

ULTIMA™ ONLINE



We create **worlds.**

Who will you be?  
What will you do?  
Where will you travel?  
Join us in Ultima Online.



Enter the world of Ultima Online. It's more than a fantasy, because it really exists. It's more than a game because it never ends. And it's a quantum leap beyond anything you've ever seen before. We invite you and thousands and thousands of your closest friends to the land of Britannia. From now on, you will live, quest, fight, love or hate in a world with all the social dynamics of a real community, where every action you take affects the lives of others, where there's real communication among all. An online world of intrigue — living and breathing, feeding on your fantasy. Go beyond life as you know it to an adventure more fantastic than you can imagine.

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you  
with  
us?<sup>™</sup>



### FOR THE FIRST TIME EVER, ULTIMA ONLINE OFFERS:

- ❖ A MASS-PLAYER GAME ENGINE FOR THOUSANDS OF SIMULTANEOUS PLAYERS
- ❖ REAL-TIME ECONOMIC AND ENVIRONMENTAL SIMULATION OF A VAST FANTASY GAME WORLD
- ❖ PLAYER COMMUNICATION THROUGH VISIBLE ONSCREEN DIALOGUE ABOVE EACH CHARACTER
- ❖ ALMOST UNLIMITED NUMBER OF CHARACTER APPEARANCES, EACH WITH UNIQUE ABILITIES
- ❖ TOTAL PLAYER FLEXIBILITY — PLAY WHATEVER ROLE YOU WANT, FROM WIZARD TO WARRIOR AND BARD TO BARKEEP

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Rodrigo  
Extortionist, City of Nujel'm

Uses magic for unsavory torture.  
Lives with his mother.



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## PLAYERS AND CHARACTERS

- ❖ AT ANY TIME, THOUSANDS OF COMPUTER-CONTROLLED CHARACTERS AND CREATURES CAN INHABIT A SINGLE ULTIMA ONLINE GAME WORLD.
- ❖ THE GAME CAN ACCOMMODATE THOUSANDS OF HUMAN PLAYERS SIMULTANEOUSLY.
- ❖ MULTIPLE SKIN COLORS, HAIR COLORS AND HAIRSTYLES, AND TWO SEXES, ALLOW FOR THE CREATION OF MORE THAN 10,000 UNIQUE CHARACTER APPEARANCES. WITH CLOTHING AND EQUIPMENT, THE NUMBER OF POSSIBLE INDIVIDUALS IS ALMOST UNLIMITED.



- ❖ COMMUNICATE IN REAL TIME, WITH DIALOGUE APPEARING ON THE SCREEN ABOVE YOUR CHARACTER, NOT IN CONFUSING CHAT BOXES.
- ❖ TOWN GUARDS, SHOPKEEPERS AND OTHER NON-PLAYER CHARACTERS COMMUNICATE INTELLIGENTLY WITH YOU, PROVIDING GOSSIP AND CLUES TO LOCAL ADVENTURES.



## Laughing on the inside, frightening on the outside.

Rodrigo stalks Lady Marrietta for her money.

When you enter Ultima Online you may choose to be just as ugly. You'll select your name, hair color and style, facial hair or not, gender and skin tone. From there, venture out with the essentials, some pocket change, and your wits. Travel alone or find companions thirsting for the same thrill. Just remember, this is a fully persistent world with functional environmental and economic systems. Cold? Then kill deer for the hides to use as coats. Ah, but the less wildlife the trolls have to nibble on, the closer to town they will venture. Was it daylight when you last logged off? It may be dark and snowing when you return. In this ever-changing, never-ceasing world you may become rich, become ill, love or hate. Choose your path wisely.

**Who will you be?**

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Condor  
Beastkeeper, City of Moonglow.

Sports fanatic.  
Enjoys dark ale and Orc rinds.



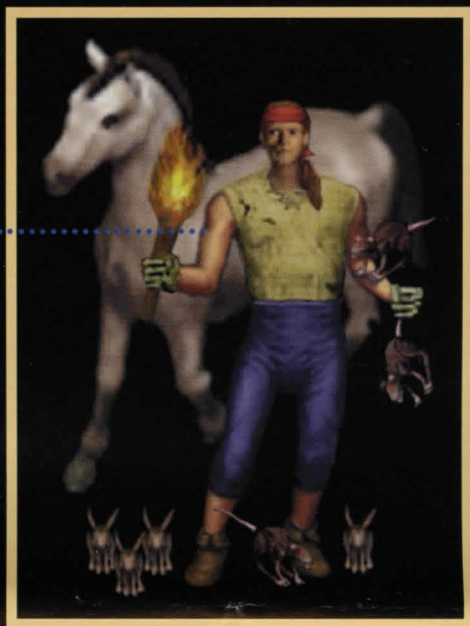
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## INTERACTIVITY

- ❖ THERE ARE MORE THAN 2,000 DIFFERENT TYPES OF INTERACTIVE ITEMS SCATTERED THROUGHOUT THE GAME, TO ENHANCE SOCIAL INVOLVEMENT AND SKILL DEVELOPMENT. A BLACKSMITH CAN USE A HAMMER ON RAW METAL TO MAKE WEAPONS. A CARPENTER CAN USE 11 DIFFERENT WOODWORKING TOOLS. A COOK CAN COMBINE FLOUR AND WATER TO MAKE DOUGH ... AND SO ON.
- ❖ THERE ARE HORSES TO RIDE, SHIPS TO SAIL AND HOMES TO BUY AND DECORATE AS YOU SEE FIT.

