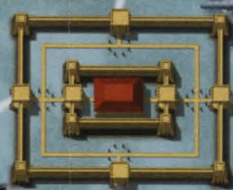


THE PALADIN CITY OF
LUNA



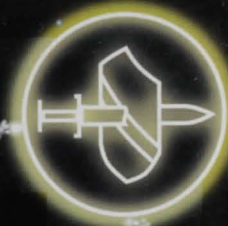
GRAND ARENA



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NORTHERN CRAGS

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Ultima Online™

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ANCIENT LAND OF MALAS





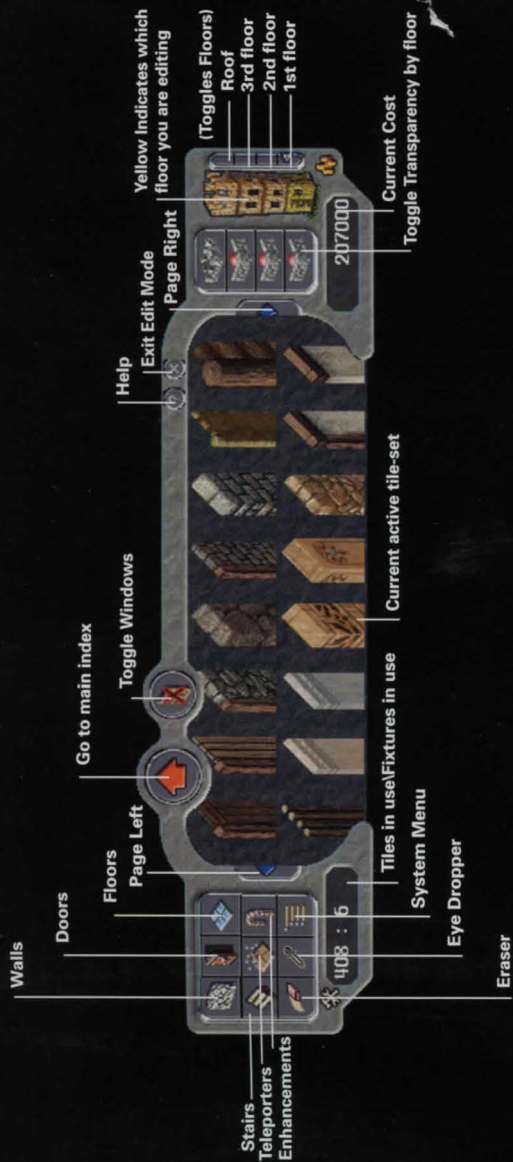
CORRUPTED
FORESTS

THE NECROMANCER CITY OF
UMBRA

DRY HIGHLANDS

DEWATER LAKE

FORGOTTEN PYRAMID



Main Index: Return to the main tile-set index. (Only visible while using certain tile sets.)



Windows: When viewing wall pieces, toggles window choices ON and OFF.



Walls: Build anything from a straw hut to a stone tower using the different wall options available.



Doors: Choose the perfect style of door to match your architecture.



Floors: Build anything from a grassy yard to an elaborate mosaic using different colored floor tiles.



Stairs: Place interior staircases to traverse different floors in your home and exterior stairs to gain access to your foundation.



Teleporters: Place matching teleporter tiles instead of staircases to save valuable space in your house and still be able to get around.



Extras: Adorn your new abode with arches, slanted wall pieces, and columns.



Eraser: To erase a tile, press the Erase button, then click on the tile you want to delete.



Eye Dropper: To automatically select a tile already used, press the

HOM

Eye Dropper button, and click the tile you want to use again.



Click the System Menu to access the following:

Commit: Apply your design to the world and subtract the cost from your bank account. If you have any unplaced tiles or you do not have enough money, you are not allowed to commit your design.

Backup: Save your current work in progress if you want to experiment with different design elements. The process allows you to "Restore" your backup. In addition, your design is automatically saved as you work on your home. If you wish to do something else, you may save an uncommitted design to continue working on it later. You can have one committed design and one saved design at any given time.

