

Ultima Online™



AGE OF SHADOWS™



Game Experience May
Change During Online Play



TABLE OF CONTENTS

INSTALL GUIDE.....	3
SYSTEM REQUIREMENTS	3
INSTALLATION	4
GETTING STARTED	7
CREATING AND UPDATING YOUR ACCOUNT	7
CHOOSING A WORLD	9
CREATING A CHARACTER	10
CONTROLS AND COMMANDS	11
LEARNING TO PLAY	12
GETTING AROUND	14
MENUS	16
COMBAT	20
PROGRESSING IN <i>ULTIMA ONLINE</i>	21
(JO.COM)	22
WHAT'S NEW.....	23
A DARK NEW LAND: MALAS	23
CUSTOM HOUSE DESIGN TOOL	24
NEW PROFESSIONS	28
NEW MONSTERS	31
IMPROVED COMBAT	31
TROUBLESHOOTING AND SUPPORT	34
WARRANTY	38

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

WELCOME TO THE WORLD OF *ULTIMA ONLINE*[™]

Welcome to *Ultima Online*[™], the fantasy world of unmatched depth and intensity that has captivated hundreds of thousands of players for over five years. *Ultima Online: Age of Shadows*[™] now pushes online gaming to a new level, where you are immersed in a realm of infinite possibilities and your character is free to develop as a true individual. Explore the untamed new land of Malas, build the house of your dreams with the Custom Housing Tool, and develop Paladin and Necromancer characters that redefine the limits of good and evil. Learn, grow, and live life to the fullest in the deepest role-playing experience on the Internet.

To see what's new in *Ultima Online: Age of Shadows*, ► *What's New* on p. 23.

FOR MORE INFO about this and other titles, visit UO.com[™] on the web at www.uo.com.

INSTALL GUIDE

Ultima Online: Age of Shadows is an expansion pack which contains the full version of *Ultima Online*. The *Ultima Online: Age of Shadows* game CD comes with both a 3D (three-dimensional appearance) and a 2D (two-dimensional appearance) version of the game. The information contained within this manual is applicable to both versions unless otherwise noted.

SYSTEM REQUIREMENTS

MINIMUM CONFIGURATION (3D VERSION):

- * Windows ME, Windows 98, Windows 2000, Windows XP
- * 300 Mhz Intel® Pentium® II or 300 Mhz AMD® K6-2[™] processor
- * 64 MB RAM
- * 4x CD-ROM/DVD-ROM Drive
- * 1.1 GB free hard disk space (additional space required for Windows swap-file and DirectX 8.1 installation).
- * 8 MB Direct3D[™] capable video card. (Voodoo cards not supported)
- * 16-bit sound card (DirectX 8.1 supported)
- * Keyboard; Mouse; An ISP with Slip/PPP or direct connect at 28.8 kbps or better.

RECOMMENDED (3D VERSION):

- * 500 Mhz Pentium III or 550 Mhz AMD K6-2[™] processor
- * 128 MB RAM
- * 1.1 GB or more free hard disk space
- * 32 MB Direct3D[™] capable video card
- * 4x CD-ROM/DVD-ROM drive
- * 16-bit sound card
- * An ISP with Slip/PPP or direct connect at 56.6 kbps or better.

MINIMUM (2D VERSION):

- * Windows ME, Windows 98, Windows 2000, Windows XP
- * 200Mhz Pentium or 266 MHz AMD K5[™] processor
- * 32 RAM
- * 2 MB PCI video card
- * 16-bit sound card
- * 925 MB or more hard disk space plus space for saved games
- * 4x CD-ROM/ DVD-ROM drive
- * An ISP with Slip/PPP or direct connect a 28.8 kbps or better.

RECOMMENDED (2D VERSION):

- * 233 Mhz Pentium II or 300 Mhz AMD K6-2 processor
- * 64 RAM
- * 4 MB PCI video card
- * 16-bit sound card
- * 925 MB hard disk space plus space for saved games
- * 8x CD-ROM/ DVD-ROM drive
- * An ISP with Slip/PPP or direct connect a 56.6 kbps or better.

REQUIREMENTS – GENERAL INFORMATION

This game requires a minimum of 925 MB hard drive space (2D version) or 1.1 GB hard drive space (3D version) for installation. This number is subject to change. Please visit <http://support.uo.com/require.html> for current specifications. The swap file used by Windows 98/ME/XP will require additional free hard drive space. The amount will vary by system, but we recommend at least an additional 50 MB free space. You must have a 32-bit connection to the Internet to play *Ultima Online*. Some online services may not offer this type of connection. If you are unsure of your connection type, please contact your ISP. Disk compression of any kind will result in substantially increased load times. We cannot guarantee the compatibility of our games with disk compression utilities (such as DBLSpace, etc.).

INSTALLATION

Before installing *Ultima Online: Age of Shadows*, we recommend running a thorough scan disk and disk defragmentation of your hard drive.

To install *Ultima Online: Age of Shadows*, place the game CD into your CD or DVD drive. The Install screen should appear. However, if you do not have Autorun enabled, you will need to manually start the install program. To do this, open 'My Computer' and double-click your CD or DVD drive icon, then double-click the file named Install.exe.

3D VERSION INSTALLATION

Experienced users may follow the onscreen instructions after this point. For detailed instructions, keep reading.

To install the 3D version of *Ultima Online: Age of Shadows*:

1. Click on the 3D button.
2. Click on INSTALL 3D VERSION NOW.
3. Choose a directory on your hard drive for installation. C:/Program Files/Ultima Online 3D is the default (*Ultima Online: Age of Shadows* will not allow you to install to an existing *Ultima Online* directory). To install to a different directory, type a drive and directory name in the top box. If the directory does not yet exist, the program will ask you to create it. Click YES to create it or NO to return to the previous screen and select a different directory. Click NEXT to continue.
4. Install DirectX 8.1 drivers for your hardware if necessary. If the required drivers are already installed on your computer, a message will be displayed informing you that the drivers are already installed. You will be asked if you want to reinstall the DirectX 8.1 drivers. You do not need to reinstall the drivers, so you may skip this step by clicking NO. However, if you wish to reinstall them, you may do so by clicking YES. If you select YES you will see the following message:
Ultima Online: Age of Shadows requires DirectX version 8.0a or higher. To check your version number, run DXSETUP.EXE or DXDIAG.EXE. For additional information on DirectX installations, please see the Troubleshooting section of this Quick Start Guide. Click YES to continue.
5. A message appears informing you that you must have a web browser installed to complete the next step of the installation process. If you already have a web browser installed on your computer, click OK and proceed to the next section of this manual. If you do not have a web browser installed you will need to click CANCEL and install a web browser. Some common web browsers can be found at www.microsoft.com and www.netscape.com. Once you have a browser installed, please refer to *Creating and Updating Your Account* on p. 7.

2D VERSION INSTALLATION

Experienced users may follow the onscreen instructions after this point. For detailed instructions, keep reading.

To install the 3D version of *Ultima Online: Age of Shadows*:

1. Click on the 2D button.
2. Click on INSTALL 2D VERSION NOW.
3. Choose a directory on your hard drive for installation. C:/Program Files/Ultima Online 2D is the default (*Ultima Online: Age of Shadows* will not allow you to install to an existing *Ultima Online* directory).
To install to a different directory, type a drive and directory name in the top box. If the directory does not yet exist, the program will ask you to create it. Click YES to create it, NO to return to the previous screen and select a different directory.

