







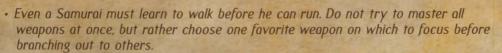
Directed Experie

Choose the path of Samurai or Ninja warrior, the Ultima Online™: Samurai Empire. Your journey begins to a beginner's quest that serves as an introduction Prove yourself worthy of this profession before exploseyond. Upon completing the guest, you are rewarded we

When you choose the path of the Samurai, you choose the path of honor. In your Samurai directed experience you must face seven trials to prove your adherence to the Bushido code. By completing these tests you will learn valuable skills for your quest to become a Samurai.

Submit to prepared espionage directed of about the your chair joining the

Samurai Tips



- Do not immediately take on the most fearsome beasts—temper your bravery with wisdom. Start with animals that are easier to kill, then progress to more difficult monsters.
- You can use a Samurai weapon's primary weapon maneuver when you have achieved a level of 70 in the respective weapon skill. Many of the new weapon maneuvers, such as Frenzied Whirlwing, have an additional requirement of 50 Bushido.



- Stealth is on An experien Expertise in
- The Ninja is adept you v
- You can use achieved a l weapon man of 50 Niniits

nces

e two new professions in with a directed experience—to your chosen profession. oring the city of Zento and the a weapon, armor, and gold.

the discipline of Ninjitsu and be for a rigorous training in stealth, , and assassination. In your Ninja experience you will learn much secrets of the Ninja. This is see to prove yourself worthy of s ancient and elite profession.





Ninja Tips

e key to becoming a Ninja, and should be a focus of your learning. ced Ninja can sneak for long distances to avoid confrontation. stealth tactics and weaponry make for a deadly combination.

the master of many arts. The broader your training, the more ill be at overcoming different obstacles.

a Ninja weapon's primary weapon maneuver when you have evel of 70 in the respective weapon skill. Many of the new euvers, such as Nerve Strike, also have an additional reguirement

Ultima Online™ Player Haikus

Snow drifts softly down Upon the budding branches Of Tokuno isle.

- Andrea T.

Silence is shattered.
Ringing steel proves my prowess.
Victory is mine.

- Denise M.

Samural warrior Justice upheld with his blade Defending the weak

- Dale J.

Warring Feudal Loros Journey through the Ancient Land Life, Honor, Duty.

- Roglelio S.

Silent and stealthy My victim unsuspecting I am a ninja

- Brian G.

More player haikus at www.uo.com/haikus

• Upon reaching 90 in the respective weapon skill, you can use the secondary weapon maneuver. Some secondary weapon maneuvers, such as Riding Swipe, may also have a Bushido requirement of 50.

 Upon reachi weapon man may also ha

Building a Toki

Tokuno-style houses are more complex than normal houses, so



I. Place your foundation, double-click the house sign, select CUSTOMIZE THIS HOUSE from the menu, and choose to build a three-story house.



2. Place your exterior walls at least one tile from the foundation's edge in every direction.



Complete your first tiles, interior walls stairs, etc. to your the second story



6. Click the raise roof button to go one roof level up (each floor has six roof levels) and put the next layer of tiles one tile in toward the building in every direction.



7. Place your second story walls within your new roof, then complete your second story to your liking before heading to the third story view.



8. Place your edge puroof level, starting than your second every direction, the

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ng 90 in the respective weapon skill, you can use the secondary euver. Some secondary weapon maneuvers, such as Talon Strike, we a Ninjitsu requirement of 50.

mo-Style House

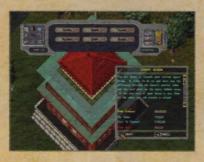
t's best to start with a simple square or rectangular design.



t story with floor doors, posts, liking, then go to view.



4. Place roof edge tiles at the first roof level one tile beyond the walls in every direction (i.e., along the foundation's edge if all your walls are one tile in from the edge).



9. When building your top roof, start one tile farther in than your third story roof. Also, explore the roof set's different pieces to get the roof slopes to join properly.



5. Note that if you hover with your cursor over a roof tile in the House Placement Tool, it tells you what the tile's orientation is. Experiment to see how different tiles in different sets best fit together.



10. Commit your design and move into your new Tokuno-style house!



eces at the first one tile farther in story roof edge in en repeat step 6.