through solid walls. If you try to communicate while in spirit form, anything you try to say will appear to the living as inarticulate wailing. Characters who possess the Spirit Speak skill can try to understand your moans. Ghosts cannot directly affect the physical world in any way. They cannot use any skills or attacks. Manifested ghosts do sometimes frighten NPCs.

YOUR STATS AND SKILL AS A GHOST

It's in the best interest of a ghostly PC to seek out resurrection as quickly as possible, because your skills deteriorate at a much faster rate while you're dead, potentially undoing weeks or months of hard-won progress if the most direct route to resurrection is not taken.

However there are also penalties associated with instant resurrection. When you choose instant resurrection your attributes and skills are reduced by 10% but cannot drop below the minimum values for starting characters.

Murderers who are killed automatically lose up to 20% of all stats and skills (the exact effect depends upon how often and how recently they've killed, and the penalty cannot reduce them below starting levels), as cosmic "payback" for their evil deeds.

HELPERS

There are several different kinds of helpers in the game to take care of unusual problems that may arise, and to help out players.

COMPANIONS

Companions are experienced players who wish to help introduce newer players into the world of UO. Companions do not have special skills, however their experience is an invaluable resource for new players. It is rumored that companions to the game of UO are rewarded for their good deeds.

COUNSELORS

Counselors are experienced players who have volunteered some of their playing time to helping others. Counselors appear in blue robes with hoods. They can be paged from the help button of your Character Window, and will be happy to answer general questions. Counselors can move about the world at will, and are invulnerable to harm, but otherwise their ability to effect the game is severely limited. Because counselors are volunteers who set their own schedule, they may or may not be available when you call.

GAME MASTERS

Game Masters (GMs) are paid employees of ORIGIN who keep the game running. A GM who is present and visible appears in a red robe with a hood. If you have paged a counselor, and the counselor is unable to aid you with your call, they will forward the issue to the GM so we can work with you to help resolve the issue. For more on when to call a GM, see your **Install Guide**.

Game Masters are currently available during the following hours on the following shards:

East Coast US (Atlantic, Catskills, Chesapeake) 3:00pm - 1:00am EST
Central US (Lake Superior, Great Lakes) 3:00pm - 1:00am CST
West Coast US (Baja, Napa Valley, Pacific, Sonoma) 3:00pm - 1:00am PST
Japan (Asuka, Hokuto, Wakuko, Yamato) 9:00pm - 6:00am JPT
European (Europa, Drachenfels) 3:00pm - 1:00am GMT

SEERS

Seers are experienced players who volunteer some of their playing time to promoting role-playing and adventure in the game. Seers help organize quests, plotlines and in-game events too complicated for the automatic quest generator. When seers are present as seers they appear in green hooded robes, but they also spend a good deal of time role-playing various special characters central to some plot, event or quest. There are actually three levels of seers, each can do a little more than the level before. They are: Seer, Elder and Ancient.

CHARACTER ADVANCEMENT

ATTRIBUTES

Attribute building and skill advancement should be thought of as a measurement of your character's abilities. The idea is not to maximize a single skill or a way to "keep score" against other players, but to find the optimal mix of attribute values for your character concept. If you focus solely on attribute advancement and neglect the broader opportunities for role-playing and interacting with the other characters in the world, you will be missing out on a large portion of the game and the fun.

Every time you successfully use a skill that is based on one of your attributes – Strength, Intelligence, Dexterity – that attribute will also improve as well. However, attribute improvement is much slower than skill improvement. Attributes and skills both atrophy if neglected in play. Advancement at high levels is slower than at low levels.

Likewise, the higher the total sum of your attributes, the more likely they are to fall if you use a skill that boosts a different attribute. The total sum of your attributes is capped at a fixed number, and when you reach that level the chance is much higher of a random attribute being lowered when one is increased.

TEMPORARY CHANGES

Several potions and spells can cause increases or decreases in your attributes, as can several types of magical items.

Being cumbersome and rather restrictive, heavy armor causes your Dexterity to fall when worn.

SKILLS

IMPROVING SKILLS

You have a base competency with all the skills in the game. The only way to master a skill is to succeed in using it. You won't succeed very often with low-level skills, but if you want to improve, you must keep working on the skill until you gradually start to get it right. Skills are rated from 1 to 100, but a 0 skill does not mean automatic failure, and a 100 skill does not mean you're guaranteed to always succeed. Skill success can be modified by your applicable attributes, and can sometimes be affected by external conditions beyond your control, in addition to your raw skill level.

You can acquire a base competence in a skill by watching an experienced NPC practitioner use the skill, but you can only go so far in a skill by observation alone. NPCs can train you in skills they know, but such training is quite expensive for the new player.

If you leave a developed skill unused for too long, you'll start to forget it and your competency will decline, so it's important to keep in practice. However, mindless repetition is of little practical value, since repeating the exact same action multiple times in a short span of time will greatly reduce your rate of advancement. Also, if you raise several skills to an extremely high level, advancement in one skill will start to produce a corresponding decline in others.

USING SKILLS

Some skills are used automatically in appropriate situations. For example, your weapon skill is checked every time you try to hit somebody with a weapon of a given type, and your Magery skill is checked whenever you try to cast a spell. Most skills, however, must be deliberately evoked from the skill list in your Character Window, or from an in game Macro. You can also evoke some skills by using an item exclusively devoted to that skill – for example, using a shepherd's crook evokes the Herding skill. Your skill list can be rearranged by clicking and dragging skills, allowing you to put the skills you use most at the top, or to group similar skills together.

Below are notes on using the various skills. To find out what the skill does in fictional terms, see the Travelers' Guide on the web site (**http://guide.uo.com/**).