Click NEXT to continue.

Install DirectX 8.1 drivers for your hardware if necessary. If the required drivers are already installed on your computer, a message will be displayed informing you that the drivers are already installed. You will be asked if you want to reinstall the DirectX 8.1 drivers. You do not need to reinstall the drivers, so you may skip this step by clicking NO. However, if you wish to reinstall them, you may do so by clicking YES. If you select YES you will see the following message:

Ultima Online: Age of Shadows requires DirectX version 8.0a or higher. To check your version number, run DXSETUP.EXE or DXDIAG.EXE. For additional information on DirectX installations, please see the Troubleshooting section of this Quick Start Guide.

Click YES to continue.

4. A message appears informing you that you must have a web browser installed to complete the next step of the installation process. If you already have a web browser installed on your computer, click OK and proceed to the next section of this manual. If you do not have a web browser installed you will need to click CANCEL and install a web browser. Web browsers can be found at www.microsoft.com and www.netscape.com. Once you have a browser installed, please refer to *Creating and Updating Your Account* on p. 7.

GETTING STARTED

To get up and running, follow these steps.

CREATING AND UPDATING YOUR ACCOUNT

Ultima Online: Age of Shadows requires that you have an Internet Service Provider (ISP) and an active *Ultima Online* game account. **ELECTRONIC ARTS CHARGES A MONTHLY SUBSCRIPTION FEE FOR THIS ONLINE PRODUCT**, separate from your Internet access charges. To create your game account, you may follow the links from the install program, or connect directly to <https://www.ultima-registration.com> with your web browser. To activate your account, enter either a valid credit card number or a Game Time™ Card code available at the EA Store (store.ea.com) or select game retailers. If you have any problems with this process, please visit our Support Home Page at www.uo.com.

CREATING A NEW ACCOUNT

To create a new account from the Account Management website (<https://www.ultima-registration.com>):

1. Click CREATE ACCOUNT.
If you wish to access a French, Japanese, German, Korean, or traditional Chinese translation of this process, choose the appropriate language link from this page.
2. At the bottom of the next page, where it says Please Enter The Registration Code, enter the *New Player Account Registration Code* located on the back of your *Ultima Online: Age of Shadows* CD jewel case.
3. Read through the Terms of Service and Rules of Conduct. If you do not agree to the Terms of Service and Rules of Conduct, you will not be able to complete the account activation process. Click ACCEPT to continue.
4. Enter an account name and password.
Your password must be between 5 and 16 characters in length. **Be sure to select a password you will remember. Passwords are case-sensitive. Choose a password that contains both letters and numbers for improved security.**
5. Enter your birth date. You must be 13 years of age or older to create an *Ultima Online: Age of Shadows* account.

6. Enter the name and address information requested and click NEXT.
7. To complete the process of activating your account, enter either a valid Credit Card number or a Game Time™ Card code available at the EA Store (store.ea.com) or select game retailers.

To receive all the latest information on *Ultima Online*, be sure to check the box allowing us to contact you. You will receive the monthly newsletter and other special offers available only to those who allow us to contact them.

THE ULTIMA ONLINE™ NEWSLETTER SERVICE

Receive info including new content, events, guild activities in-game, new offers, tips, and more. For details

► http://town.uo.com/uo_lists.html.



A credit card is needed to register for *Ultima Online*. You can, however, create an account without a credit card. For details, ► www.ultima-registration.com.

Upon registering your new *Ultima Online: Age of Shadows* account, you will receive 30 days of free gameplay.

UPDATING YOUR CURRENT ULTIMA ONLINE ACCOUNT

If you have an active account you will need to upgrade your current account to the new *Ultima Online: Age of Shadows* version. To do this, go to the Account Management website (<https://www.ultima-registration.com>).

To upgrade your account to the *Ultima Online: Age of Shadows* game access level:

1. Click EDIT ACCT located under Modify an Account.
2. Enter your User Name and Password and click NEXT.
3. Click UPGRADE ACCOUNT.
4. Enter the Current Player Upgrade Code located on the back of the CD sleeve and click Upgrade.

CHOOSING A WORLD

Ultima Online: Age of Shadows uses multiple servers to create instances of the world. When you first join the game you must pick which "shard" or separate instance of the world your character lives in. *Ultima Online* shards are physically located all over the Earth, allowing you to choose a shard that is geographically close to you and thus ensuring a robust connection to the game.

THE SHARDS ARE CURRENTLY LOCATED AS FOLLOWS:

North AmericanEast Chesapeake Atlantic Catskills Lake Superior Great Lakes Siege Perilous AOL Legends	North American West Baja Pacific Napa Valley Sonoma Lake Austin	Western Europe Europa Drachenfels	Japan Hokuto Yamato Asuka Wakoku Izumo Mizuho Sakura Mugen
Korea Arirang Balhae	Taiwan Formosa	Australia Oceania	

With the exception of Siege Perilous and Mugen, all shards offer identical lands and systems. Siege Perilous and Mugen are advanced servers for veteran players, and new accounts are unable to access these shards until they have accrued a minimum of 40 hours of total *Ultima Online* playtime.

CREATING A CHARACTER

Now that you've chosen a shard, you'll need to create your first player character. Your player character (or PC) is your persona in the world of Ultima Online and is visible to any other players who interact with you.

CUSTOMIZING YOUR APPEARANCE

Your character is an individual, and individuality is best expressed with appearance. You may choose gender and hairstyle along with the color of hair, skin, and clothing. Choose from the different options on the Character Appearance screen to give your character his or her own distinctive look.

To name your character, click on the letters of the name (above or below your character's picture) and type in your new character's name. Choose wisely, because your character's name is one of the first impressions other players will have of you. An offensive name may result in other players treating you rudely, and may be a violation of the *Ultima Online* Terms of Service (www.uo.com/service).

CHOOSING A PROFESSION

Ultima Online uses a skill-based advancement system, so your path in Britannia is largely determined by what type of character you choose to be. With over 45 different skill types, you may customize your character in nearly any way you wish by mixing and matching complimentary skills.

We've created a few templates to help you get started. You may choose a preset character type, and your skills will automatically be set to those that are optimal for that profession. Select a preset profession by clicking either WARRIOR, MAGICIAN, BLACKSMITH, PALADIN, or NECROMANCER.

The Advanced option is for those players already comfortable with the *Ultima Online* skill system and interested in building a character from scratch. If you choose Advanced you will be presented with a list of skills and statistics.

NOTE

It is not advised that you change these attributes and skills until you are experienced in the game.

Strength governs how much you can carry, how much damage you can do in combat, and which weapons and armor you may use. Your Strength score is also used to calculate your maximum Hit Points, or the amount of damage you can take before dying.

Dexterity governs how quickly you react. Your Dexterity score is used to calculate your maximum Stamina, which determines how long you may keep moving, fighting, or engaging in other strenuous activity.

Intelligence is extremely important to a number of skills, including Magery and many craft and lore skills. Intelligence is also used to calculate your maximum Mana, the energy you use for spell casting.

