

OFFICIAL FAN GUIDE

Ultima Online™

7th ANNIVERSARY EDITION



EA
GAMES

PRODUCTS RANGE FROM
TEEN TO MATURE

T-M
CONTENT RATED BY
ESRB

In The Beginning

During the earliest span of the Age of Darkness, in the writings of only the most aged of manuscripts, lived a world born of mystic arts and ancient sorcery, a world called *Sosaria*.

Despite Sosaria's enchanted origins, its people shunned magic, for its very use corrupted the souls of the unwary. But one man dared to awaken the slumbering powers of alchemy, twisting the awesome power of the Gem of Immortality to his will and binding all of Sosaria to his corruption. That man was Mondain the Wizard.



His power was absolute, as the whole of the planet was gripped in his cruel embrace. Only the appearance of a stranger saved Sosaria from impending destruction. Whence he came no one knows, but his strength and courage were without peer. In this stranger lay Sosaria's only hope. Only a traveler

from the stars could release this world from Mondain's vile stranglehold. He would prove himself a savior, shattering the Gem of Immortality and defeating Mondain.

But a deeper and more sinister evil was released with the destruction of the gem. For Sosaria was not free of the stone's power. The planet was still bound to the jewel's magic, even as it lay shattered upon the floor of Mondain's castle. For within each shattered remnant of the jewel dwelt a perfect likeness of Sosaria.

This is the world in which you are born, live and die. Sosaria now exists as a thousand worlds, each with its own peoples, history and destiny. This Britannia is but one of many in the multiverse that is *Ultima Online*™



The *Ultima* World Comes To Life

The idea was simple yet brilliant: Give *Ultima*™ fans the chance to experience the rich world of Sosaria with thousands of other real people. Let players create their own adventures and form their own communities.

Everyone at *Origin* knew it was a great idea, one that would deliver an entertainment experience unlike any before. They also knew it would be a challenging undertaking. But few understood just how much effort and talent it would take.

After two-and-a-half years of development, countless all-nighters, thousands of pages of design documents, millions of lines of code and the undying commitment of some of the most talented people in the gaming industry, the beta test ended and a new era of computer gaming began. *Ultima Online* launched in September 1997 and created an entirely new genre of entertainment—one that would see many challengers, but few that could match the success of *Ultima Online*.

After *UO*'s initial success, competition came (and often went). Suddenly, the term MMORPG (Massively Multiplayer Online Role-Playing Game) became one of the most common but most frequently misspelled acronyms in the industry. Just last year it was estimated that there are more than 100 massively multiplayer games in production.

Despite all the newcomers, *Ultima Online* continues to thrive with one of the largest and most loyal online communities in history. Its future is as bright as those first few days of autumn in 1997. We have big plans for the next few years of *UO*, including the celebration of *UO*'s 7th anniversary – another incredible milestone for online gaming.

This fan guide is a brief look back at all the special moments along the way – and a tribute to many of those who helped us to get where we are today. As proud as I am of how far we've traveled, I'm more excited about where we're going.

See you in Britannia,

Anthony "SunSword" Castoro
Producer, *Ultima Online*

1997 A New World Is Brought To Life... Online



They said it couldn't be done. They said the Internet wasn't ready. They said the world wasn't ready for a large-scale virtual community. They said *Ultima Online* was doomed to fail before it even launched.

They, as is so often the case, were wrong. Blind passion, undying commitment and rabid fan enthusiasm fueled the team's drive and kept the project alive. That's the formula for *UO's* success to this very day.

"My fondest memory of *UO* would likely be the well-organized protest that took place in 'my' castle, early in the game's history, when masses of people crammed in the castle, got 'drunk,' stripped down to their underwear and yelled protesting slogans...all to draw attention to the lag issues that plagued the early service. It was a real testament to the fact that with all its 'issues,' *UO* clearly was an important part of all our lives and worth investing in."

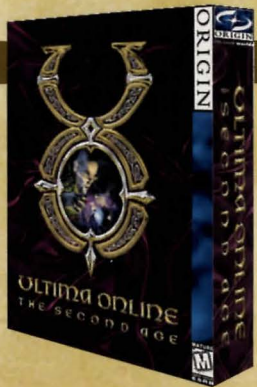
Richard Garriott
"Lord British"
Founder of Origin Studios
Creator of *Ultima*



"Once *Ultima Online* entered the computer gaming industry, there was one major shift of note that drastically changed how both developers and players alike approached games, especially with regard to massively multiplayer online games. It can all be boiled down to one word—COMMUNITY."