Alchemy. Alchemy creates potions. You must have access to a mortar and pes-

tle, the appropriate type of reagent and an empty flask. Use the mortar and pestle, then click on the reagent (or you may click again on the mortar and pestle, and it will automatically attempt to make the same type of potion as the last potion you made). If there is more than one type of potion that can be made from the selected reagent, you will be presented with a list to select from. If you succeed, the mortar will fill with the appropriate potion (if you fail, you'll have to dump the mixture and you will lose the reagent). If you have an empty flask in your inventory, it will automatically fill with the new potion. You may also target a specific empty flask to fill it, if a flask is nearby but not in your inventory. You may leave the potion in your mortar, but will not be able to make any other kind of potion with that mortar until you use the current potion, dump it or put it in a flask.

Anatomy. Use the skill, then click on the creature or character you wish to evaluate. If successful, you will see a text description of the subject's physical condition.

Animal Lore. Use the skill, then click on the animal you wish to know about. If successful, descriptive text about the animal will be displayed.

Animal Taming. Use the skill, then click on the animal you wish to tame. Some animals are much harder to train than others.

Archery. This skill is checked automatically each time you use a bow or crossbow.

Arms Lore. Use the skill, then click on the weapon or armor you wish to evaluate. If successful, text will appear describing the item.

Begging. Use the skill, then click on an NPC in your immediate vicinity. If successful, you will be given some money (if the NPC has some to share). Please note that begging will affect your karma in a negative fashion.

Blacksmithy. Double-click on a smith's hammer or tongs while in the vicinity of a forge and anvil. A window will open displaying the types of armor and weapons you can make (based on your skill and your current supply of metal — either bars or metal objects). Select the item you wish to make, and if you're successful an item of that type is created.

Select the anvil icon in the selector window to attempt to repair a metal item, then click on the item you wish to repair (note that on a botched repair attempt, it is actually possible to damage the item further, or even destroy it completely). Some metal is lost every time an item is reforged, so you cannot keep reforging

the same item into something else and back again.

Bowcraft/Fletching. Use a knife or other sharp object on a piece of wood, and the game will display the types of arrow shafts and bows you can make (based on your skill and your current supply of wood). Select the item you wish to make, and if successful an item of that type is created. To make functional arrows out of arrow shafts, you will need to attach feathers to them. Double-click on a supply of feathers, then click on a supply of shafts to create arrows.

Camping. Double-click on a pile of kindling (kindling can be bought in town or gathered in wooded areas) to make a fire. Your skill will be checked automatically, and if successful you will receive a message that your camp is secure. To log out from a camp, use your bedroll in the vicinity of the campfire.

Carpentry. Much like Blacksmithy. Double-click on a carpenter's tool (virtually any woodworking tool will suffice), and you will be presented with a window from which you can select the item you wish to try to make. You must have a sufficient supply of wood to select any item.

Cartography. Use the skill and click on a blank map. A window will appear which will allow you to set your map's scale. The higher your skill, the greater the maximum scale. If successful, the blank map will be inscribed with a map of the appropriate scale. All maps will be centered on your position at the time they're made.

Cooking. To use this skill you need access to a fire (campfire, oven or even a forge). Double-click on a food item, then on the fire to try to cook it. Cooking skill also lets you try to combine certain objects to make baked goods, i.e.:

Use water on flour to make dough.
Use dough with fruit, meat or vegetables to make a pie.
Use dough with honey to make sweet dough.
Use sweet dough and flour to make cake mix.
Use sweet dough and more honey to make cookie mix.

If you double-click on a caught fish, the Cooking skill will also allow you to bone and gut it into raw fish steaks.

Detecting Hidden. Use the skill, then click on the area you wish to examine. If successful, any hidden characters will be revealed.

Enticement. This musical skill allows you to charm an NPC or creature to peacefully approach you. Use the skill, click on a musical instrument (or the

game will remember the last instrument you used), then on the creature or character you wish to entice. Each time you try to use this skill, the game will check against both it and your Musicianship skill.

Evaluating Intellect. As Anatomy, above. Use the skill, then click on the character you wish to evaluate. If successful, text will be displayed describing his mental capabilities.

Fencing. This skill is checked automatically each time a weapon of the appropriate type is used.

Fencing is your skill with piercing weapons, including pickaxe, dagger, kryss, pitchfork, spears and war fork.

Fishing. Double-click on a fishing pole, then click on a body of water. If successful, you will catch a fish. You might catch something more interesting than a fish. Success with this skill also depends on the availability of fish in that specific area.

Forensic Evaluation. Use the skill, then click on a corpse. If successful, you will get an informational message about the circumstances surrounding the demise.

Healing. Double-click on a bandage, then click on the wounded character. If successful, the character will regain some Health and the bandage will be used.

Herding. Double-click on your shepherd's crook and click on the animal you wish to herd. If successful, you will be able to click on the location you want the animal to move to.

Hiding. Use the skill. If successful, other characters will not be able to see you as long as you remain immobile, take no offensive actions, and you do not say anything. Success depends on skill level and the amount of "cover" available.

Inscription. This skill is used primarily to transcribe spells onto blank scrolls. To inscribe a spell onto a scroll, you must know the spell and have the appropriate reagents for that spell in your backpack (reagents will be consumed in the attempt). To begin, select the inscription skill from your skill list, then select a blank scroll. A scrolling list will appear which displays all of the spells you are capable of casting. From this list, select the spell you wish to inscribe.

Item Identification. Use the skill, then click on the item to be identified. If successful, information about the item will be displayed.

Lockpicking. Double-click on your lockpicks, click on the door to be picked.

Some locks are harder to pick than others; magical locks, locks on player-owned houses and locks on ships can't be picked at all.

