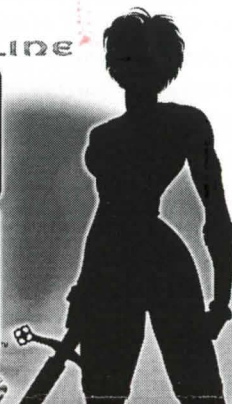




ULTIMA ONLINE

THIRD  
DOWN





Proof of  
Purchase  
Ultima Outline:  
Third Dawn  
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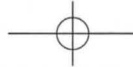


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## KEY COMMANDS

You may find the following commands and shortcuts useful within *Ultima Online: Third Dawn*.

### Moving Your Character

- and hold: Moves your character toward the cursor. The farther away from your character you keep the cursor, the faster your character will move.
- : Pathfind. Automatically moves your character around obstacles and towards the cursor. You cannot pathfind through closed doors or around buildings.
- (on doors or gates): Opens the door or gate
- [ALT]**- (on another character): Follows that character
- [ALT]**- (on self): Stops following another character

### Communicating with Others

Type what you wish to say, then press **[ENTER]**. Your speech will be displayed on screen, directly above your character's head.

- (on a character or creature): Displays the character's name or the creature's species
- (on a character): Displays the character's Character Window. Peace Mode Only

### Fighting

- [TAB]**-and-hold, **[ALT]**-**[C]**: Toggles between War and Peace mode
- (on a character or creature): Attack that character or creature
- and-drag (on a character or creature): Displays a status bar showing how tired or injured the character or creature is.

### Items and Inventory

- on item: Displays the item name
- and-drag item: Picks up an item or moves the item
- [SHIFT]**--and-drag item: Moves an entire stack of items

- [ALT]-[SHIFT]** - and-drag item: Picks up a single item from a stack of items
- [ALT]** - an item: Uses the item. If a targeting cursor appears, you must target another object on which to use the item.
- [ALT]** (on containers): Opens the container and displays contents.
- [ALT]** (on your character): Opens your Character Window

### General Commands

- |                             |                                                                              |                                    |                                            |
|-----------------------------|------------------------------------------------------------------------------|------------------------------------|--------------------------------------------|
| <b>[ALT]</b> (on a window): | Closes an open window                                                        | <b>[ALT]-[I]</b> :                 | Opens Backpack (Inventory)                 |
| <b>[ALT]-[O]</b> :          | Displays Option menu                                                         | <b>[ALT]-[J]</b> :                 | Opens Journal                              |
| <b>[ALT]-[K]</b> :          | Displays Skills menu                                                         | <b>[ALT]-[B]</b> :                 | Opens Spellbook                            |
| <b>[ALT]-[S]</b> :          | Displays Status menu                                                         | <b>[CONTROL]-[G]</b> :             | Repeats last typed text (speech or action) |
| <b>[ALT]-[P]</b> :          | Displays Character Window (Paperdoll)                                        | <b>[ALT]-[X]</b> :                 | Exits game                                 |
| <b>[ALT]-[R]</b> :          | Displays "radar" map view. <b>[ALT]-[R]</b> a second time expands the window | <b>[ALT]-[C], [TAB]</b> -and-hold: | Toggles between War and Peace mode         |

**[ ]** - "gesture name" - **[ENTER]**: Executes character gesture (see <http://guide.uo.com> for details on the gesture menu). An example would be typing "~wave" and **[ENTER]** to cause your character to wave.



**[CONTROL]-[SHIFT]**: Opens 'Handle' windows for any items/creatures/characters onscreen with which you may interact. You may interact with handles the same way that you would interact with the object they name. For example, double-left-clicking a creature's handle while in war mode will cause you to attack the creature.

**[ ]**-and-drag (window border): Moves the selected window.

**[ ]**-and-drag (window gem): Resizes the selected window.

Spin Mouse Wheel: Zooms the game view towards or away from your character. When using a non-wheel mouse, you may access the zoom command through the Options/Macros menu.

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