"Joshua Rowan"
Player since 1997





1998 *Ultima Online™ The Second Age™*

The first expansion pack to *Ultima Online* made room for thousands of new players by adding the *Lost Lands* as well as a host of gameplay improvements, including a new chat system, grouping systems, economy refinements, interface improvements and graphic enhancements.

“With *Ultima Online™ The Second Age™*, we wanted to give players more client features, more lands and dungeons to explore, new creatures to tame and ride, and new items to buy and sell. We aspired to give players more of what they wanted, and they responded in a big way.”

Jason “Stormwind” Spangler
Lead Programmer, *Ultima Online: The Second Age*



“My fondest memory would be the day I killed my first mongbat. For weeks I had been dying to kill these small and annoying creatures but was unable to fight back. I trained my swordsmanship up on sewer rats (died to them many times as well), took a deep breath and stepped outside the gates in Moonglow. I managed to kill one and got 27 gold pieces as a reward. I felt as rich as a queen and twice as brave!”

Katherine “Kehleyr” Chappell
Player since 1997



the Ultima Online

HEADLINE NEWS

MANHUNT ENDS IN DEATH

A Ursose woman believed to be behind a string of recent robberies was found dead outside of town early this morning. The cause of death is unknown.

Police have not revealed the victim's name, but have released the photo shown here.

A man who claims to have been robbed by the woman early last night found the body in what officials describe as the middle of nowhere...

SCARED CHILD PULLED FROM BLAZING INFERNO

Neighbors pulled a young girl from her burning home last night as the girl's mother looked on in horror. No one was injured in the blazing inferno. The fire began at about 6 p.m. in a small farmhouse in New Vigilance.

Neighbors, responding to the mother's pleas for help, wanted to locate as flames and thick black smoke engulfed the house. From behind the wall of flames they heard the young girl's cries.

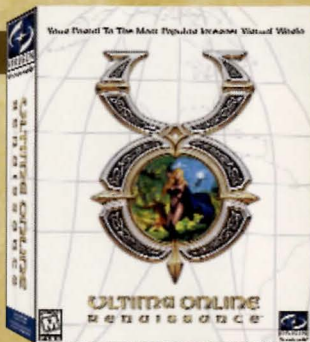
SPORTS & RECREATION

Fight Night A Knockout

Wrestlers from all over the land gathered to celebrate combat and community at Fight Night XXV. This week's Fight Night featured the new team Ultimate Hammer, in which two men teamed one warrior, swords and archery to prove their muscle.

Thanks to overwhelming audience response and player participation, Team Division is now a permanent card on Fight Night. Catch all the action at Fight Night XXV, this Sunday at the usual time and place.





2000 *Ultima Online Renaissance™*

Perhaps the most revolutionary expansion of *Ultima Online*, *Ultima Online Renaissance™* doubled the landmass for *UO* and introduced a new facet where players could live in peace, away from the dangerous and clever player killers. This allowed many more players to own homes in *UO* and to choose whether they wanted to be

involved in player-versus-player combat.

The change was incredibly well received by most players, who came in by the thousands. *Ultima Online* citizenship reached a new record of more than 200,000 players.

“With *Ultima Online Renaissance*, *UO* became a game for everyone, not just the hardest of the hard core. This is when the community really blossomed, growing almost exponentially through 2000 and 2001. It was an amazing thing to watch.”

Anthony “SunSword” Castoro
Designer on Ultima Online Renaissance
Currently Producer of Ultima Online

“Where else can you own a castle? Most all of us can’t do that in real life. So we settle for the next best thing...a castle in *UO*.”

“Markee Dragon”
Player since 1997



Who Will You Be?

In Life
Name: Ed
Hometown: Los Angeles, CA
Occupation: ID Kioskman
Hobbies: Snowboarding, basketball and classic video games
Goals: Work on the new Star Wars trilogy



In Renaissance
Name: Iam
Hometown: Urzain
Occupation: Guild Master
Hobbies: Treasure hunting, associations
Goals: Build a castle

Who Will You Meet?