Lumberjacking. You must have a hatchet or axe equipped. Use the axe, then click on a tree. If successful, you will get one or more wooden logs.

Mace Fighting. This skill is checked automatically each time a weapon of the appropriate type is used. Mace Fighting is your skill with bashing weapons, including war axes, clubs, maces and staves.

Magery. This skill is checked automatically each time you attempt to cast a spell. See Playguide.

Meditation. This skill increases the rate at which your mana regenerates. There are two types of meditation extant in Britannia. The first is Passive meditation. Simply put, the higher your Meditation skill is, the faster your mana will generate. The rate is also affected by the armor you are wearing – the more armor, the less effect Meditation will have. Active Meditation, however, requires a little effort from the participant. To use Active Meditation ensure your hands are free then click the Meditation jewel in your Skills list. If you successfully Meditate a sound is triggered and you receive a message saying, "You enter a meditative trance."

If the message "You cannot focus your concentration" appears, then you failed to use the Meditation skill. Persistence may be rewarded; so wait a few moments then try again. The Meditation skill is affected similarly to the hiding skill (see Hiding). Anything that reveals you from a hidden state causes your meditative trance to be broken. If this occurs, the message "You stop meditating" appears.

If you are at full mana you cannot use the Meditation skill and you will receive the message, "You are at peace".

The benefits of Meditation are greatly reduced if you wear metal armor whilst attempting to Meditate. Additionally, speaking, moving, casting a spell, or looting a corpse will break your concentration.

Mining. Cultivating the Mining skill enables you to harvest the seams of ore that lie in the mines and mountains of Britannia. This ore can then be smelted into ingots (using the Mining skill) and the ingots can then be used to craft various items, such as armor (using the Blacksmithing skill).

To mine ore you must have either a shovel or a pickaxe in your possession. Double-click on the pickaxe or shovel and then, when the targeting cursor

appears, click on a mountainside or a cave wall. If successful, you will mine either a small, medium, or large pile of ore, dependent upon a number of factors. The known ore types, in order of their prevalence, are Iron (the most common), Dull Copper, Shadow Iron, Copper, Bronze, Golden, Agapite, Verite, and Valorite.

The rarity and chances of finding various ores varies directly with the skill level necessary to mine it. The more rare the ore, the higher the skill level necessary to mine it.

Musicianship. Double-click on your instrument. A music sample will play if you succeed, an ugly noise will occur if you fail. This skill is also checked automatically each time you try to use one of the three specialized bard skills, Enticement, Peacemaking or Provocation.

Parrying. If you are using a shield, this skill is checked automatically each time you are attacked. If successful, your attacker may miss his attack.

Peacemaking. This is a musical skill. Use the skill, then click on your musical instrument (or the game will remember the last instrument you played). If you are successful, all fights in the immediate area will stop, at least for a moment.

Poisoning. Use the skill, and then click on a poison potion, then click on the food, drink or bladed weapon you wish to poison.

Provocation. Use the skill, click on your musical instrument (or the game will remember the last instrument you played), then click in turn on each of the creatures you wish to fight one another. Monsters and animals will fight for a time consistent with their natures and dispositions. PCs cannot be Provoked.

Resisting Spells. This skill is checked automatically each time you are attacked by magic.

Snooping. This skill is checked automatically whenever you try to open another character's Backpack. Snooping just allows you to see what someone else is carrying—Stealing skill is required to actually steal something. Although not actually illegal, other players tend to react unfavorably to snoops.

Spirit Speak. Use the skill. If successful, you will be able to understand the speech of any manifested spirits in the area.

Stealing. There are three ways to use stealing.

If you're trying to steal something on another character's person, you can Use the Stealing skill, then click on the PC. If successful, a random object will be transferred from his pack to yours.

If you wish to steal a specific item from another character, you must first open his pack using the Snooping skill, then drag an item from his Backpack to yours. This operation is significantly more difficult than the other kinds of stealing, in addition to requiring more skill checks.

If you are just trying to slip something left out in the open into your inventory, and it belongs to someone else, the Stealing skill allows you to do so unobtrusively.

In all cases, stealing is illegal, and if you're caught trying it in a civilized area guards will be called. In the wilderness, being caught Stealing will cause you to be flagged as a criminal.

Should you wish to excel in the art of thievery, you will have to join the thieves' guild. The thieves' guild will allow you to steal from other PCs.

Swordsmanship. This skill is checked automatically whenever a weapon of the appropriate type is used in combat. Swordsmanship is your skill with slashing weapons, including butcher knife, cleaver, skinning knife, most axes (except the pickaxe or war axe), bardiche, halberd and all swords.

Tactics. This skill is checked automatically whenever you're in combat. Tactics is a general offensive skill that increases your effectiveness in combat regardless of your mode of attack.

Tailoring. This skill is used to make a large number of objects and materials.

- Double-click on flax or cotton, then click on a spinning wheel to make thread.
- Double-click on wool, then click on a spinning wheel to make yarn.
- Double-click on thread or yarn, then click on a loom to make cloth.
- Double-click on scissors, and then click on hide to make cut leather.
- Double-click on scissors, and then click on cloth to make bandages.
- Double-click on a sewing kit, then on your supply of cloth or leather, to open a window displaying different clothing items that may be made. (Items will be displayed only if you have sufficient cloth or leather to make them.) Select the item you wish to make, and if successful it will appear.

Taste Identification. Use the skill, and then click on the food or liquid you wish to taste. If successful, you will be told what kind of potion it is (if the object is a potion) and whether or not it's poisoned (if it's not a potion).

Tinkering. Tinkering is one of the more involved skills in the game. Tinkers can make tools for other professions, and they can also make clocks, sextants and trap containers.

