

慈悲

名

Tokuno Islands

Homare-jima

Bushido Dojo

Kitsune Woods

Field of Echoes

正



山

諸家



Winter
Spur

Fan Dancer
Dojo

Valley of the
Sleeping
Dragons

Isamu-jima

Mt. Sho

武

義

Yomotsu
Mines

Crane
Marsh

Defiance
Point

Makoto-j

The Waste

Phoenix

Zo

Ultima Online
SAMURAI EMPIRE

蘇身

謙

勇

ima

Lotus Lakes

Storm Point

Mtns

ento



Dojo



Dungeon



Moongate



Castle



Shrine

靈性

讓

Directed Experience



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

Samurai

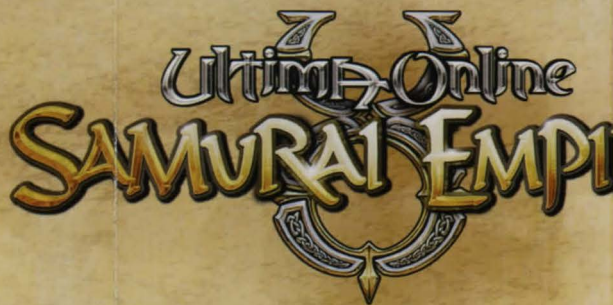
When you choose the path of the Samurai, you choose the path of honour. In your Samurai directed experience you must face seven trials to prove your adherence to the Bushido code. By completing these tests you will learn valuable skills for your quest to become a Samurai.

Ninja

Submit to the path of the Ninja, you are prepared for a life of espionage and assassination. In your Ninja directed experience you will learn about the secrets of this ancient art.

Samurai Tips

- Even a Samurai must learn to walk before he can run. Do not try to master all weapons at once, but rather choose one favourite 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 manoeuvre when you have achieved a level of 70 in the respective weapon skill. Many of the new weapon manoeuvres, such as Frenzied Whirlwind, have an additional requirement of 50 Bushido.



- Stealth is one of the most important skills. An experienced Ninja will be at your side.
- The Ninja is the most elusive of warriors. You will be at your best when you are invisible.
- You can use a Ninja's primary weapon manoeuvre when you have achieved a level of 70 in the respective weapon skill. Many of the new weapon manoeuvres, such as Frenzied Whirlwind, have an additional requirement of 50 Ninjitsu.

nces

e new professions in Ultima
directed experience - a
r chosen profession. Prove
city of Zento and beyond.
eapon, armour and gold.

e discipline of Ninjitsu and be
rigorous training in stealth,
d assassination. On your Ninja
rience you will learn much
crets of the Ninja. This is your
ve yourself worthy of joining
and elite profession.

RE

Ninja tips

ey to becoming a Ninja, and should be a focus of your learning.
Ninja can sneak for long distances to avoid confrontation.
alth tactics and weaponry make for a deadly combination.
master of many arts. The broader your training, the more adept
overcoming different obstacles.
Ninja's weapon's primary weapon manoeuvre when you have
l of 70 in the respective weapon skill. Many of the new weapon
uch as Nerve Strike, also have an additional requirement of



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 manoeuvre. Some secondary weapon manoeuvres, such as Riding Swipe, may also have a Bushido requirement of 50.

• Upon reaching
weapon manoeuvre
may also have

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-storey house.



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



3. Complete your first floor tiles, interior walls, posts, stairs, etc. to your liking. Then go to the second storey.



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 towards the building in every direction.



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



8. Place your edge pieces on the first roof level, starting from the corner and working further in than your second roof edge in every direction. Then repeat step 6.

in the respective weapon skill, you can use the secondary
 vere. Some secondary weapon manoeuvrers, such as Talon Strike,
 a Ninjitsu requirement of 50.

Tokuno-Style House

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



storey with
 walls, doors,
 our liking, then
 ey 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.



ces at the
 g one tile
 econd storey
 ection, then



9. When building your top roof, start
 one tile further in than your third
 storey 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!