❧ THERE ARE 64 UNIQUE MAGIC SPELLS, RANGING FROM BIRD'S EYE TO INVISIBILITY, HEAL TO WEAKEN, BLESS TO POISON, EARTHQUAKE TO RESURRECTION.

❧ GAME CHARACTERS EVOLVE BY PRACTICING AND IMPROVING SKILLS.



## Condor, inspired by the zoo in Moonglow,

keeps a menagerie of animals. He trains an alligator for the evil Rodrigo.

You are the master of your destiny. Ultima Online lets you enjoy true social interaction with other participants in real time. You can form adventuring parties, engage in battles with other players, take on perilous quests together, trade items and stories, join guilds, or chat in a tavern over a goblet of virtual wine. There are 44 different skills in the game, including alchemy, blacksmithy, carpentry, healing, lockpicking, fencing, magery and cartography. The game uses a skill-based development process that lets you expand your character's skills with good, old-fashioned practice.

## What will you do?

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Lady Marrietta  
Baroness, City of Magincia

Prefers white wine.  
Loves to slay dragons.



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## THE GAME WORLD

- ☞ You'll see more than 200 regional varieties of flora in the game, from oak trees to mushrooms.
- ☞ Go from jungle to ocean with more than a dozen distinct kinds of terrain.
- ☞ There are more than 20 styles of architecture — buildings of logs, planks, plaster, stone ... even tents.



- ❖ THERE IS A COMPLETE DAY/NIGHT CYCLE INCLUDING REAL-TIME LIGHTING EFFECTS AND SHADOWS.
- ❖ THE TOTAL GAME GEOGRAPHY COVERS MORE THAN 189 MILLION SQUARE FEET OF VIRTUAL SURFACE TERRAIN, AND THERE'S EVEN MORE IN THE UNDERWORLD.
- ❖ IT CAN TAKE UP TO 10 FULL HOURS TO WALK FROM ONE END OF THE MAIN CONTINENT TO THE OTHER.



## The wealthy live in Magincia.

And Lady Marrietta will pay Condor any amount for a poisonous snake.

In the other 12 cities of the Ultima world, there are decidedly different architectural styles, lifestyles, customs and guilds. For example, Britain is the capital city of Britannia and Lord British's seat of power. Britain is the first to sample all the latest in technological advancements, be it an engineering marvel from Trinsic, a labor-saving gadget from Minoc, or scientific discovery from Moonglow. Britain also has a large magical community. All towns are safe havens from attack. For the more adventurous types, the rural areas outside the city walls pose more danger. Ultima Online's subterranean underworld has a network of seven vast dungeons holding horrible creatures, dark tunnels and sometimes valuable rewards.

## Where will you travel?

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Richard Garriott  
Lord British



Richard Garriott, aka Lord British, is founder of ORIGIN™ Systems and an avid devotee of medieval culture. Each day, he focuses his creative energy on the world of Ultima.

The first Ultima began as an independent project by Garriott. As a teenager, he spent every spare moment programming in a cramped dark closet. (Gaining inspiration for the dungeons of Britannia, perhaps?) In 1980, Ultima I was released and sold with unprecedented success. Not to disappoint his fans, Garriott formed ORIGIN Systems and proceeded to release seven Ultima sequels over the next 15 years. The series has set the standard for computer game role-playing technology. Now, Ultima Online unleashes the potential of the Internet to create the most phenomenal Ultima of them all!



## Ultima Online is a bold leap forward

from traditional multi-player games that typically allow only 2-8 players at one time. Ultima Online is a mass-player concept accommodating thousands of players by combining a complex artificial intelligence infrastructure with appealing visual technology and the power of the Internet. The result is a virtual society with incredible social interaction.



## Stay in touch and express yourself

The concept of chatting directly on screen is a welcome innovation in player communication. But there's so much more.

- ✦ Your chat conversation appears directly on screen in the color of your choice; dialog is matched to the speaking character.
- ✦ Bulletin boards throughout the cities allow you to leave messages for your friends.
- ✦ Write and read your own books and discover those that others have written.
- ✦ Play musical instruments. You'll hear yourself improve as your skills increase.
- ✦ Barter privately with other players in a secure trading system.
- ✦ A friend notification system alerts you when your pals enter and exit the game.
- ✦ "Living" and "deceased" players communicate through the Spirit Speak skill.

## Ultima Online

### PC SYSTEM REQUIREMENTS:

- ✦ Pentium® 90 minimum  
133 recommended
- ✦ 16 MB of RAM minimum  
32 MB recommended
- ✦ Windows® 95
- ✦ Internet connection:  
14.4k bps minimum  
28.8k bps recommended
- ✦ PCI video card  
(DirectX supported):  
1 MB minimum  
2 MB recommended
- ✦ 16-bit sound card  
(DirectX supported)
- ✦ CD-ROM drive:  
4x minimum  
8x recommended
- ✦ Hard drive space:  
100 MB minimum  
300 MB recommended

Comes with AT&T WorldNet Service, 30 days free Internet access and Netscape Navigator.



Are you Rodrigo, Condor, Lady Marrietta?  
Or will you be your own, completely different, individual?

Explore the breadth of your fantasy.

Join us in **Ultima Online.**



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