

ULTIMA ONLINE Renaissance™



Reference Guide

Getting Started

- ✦ Don't be afraid to ask other players for help if you're confused.
- ✦ A good source of information about playing the game is in the *Playguide* and in the *Traveller's Guide* section of the online docs.
- ✦ If you're physically stuck somewhere in the game, you can call a GM to help you by pressing the HELP key in your paperdoll window.

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 and ask them how they got started. Do not ask for free items or money! Get to know the person.
- ✦ Don't be afraid to scavenge anything you find just lying around (but don't loot dead bodies). You can loot corpses which highlight gray or red to you, but if you loot a blue corpse you will be flagged a criminal. In town, this can be a death sentence.
- ✦ 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.

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

- Blue:** Good Citizen
- Red:** Murderer
- Orange:** Enemy Guild Member/Enemy Faction Member
- Grey:** Criminal
- Green:** Guild Mate/Faction Member



Character Window

(on yourself) Display Character Window

All the information about your character is found on 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



- HELP** — Request online assistance.
- OPTIONS** — Allows you to set graphics, sound and other game options. See online docs for details.
- LOG OUT** — Exit Ultima Online.
- JOURNAL** — Displays a running log of your most recent actions and conversations.
- SKILLS** — Displays all the skills in the game and your current level in each.
- CHAT** — Opens the chat window.
- WAR** — Toggles you between Peace Mode and War Mode (for combat).
- STATUS** — Displays your current stats and shows how tired or wounded you are.

Moving Your Character

-and-hold

Move toward the hand-shaped cursor. The farther away from your character you keep the cursor, the faster you move.

(at a selected point)

Pathfind — automatically move your character around obstacles and toward 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.

(on another character)

Follow that character.

(on self)

Stop following.

Communicating with Others

Type what you want to say, then press . 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*.

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), 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, but you can't carry a shield while you use one of them.



Key Commands




Use the hand cursor for moving and selection purposes. The hand turns red when you're in War Mode (see **Fighting**).

- [Alt]** **[O]** Display Option menu
- [Alt]** **[K]** Display Skills screen ( on blue gem to use a skill)
- [Alt]** **[S]** Display Status Screen.
- [Alt]** **[P]** Display Character Screen.
- [Alt]** **[R]** Display "Radar" View. A second time expands view.



Use the targeting cursor when you must select a specific item to complete an action, like skill use or spellcasting.

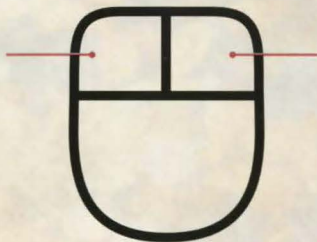
- [Alt]** **[I]** Open Backpack.
- [Alt]** **[J]** Open Journal.
- [Alt]** **[B]** Open Spellbook
- [Tab]** -and-hold or **[Alt]** **[C]** Toggle between War and Peace mode.
- [Alt]** **[Enter]** Toggle between full-screen view and window view.
- [Ctrl]** **[O]** Repeat last typed text (speech or action).
-  Closes a window.
- [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]**

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

Britannia™

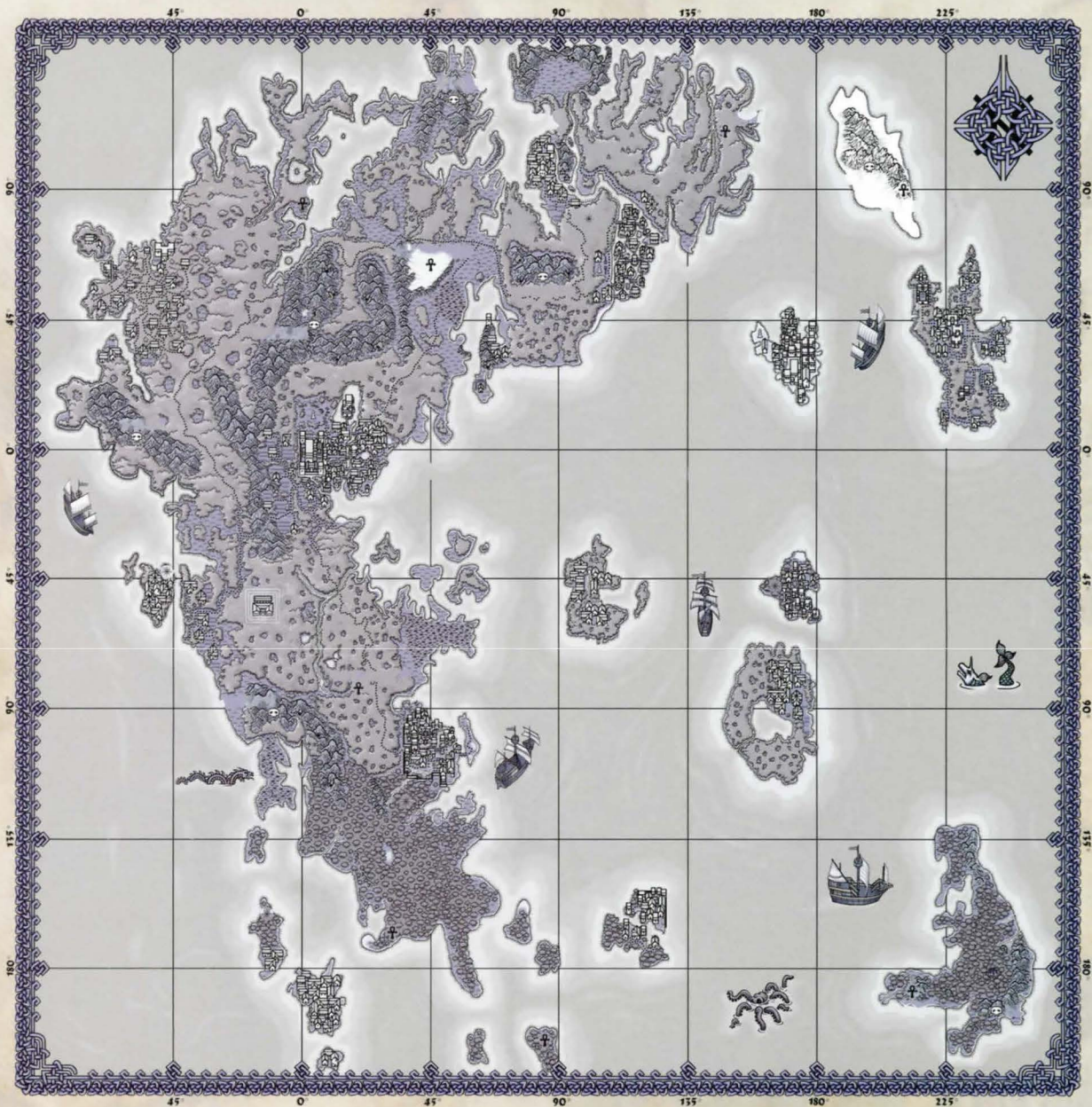
TRAMMEL *The harmonious realm of Lord British, wherein travelers may trust in his benevolent protection.*