Restore: Go back to your last saved design.

Revert: Revert back to your last committed design.

Clear: Clear all changes and return to an empty foundation.

Sync: Synchronize your design with the server to ensure you and the server are up to date with each other.



Page Left/Page Right: Cycle through the available tiles.



Help: Access the help



Exit: Exit Edit Mode without committing your changes.

The Building Tools



Floor Selector: Click on the floor that you wish to edit on either a two-story or three-story design.



Floor Indicator: The floor you are currently editing is highlighted yellow on the Floor Selector.



Floor Visibility Toggle: Cycle through the transparency levels for any given floor to better see what you are editing.



Building Corners: For walls that connect to form a corner in the lower-right (Southeast) you will need to use the pre-built corner tiles—these are the pieces that look like a “V.” There is at least one corner piece in each of the wall tile sets.



When building two walls that connect in the upper-left (Northwest) to form a corner, you should fill the small gap to avoid those nasty drafts. Use the single post piece in each of the wall tile sets to fill the gap.

Tips

Placing floors or building long walls:

To cover a larger area or build a long wall, select the tile that you wish to place, and then click and drag your cursor. The selected tile is placed everywhere you drag your cursor. This is also known as “Painting.”

Converting standard houses into customizable houses:

Almost any currently owned house can be converted into a customizable house by accessing the house option located on the house sign. If you choose this option, all of your belongings are placed into a safe container accessed through the house sign and a customizable foundation is placed where your house stood. If you have an L-shaped house, a Keep, or a Castle, you are able to securely replace a new foundation. The area where your house was standing is reserved for you until you place a new customizable foundation.

Arches

Access the arch pieces in the Enhancements category to make your house really stand out. To build some unique arches that are both fashionable and functional, there are a couple of things to keep in mind:

If you want to build an arch that spans a large area, the flat part at the top of the arch should be left out.



Support rules

The Custom House Design Tool support rules work a lot like real life. You can't build something if there is nothing below supporting it. So make sure that if you are working on an upper level of your house that you have the proper walls below.

To place the foundation of your customizable house:

1. Obtain a Custom House Design Tool from an architect in town.
2. Go to your chosen plot of land.
3. Double-click the Design Tool to bring up the House Placement menu.
4. Select either a TWO-STORY CUSTOMIZABLE HOUSE or a THREE-STORY CUSTOMIZABLE HOUSE.
5. Select the size of your foundation, measured in tiles. A ghost image of the foundation appears.
6. Use your mouse to move the ghost foundation into its final position, then click to place the foundation. A warning appears.
7. Click OKAY to agree with the terms of placement in the warning. Your foundation is now placed.



To begin customizing your foundation:

1. Double-click on the signpost at the front of your foundation. A floating House menu appears.
2. Select CUSTOMIZE to open the Customizing menu.
3. Select CUSTOMIZE THIS HOUSE. The Custom Tiles interface appears.

For all the latest information and tips and hints from the pros, visit <http://www.uo.com/ageofshadows/features.html>.

BASICS of BUILDING



1. Place your foundation, double-click the house sign, and select "Customize This House" from the menu.



2. When selecting your walls, don't forget to include the tricky southeast and northwest corners in your building architecture.



3. "Paint" large areas of the house with decorative elements and dragging. You can create unique designs—each to your liking—up to you!



5. Add columns, archways, and other decorative elements to enhance your building design.



6. Decorating behind walls becomes extremely convenient with the transparency feature.



7. You can create unique designs for your housemate's door and decorative elements.

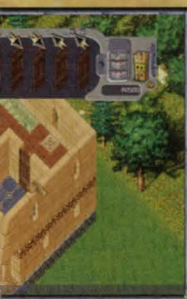
Building a House



as by clicking
you can even mix
ile's texture is



4. Build stairs or place teleporter pads to let you move between the levels of your new home.



separate rooms for
es, each with its own
ative floor tiles.



8. Your roof can be as eloquently designed as the rest of your house. (Note the second teleporter pad of the pair.)



9. Commit your finished design and invite your friends to your housewarming party!

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