Section One:

Getting Started

As you get started on your journey, you will be faced with a few decisions. Some of these will have minimal impact on your long term play, while others will play an important part in how you experience the game. This section will cover the first of those decisions – server (known as 'shards' in *UO*) selection, character creation, and an explanation of the different clients used to play the game (Classic and Enhanced). In this section we will also cover some of the most basic elements of the game that will be a foundation for understanding your new world. This will include basic movement controls, as well as how to use the overhead radar feature.

Choose Your Client – Classic vs. Enhanced

We will begin with an explanation of the two clients available for use with *Ultima Online* – the Classic Client and the Enhanced Client. Your choice of client will greatly affect how you view, and play, the game. The best part about having two different clients is that you are not bound to one or another – you are free to switch back and forth so long as you have both installed on your system. Following is a brief explanation of the differences between the two clients. Later in this section will be pictures illustrating some of the differences between the two clients.

Classic Client

The Classic Client is the original client used to play *Ultima Online*. It does not have as many features as the Enhanced Client, but is still preferred by many longtime players who favor its simpler nature and the nostalgia that comes with experiencing the game as it was originally intended.

Enhanced Client

The Enhanced Client was introduced as an alternative, not a replacement, to the Classic Client. *Ultima Online* has enjoyed a relatively long existence during which time technical standards for games has risen considerably. The Enhanced Client seeks to meet this standard by offering updated graphics and a more modern interface. Improvements to the interface include a more robust radar, and a visible macro bar to allow for easier macro assignment. The Enhanced Client allows for custom interface set-ups as well, even allowing players to make use of many of the features of the original Classic Client (such as the original Inventory, or 'Backpack' system). There will be pictures later in this section that may help illustrate some of the differences between the two clients.

Selecting a Shard

In Ultima history, a powerful artifact known as 'The Gem of Immortality' was shattered into many shards. These shards make up the universe of Ultima Online, with each one being represented by a different server (Catskills, Chesapeake, Napa Valley, etc.). Each shard shares a common history up until the point when the Gem was shattered (as to that point there was only one world and not multiple shards). From that moment, their histories diverged and each became home to their own unique people, places, and traditions.

In a practical sense, each shard's server is located in a different geographical position in *our* world. There are shards spread throughout the United States, as well as throughout the globe. Drachenfels, for instance, is located in Germany, and Oceania serves players in the south Pacific.

There are a few things to keep in mind when choosing a shard:

Connection. The closer your location to a given shard/server, the better your connection will be. For example, if you are in the eastern United States, you will have a stronger connection to shards such as Atlantic and Chesapeake than you will to Oceania.

Population. Different shards have different concentrations of players. More social players may desire to go to a higher population server, while those who tend to adventure solo may prefer a shard with a lower population. While good spots to place a house can be found on any shard, there will be greater availability for choice spots on a lower population shard.

Unique Characteristics. Each shard has its own history and people. There are different guilds and different player organizations on each. It wouldn't be a bad idea to do some research in this regard. Visiting the forums at http://uo.stratics.com may give you an idea of the character of each shard. Be sure to read up on the recent events hosted by the in-game Event Moderators for any shard you may be interested in.

You can play on multiple shards. You are not limited to just one shard. Many players have developed characters on multiple shards, allowing them to enjoy the game in a wider variety of ways. In addition to being able to create characters on multiple shards, "Shard Transfer Tokens" are available for purchase. These tokens enable a one-time transfer of a character from one shard to another.

The shard selection screen. You can organize the list by timezone, population, and your connection quality.

Select which shard to play on:	Latency:	Packet Loss:
Legends	46ms	0%
Atlantic	46ms	0%
Lake Superior	46ms	0%
Great Lakes	46ms	0%
Chesapeake	46ms	0%
Catskills	46ms	0%
Siege Perilous	46ms	0%
Origin	91ms	0%
Pacific	93ms	0%

Sort By: TIME ZONE | % FULL | CONNECTION

Siege Perilous and Mugen Shards

The vast majority of the shards available in *Ultima Online* follow the same rules set (see section five). Two notable differences are Siege Perilous and Mugen. These shards follow a Felucca-only rules set on all of their facets. These shards are designed for veteran players who desire a more open style of play that includes non-consensual player vs. player interaction (combat and stealing), the removal of item insurance, and an altered skill gaining system. It is recommended that you become

familiar with these concepts before deciding to play on either of these shards.

Character Creation

Creating your first character can be a difficult process for some – with so many skills, races, and name options to choose from it can be hard to make a decision. It is important to remember that you can have more than one character per account on each shard (except for Siege Perilous and Mugen – you are restricted to one character per account on the veteran shards). This gives you freedom to have different kinds of characters. It should also be noted that your starting skills can be dropped later if you prefer to use different ones, and that even your name, race, and even gender can be changed with the purchase of special tokens or undertaking a special quest if you so desire (this option is typically used for more advanced characters where it would not be feasible to simply start a new character). What follows is a brief description of each characteristic that you have to choose from during character creation.

The Character Creation Screen

The Races – Gargoyle, Human, and Elf

Each race has their own set of special abilities (in addition to differing physical appearances). They also have access to different types of weapon, armor, and clothing. Following is a brief description of each:

Humans. The first playable race in *Ultima Online*. Humans naturally heal faster than Elves and Gargoyles and are more adept at basic resource gathering and can carry greater weights. Most significantly, they have the "Jack of All Trades" trait, which provides them a "hidden" minimum of 20 skill points in all skills – even ones they have not trained past 0. Humans are the most widespread race, with kingdoms in Britannia and Tokuno, as well as towns in Malas and the Lost Lands.

Elves. The Elf race hails from Heartwood, and their lives are tied to the wellbeing of all of Sosaria. Due to this Elves are more in touch with nature, granting them a greater ability in locating special resources. Their wisdom imparts an automatic increase to their total Mana as well as a higher natural resistance to energy-based attacks. They also have a higher ability to move without being tracked, and are better able to detect others who are hidden. They also have better eyesight in the darkness, meaning they do not have to make use of the "Night Sight" spell at nighttime or in dungeons as Humans and Gargoyles do.

Gargoyles. Though only recently introduced to *UO* as a playable race, the Gargoyles have a long history in the *Ultima* franchise. The Gargoyle home is on the Ter Mur facet. Due to their size, they are not able to ride mounts, but instead rely upon their wings for quicker transportation (see section five for more details). Gargoyles are fierce warriors and are able to do greater damage as they take more damage themselves. They also have greater ability in the Throwing and Mysticism skills, and are more adept at Imbuing weapons with magical properties.

Gender – Male and Female

There are few major differences between the genders. There are some armor and clothing pieces that are gender-specific, and some mounts can only be ridden by one gender or another.

Hair Styles, Colors, Skin Tone, and Clothing

There are a number of options for each of these traits, all of which can be changed later on during the course of play. Starter clothing provides no protection against attacks, but is provided for modesty's sake. Gargoyles have the options for different styles of horns instead of hair.

Name

Your name will communicate a lot about what type of player you may be. Think carefully before selecting one (though it can later be changed by purchasing a Name Change Token).

Skill Selection

There are many different skills in *Ultima Online*. Unlike many games, however, you are free to mix and match different skills on a single character – you could have a warrior who dabbles in alchemy, a mage who is also an accomplished blacksmith, or a bard that has the uncanny ability to always bring reel in the "big one" when fishing. To start, however, you are presented with pre-selected skill sets that suit a particular type of character. Choosing the "Advanced" option allows you to pick three starting skills and adjust their level as well as the level of your starting Stats (Strength, Intelligence, and Dexterity). The items and skills you receive to start your character's life is determined by your choice on this screen.