For information about increasing your Strength and Dexterity, ► *Progressing in Ultima Online* on p. 21.

ENTERING BRITANNIA™

Britannia is the name of the world in *Ultima Online*, much like Earth is the world in which our real lives take place. Britannia is a vast land filled with thriving cities, remote islands, foreboding dungeons, and more. It has a long and rich history filled with pitched battles between good and evil. It is not one community, but hundreds of communities. To enter Britannia is to enter another world.

If the account you are using has just been created, your character is classified as a young player. Your character starts the game in a safe starting place to allow you to get acquainted with the game. You are considered young for your first 40 hours of play.

Once you have become more familiar with *Ultima Online* (after 40 hours of play) you are given the option to choose your starting city when you create a new character. A map of Britannia appears, displaying available starting locations. Selecting a location flag displays a description of the city. Once you have selected a starting city, clicking the green arrow moves your character into Britannia and to that city.

CONTROLS AND COMMANDS

Common controls and commands for *Ultima Online: Age of Shadows* are listed on the separate Controls Card that comes with this manual. Complete controls and commands can be found at <http://guide.uo.com>.

For the purposes of this manual, the term click refers to a left-click of the mouse, and right-click refers to a right-click of the mouse.

LEARNING TO PLAY

Ultima Online is a deep and immersive world with many different areas and professions to explore and learn. Just like the real world, knowledge is priceless and learning is a never-ending process. Take your time and enjoy the process, for it seems that no matter how much you know about *Ultima Online*, you will soon encounter a character who can teach you even more. For more information on *Ultima Online*, visit our message boards located at www.boards.uo.com. There you will find boards for all types of questions and discussions. There is even a board specific to New Players.



As a new player, a default desktop will be arranged for you the first time you play *Ultima Online: Age of Shadows*. The game automatically opens your Character Window, Backpack, Radar Screen, and Skill List. There is also a Quick Menu Bar which provides instant access to commonly used commands.

❖ For more information on using windows, ► *Menus* on p. 16.

TALKING

Conversing with other players is simple. Merely type what you wish to say and press ENTER. Your speech appears directly above your character's head.

Don't be afraid to ask other players for help if you're confused. But do remember to keep in mind rules of common etiquette and remember that other players are people just like you.

NEW PLAYER TRAINING QUEST

Upon entering Britannia for the first time, you automatically embark on a New Player Training Quest (unless you pick the Advanced character option). During this quest, you will learn useful tips related to core game mechanics including:

- * Movement
- * Combat
- * Interacting with the game world
- * Interacting with other players

The New Player Quest varies depending upon your chosen profession. As a new player, you start off near some of the wiser Non-Player Characters in Britannia. Non-Player Characters (NPCs) are characters that are operated by the game itself, rather than by human players. To communicate effectively with an NPC you must speak directly in front of them and at a very close range.

❖ To seek out instruction in a particular skill, find an NPC trained in that skill by double-clicking NPCs to view their name and profession. For example, to learn about blacksmithing, seek out the NPC blacksmith in Haven, whose name is Martin. Then type "Martin train" and press **ENTER**. Martin then lists the training he offers, which includes Maces. To receive this training type "Martin train Maces" then follow the on-screen instructions.

❖ You can also click on an NPC or an item to bring up its "Context Sensitive" menu. From this menu you will be able to execute all available actions or commands for that item or NPC.

Young Player Status

When a character arrives in Britannia for the first time, he or she is granted young player status. This grants you certain forms of protection unavailable to more experienced players. A player remains young for the first 40 hours of total playtime with your *Ultima Online* account. You will lose your young player status if your character exceeds certain skill levels or for several other reasons. If you want to protect your young player status, learn more about it at <http://uo.com>.

New Player Ticket

A New Player Ticket is placed in the bank box for each new character that you create. The New Player Ticket is used by matching it to another player's New Player ticket. Once you have another player's ticket, place both tickets in your backpack, then double-click your ticket. A targeting icon appears. Guide the icon onto the other player's ticket and click. Successful matching of tickets gives both players several rewards to choose from.

NOTE

Your bank box keeps your valuable items safe while you are off adventuring, and it can be accessed from any *Ultima Online* town with a bank. To find out specific information about how to use the banks in *Ultima Online*, please visit <http://guide.uo.com/> and type "money and banking" in the search window at the top of the screen. Then click GO and follow the link provided.

GETTING AROUND

Moving around, from walking across the room to teleporting across the land, is key to any adventurer's success.

FOOT TRAVEL

Walking Around

Place your cursor over a point in the gameplay window and right-click. You turn to face the cursor and take a step towards it.

Continual Movement

To move continually, place your cursor some distance away from your character in the direction you want to go and right-click-and-hold. The further the cursor is from your character, the faster your character moves.

Opening Doors

To open a door or gate, move your character close to the door and double-click on it.

Keyboard Movement

To move using your keyboard, hold the arrow keys 2=Down; 8=Up; 4=Left; and 6=Right. You can also move diagonally using the 1, 3, 7, and 9 keys.

NOTE

You may set your character to always run by using the Options menu available from your character window. Keep in mind, however, that running depletes your stamina faster than walking.

LONG DISTANCE TRAVEL

Adventurers travel to the distant lands and facets of Britannia by using spells, runestones, or moongates. Moongates can be found throughout Britannia and may be used to travel to locations on the Felucca, Trammel, Ilshenar, and Malas facets. To use a moongate, walk through the glowing blue portal. You are presented with a menu of options. Choose the area to which you wish to travel, and then choose the location within that area. Be aware that Felucca allows non-consensual Player vs. Player (PvP) combat, which means that players may be attacked by other players. Trammel, Ilshenar and Malas are considered "safe" from PvP.

LOGGING OUT

To log out safely, or insta-log, you must select the Log Out button on your Paperdoll when your character is in a safe situation. These situations include being inside an inn or tavern, being inside your own or a friend's house, or using the Camping skill outdoors. Failing to log out safely leaves your character unattended for several minutes before he disappears. Although your unattended character will defend against any attacks, it is wise to log out safely.

MENUS

The menus on your *Ultima Online* screen are your means of interacting with the game, so learn them well. Many windows can be resized by clicking and dragging the blue gem on the lower right corner of the window. Some windows can be closed by clicking X in the top right corner of the window or by right-clicking when your cursor is in that window, and minimized by clicking the -. All windows can be moved by clicking on the window and dragging.

Arrange the open windows as you prefer. Upon logging out of *Ultima Online*, your window positions will be saved to a character desktop file. When you re-enter Britannia with the same character, your open windows will be arranged as you left them.



PAPERDOLL

Your Paperdoll is a close-up view of your character and the clothes, armor, weapons, and tools he or she is currently using. Other characters can see your Paperdoll, too.

Click on any item to identify it. Items are put into use when dragged onto your Paperdoll, or taken out of use when dragged off of your Paperdoll to your backpack or the ground. Small items such as bracelets and rings are visible in the small equipment slots located to the left of your Paperdoll (3D version only).

NOTE

Certain items and actions may require that you have one or both hands empty. Check your Paperdoll if you have difficulty equipping or using an item.