To make tools or clock/sextant parts you need a set of tinker's tools. Double-click on the tinker's tools, then on your supply of metal or wood. A window will open displaying the items you can make from the raw materials available (either wood or metal).

To make a clock: make gears and springs from metal, make a clock frame from wood. Combine gears with sticks to make an axle with gears, and combine axle with gears with springs to make clock parts. Finally, combine clock parts with clock frame to make a clock.

To make a sextant: make hinge and gears from metal. Combine gears with sticks to make an axle with gears. Combine axle with gears with hinge to make sextant parts. Double-click on sextant parts to make a sextant.

To place a trap on a container you must have a chest or other container, a poison or explosive potion, and a small supply of metal. Use your tools on the container, and then click on the potion you wish to use. If successful, the container will become trapped and the potion used will affect the next person opening it.

Tracking. Use the skill. You will be given a choice of tracking animals, monsters or humans. Click on your choice. If successful, and if a creature of the appropriate type has passed by recently, you will be told in what direction that creature can be found.

Veterinary. Double-click on a bandage, then click on the animal to be healed. This skill works just like Healing, above, except on animals.

Wrestling. This skill will be checked automatically whenever you attempt unarmed combat.

REPUTATION

Your Reputation is the combined result of your current Fame and Karma. Fame measures how well you are known among other inhabitants of Britannia. Karma is a measure of your spiritual balance – whether you are "good" or "evil". Taken together, they give you your character's title in the game. Titles are:

Fame	Least				Most
Karma Best	Trustworthy	Estimable	Great	Glorious	Glorious Lord/Lady
	Honest	Commendable	Famed	Illustrious	Illustrious Lord/Lady
	Good	Honorable	Admirable	Noble	Noble Lord/Lady
	Kind	Respectable	Proper	Eminent	Eminent Lord/Lady
	Fair	Upstanding	Reputable	Distinguished	Distinguished Lord/Lady
Neutral	none	Notable	Prominent	Renowned	Lord/Lady
	Rude	Disreputable	Notorious	Infamous	Dishonored Lord/Lady
	Unsavory	Dishonorable	Ignoble	Sinister	Sinister Lord/Lady
	Scoundrel	Malicious	Vile	Villainous	Dark Lord/Lady
	Despicable	Dastardly	Wicked	Evil	Evil Lord/Lady
Worst Karma	Outcast	Wretched	Nefarious	Dread	Dread Lord/Lady

Karma is gained or lost on a sliding scale. At the top of the scale, much more noble deeds are required to raise it further, while only murder is a horrid enough act to take you to the very rock bottom of the scale. Karma helps to bestow title, which is useful for role-playing interactions with other characters.

These are some of the actions that will raise your Karma:

- Killing evil NPCs
- Killing monsters
- Giving gold and items to good NPCs
- Turning in the head of a bountied Murderer
- Casting helpful spells on characters with positive Karma

These are some of the actions that will lower your Karma.

- Being reported as a Murderer
- Killing good NPCs
- Killing dogs, cats, dolphins, horses, pack horses or pack llamas
- Chopping up corpses (Yes, this does apply to chopping up Murderer corpses in order to retrieve a head for a bounty. You might be famous but your profession is generally frowned upon.)
- Casting helpful spells on monsters or evil NPCs
- Summoning Daemons
- Stealing
- Snooping
- Using the Poisoning skill

FAME

Like Karma, Fame is acquired on a sliding scale. When you are already famous, you're expected to do more heroic (or villainous) deeds than normal folk.

These are some of the actions that will raise your Fame:

- Killing PCs who have higher Fame than you
- Killing NPCs who have higher Fame than you
- Killing monsters that have higher Fame than you
- Killing animals that have higher Fame than you
- Completing NPC escort quests
- Rescuing prisoners
- Generously giving gold and items away to good NPCs

These are some of the actions that will lower your Fame.

- Using the begging skill
- Dying
- Fame decays with time (fame is fickle).

RULES OF ENGAGEMENT

The main purpose of the Reputation system is to regulate combat between PCs, so that a player will think twice before attempting to kill or rob an inexperienced or law-abiding character.

Note that none of the caveats below apply to members of two adventuring guilds at war.

COLOR CODING

If your heart is true, don't kill blue!

As involved as the Reputation system is, it all comes down to the statement above.

Characters (including NPCs, monsters and creatures) are all color-coded according to their moral standing. This color can be seen in the characters' names, and when you're in War mode the characters themselves will appear as this color when you pass your cursor over them.

Blue characters are Innocent. Attacking blue characters will have a negative effect on your Karma.

Gray characters are Criminals or Aggressors. Attacking gray characters will have no effect on your Karma.

Murderers and aggressive monsters are red characters. Dispatching them can do nothing but improve your Karma.

Guildmates are green.

Members of enemy guilds are orange.

All of these colors are customizable in the Options Menu (see **Interface Options: Reputation System**, p. 65).

MURDERERS

Anyone who attacks a Blue character is guilty of attempted murder. If the victim dies before the damage from a murderous attack is healed, his attacker is guilty of murder, regardless of whether he actually administered the killing blow. This includes damage inflicted by pets, magic, or as a direct result of bardic abilities.

A murdered character can elect to report his murderer(s), and can also apply

personal funds to a bounty on their heads (literally).

If you are reported in five or more successive murders, you are considered to be a murderer, and you will highlight red to other players. Also, those viewing your name will see it as, "The Murderer John Doe." The Murderer title replaces any other title you may have earned.

If a murderer is caught and killed, his head can be taken by using a knife or bladed weapon on the corpse. The head can then be delivered to any town guard for any reward that may be due (just drag the head onto the guard).

Murderers will be killed instantly by town guards if they try to enter town. Also, any character who dies a murderer is assessed a substantial loss to stats and skills.