Choosing a Starting Location

Your final step in the Character Creation Process is choosing a city to start in. Select either the Trammel or Ter Mur facets at the bottom, and select each town to read a description of them before making your choice. Travel between towns is usually accomplished via permanent town moongates (see section five for more information on moongates).

The final step to initial character creation. Be sure to read the descriptions of each town.

Step out into the World – Your Arrival in Sosaria

Congratulations! You have made your first character. As you enter the world of *Ultima Online* for the first time, you are doubtlessly filled with questions about what is on your screen, and how you can accomplish that most basic of abilities – walking and talking. Pay attention, as there are some differences depending on which client you are using.

Basic Abilities – Walking and Talking

For a more complete explanation of your available methods of travel, refer to section 5 of this guide. In the meantime, you can take your first steps in the world via a simple movement of the mouse. The default command for movement in either client is executed by holding down the right mouse button and moving the cursor ( ) in the direction you wish to travel. The speed at which you will move (a walk or a run) is determined by how far away the cursor is from your body. If it is within about 8 cursor lengths of your character (roughly halfway between your character and the edge of the play area) your character will walk. Any further, and he/she will break into a run.

In the Classic Client, you can speak to nearby players simply by typing what you wish to say, and hitting "Enter". In the Enhanced Client, the default option is to hit "Enter", then type, and then "Enter" again.

Opening Screen – Classic Client

A basic screen layout in Classic Client. The play window is adjustable and all objects in the black area can be moved or removed.

1. **Your Character.** You will always appear in the center of the play window.

2. **Paperdoll.** This is where you equip your character and access many different features. See section 2 for more details.
3. **Life Bar.** This bar displays your health, mana reserves, and stamina. Double clicking brings up more detailed information. More details in section 2.
4. **Backpack.** This is your on-character inventory. You are free to arrange items in here as you wish, including other bags to help with organization. To place an item here, hold down the left mouse button on an item and drag it into your backpack.
5. **Map/Radar.** This displays your location within the surrounding area. In Classic Client it is always centered on your current location.
6. **Top Menu.** Contains options to open many of the above items if you have closed them.

Opening Screen – Enhanced Client

The opening screen in the Enhanced Client. Note the differences between the Classic Client. By default you will also have a "Tip of the Day" display upon log-in.

1. **Your Character.** You will always appear in the center of the play window.
2. **Enhanced Client Menu.** Many options that were previously available via the paperdoll are now listed here. The first icon in the list (the shield) toggles you in and out of "war" mode (enabling you to attack something with your fists or an equipped weapon).

3. **Life Bar.** Displays health, mana, and stamina. Double clicking opens up the Paperdoll (the information that would be displayed in the Classic Client is now in the "Character Sheet" on the Paperdoll).
4. **Chat/System Messages.** Unlike the Classic Client, System Messages, the Journal, and any entered Chat rooms will be displayed within a box in the lower left corner by default. This box will appear when you move your cursor over the area.
5. **Macro/Hotkey Bar**. Setting hotkeys is made easier in the Enhanced Client, allowing you to simply drag and drop actions from the "Character Abilities" menu (on the Paperdoll). The "Macros" option in the "Main Menu" list will allow you to create more complex actions that you can assign to the bar.
6. **Map/Radar**. This option is a much more powerful tool in the Enhanced Client. You are able to zoom in and out, as well as scan the surrounding area (it will re-center when you move your character. It will also display the names of shops and important places nearby. In addition, a full fledged atlas is available by clicking on the small green icon at the top left of the map.

Basic Navigation

When viewing the map tool in either client, you may notice the odd seeming orientation of North and South (as well as East and West, of course). In *Ultima Online*, North does not strictly imply "Up". A sextant is an easily obtained object that when used will tell you your precise coordinates. This is useful when communicating to others about something interesting you may have found, or in designating a meeting place that might be far from landmark.

Section Two:

My Character

Having covered the very basics in Section 1, we will now delve a little deeper into the details of your character.

Life Bar

The lifebar is a quick way to tell the current status of your character and its ability to fight and cast spells.

EC Client's Lifebar:

Standard Client's Lifebar:

Standard Client's Lifebar:

- **H - Health - (Strength / 2 + 50 hp)**
  - 150 str = (150/2) + 50 hp = 125 total Health
  - o The Red Bar (the H: bar in standard client) at the top represents your health points in game, with the first number representing your current health points and the second number representing the total amount of health your character has when full hp.
  - o If my character's health drops to 0/112 - (in this case) - my character would die, and need to be resurrected by a Healer, Player or an Ankh.
- **M - Mana - (Intilligence = Mana)**
  - 150 int = 150 total Mana
  - o The Blue Bar (the M: bar in standard client) up top represents your characters mana, as with Health or Stamina below, the first number is your current mana and the last is your total mana pool.
  - o Running out of mana simply means that you will no longer be able to cast spells using a spellbook.
    - Scrolls will still work, because they are not mana dependent.

- **S - Stamina - (Dexterity = Stamina)**
  - 150 dex = 150 total Stamina
  - o The Yellow Bar (the S: Bar in standard client) represents the amount of stamina you have, the first number being your current and the last being your total stamina pool.

- o Stamina affects your swing speed and your ability to move.
  - ▪ When you lose points in stamina, you will start to swing slower, the amount of stamina missing determines your new swing speed.
  - ▪ Also - if your stamina were to reach 0/10 - (in this case) - you would no longer be able to move - until you regained at least one point of stamina so that you were no longer 0/10.

Skills

Most of the skills in *Ultima Online* are fairly self-explanatory. For the ones that are not, almost all of them are covered somewhere else in this guide.

When you begin doing something (fighting, cutting down trees, using crafting skills) you will immediately begin to notice skill gains. They will appear on screen where all other text and chatting shows up. For more details on skills, see Section 10.

EC Client's Skill Menu

- Skill Points (indicated in the lower right hand of the picture) are capped at 700/700 for first year players.
- After this, they raise by 5/5 each year for the first 4 years of playing.
  - o After 1 year the skill cap becomes: 705/705
  - o After 2 years the skill cap becomes: 710/710
  - o After 3 years the skill cap becomes: 715/715
  - o After 4 years the skill cap becomes: 720/720

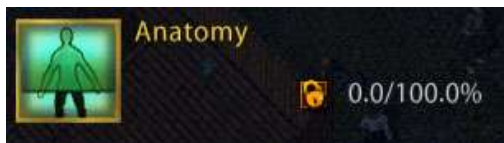*The Skills Menu in the Enhanced Client.*
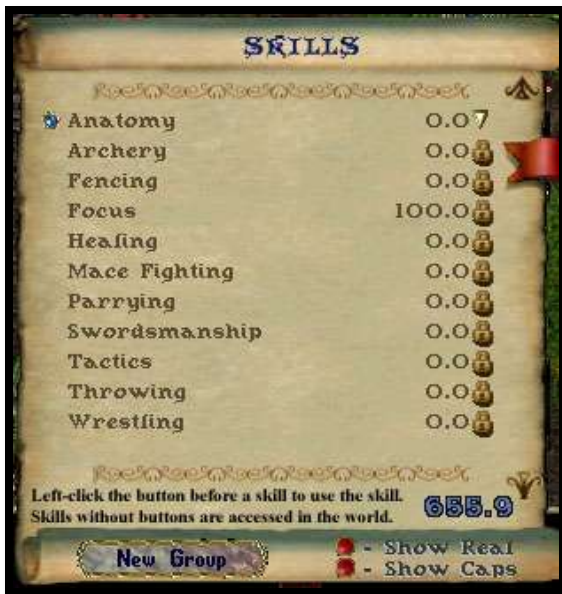
The Skills Menu in the Classic Client.

Skills in UO can be locked, raised or lowered. This gives you greater flexibility in tailoring your character to your play style.