STATUS WINDOW

In the 3D version, the status window appears as three bars directly beneath your Paperdoll representing your current hit points, mana, and stamina. 2D version users can see status information by selecting the Status button or clicking on your character in the game window and dragging.

BACKPACK

Everything you are carrying that is not equipped on your Paperdoll is located in your backpack. Double-clicking the backpack image to the right of your Paperdoll opens your backpack as a separate window. You may remove or add items to your backpack by clicking and dragging the item.

Your backpack may also be accessed by pressing **[ALT]** and **[I]** (for Inventory) at the same time.

NAME

The name box displays your character's full name, profession, titles, and reputation.

CHARACTER WINDOW MENU

There are a number of commonly used options located to the right of your Paperdoll in your Character window.

Peace/War

The Peace/War button toggles your character from Peace mode to War mode and vice versa. Additional details on fighting and war mode may be found in the Combat section of this guide.

Map (3D Paperdoll only)

The map is an image of your immediate area. Your location within the map is noted by a single white dot. You may toggle between small and large map windows by selecting the Map button or typing **[ALT]** and **[R]**.

For an even more detailed look at the world of Britannia, ► UO Auto-Map located at www.support.uo.com/uopro.html.

Journal

The Journal contains a written record of your recent conversations and actions during the current play session. The red ribbon at right allows you to scroll through the contents of the window.

Skills

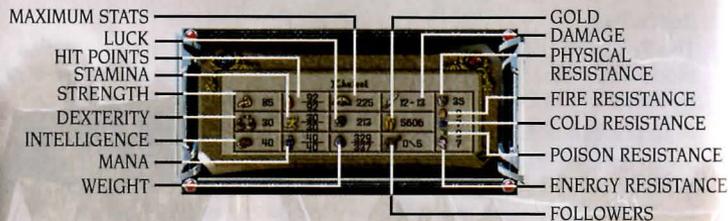
Skills are arranged by category: Miscellaneous, Combat Ratings, Actions, Lore, and Knowledge. Clicking on a category displays your numeric ability level with all of the skills contained within. Some skills will be greater than others based on the character type you chose when you started the game, as well as which skills you have been using since you began playing.

You may create your own skill groups by selecting the New Group button and dragging skills onto the new group title bar. Once a new group is established, you may rename it by highlighting the group name and typing over it.

Many skills appear with a blue gem next to their listing. The gem indicates that in order for the skill to be used, it must first be selected from this menu. To select a skill, open the skill list and select the blue gem. Some skills then require that you select a target. For more information on using the various skills, ► <http://guide.uo.com/skills.html>.

Status

The Status window displays your character's Vital Statistics. The value listed on the top for each statistic is the current value. The number on the bottom is your current possible maximum value for each statistic. The statistics in your status window reflect your current state, including damage taken and the armor you are wearing.



Help

If you need answers to gameplay questions, click on the "?" in the upper right corner of your game screen menu bar. This "?" icon pulls up our Codex of Wisdom, which lists categorized information to answer commonly asked new player questions. For more gameplay information, consult our Game Wizard, located at http://uo.custhelp.com/cgi-bin/uo.cfg/php/enduser/std_alp.php. You can find an extensive Playguide at <http://guide.uo.com/>, containing tables, charts, and everything you'll need to learn about the various skills and items in the game. If you find yourself stuck in the game and unable to continue to play, or if you witness something illegal occurring, you may contact our GMs to assist you. To contact a GM, click the "Help" button, scroll down and click on the last option ("Other").

Options

View extensive menus of options to customize your game screens, sounds, and other functions.

Log Out

Disconnect from the game and return to the Main menu. If you do not use a safe log-out option, your character will remain in the game for several minutes after you log out. Your character will fight back if attacked, but only with melee combat (► *Logging Out* on p. 15).

Chat

View the chat system interface.

Profile (3D version only)

You may fill the character profile screen with any information that you wish to be public knowledge. To do so, click on the profile screen and start typing. Other players viewing your character window may open the profile and read it at any time. 2D users can access the Profile by double-clicking the left scroll by your Avatar in the Paperdoll.



Profane and abusive profiles are a violation of the Ultima Online Terms of Service and may result in action against your account.

Party (3D version only)

Here you can invite others into your party, communicate with your party, disband from your party, and control whether party members may loot your corpse. 2D users can access the Party menu by double-clicking the right scroll by your Avatar in the Paperdoll.

COMBAT

Ultima Online: Age of Shadows features many improvements in weapons, magic items, and the combat system (► *Improved Combat* on p. 31).

FACETS

Britannia is divided into four distinct areas known as 'facets.' Each facet may have different rules and regulations governing gameplay.

Trammel, Ilshenar, and Malas are focused on exploration and player-versus-monster combat. Except under certain circumstances, such as guild wars, players on Trammel, Ilshenar, or Malas may not attack each other. All player-versus-player combat is consensual.

Felucca, the original facet of Britannia, allows active player-versus-player gameplay. This means that if you are on the Felucca facet and are outside of a guard zone (or town), you may be freely attacked and may freely attack other players.

* Malas is the newest facet in *Ultima Online* (► *A Dark New Land: Malas* on p. 23).

WAR MODE

Aggressive combat takes place in the lands of Britannia only when you are in War mode. To enter War mode, select the Peace button to the right of your Paperdoll. Your cursor turns red, and double-clicking on an enemy will cause you to advance and engage in combat. To leave War mode, select the same button.

RESURRECTION

In addition to Healer shops, there are hundreds of Wandering Healers who will bring you back to life in the world, and you will find one if you keep looking. When you are a ghost and approach a Healer, he or she will offer to resurrect you. To resurrect, click CONTINUE. To remain a ghost, click CANCEL.

* The Lost Lands do not have any wandering Healers, and NPC Healers are found only in the towns of Papua and Delucia.

When you are dead, other players will not be able to understand what you are saying unless they are using the Spirit Speak skill. Your text will appear as "oOo ooOooo Ooo" to all other characters.

NOTE

Please do not page Game Masters asking to be resurrected, as Game Masters cannot perform this function.

PROGRESSING IN *ULTIMA ONLINE*

In *Ultima Online* there are many paths to follow and many ways to progress.

SKILLS

If you know a trade skill (such as fishing or tailoring) you may start making items and sell them for profit quite quickly. To find what items and raw materials are required for each trade skill, please refer to the online play guide located at <http://guide.uo.com/skills.html>.

The *Ultima Online* skill system allows you to customize your character's skills. If you are no longer interested in a particular skill, just flag that skill to decay by toggling the arrow next to the skill in the skill list to the "down" position. As you learn other skills, the decaying skill will lose points over time.

KARMA

Karma affects how others view you and the way they will treat you. Cruel actions like attacking a good player (blue) will lower your Karma whereas good actions against bad creatures and characters (red) will raise your Karma.

Karma is most useful for helping you role-play interactions with other characters. If a character has a low Karma rating, you know that it may not be wise to trust that character, and vice versa.

RAISING STATS

In order to gain any stat, you need to use skills that raise the particular stat. Strength is raised quickest through the use of skills such as Animal Taming, Arms Lore, Blacksmithing, Carpentry, Herding, Lumberjacking, Mace Fighting, Mining, and Wrestling. Dexterity is raised quickest through the use of skills such as Archery, Bowcraft/Fletching, Hiding, Lockpicking, Musicianship, Snooping, Stealing, and Tailoring.