For every eight hours of in-game time that pass without attacking an innocent, the murderer's "murder count" is decreased by one. When the "murder count" drops below five, the murderer is no longer a red character. Be warned, players who continually murder will become known as long time murderers and will never be able to revert back to being blue.

CRIMINALS

Citizens of Britannia can defend themselves from criminals. Criminal actions include thievery and assault against a blue PC or NPC (including hirelings and pets of blue PCs). Looting a dead body is also considered a criminal action, unless the body belonged to a criminal, murderer or member of an enemy guild.

If you are flagged as a criminal, you highlight gray. Any town guard will kill you on sight, and blue characters can attack you without penalty to Karma. For some criminal actions the criminal flag lasts only a short while. If you loot a body, or launch a non-lethal attack on an innocent, your criminal flag will last only a few minutes. However, if you steal from another PC, you will remain a criminal to that PC until the next time you die.

AGGRESSORS

Although it is not illegal to attack criminals and murderers, it is also not illegal for unsavory types to defend themselves against unprovoked attacks. The first person to land a blow in combat is considered the aggressor in that combat, and any attacked party can defend themselves against any aggressor without fear of Karma repercussions. Thus, if you are attacked by Sheila the Murderer and she kills you, her Karma falls, and you can report your murder. However, if you attack her hoping for a boun-

ty and she kills you, you cannot report the murder, because you were the aggressor.

A combat is considered to last until one of the opponents dies, or until about two minutes after the last blow. If you break off combat for more than two minutes, neither party will be considered the aggressor until one or the other launches a new attack.

MORE INFORMATION

More information on the Reputation system, including numerous specific examples, can be found on the web site at **http://update.uo.com/repfaq/index.html**.

UPGRADING YOUR EQUIPMENT

Once you have a few coins in your pack, you can start getting some basic adventuring equipment. You'll want to buy some footwear and probably some leather armor. You'll probably want a better weapon than your "practice weapon." If you want to specialize in magic you'll need a spellbook (if you didn't start with one) and some reagents.

Arms Lore and Item Identification are useful skills in determining the relative value of items you have in your possession.

INTERFACE OPTIONS

This screen allows you to set how your speech will appear to others, personalize the game's sound settings and affect how you perceive your surroundings.

FLEXIBLE WINDOW

Anytime you set a resolution for *UO* that causes the play area to be smaller than the screen area you're using to play the game, the remainder of the screen area is black. You can then move any of the smaller movable windows (for example, your Character Window or the small overhead map) to the black area, so that they don't overlap the play area.

How do you set this up? To change the resolution for *UO*, see **Display**, p. 64. Since the *UO* play area can be up to 800 x 600, any resolution that is larger than 800 x 600 (i.e., 1024 x 768) fills the remaining *UO* screen area with black. This is possible both when running in full-screen mode (Use full screen display toggle on the Display screen) or when running with a window that is larger than

640 x 480. (To make the *UO* screen area window larger or smaller, click-and-drag its lower right corner, just as you would resize any other window.)

To move the play area around within a larger screen area, click-and-drag the gold braid border in the direction you want to move the play area.

COMMON BUTTONS

Using the Options button on your Character Window can access important game options. There are many different screens you can access. Each of the configuration screens has the following buttons:

CANCEL. Cancels all changes made on the screen since it was opened or saved.

APPLY. Saves all changes for the duration of the current play session.

DEFAULT. Erases all previous changes, returning the screen to its pre-set default values.

OKAY. Saves all changes made on the screen since it was last opened or saved.

COLOR

Several of the options below allow you to set the color of text, windows or other features. In all cases, selecting this option will present you with a color grid and a brightness bar. Click the color you want on the color grid, then slide the brightness bar to set the intensity of the color. Left is darker, right is brighter. A sample will change color to allow you to check your selection. Click okay to set your choices; right-click to exit this screen without any changes.

MUSIC/SOUND

These options allow you to configure the sounds in the game.

Sound On/Off is a toggle that you can set depending on whether or not you wish to hear sound effects. A Volume bar beneath it can be set by sliding.

Music On/Off allows you to toggle music on or off. A Volume bar beneath it can be set by sliding.

Play footstep sounds is a toggle that you can set depending on whether or not you wish to hear your own footsteps when you move.

Reverse Speakers reverses the sounds coming from your left and right speakers.

HELP

These options allow you to configure the game's pop-up help feature.

Help On/Off toggles the help feature on or off.

Predelay controls how quickly a help box will pop up under your mouse cursor.

Text color. Clicking on the colored box allows you to change the color of your help text. See Color (above) for more details.

Text Font lets you choose the font you want for help text. Click on your choice.

Sticky (toggle) means that the help box always appears in the same spot. (Move any help box to the desired spot, and subsequent boxes will appear in the same spot.)

Persistent (toggle) means that the help box will stay on the screen until you close it. You must close the help box before you can get help for a new object.

To close a help box when Persistent is On, remove your cursor from the box. To see additional text within the help box, click on the up and down arrows at the left of the box.

LANGUAGE

These options allow you to enable non-English-language support for tool-tips. (Tool-tips are similar to pop-up help, but they describe buttons, rather than items in the game.)

A second set of options allows you to translate foreign speech that appears during the game (see Autotranslation, below).

Language allows you to select the language you wish supported (English, German or Japanese). This will cause tool-tips to appear in a pop-up window in the selected language. Note that you must exit and re-enter the game to change the language being used.

Use Unicode Speech is a toggle that allows you to use Unicode fonts that support foreign characters.

Font lets you choose the font you want for tool-tips. Click on your choice.

Sensitivity of Mouse Hover controls how quickly translation boxes will pop up.

Sensitivity of Window Timeout controls how long the tool-tip will stay on your screen.