After a while of playing, you will realize that some skills benefit more from being maxed out (At skill level 100 you are considered a *Grandmaster* in that skill. It is only possible to raise a skill past 100 through the use of special scrolls called "power scrolls") while others see no inherent benefit from being raised to their caps.

Some players also prefer to mix skills, and will have one skill lower on purpose, to be able to raise another to its cap (remember, you are limited in the OVERALL amount of skill points available to you).

- **A locked skill:** Notice the lock beside the image.
  - EC Client:
  - Standard Client:
    - A locked skill will not raise or lower, even when used constantly.
- **A raising skill:** Notice the upward pointing arrow.
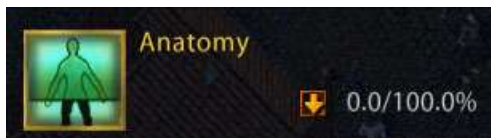 - EC Client:
  - Standard Client:
    - Skills set to raise will go up when used.
- **A lowering skill:** Notice the downward pointing arrow.
  - EC Client:
  - Standard Client:
    - Skills set to lower, will lower so that other skills can rise.

Paperdolls

Though the exact options available via the Paperdoll vary between the two clients, they both are very important menus.

Character Sheet (Enhanced Client)

- The menu contains a list of:
    - Your attributes: Strength, Dexterity, and Intelligence / Health, Stamina and Mana
    - Current weight
    - Gold amount
    - Luck total
    - Amount of follower slots (5/5 max - most followers require 2/5 slots or more, many smaller pets only take up 1/5 slots though)
    - Resists (Physical, Fire, Cold, Poison and Energy)

Character Abilities (Enhanced Client)

- This menu contains a list of:
    - Racial Traits (Elves, Human or Gargoyle abilities)
    - Weapon skills (discussed farther down in Warrior/Combat section)

Backpack

- The backpack is where you keep all of your items that you are currently carrying on you.
    - Any clothing, weapons or spell books that you are not currently wearing.
    - Gold, items, quest items and any number of numerous things.

The Paperdoll in the Classic Client. Notice the difference in menu options from the Enhanced Client.

The Backpack as viewed in the Classic Client is shown on the left. On the right is the Backpack from the Enhanced Client. The default setting for the Enhanced Client is to use a "grid style" inventory, however, this can be changed to resemble the Backpack from the Classic Client.

Item Insurance

Item insurance was adopted later *Ultima Online* as a way to allow players to keep many of their items past death. If an item is not insured, it can be taken from a fallen players corpse (many monsters are known to be attracted to shiny objects). In Felucca, uninsured items are often targets for thieves. The following explains how to use Item Insurance:

Enhanced Client:

- Start by right-clicking the mouse onto your lifebar.
- Next, select "Open Item Insurance Menu"
- The menu pictured below should appear:

- Once in this menu, simply check the box next to the item you wish to insure (see the blue pants?). Notice that each item has a cost to insure. Select "OK" to insure the item(s) you have checked.
- Upon death, all insurance money from insured items is removed from your Bank Box and your items will remain in your backpack.
- When you are resurrected by a Healer, another Player, or an Ankh, you will find that all your insured items are in your Backpack.
- Please note that if you do not have enough gold in the bank to cover the cost of the Insurance, you run the risk of having it removed from one or more items.

Standard Client:

You'll notice that from above, the EC Client and Standard Client's insurance menu is exactly the same, as is the way you will insure your items. There is a slight different in accessing the menu, however:

You will first single left click (not right-click: a single left click) on your character like below:

Afterward select "Open Item Insurance Menu".

From this point the process is the same.

Section Three:

General Information: In Game Communication, Macros, Helpful Locations, and "Flagging"

This section will address methods of in-game communication, explain the function of "macros", and seek to answer other basic questions that may have arisen at this point.

Speaking and Chat

There are different ways to access the in game chat system, depending upon which client you are currently using.

Classic Client (CC)

To speak with nearby players (those within the immediate vicinity of your character), you only need to type your message and hit "Enter". Below are a few common chat/speech effects:

<u>Yell.</u> By typing an exclamation point (!) at the start of your message (followed by a space) you will shout your message so that it will be heard from a greater distance.

<u>Guild Chat.</u> If you are in a guild, you can speak to your guildmates no matter the distance. Simply type a backslash (\) before your message.

<u>Party Chat.</u> If you are currently in a Party, this option will send a message visible only to other Party members no matter how far apart you are. Type a forward slash (/) and then your message.

<u>Global Chat.</u> You can join, or create, your own global chat room. Messages sent this way are viewable only by those in the same Chat as you, anywhere on the shard. Type a comma (,) followed by your message.

Enhanced Client (EC)

There are some differences communicating within the Enhanced Client:

- To chat with players around you in the Enhanced Client, you will need to do this:
    - Press the enter key to enter chat mode
    - Type out what you want to say
    - Hit the enter key a second time
- Chat shortcut keys:
    - \ or /g – Guild Chat
    - /p – Party Chat

- /s – Say – Speak to those around you, basically talking
- /y – Yell
- , – Global Chat

Useful Commands

The following is a shot list of commands you should find useful as you start your adventure in *Ultima Online*.

Banking Commands

Say these commands near an NPC Banker or Minter in order to access your stored gold and other items. More detailed information on Banking is given later in this section.

Bank – Saying this command will open your bank box.

Balance – The Banker will tell you the amount of gold you have in your bank box.

Check *amount* - Will create a check for that amount of gold. Checks are a great way to keep better track of your money, as well make transactions with other players easier.

Withdraw *amount* - Removes the specified amount of gold from the bank, placing it in your Backpack.

Guards!

In most towns, you will find that protection from criminals and monsters is provided by town guards. Shouting "Guards" will bring them to your aid if you are in need.

- Several notes about the Guards! Command:
  - It can only be used on someone who has just attacked or stolen from you
    - If you wait too long, the Guards will no longer come to help you
  - It cannot be used against Faction mates/enemy
  - It cannot be called against your own Guild Mates

Stable Commands

In many places you will find stables where you may keep your tamed pets. Use these commands near the appropriate NPC in a stable.

Stable - Saying this will bring up a cursor for you to select the pet you wish to stable.

Claim list – Will bring up a list of your stabled pets.

Claim *name* - Used to retrieve your pet (you would say "claim Ted" if you wished to claim your horse named "Ted").

Other Important NPC Commands

News – When spoken near a Town Crier, this command will allow you to see any current news about Global Events or EM Events currently going on or happening soon.

NPC name Buy – Placing the NPC vendor or shopkeepers name before the word "buy" and saying it out loud will case the NPC to open up its Shop list for you to purchase items.

NPC name Sell – Functions similar to the Buy command, but opens a list of items that you currently have in your pack that the NPC is willing to buy from you for gold.

Banking

In *Ultima Online*, there will be places you can store both items and gold in towns, at your leisure without needed to own a house.

When you approach these buildings, they will be labeled, usually by town names, using some combination of the following words:

- Bank, Mint, Minters

Not only just gold, but as mentioned before, items may also be stored within your bank box. Just drag an item into the box and drop it inside. The item will be deposited inside your bank box and will be accessible from any town with a "Banker" or "Minter."

- But how do I use my bank box?
    - o Approach the bank in the town you are currently in.
    - o Make sure you are close to either of the following NPCs:
        - ▪ Banker
        - ▪ Minter
    - o When you are in range, say the following words:
        - ▪ Bank
    - o If you are close enough to a Banker or Minter, your bank box should open up.
        - ▪ You can be outside of the bank
        - ▪ You can be inside on the bank
        - ▪ You can be on top of the bank itself
            - • As long as you are close enough to a Banker or Minter, it will work

- Image of using the bank and creating a check below:

Inns and Taverns

Sosaria can be a dangerous place, so it is always a good idea to seek safe haven before logging out. Your character will log out instantly (unless very recently under attack) if you do so inside an Inn, Tavern, or a house that you either own or are a "Friend" of.

