

徳島

名

Tokuno Islands

Homare-jima

Bushido Dojo

Kitsune Woods

Field of Echoes

正



譜

譜



Winter Spur

Fan Dancer Dojo

Valley of the Sleeping Dragons

Mt. Sho

Isamu-jima

武

義

Tomboish Mines

Makoto-

The Waste

Crane Marsh

Phoenix

Defiance Point

Ultima Online™
SAMURAI EMPIRE

蘇身

謙



ima

勇

Lotus-Lakes

Storm Point

Mtns

ento

-  Dojo
-  Dungeon
-  Moongate
-  Castle
-  Shrine

讓

靈性

Directed Experience



Samurai Tips

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

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 the trials, prepared for the espionage and directed experience about the your character joining the



- Even a Samurai must learn to walk before he can run. Do not try to master all weapons at once, but rather choose one favorite weapon on which to focus before branching out to others.

- 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 Whirlwind*, have an additional requirement of 50 Bushido.

- Stealth is one of the most important skills in *Ultima Online*. An experienced player will use their expertise in

- The Ninja is a profession that is adept you will

- You can use a Ninja'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 Whirlwind*, have an additional requirement of 50 Ninjitsu.

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the two new professions in
with a directed experience—
to your chosen profession.
oring the city of Zento and
with 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
ance to prove yourself worthy of
s ancient and elite profession.

IRE

Ninja Tips

the key to becoming a Ninja, and should be a focus of your learning.
ed 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
will 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
eivers, such as Nerve Strike, also have an additional requirement



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.

Samurai warrior
Justice upheld with his blade
Defending the weak
— Dale J.

Warring Feudal Lords
Journey through the Ancient Land
Life, Honor, Duty.
— Rogelio 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 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.

Building a Tokuno

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



1. 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.



3. Complete your first story by placing interior walls, stairs, etc. to your liking. Then, place the second story walls.



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 pieces on the roof level, starting from the first story and working up to the second story. Then, place every direction, the

ing 90 in the respective weapon skill, you can use the secondary
eaver: Some secondary weapon maneuvers, such as Talon Strike,
ve a Ninjitsu requirement of 50.

Tokuno-Style House

It's best to start with a simple square or rectangular design.



1. Start with floor
tiles, doors, posts,
and a roof, if you
like, 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).



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.



6. Place roof tiles
one tile farther in
from the walls on
each side, then
repeat step 6.



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.



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