Color of Translation Text allows you to set the color of the text in translation boxes. See Color (above) for more details.

AUTOTRANSLATION

You can configure *UO* to automatically translate foreign speech (both in the game and while chatting).

Autotranslation On/Off toggles this feature on or off.

Auto/When Clicked toggles between two translation options. Auto automatically translates everything foreign that appears, into the specified language. If When Clicked is the option you select, speech will be translated only when you click on it. Note that neither of these options will function unless you have Autotranslation Turned On (see previous button).

Destination Language is a list of possible languages into which UO can translate speech. Select the language into which you want foreign text to be translated.

Color of Translation Text allows you to set the color of any speech that is translated. See Color (above) for more details.

CHAT

Color. The first Chat icon opens a list of different entries that appear when you are in Chat. For each entry, clicking on the colored box allows you to set the color and brightness of that type of entry. You will need to close and reopen the Chat Window for these changes to take effect.

Input text is text in the bottom window that you have typed but haven't yet posted to the conference.

Menu options are the entries in the pull-down menus.

Ignored players are those players whose comments you have chosen not to receive.

Player color in member list is the color of your name in the right hand list of players in the conference.

Chat text is the text that other players have posted to the conference.

Players without speaking privileges are those players present at the conference whom the moderator is not allowing to post messages.

Muted text is any message you send just to a few members of the conference.

Moderator is the person running the conference.

Moderator text is all text by the channel moderator.

My name is your name.

My text is text that you have posted to the conference.

System message is any message signaling arrival of new players to the conference, departure, and so forth.

Chat Font lets you choose the font you want for chatting. Click on your choice.

Background colors. You may select the color and brightness of the background in each box on the chat screen. See Color (above) for more details.

Text Output is the large window on the left that shows all posts to the conference.

Text Input is the window at the bottom that shows text you are typing but have not yet posted.

User List is the large window on the right that shows all players currently in the conference.

Conference List is the bar at the top left that shows your current conference, with a pull-down menu that shows the conferences you can select.

Command List is the bar at the top right which has a pull-down menu showing the commands you can select.

MACROS

Macros are an important feature of the game that allow you to fully customize your interface. Macros let you string together complex command combinations to fit any circumstance that you think may arise. You can have as many Macros as you like (at least until you run out of keyboard commands), and a Macro can contain as many actions as you wish (of course, the more actions a Macro has, the less likely it is to be useful on a regular basis during play).

You can scroll through your current list of Macros using the previous and next buttons on the Macro screen.

To enter a new Macro, click on the add button for an empty command field. Enter the key you want to use to trigger the new Macro (numbers, letters and punctuation may be used). You may also toggle the [Alt], [Ctrl] or [Shift] keys on or off, so, for example, if you wanted to enter four Macros for use in battle, they could be triggered by [B], [Ctrl] + [B], [Alt] + [B] and [Alt] + [Shift] + [B]. (Note that Macro commands using only letters, or [Shift] + letters, may be unintentionally triggered during normal text exchanges.)

Once you've selected the trigger, enter the commands that will make up the Macro itself, in the field below the command field. Click on the field to see a list of available options. Each time you set an option, a new command field will open up for any further commands you wish to apply to your Macro. When your Macro is done, just stop adding commands and click OK to save.

You can delete an existing Macro by putting it up in the window and clicking the delete button, then ok.

Note that any changes to your Macros will be applied to all characters on your account, not just the one currently in play.

The following commands are available in the Macro window:

Say. Selecting this command will open a text window where you can enter a line of dialog that your character will speak when the Macro is used.

Emote. As Say, but may be a different text color than normal speech (see "Change Emote Color" above). Also, any Emote text will be placed between two asterisks, for example *grin* or *Broods darkly*. The traditional function of emote text is to convey actions, attitudes or emotions rather than simple speech.

Whisper. As Say, but whispered text (e.g., "Psst, wanna buy a chicken?") can

only be "heard" by characters immediately adjacent to you.

Yell. As Say, but yelled text (e.g., "HELP!") can be "heard" by any character up to a screen and a half away.

Walk. Using this menu causes your character to face and take a step in the selected direction.

War/Peace. Toggles you between War mode and Peace mode. See p. 36 for an explanation of War and Peace modes.

Paste. Pastes text from your Windows clipboard into a book or speech. Text length is limited. Speech can be only a few words, while books can receive a few sentences.

Open. Opens one of your informational windows. Selecting this option will present you with a list of windows from which to select. (Note that your Character Window is listed as "Paperdoll" and your Options screen as "Configuration.")

Close. Closes the window you specify.

Minimize. Minimizes all open windows.

Maximize. Fully opens all minimized windows on screen.

Open Door. Opens any door within reach.

Use Skill. Presents you with a list of all applicable skills, from which to select the specific skill you want to try to Use when you trigger this Macro. This command can only be used to initiate those skills that are normally begun from the skill list in your Character Window. It does not apply to skills that are initiated by using a specific item or taking a certain action.

Last Skill. Attempts to again Use the last skill you Used.

Cast Spell. Presents you with a list of all the spells in the game, from which you must select the specific spell you want to cast. It's up to you to ensure that the spell you select is, in fact, one that you actually know how to cast.

Last Spell. Attempts to recast the last spell you cast.

Last Object. Attempt to again Use the last item you Used.

Bow. Your character will bow from the waist.

Salute. Your character will perform a military salute.

Quit Game. Disconnects you and closes the game.

All names. Displays the names of every creature and character currently on screen.

Last Target. This will enable you to select the last target for a command. This is especially useful when stringing together commands. For instance, a thief who wants to attempt to steal the same item would be able to add UseLastSkill in association with LastTarget. It is important to note that you cannot target something which is not within four tiles of your character.