Inns usually are identifiable by the picture of a candle on the sign that hangs out front:

Macros

Macros allow you to perform commands with the single click of a button using UO's built in macro settings.

Warning: Unattended use of macros is not allowed in UO.

- Please be at or near your keyboard when playing the game and using macros.
- Using in-game macros is allowed, but:
    - Doing so unattended (not being in the same room while they are running) may cause you to get suspended or even banned

You can use macros to the following and more:

- Speak entire sentences automatically when you click a hotkey
- Cast spells
- Heal yourself
- Say, "Bank", or "Guards!", etc
- Open doors
- Command your pets
- For role-playing to setup lines/actions before hand
- Perform actions
- Use objects, containers, etc
- Perform some repetitive tasks

To begin creating a macro, hit the settings button on your bar (In-Game macro program is Enhanced Client only).

- It is indicated by the Gear Design

It will bring up the following menu (much longer in game)

- Please click on the "Macros" button as highlighted below:

This will bring up two menus

- To get the second menu please press on the "Create" button below in the first menu
  - The first menu shows you a list of your current macros
    - It also allows you to create more
  - The second menu (indicated in this guide by the list under "Communication") shows you the commands you may use to create your macros with
    - To begin creating a macro you click on one of the commands in the list and drag it
    - (See how the whisper command is being dragged in the example?)

We will then drag the Whisper command over to this 3rd window, labeled "Edit Macro"

See the Edit Macro menu in game? - It opens with the "Create" button being clicked.

- Drag the "Whisper" command to the slot show on the Edit Macro menu
  - Then if there is a secondary function to the Command, it will appear
  - See how the Whisper command asks you to input a line of text to whisper?
    - Here I typed in: *whispers*

Press "Okay" and finish your macro.

Once finished you can drag it to your spell/skill bar as shown below:

- To activate the macro you need to only click on the Macro and watch it work
  - Notice the second screen where it shows: *whispers*
  - The macro we just created was set to type it every time we hit the button

Flagging: What are "Blues", "Reds" and "Grays"?

Your character (and others) can be identified as innocent, murderer, or criminal based upon the color of their displayed name (or, how they are "flagging").

- **Being Blue! :]**
    - All players start out Blue
    - Being Blue simply means you have not:
        - Stolen from OR
        - Killed another player
    - Benefits of being Blue!
        - Being Blue means that you are allowed into
            - All towns
            - Trammel and Felucca, both
            - When you are attacked, your aggressor (the other player) will go Gray, meaning he can be attacked by anyone

- **Being Red! >:[**
    - To go red one has to do the following:
        - Kill other players
        - Gain 5 murder counts
    - Benefits of being Red!
        - Kill anyone you want, anytime you want!
    - Bad parts of being Red
        - Red players **cannot** go to Trammel
            - While Red you will NOT be able to get to the Trammel facet of the game
        - Red players may be killed by Guards
        - Red players can be attacked by anyone at any time, without them flagging (going Gray)
        - Having Murder Counts
            - Say the following to check how many Murder Counts you currently have:
                - I must consider my sins

- **Being Gray! ;)**
    - To go Gray one merely has to either:
        - Attack someone who is currently Blue
        - Steal from someone who is currently Blue
    - Benefits of being Gray?
        - None
    - Bad parts of being Gray

- Players may attack you simply because you are gray
- Being gray usually labels you as a Thief
- Players will choose to stand far away from you
  - HOWEVER!
    - Being gray is only temporary (unless you get 5 murder counts)
    - So wait around a bit, maybe hide or stay out of sight
      - And soon you will be Blue once again

Attacking Another Player

- Doing so can make you temporarily gray. However, killing them will also give you a murder count (5 of which turns you Red) if your target is a Blue.
  - Watch below!
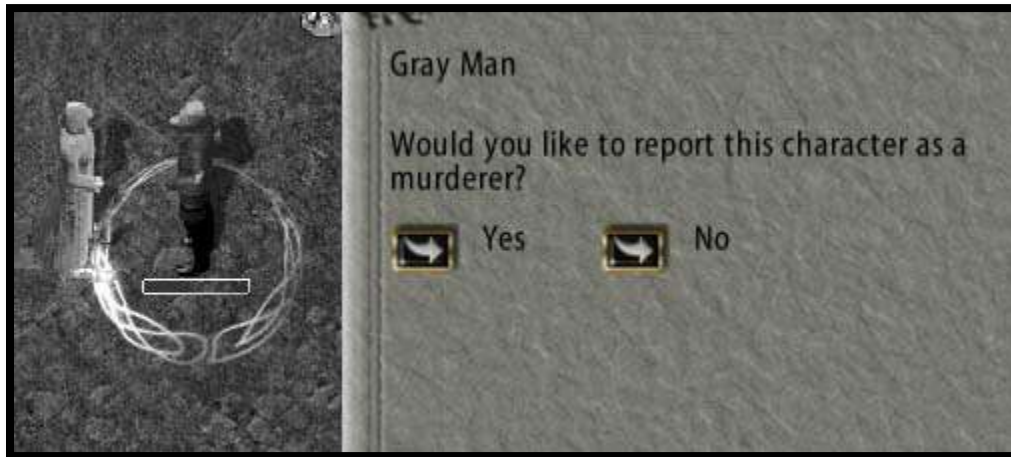
After you have killed someone, to check your murder counts you will say:

- "I must consider my sins"

Remember that killing a good deal of people will turn you Red.

Section Four:

Items and Equipment

Ultima Online is a persistent world that mirrors our own reality in many ways – including the existence of many, many different types of tools, goods, items, and equipment that you may find yourself using on a regular basis. While this gives the game an added sense of depth, this abundance can also lead to some confusion. A guide to all the items (and by extension, all of the "item properties") in the game would be too large in scope for this document. Instead, this section will give a broad outline of the different types of items, their basic uses, and some examples of how to acquire them.

Different Types of Items

While it would be difficult to classify many of the items in the game, for introductory purposes we will focus on four distinct categories – Equipment, Consumables, Resources, and Decorative.

Equipment

Equipment, as it is meant here, are items that can be equipped (worn or held) by your character. This could be armor, clothing, weaponry, jewelry, or even a lantern or book of spells. Some items (such as armor and weapons) must be equipped in order to make use of them. Some equipment has specific requirements that you must meet in order for your character to wear or hold them (a character must have at least 95 Strength to equip a halberd, for example).

Of primary concern to most when it comes to Equipment, is their armor. There are many different modifiers and "item properties" that can determine how effective your armor (or weapon) is, and different combinations of pieces are often strategically chosen to gain a desired effect. A few examples of some common item properties:

Resists. Each character has five different levels of resistance to certain damage types (Physical, Fire, Cold, Energy, and Poison). The higher your resistance to Fire, for example, the less damage you will receive from a weapon that deals primarily Fire damage. The max amount of Resistance points you can have in each category is 70. Your current levels are viewable by double clicking the Life Bar in Classic Client or in the Character Sheet in the Enhanced Client.

Damage Increase. A property that increases the amount of damage you will do when you successfully strike a target with a weapon in combat. Note that this is separate from the "Base Damage" listed on each weapon.

A katana without any extra item properties. Take note of the skill listed as this is the skill that will determine your proficiency with this weapon.

