



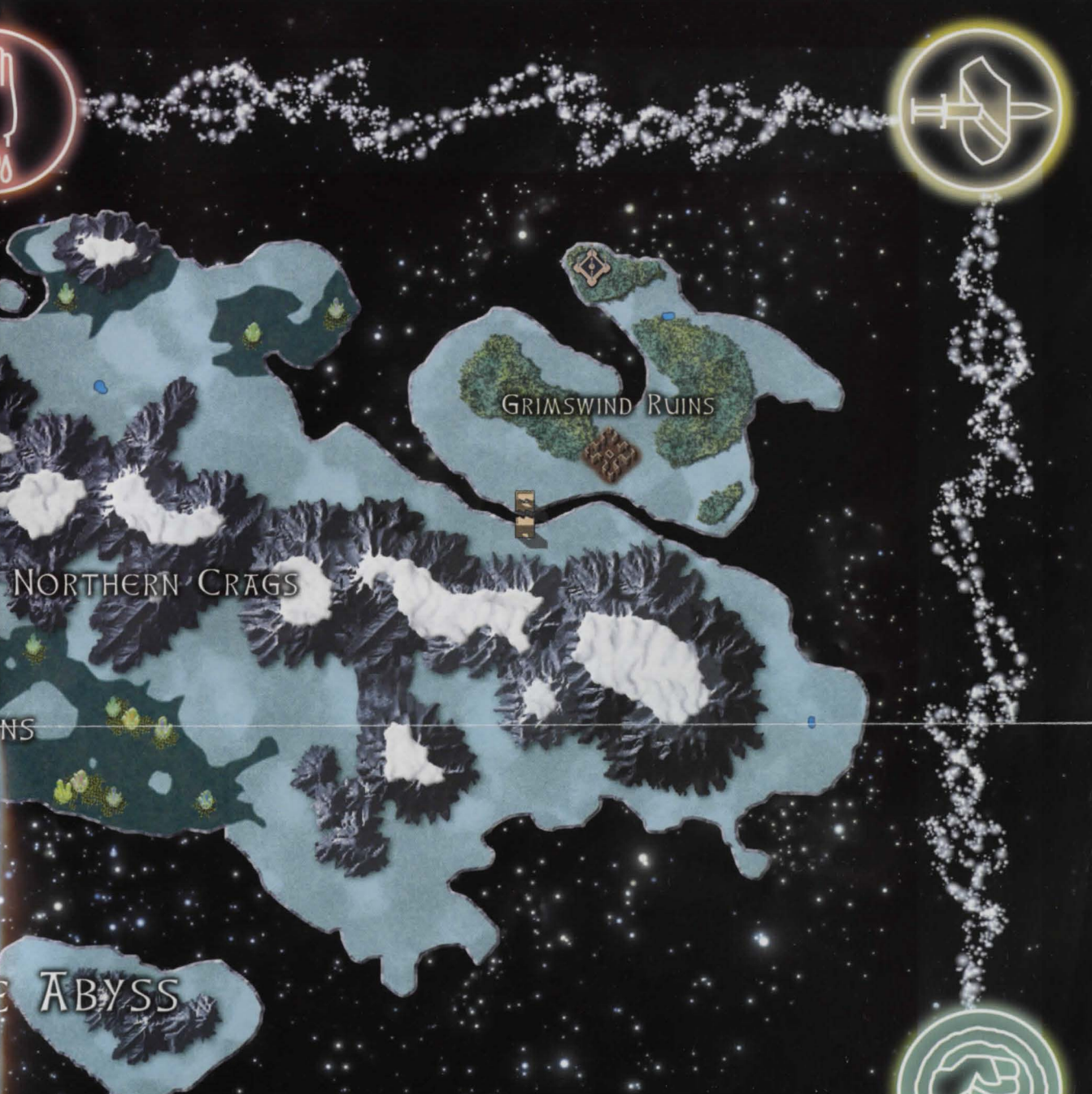
THE PALADIN CITY OF
LUNA

GRAND ARENA

CRYSTAL FE

DIVIDE OF THE





NORTHERN CRAGS

GRIMSWIND RUINS

NS

ABYSS



CRUMBLING
CONTINENT

ORC FORT





BROKEN
MOUNTAINS

GRAY

Ultima Online

AGE OF SHADOWS

ANCIENT LAND OF MALAS





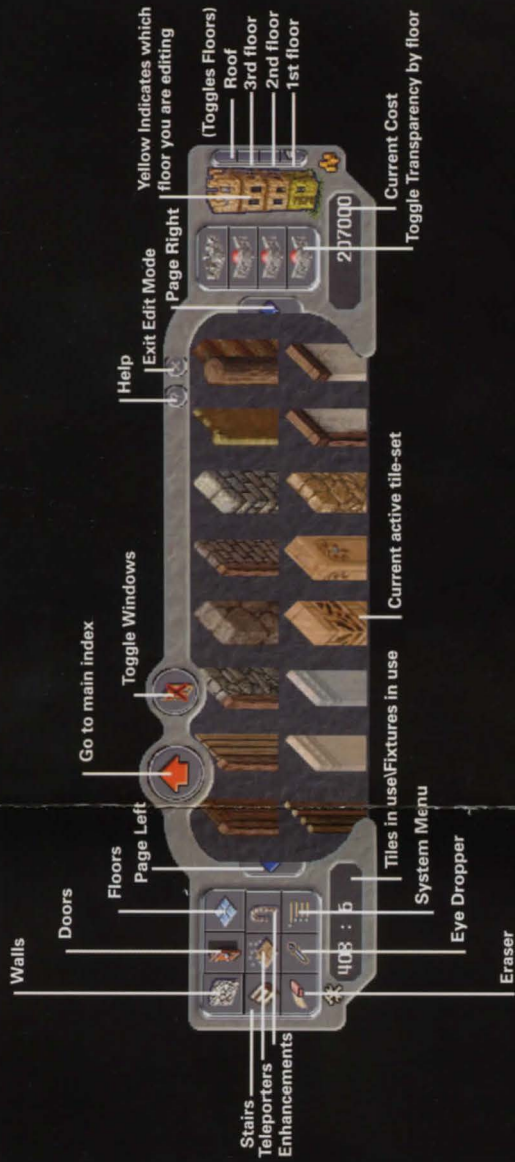
CORRUPTED
FORESTS

THE NECROMANCER CITY OF
UMBRA

SEWATER LAKE

DRY HIGHLANDS

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 options:

Commit: Apply your design to the world and subtract the cost from your customised house from your bank account. If you have a large house and do not have enough money, you are not allowed to commit your design.

Backup: Save your current design progress if you want to experiment with different design elements. The backup 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 start with 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

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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.

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 customised 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 customisable HOUSE or a THREE-STORY customisable 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 customising your foundation:

1. Double-click on the signpost at the front of your foundation. A floating House menu appears.
2. Select customise to open the Customising menu.
3. Select customise 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>.

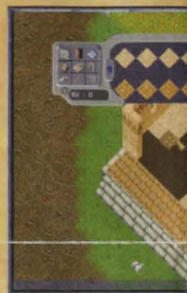
BASICS OF BUILD



1. Place your foundation, double-click the house sign, and select "customise 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 and dragging. Use designs—each is 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 a doorway and decorative elements.

ding a House



as by clicking
You can even mix
tile'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
rative 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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