Target Self. This will enable you to target yourself. Much the same as last target, this command is best used in conjunction with other commands.

Arm/Disarm. This will allow you to disarm your current weapon, spellbook, or other item. You will need to specify from which hand you wish to remove the item. Once you have disarmed the item, you can re-arm it with the same keystroke. This acts as a toggle.

Use Last Target. This is useful for multiple use items such as magical wands, staves, or even more mundane objects. This does exactly what you would expect. It used the last thing you targeted.

Wait For Target Cursor. This allows you to wait for the targeting cursor to appear before it executes the next command.

Target Next Mobile. This is a handy feature. When a mobile, any moving thing, comes onto your screen you can target it. This will simply target a mobile on your screen. If there is more than one, you can use this keystroke again and it will target the next.

Attack Last Target. This will allow you to attack the last mobile you had targeted.

Delay. Pauses macro execution for a specified amount of time. An open box will appear to the right. Select a number which pauses for your desired amount of time.

Circle Transparency. This will toggle the circle of transparency feature on and off.

Close Gumps. This will close all the open GUMPs on the screen.

PRESET MACROS

The following Macros have been pre-set, and can be used immediately upon entering the game. If you don't like the way a pre-set Macro is set up, you can change it at any time.

Alt + S	_____	Open Status window
Alt + B	_____	Open Spellbook
Alt + P	_____	Toggle between War/Peace modes
Alt + C	_____	Open Character Window
Alt + K	_____	Open Skills
Alt + J	_____	Open Journal
Alt + I	_____	Open Backpack
Alt + R	_____	Open Overhead View
Alt + O	_____	Open Options window
Alt + X	_____	Quit game
Ctrl + B	_____	Bow
Ctrl + S	_____	Salute

INTERFACE

These options affect your interface controls.

Run mouse in a separate thread is a toggle that affects the way your mouse tracks on screen. This should be necessary only in very rare cases, as advised by Product Support.

Enable pathfinding with double-right-click (toggle) allows you to turn pathfinding on or off.

Combat Tab Key allows you to toggle between holding down the Tab key to remain in War Mode or tapping the Tab key to toggle yourself in and out of War Mode.

Offset interface windows is a toggle that allows you to choose whether new interface windows will open directly over older ones, or be offset elsewhere on the screen.

Automatically arrange minimized windows is a toggle that allows you to turn automatic arrangement of minimized windows on or off.

Assume "Play As Ghost" is a toggle that disables instant resurrection.

DISPLAY

These options affect the visual presentation of the game.

Enable page flipping is a toggle that may be necessary with certain video cards. It affects the way the game buffers art as it appears on the screen.

Use GDI in full screen display (toggle). Select this option if your video card has problems with DirectX drivers.

Use full screen display is a toggle that allows you to switch from a window to a full-screen display.

Full screen resolution includes three buttons that allow you to set the resolution of your game window:

640 x 480
800 x 600
1024 x 768

Game Play Window Size includes two buttons that allow you to set the resolution of the UO game play window:

640 x 480
800 x 600

Switch to 565 color mode is a check box that can put the game into 565 color mode. This option may be necessary on systems running certain video cards under Windows NT.

Adjust how long speech remains on screen is a slider that allows you to set how long speech remains displayed on your screen.

Scale speech is a toggle that (when On) leaves longer speech on the screen for a longer time than shorter speech.

Enable frame skipping is an option that may improve game response time on some slow systems, at the cost of some visual realism.

Speech color allows you to set the color in which your words will appear when you speak. See Color (above) for more details.

Emote color allows you to display pre-set text in a second color. You can switch from your speech color to your emote color using a Macro (see above) or the colon text flag (see p. 24). See Color (above) for more details.

Combat Cursor Color allows you to set the color in which your targeting cursor will appear while you are in War Mode. See Color (above) for more details.

REPUTATION SYSTEM

These options have to do with the Reputation system color coding which helps you defend yourself against anti-social behavior.

Query (at the bottom of the list) is a toggle that allows you to turn on or off a warning window that will pop up any time you try to target something that would lower your Karma to attack. With Query on, you will have to confirm that any such attack is intentional.

The remaining options allow you to adjust the color of highlighting used to distinguish characters.

Innocent
Friendly guild
Someone that can be attacked
Criminal
Enemy Guildmember
Murderer

See Color (p. 56) for more details.

MISCELLANEOUS

Show the intro movie on launch is a toggle that (when On) shows the intro movie at the start of the game.

Order disk cache is a toggle that (when On) allows the game to automatically arrange your disk cache for maximum efficiency.

Chest animation is a toggle that (when On) shows the chest animation upon entering the game.

Save text log file is a toggle that allows you to save all journal text to a text file on your system.

Log File Path allows you to enter a file name where your Journal will be stored.

Save log file in unicode format is a toggle that allows you to store your Login Unicode text.

Use circle of transparency is a toggle that makes solid objects like walls in the foreground of your screen appear translucent.

Set radius of transparency circle is a slider that allows you to control the size of your area of transparency.

Speech font lets you choose the font you want for speech. Click on your choice.

FILTERS

These parental control options allow you to screen out objectionable speech by other players.

Filter Obscenity. Clicking on this option will cause the game to render most common vulgar words as random strings of punctuation, i.e., comic-strip style "swearing." Click again to toggle the filter off.

Ignore Players. When a character's name is added to this list, that character's speech will no longer be visible to you.

Click to Edit Profanity List. Gives you access to the list of filtered expressions, from which you may add or remove words or phrases.

Password Protect. This option allows the primary user of the game to set a password to lock other users out of this screen. For example, it allows you to keep a child from turning off the obscenity filter or viewing the profanity list.