Katana
Weight: 6 Stones
Physical Damage 100%
Weapon Damage 11 - 13
Weapon Speed 2.5s
Strength Requirement 25
One-Handed Weapon
Skill Required: Swordsmanship
Durability 32 / 32

Stat Bonuses. Properties that increase your Strength, Dexterity, and Intelligence are common on many items of equipment. Just as with all item properties, these do not take effect unless the item is actually equipped.

Luck. Your Luck rating determines the quality of loot you can expect to find on many monsters that you have killed. The higher your Luck, the better chances of obtaining a high quality item.

Spell Channeling. Some pieces of equipment cannot be held while casting many forms of spells. This property makes it possible to do so.

Mage Armor. Many pieces of armor are bulky and make it impossible to use the Meditation skill (which is important in recharging a spell caster's mana more quickly). The Mage Armor property on an item excuses that item from this limitation.

Nightsight. Dungeons can be dark places for Humans and Gargoyles. An item with the Nightsight property allows them to see in the dark much better without relying on special potions or spells.

There are dozens of different item properties, so seek them out and see what works for you!

Consumables and Tools

Items in this category come in a wide variety. Consumables such as potions, bandages, and reagents are commonly used during combat. Each crafting skill (such as Blacksmithing and Carpentry) will have its own distinct set of tools that are required for making things. These tools usually have limited uses, and will break over time.

Resources

Resources are those things that are used by crafters to work their trade. Miners mine different kinds of ore which can then be turned into processed ingots for use by Blacksmiths and Tinkerers. Similarly, those with the Lumberjacking skill can chop wood to supply Carpenters and Bowcrafters.

Decorative

Decorative items are used primarily in the homes of players. These items might be furniture or containers (which are functional, in addition to decorative), or even plants and statues.

Equipment Suggestions

Listed below are some basic equipment suggestions for a few different types of characters. This is meant as a basic starting point, and not as a comprehensive guide.

Melee Warriors

These types rely on their skill (such as Swordsmanship or Fencing) with a hand to hand weapon. As their nature dictates that they engage their enemy in close quarters, it is very important to have high "Resist" levels on their armor. For their weapons, they should carry something appropriate for their skill, and pay attention to its durability rating as it will lower through use and will eventually need repairs. These warriors will need high Strength in order to have sufficient Health Points and deal large amounts of damage in combat. High Dexterity will ensure that they have high Stamina, which in turn effects how fast they can swing their weapon. Intelligence is of value in the use of Special Attacks and by characters such as Paladins who cast spells designed to augment their abilities as warriors. These are all attributes that can be increased by certain item properties (when those items are equipped). Warriors often make use of bandages and potions for healing.

Mages and Necromancers

These characters both require the use of reagents for casting their spells. As their means of attack (and defense) are primarily magical, and not physical, their equipment should reflect this. Armor should have high Resistance ratings, but should also be "Medable"("Medable" being the term for armor that can be worn even

while using the Meditation skill). Useful item properties include "Faster Casting" (allows for quicker spell casting) as well as "Faster Cast Recovery" (reduces the time required between casting spells). Items that boost their Intelligence and Mana are also beneficial.

Craftsman

There are various forms of craftsmanship in *Ultima Online.* It is common for players to group complementary skills together so that they may support one another. For instance, a skilled Blacksmith would benefit tremendously

from having ability in Arms Lore as well as Mining. Craftsman rarely find themselves in dangerous situations (although Miners do from find themselves face to face with angry ore elementals from time to time), so armor and weapons are not as much a concern for them. It is important to be well stocked with the tools of their trade, however – what is a Blacksmith without a hammer?

Section Five:

Travel

In the world of Ultima Online, it is up to you to decide where you will go – and how you will get there. There are numerous modes of transportation, each of which may be more suitable than another at a certain time. In addition to explaining your various options for travel, this section will outline some of the key differences between the lands, or 'facets' that exist on each server.

Trammel, Felucca, and the Facets of Sosaria

In Ultima history, a powerful artifact known as 'The Gem of Immortality' was shattered into many shards. These shards make up the universe of Ultima Online, with each one being represented by a different server (Catskills, Chesapeake, Napa Valley, etc.). Each shard has a number of 'facets' which contain different people, beasts, lands, and lore. They also follow different rule-sets. This means that some things that may be permissible on one facet (such as player vs. player combat, or the use of moongates) may not be in another.

Trammel

The Trammel shard takes its' name from one of the two moons of Sosaria. It is also the most populated shard, and was the second to be introduced to the game (after Felucca). This is the land that the Lost King moved the kingdom of Britannia to after leaving the lands of Felucca. With a few differences, the Trammel facet is physically a mirror image of Felucca – both containing most of the same structures, dungeons, and geographical features. Nonconsensual player versus player combat is not permitted in Trammel, nor is stealing from other players. For this reason, those labeled "murderers" in Felucca (commonly referred to as "Reds" for the color of their displayed name) are not permitted in Trammel. It is in Trammel that new players are initially placed. Trammel was introduced as part of the *Renaissance* expansion.

Felucca

Felucca is the original facet to be populated in Ultima Online. Like Trammel, it is named after one of the twin moons of Sosaria. While Felucca shares many common traits with Trammel, its rules governing player interaction differ greatly. Most significantly, player versus player combat is allowed – even if it is not agreed to by both parties. Player theft is also permissible, though if a player is caught stealing in a "Guard Zone" (primarily in towns and in the immediate area around a permanent moongate) the Guards may be dispatched to kill the thief. Felucca is viewed by some to be a dangerous place, while others point out that its' rules set provides more freedom to play as one wishes.

Ilshenar

Introduced during the *Third Dawn* expansion, Ilshenar is a landmass containing a large number of dungeons, outposts, and forests (as well as a few towns) for exploration. Entrance to this shard is achieved via permanent moongates – players cannot use Recall, Sacred Journey, or cast their own moongates in order to get to Ilshenar (though Recall and Sacred Journey may be used to leave the facet). Aside from this difference, the facet is governed by the same rules set as Trammel (player versus player combat is prohibited, as is stealing from other players). Player housing is not permitted in Ilshenar.

Malas

Malas was introduced along with the *Age of Shadows* expansion. This landmass is notable for being the home of the necromancers (who reside in the city of Umbra) and the paladins (from Luna), as well as containing the dungeon Doom. The town of Luna has also become a center of commerce as many players sell their wares within the town's walls. Malas follows the Trammel rules set. There is a permanent moongate at both Umbra and Luna.

Tokuno

An Asian-themed facet, Tokuno is comprised of three separate large islands – Homare-Jima, Isamu-Jima, and Makota-Jima. Tokuno is governed by a monarch ruling from the facets' only town – Zento (located on the Makota-Jima island). Tokuno follows the Trammel rules set, and is accessible by permanent moongates as well as player spells. It was introduced as part of the *Samurai Empire* expansion.

Ter Mur

The most recent facet to be introduced (as part of the *Stygian Abyss* expansion), Ter Mur is home of the Gargoyle race. There are two cities in Ter Mur – the Holy City, and the Royal City (from which the Queen rules from). Aside from the use of a marked rune and a travel spell of some sort, entrance to Ter Mur is provided via a permanent moongate located in the Royal City, or through the Stygian Abyss dungeon. The Trammel rules set applies in Ter Mur.

Moongates and Magical Means of Transportation

There are many different modes of travel in Ultima Online. Perhaps the most useful are the ones that allow players to travel a great distance in an instant thanks to spells or permanent moongates.

A Moongate.

Moongate – Permanent

Every major town in Ultima Online has a permanent moongate somewhere in its' vicinity. Each of these together make up a network of gates that allows a player to select which gate they would like to travel to simply by walking into any other gate on the network. There are also moongates placed in other areas, such as throughout Ilshenar and on the islands of Tokuno. You choose where to travel via a selection menu:

Please note that you will not have the option of selecting a facet if you have not registered a copy of its' appropriate expansion.