There is a stat "cap" of 250 total stat points. The highest you can have in any one stat is 120 points. If your character is at the stat cap, your stats will automatically compensate to remain under the cap.

For more specific information on raising skills and attributes visit http://support.uo.com/gm_18.html.

UO.COM

Go to www.uo.com for detailed *Ultima Online* information.

<http://guide.uo.com> – The *Ultima Online* Playguide. The complete and comprehensive guide to all aspects of *Ultima Online* gameplay, this guide is available in html format and as a downloadable .pdf file.

<https://www.ultima-registration.com> – The *Ultima Online* Account Management website. Create new accounts or make changes to existing accounts, such as payment method or billing address changes.

<http://update.uo.com/> – The *Ultima Online* Update Center. Updates and information on specific shards, upcoming game changes, comments from *Ultima Online* team members, and the latest news.

<http://support.uo.com/> – The *Ultima Online* Support Center. Answers to commonly asked questions about technical support, game rules, or maintenance schedules.

<http://my.uo.com> – Personalized news and information about *Ultima Online* – free! Arrange the website to display only the information you want to see. Plus extra bonuses like your personal character pages, allowing you to show off your *Ultima Online* character to anyone on the web!

<http://boards.uo.com> – The *Ultima Online* Message Boards. Monitored by *Ultima Online* staff, this is a place to meet and mingle with your fellow players, offer suggestions to the *Ultima Online* design team, and find answers to questions about all aspects of *Ultima Online*.

<http://www.uo.com/newplayer/> – The *Ultima Online* New Player Guide. This guide is specifically designed to provide information for players new to the world of Britannia.

<http://town.uo.com/> – *Ultima Online* Community. The community of *Ultima Online* is composed of hundreds of thousands of players all around the world.

<http://town.uo.com/bnn/> – The Britannia News Network. Read up on the latest fiction affecting all shards of *Ultima Online*.

<http://town.uo.com/guilds/> – Guilds of *Ultima Online*. There are over 35,000 active player guilds in *Ultima Online*. This section of the website provides information on each guild, including statistics and contact information.

These links are just a small sample of the wealth of information you can find on the official *Ultima Online* website. We also showcase player establishments, spotlight stories written by players, newsletters, and much more. Stop by and explore the world at <http://www.uo.com>.

You can find current and upcoming in-game events and quests listed on the *Ultima Online* website at <http://town.uo.com>. Select the Calendar to find out what's happening on your shard!

WHAT'S NEW

Ask Britannians what's new these days, and you will hear exciting rumors of a promising new continent in the sky, a place where anyone with a few pieces of gold can find some land, settle down, and even build a house. But ask a few more questions and voices begin to quiver as eagerness turns to anxiety. The new land, they say, is seething with darkness, overrun with the undead, and the riverbanks are lined with decaying skulls. Curiously, even Britannia seems to be changing. People use their weapons with newfound style and strength, never-before-seen monsters are appearing, and people are even attacking with fire and poisons. There is only one explanation: the *Age of Shadows* has arrived.

A DARK NEW LAND: MALAS

The Gem of Immortality, forever linked to the world of Sosaria, shattered years ago and within its shards strange new copies of the world were created. Time and space were skewed by imperfections within the facets, and alternate lands and histories came to exist. Now one of these warped lands has come into alignment with the facets of Britannia.

Across the blackest of voids, in a sea of stars, trapped in a facet darkened by evil, rests the continent of Malas. In ages past, Malas was peopled by two advanced societies. To the north the righteous Paladins fought for virtue and honor. To the south the dark Necromancers held control over death itself. But now the entire

population of Malas has mysteriously vanished and the cities lie empty and vacant, awaiting new settlers from Britannia. Beware, for Malas is a land of intense good and evil, a place where the brightest light often casts the darkest shadow.

* The two main gathering places on Malas are Luna, the Paladins' inviting city, and Umbra, the foreboding city of the Necromancers.



- * Malas contains land, and plenty of it, on which new homes can be built. Each shard contains more than 1,500 Malas locations suitable for houses, so waste no time finding your dream site.
- * Doom, located on Malas, is the biggest *Ultima Online* dungeon ever. Its depths contain an overwhelming array of gruesome new monsters, challenging quests, and rare item rewards.

CUSTOM HOUSE DESIGN TOOL

In Britannia a character's home is his castle, or museum, or store, or café, or fortress. The Design Tool lets you build exactly what you want into your building, from foundation to rooftop, with incredibly detailed choices every step of the way.

USING THE CUSTOM HOUSE DESIGN TOOL

The first step in using the design tool is to buy one. Go to an Architect and look through the vendor's wares for a Custom House Design Tool.

Next, find a good spot for your house, and remember to think location, location, location. You may place your house on most land that is flat, dry, clear, and outside the city boundaries.

Double-click the design tool in your backpack to bring up a floating menu called the House Placement Tool. Select the type of house you want to build, either a classic (prefabricated) or a two or three-story customizable house.

CLASSIC HOUSES

Classic houses are less expensive, but one cannot be customized unless you convert it to a customizable foundation. Their cost may seem higher than some customizable foundations, but by the time the customizable foundations are completed they will cost much more. Click CLASSIC HOUSES to bring up a list of available prefabricated structures. Selecting from the list brings up a floating ghost image of the chosen building, which you can position with the targeting icon and click to place. A warning appears, stating the conditions of placing your house. Click OKAY to accept the conditions and place your house.

CUSTOMIZABLE HOUSES

To choose a customizable house, click TWO-STORY CUSTOMIZABLE HOUSE or THREE-STORY CUSTOMIZABLE HOUSE. Next, choose the size of the foundation. The menu lists the available storage space and room for lockdown items along with the cost of each foundation. Foundation footprint size is measured in tiles, width by depth.

Once a foundation size is selected, a ghost image of the foundation

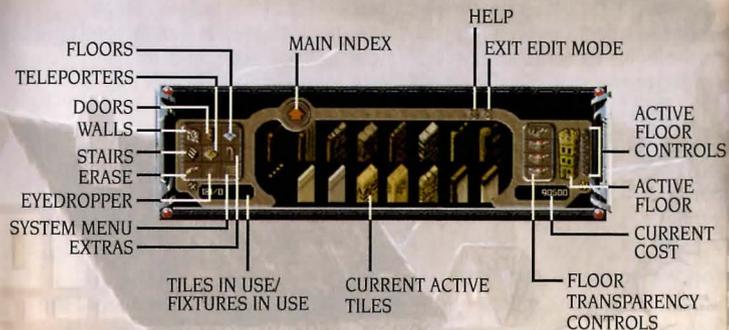
appears. Position the foundation with your mouse and click to place it wherever you like. A warning appears, stating the conditions of placing your house. Click OKAY to accept the conditions and place your foundation.

Now that your foundation is placed, you may begin custom building your house. To begin, double-click on the signpost at the front of your house. The floating menu appears listing five options:

- INFORMATION** Placement, design, and refresh status information
- SECURITY** Co-owner, friend, and access controls
- STORAGE** Storage, crate, container, and lockdown information
- CUSTOMIZE** Securely replace, customize, or rename your house
- OWNERSHIP** Ownership information

To begin building your house click CUSTOMIZE. Naming your house is a good first step. To name your house, click RENAME HOUSE, then type the new name of the house and press **ENTER**.

