Ultima Online™: The Second Age™
Reference Guide

Character Window

🖱️ (on yourself) Display Character Window

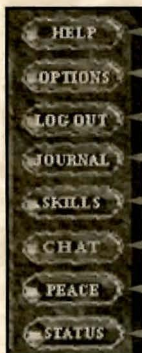All the information about your character is found in your character window.

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

🖱️ (on backpack) to open your inventory.

Opens your profile screen so that you can describe your character.

Your name, plus any current titles.

Request online assistance.

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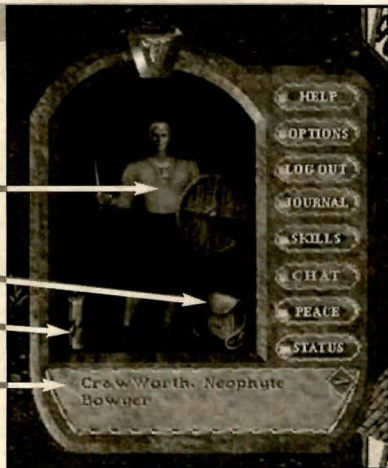
Leave the game.

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

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

Opens the chat window.

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

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

Moving Your Character

🖱️	and-hold	Move toward the hand-shaped cursor. The further away from your character you keep the cursor, the faster you move.
🖱️		Pathfind — automatically moves your character around obstacles and towards the cursor. Your destination must be within your line of sight — you can't Pathfind through closed doors or around buildings.
🖱️	(on doors)	Open door.
ALT 🖱️	(on another character)	Follow that character.
ALT 🖱️	(on self)	Stop following.

Getting Started

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

- Of course, a good source of information about playing the game is in the *Playguide* and in the *Traveller's Guide* sections of the online docs.

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

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

Try the following methods to earn some money.

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

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

- Find an established Player Character to stake you some starting funds.

- Don't be afraid to scavenge anything you find just lying around (but don't loot dead bodies as this can damage your reputation).

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

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

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

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

You can tell PCs and NPCs apart by:

- Their names. PCs are identified by their "title" (if any), NPCs will always show their profession.

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

The colour of each character's name gives you important information:

Blue: Good Citizen	Red: Murderer	Orange: Enemy Guild Member
Grey: Criminal	Green: Guild Mate	

Visit the Traveller's Guide section of our web site (www.ultimaonline.com) for in-depth knowledge of the world of Britannia.

Communicating with Others

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

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

You can also chat with any other player in this shard. For more information see the Playguide: Chat, p. 8.1.

Fighting

In order to attack another character or creature, you must be in War Mode. You will automatically defend if you are attacked.

You can also toggle between Peace and War Mode:

- From the button in your Character Window
- With **ALT C** *or* **TAB**

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

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

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

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

Items and Inventory

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

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

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

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

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

🖱️🖱️ (on item)	Use item.

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

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

Key Commands

 The hand cursor is used for moving and selection purposes.

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

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

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ALT O	Display Option menu.		**ALT B**	Open Spellbook
ALT K	Display Skills screen (on blue gem to use a skill).		**TAB**-and-hold	Toggle between War and Peace mode.
ALT S	Display Status Screen.		**ALT ENTER** or **ALT C**	Toggle between full-screen view and window view.
ALT P	Display Character Screen.			
ALT R	Display "Radar" View. A second time expands view.		**CTRL Q**	Repeat last typed text (speech or action).
ALT I	Open Backpack			Closes a window.
ALT J	Open Journal		**ESC**	Closes all windows.
			ALT X	Exit game.

Left-click

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

Double-left click

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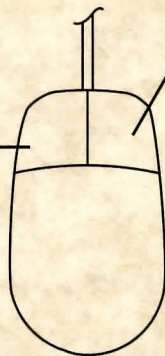
Right-click and hold

- ✦ to move in the direction of the mouse cursor

Double-right click

- ✦ automatically moves the character to that location

To Speak

- ✦ type your message and press **ENTER**