Moongates and Recall Runes – Player Casted

Players with a sufficient skill in Magery have the ability to cast their own temporary moongates. Unlike the permanent ones, these moongates are not part of a network but instead allow a player (or group of players) to travel to a spot inscribed on a "**Recall Rune**". Runes are small items purchased from mage shops that can be taken to a location and marked (using the "Mark" Magery spell). Once marked, a rune stores that location. A player can then cast "Gate Travel", and target the marked rune. If the spell is successful, a moongate to the location stored on the rune will open. Be aware that inter-facet gate travel IS possible.

A Recall Rune, the "Mark" spell, and the "Gate Travel" spell.

"Recall" and "Sacred Journey" Spells

Recall Runes can also be used in conjunction with the Recall (hence the name) and Sacred Journey spells (Recall is a Magery spell, while Sacred Journey is a Chivalry one). Unlike the Gate Travel spell, these two spells allow *only* the caster of the spell to move to the location marked on the rune. They consume less mana to cast, however, and have lower skill requirements.

"Recall" from a Magery Spellbook and "Sacred Journey" from a Book of Chivalry.

By Foot, Hoof, Wing or Boat – Traditional Modes of Travel

To this point we have covered the magical means of transportation. There are other, more basic ways of getting around however. Mastering these along with the methods already covered will allow you to reach the darkest corners of the deepest dungeons, the most remote towns and settlements, and even follow adventure on the High Seas.

Walking, Running, and Flying

Humans, Elves, and Gargoyles all have a natural means of movement – their legs. Walking is achieved by placing your cursor in an area near your character and holding down the right mouse button. A walk turns into a run when you move the cursor further away from your character.

Gargoyles have an additional means of movement immediately available to them – flying. A gargoyle can make use of this natural ability and move twice as fast as they would running. They cannot make use of mounts, however (but flying allows them to move at the same speed as a mounted human or elf, with the added benefit that they can reach certain areas otherwise inaccessible).

Mounts

While Gargoyles may be able to fly, they are unable to ride a mount due to their size. There are a variety of mounts available in the game – everything from a horse, to a swamp dragon, to an ostard (think of a cross between an ostrich and a velociraptor). Basic mounts such as horses can be purchased at a stable, from other players, or tamed in the wild with a relatively low amount of skill in Animal Taming and Animal Lore. More advanced mounts (such as Nightmares) are harder to obtain and require a much higher ability in the afore mentioned skills. These mounts have the added benefit of being capable fighters in their own right and can be deployed as such in combat situations. All mounts travel at the same speed. Please see the section on "Pets" for more information on Animal Taming.

Examples of common mounts. A horse, forest ostard, rideable llama, nightmare, and swamp dragon.

Boats

Boats have always been a method of transportation in Ultima Online. With the introduction of the *High Seas* expansion, however, they have become an avenue to adventure in their own right. Raise the anchor and unfurl the sails and set out to find unscrupulous pirates, great sea monsters, sunken treasure, and the "perfect" fishing spots. See the section on Boats for more information.

Section Six:

In-Game Help

The help menu is here for you in case of a variety of issues arise.

- General Questions – (This brings up the UO help page in your Internet Browser)
- Your character is stuck somewhere in game, physically
- You are being harassed
- Other – (Used for all other issues)
- Promotional Codes – (You use this option to redeem your promo codes in game)
- Character Copy – (Copying a character to Test Center, to test things out)

To get to the Help Menu in the Standard Client

- Click "Help" on the bar above
- It will open a similar Menu to the Enhanced Client
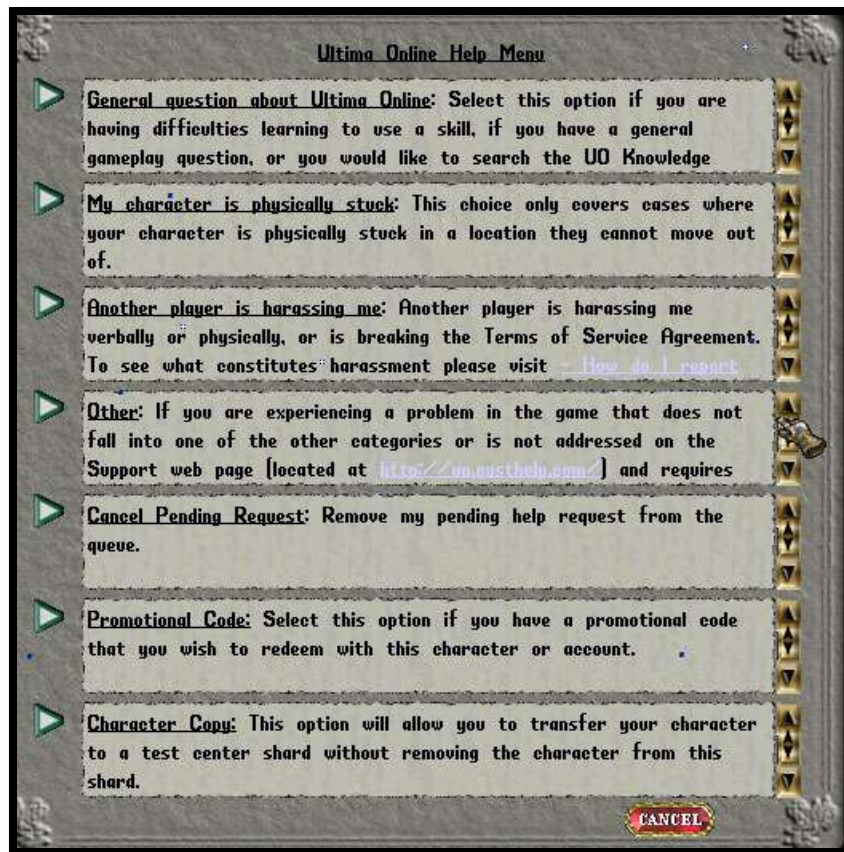
To get to the Help Menu in the Enhanced Client

- Click on "Main Menu" icon noted here – or hit the Esc Key on your keyboard
- Once it pops up select "Help"
- It should bring up the following menu:

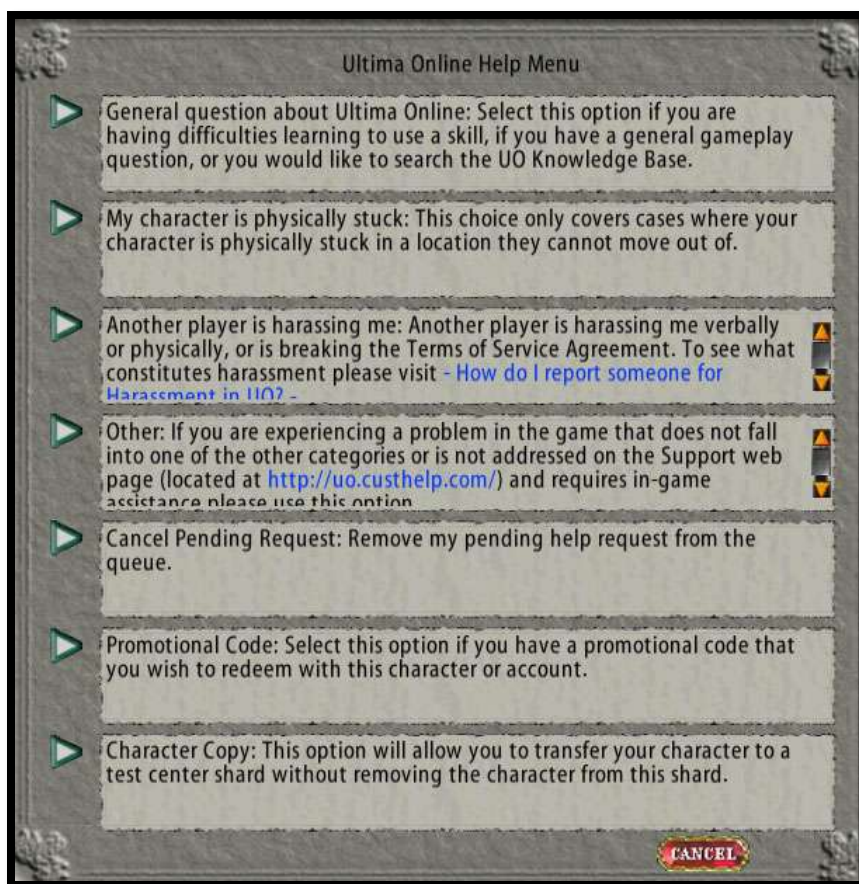General question about Ultima Online: Select this option if you are having difficulties learning to use a skill, if you have a general gameplay question, or you would like to search the UO Knowledge Base.