Now the true customization begins. To bring up the Custom Design Interface, click CUSTOMIZE THIS HOUSE. Take your time exploring this menu, for it contains many detailed options which can make your house truly special. Building tools are grouped into nine major categories: walls, doors, floors, stairs, teleporters, extras, the erase tool, the eyedropper tool, and the system menu.



Beginner's Building: Placing Floor Tiles

Start off with some floor tiles to see how the Design Tool works. To bring up a selection of available floor tiles, select the floors button. To see even more floor tile options, select the button to the right of the tiles.

Now, select a tile and position the targeting icon in the middle of your foundation. To place the selected tile, click again. Try dragging the targeting icon across the foundation, placing tiles as you go.

To replace tiles you have already placed, switch colors or patterns by selecting a different custom floor tile on the Custom Design Interface, then click on the tiles you are replacing.

NOTE All individual pieces used in house construction are called tiles, even walls and stairs.

Building Walls

Walls are placed in much the same way as floor tiles. Click the walls button to bring up the wall tiles on the Custom Design Interface. Click on a wall style to see all of the available wall tiles of that style. Select a wall tile by clicking on it, then place it with your targeting icon by clicking again. Experiment with different wall pieces to get the look you want.

Building Arches

Arches go together just like walls, with one critical difference. Each archway is made up of a post with half of an arch attached to it, placed next to another piece of an arch that seems to float in the air until placed. Arches are in the extras category.

Stairs

Stair placement separates the architects from the amateurs. Think about the effect of your stairwell on the floor above, and plan your stairwells for easy movement from floor to floor. You can also customize the steps in the front of your foundation from this menu.

Teleporters

Teleporters are indisputably cool items to have in your home, just place them like floor tiles to transport yourself instantly from room to room and floor to floor. Place two matching teleport tiles and step on one to be transported to the other. Place more than two matching tiles and you will be transported randomly between them.

Working on the Upper Floors

To get off the ground floor and work upstairs, look to the far right of the Custom Tile menu and select the floor which you would like to work on. Remember, the roof can be customized too, and it shows as an extra top floor on the menu.

You can also change your view of the house to prevent floors from obscuring one another while you work. This allows you to line up objects between floors. Use the floor transparency buttons to make individual floors visible or transparent.

BUILDING TIPS

Erase your Mistakes

Unhappy with that arch in the middle of the dining hall? Just erase it by selecting the erase button on the Custom Tile menu, then targeting the undesirable object and clicking again.

Use the Eyedropper Tool

Once construction is underway it is often useful to duplicate pieces from your house using the eyedropper tool. Just click the eyedropper button on the Custom Tile menu, then target the piece you want to duplicate and click again. The targeting icon will now produce an exact duplicate wherever you click.

Building Don'ts

You can do virtually anything with the house you are building, but there are a few areas where pieces cannot be placed. If a tile in your home is highlighted orange, it has been illegally placed. This usually results from insufficient structural support on the floors below, or attempts to build over a stairwell opening. You cannot commit a house with illegally placed pieces (► *Commit to a Final Design* below).

Back-up your Changes

To save changes, click the system button on the Custom Tile menu and click BACK-UP. You may also restore your last saved changes, revert to your last committed design, or clear your changes and start with a new foundation.

Commit to a Final Design

During the construction process you and other players see your currently committed design or the base foundation if you have not yet committed a design.. Your handiwork does not become visible to you until you double-click on the house sign and click CUSTOMIZE THIS HOUSE.

To finish your house and make it visible and usable in the *Ultima Online* world, you must commit to a final design. Once you are satisfied with your house, select the system button on the Custom Tile menu then click COMMIT. At this time, the cost of your newly constructed home will be removed from your Bank Box.

PRICING

The total price of your house is displayed on the lower right of the Custom Tile menu. Each piece that you place adds cost to your house, so watch your budget!

NEW PROFESSIONS

The appearance of Malas has propelled good and evil to new extremes. Your character's choice of professions now includes the holy calling of the Paladin warrior and the dark magical pursuits of the Necromancer.

PALADIN

In the land of Malas, the chilling presence of evil permeates everything. Yet a determined breed of holy fighter lives and thrives here, battling evil with unflagging conviction. The Paladin is a righteous warrior whose magic powers can heal wounds, cure poison or disease, and lift curses. A Paladin is blessed with the ability to invoke powers in the heat of battle, even while carrying sword and shield.

The Book of Chivalry

The Book of Chivalry is a silver-inlaid book inscribed with instructions on the ways of the Paladin. This book serves as a tool through which the Paladin can invoke powers or view tithing points.

POWERS

CLEANSE BY FIRE

Cure target of poison, but be burnt by sacrificial fire.

CLOSE WOUNDS

Heal damage to the Paladin or nearby allies.

HOLY LIGHT

Damages all enemies in a radius with holy energy.

CONSECRATE WEAPON

Temporarily converts weapon's damage to enemy's weakest resistance.

ENEMY OF ONE

Declare a mortal enemy and increase melee damage to that type.

DISPEL EVIL

Disrupt and repel all evil creatures in the area.

REMOVE CURSE

Transfer divine power to another, removing all signs of a curse.

DIVINE FURY

Invoke a dangerous frenzy of attack, with high costs.

SACRED JOURNEY

Tap into divine pathways to transport instantaneously.

NOBLE SACRIFICE

Give up life and tithing to resurrect and heal all targets in a radius.

SKILLS

CHIVALRY

The Chivalry skill, based on kindness and assistance to others, determines what powers a Paladin can invoke. Gaining points in the Chivalry skill allows a Paladin to use higher powers. The professional title for the Chivalry skill is "Paladin."

TITHING

All powers of a Paladin use some amount of "tithing points," which are earned by donating gold at a shrine or holy place. While a Paladin is free to tithe as much as he likes, he does have a maximum number of tithing points.

To tithe, activate the shrines context menu and select "Tithe".

FOCUS

The focus skill is not unique to Paladins, although it is particularly beneficial to them (► *The Focus Skill* on p. 32).

How Karma affects the Paladin

The higher the Paladin's karma, the better the effects of his abilities. For example the higher your Karma is, the more damage Holy Light will deal and the longer Consecrate Weapon will last.

NECROMANCER

With the discovery of Malas, an ancient evil has been revealed, and it is spreading across the land like a plague. The study of Necromancy draws its members with the promise of power and riches, corrupting their souls in the process. Its unique method for casting spells allows both mages and warriors to acquire this skill without disrupting their usual studies.

The Necromancer's great strength is his control of the dead. He can bring cold, curses, virulent disease, and pain unto his victims. Then, once death has come, he can bring his victim back as an undead accomplice in battle. The Necromancer can even assume the fearful forms of the undead, taking on their strengths, and their weaknesses.

SPELLS

POISON STRIKE

Summon a cloud of poison to strike down your enemy.

WITHER

Damage all nearby enemies with a withering frost.

PAIN SPIKE

Bring a jolt of temporary pain down on your enemy.