The Light Side

FELUCCA

A dangerous land of endless struggle and bloodshed, firmly held in the iron grasp of Minax.



The Dark Side

Britannia™

The Lost Lands of TRAMMEL

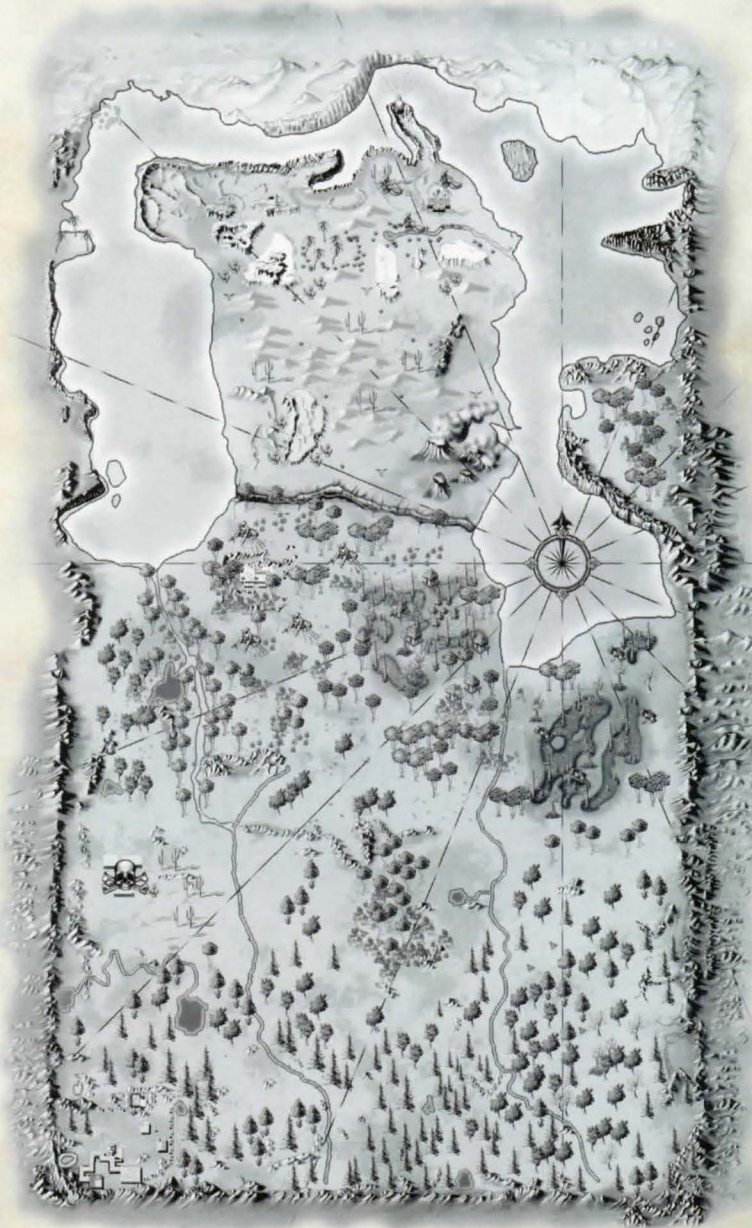
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