My character is physically stuck: This choice only covers cases where your character is physically stuck in a location they cannot move out of.

Another player is harassing me: Another player is harassing me verbally or physically, or is breaking the Terms of Service Agreement. To see what constitutes harassment please visit - How do I report someone for Harassment in UO? -

Other: If you are experiencing a problem in the game that does not fall into one of the other categories or is not addressed on the Support web page (located at http://uo.custhelp.com/) and requires in-game assistance please use this option.

Cancel Pending Request: Remove my pending help request from the queue.

Promotional Code: Select this option if you have a promotional code that you wish to redeem with this character or account.

Character Copy: This option will allow you to transfer your character to a test center shard without removing the character from this shard.

How/when to page a GM (Game Master)?

So, exactly how do you page a GM and when should you do so?

There are several immediate reasons why you would call for a GM's assistance in game.

- You are being harassed by someone – (and not provoking them or responding to them)
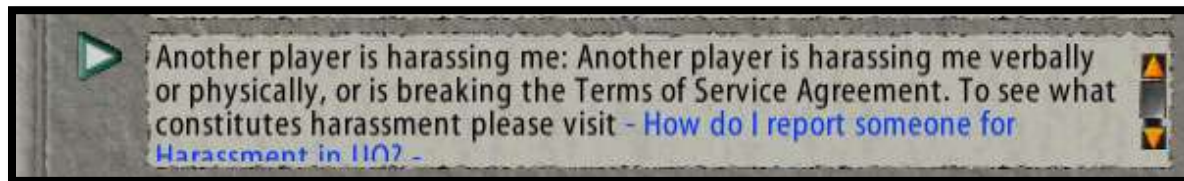- Something really bad/odd has happened and you need help
  - o Your characters' stats have somehow become negative
    - ▪ Ex. You have -29 Physical resist, naked with no items causing it
    - ▪ Ex. You weigh 255/500 pounds, naked with no items in your pack
  - o Items falling under the floor of your house and are un-reachable
  - o There are stuck items in the game that shouldn't be there
  - o Things are blocking house placement and not decaying

GMs are accessible through the following two options:

- To report things that do not fit another category (such as the things listed above):
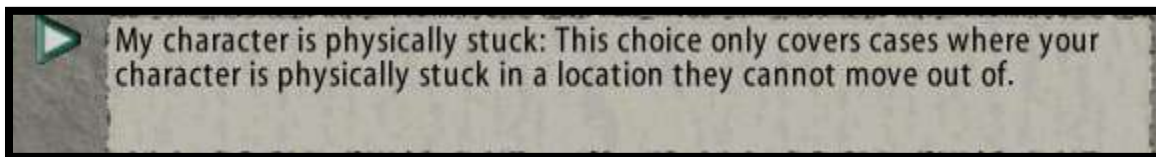
Other: If you are experiencing a problem in the game that does not fall into one of the other categories or is not addressed on the Support web page (located at http://uo.custhelp.com/) and requires in-game assistance please use this option.

- To report harassment (explained more below):

Another player is harassing me: Another player is harassing me verbally or physically, or is breaking the Terms of Service Agreement. To see what constitutes harassment please visit - How do I report someone for Harassment in UO? -

Help I'm Stuck! – Don't immediately call a GM!

If you are stuck somewhere physically – please do not immediately call a GM:

- o First use the second option in the Help Menu:

My character is physically stuck: This choice only covers cases where your character is physically stuck in a location they cannot move out of.
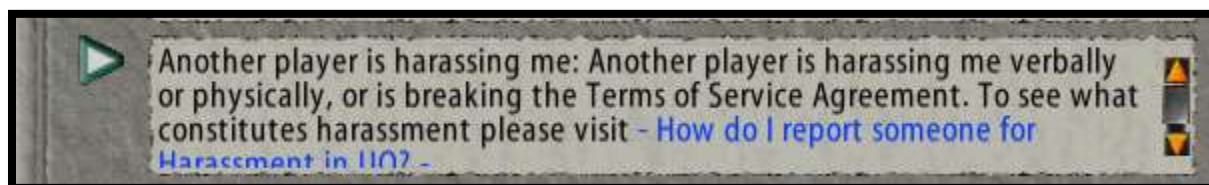
- ▪ "My character is physically stuck"
  - This option will attempt to teleport you out of the area you are in, into a town.
- **Only if** this option fails repeatedly and will not work, do you call a GM about being stuck.

Reporting Harassment

Occasionally a player will decide to be abusive to another. This is unfortunate, but also rare. If you cannot ignore them and continually follow or harass you without ceasing please do the following:

To report harassment you should choose the 3rd option down and click the arrow next to it.

Another player is harassing me: Another player is harassing me verbally or physically, or is breaking the Terms of Service Agreement. To see what constitutes harassment please visit - How do I report someone for Harassment in UO? -

- **"Another player is harassing me"**
- There are several things to be aware of when dealing with another player harassing you consistently and unwantedly
  - You may ask them to "please stop" but after that:
    - Please ignore them
    - Do not respond to their comments or insults
  - If they are swearing at you – DO NOT – swear back at them
  - Follow all of the steps required in the harassment menu (there is a list, please follow them)
    - If you have followed all of the steps and are still being harassed by the player, please report them by clicking one of the following:
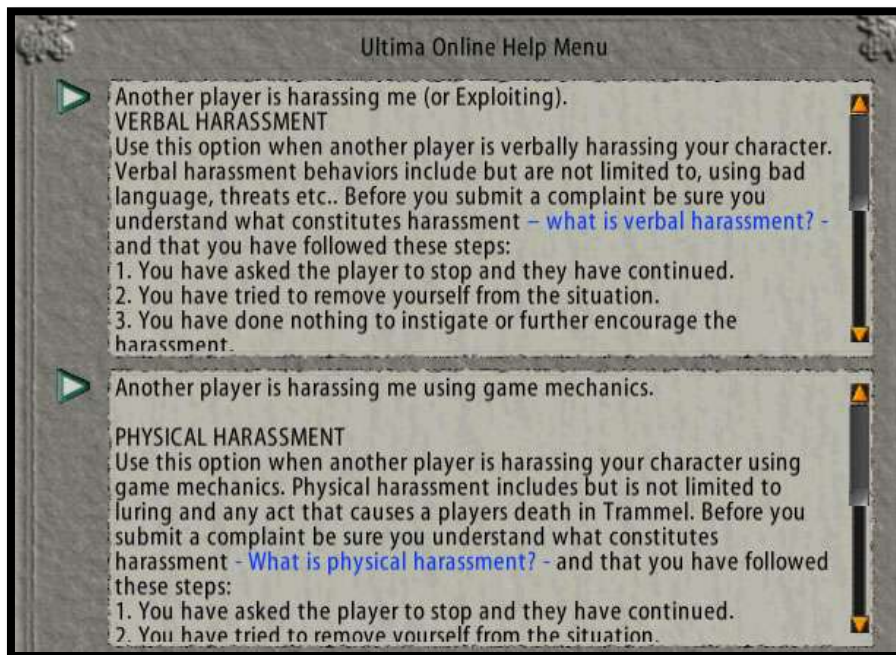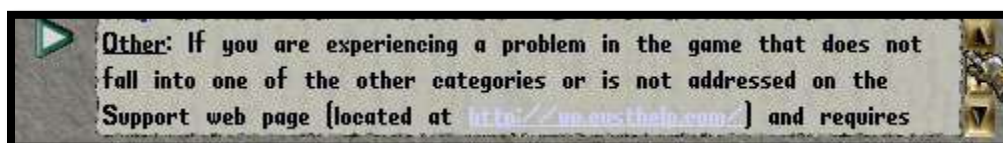