- CURSE WEAPON** Enchant your weapon to gain the power of life drain.
- BLOOD OATH** Hand back much of one enemy's damage.
- EVIL OMEN** The next attack on the victim is cruelly amplified.
- MIND ROT** Impair the victim's thinking and waste their mana.
- STRANGLE** Choking poison does more damage as stamina drops.
- CORPSE SKIN** Protection from cold, poison, and damage, but not fire.
- SUMMON FAMILIAR** Summon a spirit wisp, dark wolf, death adder, vampire bat, or horde minion to your side, each with their own unique abilities and a special power granted to the caster.
- ANIMATE DEAD** Animate corpses into undead creatures that wander around and attack every creature except humans.
- VENGEFUL SPIRIT** Summon a powerful revenant to slay a chosen foe. Revenants are extremely persistent and can track even hidden quarry.

FORMS

Necromancers can take on the physical forms of the undead, for a time.

- WRAITH FORM** Resists physical damage, but weak against magic.
- LICH FORM** Become a master of magic, temporarily.
- VAMPIRIC EMBRACE** Gain many strengths, but use no garlic!
- HORRIFIC BEAST** Great strength at the cost of one's mind.

SKILLS

NECROMANCY

The Necromancy skill allows you to cast Necromancy spells, much like Magery and standard magic spells.

SPIRIT SPEAK

Channel energy from corpses to heal yourself. In the absence of corpses, your own Mana will be tapped and the effects will be lessened. Spirit Speak also passively enhances Necromancy spells.

NEW MONSTERS

Ultima Online: Age of Shadows lets loose a horde of spine-chilling monsters with abilities Britannians have never dreamed of. View the horde at <http://www.uo.com>.

IMPROVED COMBAT

Ultima Online: Age of Shadows brings with it sweeping changes in the way Britannians fight. Combatants now wield new weapons with new moves that do new types of damage, and even magic items have mysteriously changed for the better.

NEW SPECIAL COMBAT MOVES

All weapons can now be used for special moves, adding variety and deadly efficiency to your combat attacks. Each weapon is capable of both a primary and a secondary special move, and no two weapon types are alike in their combination of special moves.

Your special moves are accessible via the Weapon Abilities book on your Paperdoll. They will change automatically as you switch weapons or gain skills.

* A weapon's primary special move requires 70 real skill points.

* A weapon's secondary special move requires 90 real skill points.

SPECIAL MOVES

- MOVING SHOT** Fire a bow or crossbow while moving (reduced accuracy).
- ARMOR IGNORE** Passes 90% of damage to victim regardless of his or her armor.
- DISMOUNT** Knocks victim from their mount and adds damage.
- MORTAL STRIKE** Prevents the target from healing for six seconds.
- SHADOWSTRIKE** Adds 25% damage and immediately hides you.
- INFECTING** Infectious weapons can poison the victim for ongoing damage.
- PARALYZING BLOW** Freezes the target for three seconds.
- DOUBLE STRIKE** Two attacks in a single round of combat.
- BLEED ATTACK** Unstopped bleeding does extra damage over time.
- WHIRLWIND ATTACK** Strikes multiple opponents for one tile in all directions.

DISARM

Removes victim's weapon and prevents rearming for five seconds.

CRUSHING BLOW

Adds 50% to physical damage.

CONCUSSION BLOW Adds blast damage regardless of victim's armor.

ELEMENTAL DAMAGE

Play with fire in *Ultima Online: Age of Shadows*, and you will get burned. In the past, all damage in *Ultima Online* was essentially physical damage, which was protected against by armor. In addition to physical damage there are now four new types of elemental damage, each affected by a distinct form of resistance independent from your armor rating.

You may now burn your enemies with fire, freeze them with cold, poison them, or focus harmful energy such as lightning bolts. And your enemies may do the same to you. Most weapons, spells, and powers will do damage of just one elemental type, but some attacks can be split to do harm in more than one type.

BATTLE FOCUS SKILL

Intensity in battle has its rewards. Although usable by any class, the new Focus skill is particularly attractive to the Paladin and the Necromancer, as it allows them to regain both Mana and Stamina more quickly, even while wearing armor. The skill of Meditation is more effective for Mana regeneration, but at high levels Focus can provide more than enough for the meager Mana costs associated with Paladin powers.

MAGIC ITEM SYSTEM

One item can never truly contain the magic within it. In fact, it is the magic that has graced the item. For this reason the magic item system in *Ultima Online: Age of Shadows* is based on specific magical properties which are added to individual items. For example a magic ring may contain the "spell damage increase" property with an intensity of 6. This ring would then add a 6% bonus to the damage done by your spells. Some magic items can contain several properties in varying intensity.

Crafting Items

Under special circumstances your character may now be able to craft his or her own items and imbue them with magical properties.

Magic Artifacts

Ultima Online: Age of Shadows also contains a few truly rare magic artifacts with powers that go beyond the recorded laws of magic. These items will be sought by many, but be known only as legends to most Britannians.

NEW WEAPONS

Ten new types of weapons, each with a pair of special moves, have been introduced into the world of Britannia.

The weapon types are scythe, bone harvester, scepter, bladed staff, pike, lance, crescent blade, double-bladed staff, composite bow, and repeating crossbow.

TROUBLESHOOTING AND SUPPORT

If your system has trouble running *Ultima Online: Age of Shadows*, look here for helpful information.

TROUBLESHOOTING DIRECTX

If you're having problems getting *Ultima Online: Age of Shadows* to run correctly, here are a few suggestions that may help you troubleshoot the problem.

Run DXDIAG. You will generally find the DXDIAG.EXE file on your hard drive under Program Files/DirectX/Setup. This utility may detect hardware incompatibilities on your system, but may not always be accurate. Optimally, the program should tell you that your video driver is certified.

- * If DXDIAG reports no hardware support, then you will need to obtain proper, certified hardware drives from your manufacturer. (Generally these may be found on the manufacturer's website).
- * If DXDIAG reports nothing (i.e., instead of certified or no hardware support, the report is blank), then the game may not work. This can mean, however, that you're using the component manufacturer's DirectX driver instead of the one supplied with the game. You must in all cases have a DirectX driver for your hardware.

DirectX works as a single unit and all drivers must be the same version. If you have mixed versions, the game will have many problems running. To fix this, uninstall any other versions of DirectX on your system and make sure you've installed version 8.1 or higher (8.1 is included on the game CD).

Check free hard drive space on your system. Some DirectX errors can occur if you don't have at least 50 MB free hard drive space (on top of the minimum amount required by your game installation). This space is used as a temporary swap file while you're playing. Try freeing up some space and running the game again.

Reduce the number of programs you have open. Running too many applications at once can cause problems. To see how many are open, count the icons on your Windows ME/98/2000/XP task bar. Try closing one or more applications by right-clicking on the icon, then selecting 'Close'.

Check your video driver. Some video cards have special utilities that run when Windows ME/98/2000/XP starts – they may conflict with the game. Please contact your device manufacturer for instructions on disabling or removing these drivers.

COMMON TROUBLESHOOTING QUESTIONS

For a comprehensive listing of troubleshooting information, please visit the Support section of the *Ultima Online* website located at <http://support.uo.com>.

During installation I get a "Setup has caused an exception 03H error." What should I do?