In Life
Name: Todd Pratt
Hometown: Boca Raton, FL
Occupation: Major League Baseball Player
Hobbies: Outdoor activities, PC gaming
Goals: To be a great role model for my two sons



In Renaissance
Name: Len Stonebridge
Hometown: Vesper
Occupation: Paladin and Guild Leader
Hobbies: Dungeon crawling, quests, and saving the world in *Ultima Online*
Goals: To set a good example for the people of Britannia





2001 *Ultima Online™ Third Dawn™*

With *Ultima Online™ Third Dawn™*, *UO* got a massive graphic overhaul, bringing it into the world of 3D. Motion-capture technology brought player characters alive, adding fluidity and realism to everything from swinging a sword to casting a spell. Creatures also looked better than

ever. Massive 3D-rendered dragons strode gracefully over the redesigned lands, and even orcs and ratmen became more attractive.

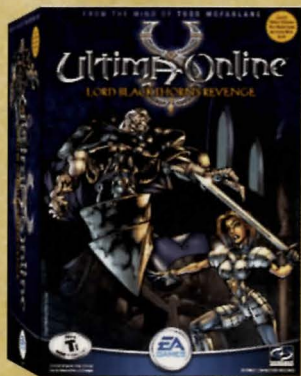
“We wanted to make the game look new again, and new in 2001 meant 3D. It was another one of those things where everyone said it couldn’t be done and that we’d be crazy to even try, and in true *UO* tradition we did it anyway.”

Rick Hall
Producer, *Ultima Online Third Dawn*

“*Ultima Online* has had to change with the times, and with the players as they changed. The development team has learned some hard lessons, made some rough decisions and stood by them. Their credibility is a prime example of what an online game should be and what *Ultima Online* is.”

Diane “Peaches”
Player since 1997





The *UO* team partnered with legendary artist Todd McFarlane (creator of *Spawn™*) to add an array of terrifying new creatures and minions supporting Lord Blackthorn in his ill-fated attempt to regain power as an evil monarch under the control of Exodus. Six new creatures were licensed by McFarlane Toys and a Lord Blackthorn comic was included in each game box. With this expansion, the *UO* world became darker and edgier, and players responded in a big way.

“I really like how we were able to take the fairly bright and happy fantasy land of *UO* and put a dark twist on it. It made the game feel new again without drastic changes to the things our players have come to love. Of course, Blackthorne was eventually pounded into so much dust, but you can't expect anything less from the citizens of Britannia.”

Jonathan “Oaks” LeCraft
Designer on *Lord Blackthorn's Revenge*



Currently Lead Designer on the next UO expansion pack

“Players had been trying for weeks to solve the mystery of a spawn and summoning the new ‘boss’ monster at the end. No one succeeded. A friend and I decided to give the spawn another try with our bards. This time we felt like we were in a magical groove. We developed an almost hypnotic rhythm; killing the intense spawns and keeping each other alive. The spawn was not supposed to be doable by just two players, but we did it! We were the first in all *UO* to summon the new monster! We took a screen shot and posted pictures on a fan site. The story was picked up by other *UO* fan sites around the world! My character had her 15 minutes of fame!”

“The Lady Malynn”
Player since 1998





2003 *Ultima Online™: Age of Shadows™*

Ultima Online™: *Age of Shadows™* was *UO*'s most ambitious expansion pack, adding a massive new land (Malas), a huge new dungeon (Doom), two new professions (Paladin and Necromancer) and a custom house design tool, giving players the ability to actually design their own customized houses in

the game. *Ultima Online: Age of Shadows* went on to become the best-selling expansion pack in *UO*'s history, and the player base went up to an all-time high of 250,000.

“With *Ultima Online: Age of Shadows*, our goal was to give every player at least one thing they wanted. New professions and skills? Done. New land? Sure. Big, nasty new dungeon? It's in there. New housing design tools? No problem. In a way, the fans designed this expansion, and it turned out to be our most successful. Nice job, fans!”

Michael “Vex” Moore, Designer

“I know it sounds weird, but I love my *UO* house. I designed it. I planted the garden in the back. I decorated the walls. I bought the furniture. I invite friends over to play chess. I hate to admit it, but I spend more time working on and improving my *UO* house than I do my real house.”

*Steve “Buckskin” Kroll
Player since 1997*





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