- After you select one of these, fill in all information needed
  - Be sure to list the names of the character and
    - If they are near you and if possible, try to target them with the cursor that appears

Reporting Bugs

Classic Client

To report a bug in the Classic Client you should always choose the fourth option:

- First select "Other"

- After a new menu will open up, then select this option

- Once you click this it will take you to a Webpage where you may fill out a bug report

Enhanced Client

In the Enhanced Client there is an extra menu that shows up when you hit the ESC key. Select the "Bug Report" option.

Please select all that apply and fill out any information you have about what happened and what you were doing at the time. Hit "Submit" when you are done. Submitting bugs helps improve the game for everyone!

Section Seven:

In-Game Events

Live events and in-game events are a key feature in *Ultima Online* which makes it vastly different from any other MMORPG. There are different types of events, which are run over several days or at specific times. Events vary in difficulty and are a great place to meet up with your shards community.

Live Events

Live Events are often created and run by the developers of the game with assistance from the EM, Event Moderator, team:

Seasonal Events: Around Thanksgiving, Halloween, Christmas, etc. there are often changes to the land making it slightly different and on occasion there will be a quest for you to complete. These quests are often fun and light-hearted with a festive spirit.

Arc Events/Ongoing Events:
- o *Ultima Online* Story, mixed with Lore from the *Ultima* series of single player games.
- o Often in many parts, each part lasting around 30 days.
- o All Live events will be announced at UO.com and http://www.uoherald.com/

Event Moderator and Shard Events

EM(s), are on most shards and run unique events to bring community together, tell a story, and build interest in the game.

EMs and RPCs

- o EMs are Robed in four possible robes based off how long they have been around in the program (pictures below).

- o RPC, Role Play Characters, are characters the EMs will use and be in full RP, they will not understand you if you mention real world things such as "internet". Using brackets with a message, [MESSAGE], is the only way to say something to them out of character and them to understand.

- o EMs and their RPCs are generally invulnerable, having a yellow or purple overhead name.

Less than 1 year
EM Robe

1-3 Year EM Robe

3+ years EM Robe

Events

Arc Events:

Story line events with a plot, uses RPCs to tell the story and help the players on their adventure. Often a character is used repeatedly and gains friendship, or grows hatred, of the people of the land; building depth and meaning to the story that is played out.

Mini Events: Just for fun events which often don't last longer than an hour and serve almost no purpose but to entertain. RPCs or Robes can be seen at these types of events.

Meet and Greet: When the EMs of your shard get on their robes and just talk with you, the players. 100% not in character, very casual.

Mini Events: Just for fun events which often don't last longer than an hour and serve almost no purpose but to entertain. RPCs or Robes can be seen at these types of events.

RP Events: These events are done only by an RPC. The EM will not break character. These events help build the storyline for Arc events.

The EMs and YOU!

Many shards have EMs and websites to find out when and where they are doing events. A full listing of current EMs and their websites can be found in the Reference section at the end of this document.

Section Eight:

Non-Player Characters (NPCs)

The world of *Ultima Online* is a dynamic one shared by people from across the world. Every day that you play you are likely to cross paths with these people in the busiest towns, the darkest dungeons, and the most remote fishing holes. Their characters are not the only ones you will encounter, however, as Sosaria is also populated by numerous Non-Player Characters – "NPCs" for short. These NPCs fill a variety or roles – some are bankers who can help you access your account, some may wish to buy or sell you goods, and others may try to enlist your help in a quest or offer to train you a new skill. This section will explain some of the various interactions you may experience with the NPCs of *Ultima Online*.

Interacting With Different NPCs

Vendors

There are many different types of vendors in *Ultima Online*. It is easiest to divide them into two categories, however – NPC vendors and "player" vendors.

NPC Vendors. NPC vendors are those that are commonly found in the villages and towns across Sosaria. Among others, these include tailors, armorers, cobblers, mages, bowcrafters, and tinkerers (there are MANY different vendors). They will buy and sell certain basic goods, usually related to their craft (in other words, you should expect to be able to buy a nice kilt from a tailor, but not a new broadsword). To begin a transaction with an NPC vendor, you can give the command "vendor buy" while standing next to them, or you can access their menu via a single right click of the mouse (as shown in the inset picture above).

"Player" Vendors. Player vendors, despite their name, are not *actually* other players, but rather vendors that have been contracted by other players to sell goods for them. These vendors can have all sorts of goods placed on them and sold at a price set by the player that has contracted them (they will not purchase goods from a player as the NPC vendors do). Player vendors are only able to exist inside a player-built home, or at the bazaar on New Magincia. Double clicking on a player vendor will open their inventory, as will the verbal command "vendor browse".

The front porch of a player's house containing a few different vendors. Some players construct elaborate shops containing many vendors, each specializing in a certain type of good.

Skill Trainers

Many NPCs are masters of a particular craft and are willing to train you – for a price. While only a limited amount of skill points can be gained in this fashion, it can certainly help you on your way to becoming proficient in a new trade or skill. In order to train with an NPC, you must first identify one that can teach you the skill you desire to learn. If you desire to learn Swordsmanship and Tactics, locate a Warrior NPC. Similarly, if you wish to learn the art of Tinkering, you should visit a Tinker's shop in a nearby town. You can find out what an NPC is willing to teach you by either right clicking on them to access their list menu and selecting the skill listed, or you can issue the command *"*NPC name* train"*, followed by *"train *name of skill*"*. You will then be prompted for an amount of gold to pay for the training – pay less than the asked amount, and you will receive less in the way of skill points.

Quest Givers

Another common NPC to encounter is the Quest Giver. These NPCs are typically in need of some help with a problem – perhaps they need an escort to a certain location, or are collecting a specific item that they need you to retrieve. These quests range from very short, simple tasks to arduous adventures – and the reward for completing them is usually commensurate with their difficulty. Quest Givers will often call out to you as you pass by them. You can speak with them by double-clicking on them with the mouse, or via their list menu via a single mouse click (not all Quest Givers have the latter option available).

Many Quest Givers will announce their needs as you pass by them.

Hirelings

The last NPC we will cover is the Hireling. These NPCs can be hired to accompany you on your adventures. Perhaps you are a miner and wish to have protection against a surprise ore elemental, or you want someone at your warrior's back as you attempt to slay a greater dragon, or maybe you merely need a sparring partner. You can hire a suitable NPC (such as a warrior or a ranger) by either accessing their list menu and selecting "Hire" or by speaking the command *"*NPC name* hire"*. They will then inform you of their daily rate, and you can hand them the appropriate amount of gold. Once hired, Hirelings will respond to many of the same commands as Pets will (see section 16 for details).

Most hirelings are either very brave, or not very bright; they often are willing to put themselves in great danger for a meager amount of gold.