Change Password. Click here to pick a new password to this screen.

NEW FEATURES WITH THIS RELEASE:

800x600 play area
This option changes the play area from a 640x480 display to an 800x600 display, allowing you to see a few steps farther in every direction. This option should only be used if you are running the game at a total resolution of 800x600 or higher. Note that this places a heavier load on your system.

Colored lighting
This option enables colored lighting effects. While we hope you enjoy the quality they add to your play experience, be advised that they place a heavier demand on your system.

Text shading
This option enables shading on text in the game. It can be disabled if you want to maximize client performance.

Circle of transparency option
This is a new macro option for toggling the circle of transparency around your figure.

Outline or solid highlight targeting
This option sets whether you wish targeting highlights to color the entire figure targeted, or just put an outline around them.

Show incoming names
This option allows you to see automatically the names of people who appear on the edge of the screen as they approach.

Show skill increment messages
This option sets whether you wish to receive text messages in the lower left corner whenever your level advances in any skill.

Display of target health bars
This option sets whether you wish to have miniature health bars displayed at the feet of targets.

New Macros (configurable) with this release:
- The Last Target macro can be used any time you have a targeting cursor up. It will target whomever you have the target highlight on.
- The Target Self macro can be used any time you have a targeting cursor up. It will target your own character.
- The Next Target macro will move your current target highlight to the next creature or player on screen. You can use this to tab quickly through all targets on screen. This can be very handy in combat!
- The Arm/Disarm macros allow you to wield and quickly remove items in your hands with a single keystroke. Note: You must be equipped to set it up the first time you use it; thereafter, it will remember which item you last had equipped in that hand. You can assign both of these to one key if you need a Disarm All macro.
- Open Messenger. This macro opens up your Messenger window.

GLOSSARY OF COMMONLY AND UNCOMMONLY USED TERMS

:) or ^^:
A happy face. An emoticon used to show happiness or pleasure.

:(
An unhappy face. An emoticon used to show sadness or displeasure.

AFK
Abbreviation. Away from keyboard.

Bardy
Abbreviation/slang for Bardiche

BRB
Abbreviation. Be right back.

BS
In UO, used as an abbreviation for Blade Spirit.

Click
A press of the mouse button. When left-click or right-click is not specified, assume left-click.

Client
A client is a program which is used to communicate specifically with a server. Unlike many stand alone games, a client needs the server to be able to tell it what is on the screen and where.

Double-click
Two quick presses of the left mouse button.

Duel
Players who battle solely to see who is better. Usually done between guild members.

Dynamic
An object in the game which can be manipulated.

Emote
A way to communicate strong or implied feeling. It is usually the same as normal text, but will appear with asterisks to either side.

Emoticon
A pair or series of symbols used to express emotion.

EV
Abbreviation for the spell Energy Vortex.

GM
1. Gamemaster (referring to an OSI representative)
2. Guildmaster (referring to leader of a player guild)
3. Grandmaster (referring to skill proficiency)

GUMP
Graphical user menu pop-up. Basically a graphic menu which can be closed and opened.

Hally
Abbreviation for a halberd

House
Commonly used to describe any type of player built domicile. Examples include a brick house, a tower, a castle, etc..

Jumper (Blade, Field)
Used in reference to players who jump into mages Blade Spirits or Field spells for the purpose of flagging the caster as a criminal. This allows them to attack the caster. Some will simply commit suicide so they can report the mage as a murderer.

Kewl d00d or K3wL D3wD
(cool dude) Someone who generally uses computer slang by replacing proper alphabetical spelling with symbols, similar sounding letters, and numbers.

l33+
Slang. Someone who knows what is cool, at least … they think so. l=L 3=E +=T. Short for elite.

Lol
Abbreviation for Laughing out loud.

Looser
Slang. An insulting title given to people by rude players. Commonly thought to be a misspelled version of the word loser.

Macro
An action or series of actions assigned to a simple keystroke to ease in the use of these actions.

Manifest
To become visible as a ghost.

Messenger
The in-game system in Ultima Online which allows you to send messages to players both online and offline. Very similar to e-mail.

MiB
Abbreviation for Message in a bottle

Mobile
Anything which moves in the game, of it's own accord.

Monster
Usually a hostile NPC which is not human.

Mount
Any animal you can ride. More than horses are available …

Newbie
Abbreviated or slang term for a new player.

NPC
Non-player Character. A character in the world controlled by the computer.

OOC
Abbreviation for Out of Character. When a player says something they know will be about the everyday world, sometimes they will say OOC as a warning.

Paperdoll
In UO, the representation of your character in your character menu.

PC
Player Character. A character in the world who is controlled by a player.

PK
Abbreviation for Player Killer. A player who plays the game to murder other players.

PVP
Abbreviation for Player versus Player.

Regs
Slang for reagents.

ROFL
Abbreviation for Rolling On Floor Laughing.

RP
Role player. A person who plays the game and tries to stay "in-character" at all times.

Ruin
A recall rune.

Server
Where the action happens. A server takes input from various client programs, and sends out appropriate responses. A server handles requests from clients, and sends back to the client whether the request was valid. Think of the server as the head of a game of "Mother, May I?" The client program will ask to move one step forward, the server will respond that this is impossible because there is another person already in that spot, or maybe that the way is clear… so the move is valid.

Spar
To exchange weapon or magic attacks with another player without intent to cause harm, but merely to practice.

Static
An object in the game which can not be manipulated.

Tank Mage
A magic using PC who is proficient in melee combat as well.

Twink also Twinking
When a new character enters the game, some older players will offer them high-level equipment to make the new character more powerful than they normally would or should be. They will often help them win fights they could not normally win by standing back and healing them. The new character is then known as a Twink.

Xroad
Crossroads.