Check the date set on your computer by double-clicking on the digital clock on your Windows task bar. Make sure that the date and year are set correctly.

While installing, I get the message, "DXSETUP.DLL cannot start or is already in use." What should I do?

Manually install DirectX from the *Ultima Online: Age of Shadows* CD. If this does not help, you may wish to turn off the Autorun function on your CD-ROM drive.

To do this:

1. Click START from the task bar.
2. Click SETTINGS, then CONTROL PANEL.
3. Double-click on the SYSTEM icon in the Control Panel.
4. Click the DEVICE MANAGER tab.
5. Locate your CD-ROM drive and click on the device.
6. Click on PROPERTIES.
7. Click the SETTINGS tab and remove the check from AUTO INSERT NOTIFICATION.

During installation, I get a message telling me that my display must be in 16-bit mode. How do I change my display mode?

Right-click on your Desktop and click on PROPERTIES. Click on the SETTINGS tab. Select 16-bit high color from the COLOR list, then click OK.

Whenever I run Ultima Online, the game seems to run very slowly. What can I do to speed it up?

- * If this occurs during peak usage times (such as evenings and weekends), your connection to your ISP may have slowed down due to a large number of simultaneous users. Additionally, there may be an unusually high number of *Ultima Online* characters playing at once.
- * You may be running the game with your display set to 24-bit true color. Although this is fine on most machines and gives the best graphical detail, reducing the screen color depth to high color (16-bit) may free up extra RAM for the game.

- * You could be running low on memory because too many applications are open on your computer. Try closing one or more programs, then resume the game.
- * You may need more hard drive space. *Ultima Online: Age of Shadows* runs best when there is at least 50 MB free space available on the hard drive for swap files. Try clearing some space on your hard drive before resuming the game.
- * There may be an Internet router problem slowing things down. Download the *Ultima Online* Trace program from the *Ultima Online: Age of Shadows* website at <http://www.uo.com/downloads.html> to check your connection to *Ultima Online* servers.
- * Active virus scan programs that are configured to constantly scan files may slow performance of *Ultima Online: Age of Shadows*.

HELP OPTIONS AND CONTACTING SUPPORT

Before contacting Technical or Customer Support, we recommend visiting the *Ultima Online* website at <http://www.uo.com>. If you don't find your answer on our website, please have the following information (if applicable) available when contacting us:

- * Error message if any
- * Listing of your computer type and hardware
- * The version number of DirectX you are using and the current hardware driver certification numbers.
- * Type and speed of your CD-ROM drive
- * Brand of video card
- * Brand of sound card and its IRQ, I/O address and DMA settings
- * Type of modem (or other connection to the Internet) you are using
- * Your ISP

E-support

The *Ultima Online* website offers a customer E-support database system located at <http://support.uo.com/>

This searchable knowledge base allows you to contact us via email, browse frequently asked support questions, find answers to common questions about *Ultima Online*, and rate the helpfulness of the information you receive.

In-Game Support

Ultima Online: Age of Shadows offers in-game customer support for answers to in-game questions. Please remember that game staff cannot answer technical questions. You may contact in-game support using the 'Help' button located on your character window.

Not available on Test Center Shards.

Email: support@uo.com

Technical Support

EA.com Technical Support only supports installation and technical issues for *Ultima Online: Age of Shadows*.

Phone: (866) 543-5435

Available: 24 hours, daily

Email: <http://support.uo.com/>

Account Support

If you cannot log into the game, believe your account statement is in error, have specific account questions or wish to use one of our alternate payment options, Account Support may be able to assist you.

Email: uobilling@uo.com

Phone: (866) 543-5435 option 2 (inside the U.S)

(512) 434-6740 option 2 (international)

Available: 24 hours, daily

Acct. Mgmt. Site: <http://www.uo.com/account.html>

Web/FAQs: <http://eamembers.custhelp.com> (click on "Account Support" and search by product, category or keyword)

WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$7.50 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Warranty Inquiries: account@support.ea.com

Warranty Fax: 512-795-8014

Ultima Online Warranty Mailing Address:

Electronic Arts
Attn: Online Customer Warranty
5918 West Courtyard Dr
Austin, TX 78730-5036

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

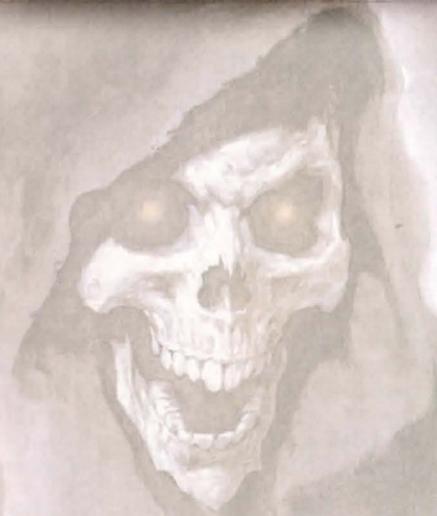
Software and documentation © 2003 Electronic Arts Inc. Electronic Arts, Ultima, Ultima Online, Age of Shadows, the UO logo, Britannia, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. EA.COM is a service mark of EA.com Inc. All rights reserved. MPEG Layer-3 audio coding technology licensed from Fraunhofer IIS and THOMSON multimedia. Uses Granny Animation. Copyright © 1999-2003 by RAD Game Tools, Inc. Uses Bink Video. Copyright © 1997-2003 by RAD Game Tools, Inc. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

IMPORTANT INFORMATION ON ULTIMA ONLINE, INCLUDING TERMS OF SERVICE AND GAME AVAILABILITY, CAN BE FOUND AT WWW.UO.COM.

*Ultima Online is a live game you play via the Internet allowing you to play with thousands of other users. **AN INTERNET CONNECTION IS REQUIRED TO PLAY.** Internet service providers usually charge a monthly fee to provide this access. **ELECTRONIC ARTS CHARGES A MONTHLY SUBSCRIPTION FEE FOR THIS ONLINE PRODUCT,** separate from you Internet access charges. The first month of this fee is included in the purchase price of this package. You must provide a valid credit card to register and play. After your first month, you can use your credit card; Visa, MasterCard, American Express or Discover to buy more time, or inquire about our alternate payment options by visiting www.uo.com/account.html. Online gameplay subject to the Ultima Online License Agreement. For the current monthly rates and other details, see www.uo.com. **YOU MUST BE 13+ TO REGISTER FOR THIS GAME.**

EA RESERVES THE RIGHT TO TERMINATE THE ULTIMA ONLINE SERVICE AFTER 90 DAYS NOTICE.





MALAS



GET IN THE GAME

WANT TO JOIN THE #1 INTERACTIVE
ENTERTAINMENT COMPANY?

VISIT EA RECRUITER AT [HTTP://JOBS.EA.COM](http://jobs.ea.com).

STILL A STUDENT?

CHECK OUT EA ACADEMY AT [HTTP://EAACADEMY.EA.COM](http://eaacademy.ea.com).

PROOF OF PURCHASE
ULTIMA ONLINE: AGE OF SHADOWS

ISBN 0-7845-3451-9



1461705





Electronic Arts Inc.
209 Redwood Shores Parkway
Redwood City, CA 94065

1461705