

ULTIMA™ ONLINE

THIRD DAWN™



ENTER A NEW DIMENSION.



Warning:

To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy Warning

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions to Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

Table of Contents

- Welcome to Britannia™3
- Basic Controls3
- Starting the Game6
- Shard Selection6
- Creating a Character7
- Haven and the Ultima Online Tutorial10
- Interacting with Britannia11
- Moving Your Character15
- Communicating With Others17
- Combat18
- Helpful Hints20
- Additional Information21
- Install Guide22
- System Requirements22
- Clean Up Your System before Running the Game24
- What is DirectX™?25
- Installing the Game27
- Setting Up Your Account28
- Troubleshooting and Support29
- Help Options and Contacting Support31

Welcome to Britannia™

"...and when the sun rose the following morning, it was on a vivid new world. Light danced across the verdant treetops, the calls of bird and beast rang crisp and clear through the forests and the entire village seemed brighter and more...alive. Rumours whispered of an aged traveller settled over a pint of ale at the inn, trading tales of mysterious creatures and exotic lands.

It seemed that, overnight, the world as I'd known it had forever changed."
 (From the journals of Telwyn Harn, Apprentice Mage)

Welcome to **Ultima™ Online: Third Dawn™**—bringing an entirely new dimension to the vast world of Britannia!
 With hundreds of new animations and models, **Ultima Online: Third Dawn** brings an entirely new look and feel to the familiar world of Britannia.
 Explore a vast and dangerous new land, battle hundreds of stunningly rendered monsters and beasts (including several new monsters) and enjoy dazzling light displays from our new particle system that enhances magic and spell effects.

Ultima Online: Third Dawn brings a 3D experience to **Ultima Online's** Britannia, providing a fresh new look for one of the most popular fantasy gaming worlds of all time.
 Are you with us?

Basic Controls

You may find the following commands and shortcuts useful within **Ultima Online: Third Dawn**:

Moving Your Character

ACTION	CONTROL
Move your character towards the cursor	Hold right-click
Pathfind (automatically moves your character around obstacles towards the cursor)	Double right-click
Open a door or gate	Double click (on door or gate)
Follow a character	Alt + click (on another character)
Stop following a character	Alt + click (on your character)

Note: The further you keep the cursor from your character, the faster they move.
Note: You cannot Pathfind through closed doors or around buildings.

Communicating with Others

ACTION	CONTROL
Speak	Type speech + Enter .
Display character's name or creature's species	Click (on a character or creature)
Display a character's Character window (Peace mode only)	Double click (on a character)

Note: When your character speaks, the dialogue is displayed on-screen, directly above their head.

Fighting

ACTION	CONTROL
Toggle between War and Peace mode	Hold Tab + Alt + C
Attack a character or creature	Double click (on a character or creature)
Display a status bar showing how tired/injured a character or creature is	Click and drag (on a character or creature)

Items and Inventory

ACTION	CONTROL
Display item name	Click on item
Pick up or move item	Click and drag item
Move a pile of items	Shift + click and drag item
Pick up a single item from a pile of items	Alt + Shift + click and drag item
Use an item	Double click an item
Open a container and display contents	Double click (on a container)
Open your Character window	Double click (on your character)

Note: If a targeting cursor appears when using an item, you must target another object on which to use the item.

General Commands

ACTION	CONTROL
Close an open window	Right-click (on a window)
Display Options menu	Alt + O
Display Skills menu	Alt + K
Display Status menu	Alt + S
Display Character window (Paperdoll)	Alt + P
Display Radar map view	Alt + R
Open Backpack (Inventory)	Alt + I
Open Journal	Alt + J
Open Spellbook	Alt + B
Repeat last-typed text (speech or action)	Ctrl + Q
Exit game	Alt + X
Execute character gesture	~ + gesture name + Enter
Open 'handle' window for any items/creatures/characters on-screen with which you can interact	Ctrl + Shift
Move the selected window	Click and drag window border
Re-size the selected window	Click and drag window gem
Zoom the game view towards or away from your character	Spin mouse wheel

Note: After displaying Radar map view, pressing **Alt** + **R** a second time expands the window.

Note: You can interact with handles in the same way that you would interact with the object they name. For example, double clicking a creature's handle while in War mode causes you to attack the creature.

Note: One example of gesturing is waving. To do this, type "**~**", "wave" and press **Enter** to cause your character to wave. For details on the Gesture menu, see *The Quick Menu* on p. 15.

Note: When using a non-wheel mouse, you may access the Zoom command through the Options/Macros menu.

Starting the Game

You've installed the game, created your account and now you're ready to jump in to the world of Britannia with sword swinging and spells blazing—and you're almost there! However, first you need to start the game, choose a game shard (a game server) and create your first character. If you've left the game installer open, you can choose to run **Ultima Online: Third Dawn** from the installation menu. If you've closed the installer, select **Start > Programs > Ultima Online Third Dawn > Ultima Online Third Dawn** to start the program.

Note: To create a shortcut to **Ultima Online: Third Dawn** on your desktop, open the folder in which you've installed the game and right-click and drag **uo.exe** to the desktop. When you have released the mouse, click the **CREATE SHORTCUT** option.

The first time you run **Ultima Online: Third Dawn**, a login screen appears. Enter your name and password to begin your path to Britannia.

Note: If you are creating a character using the non-3D supported version of the **Ultima Online** client (**Ultima Online: Renaissance**), you should follow the 2D character creation process located in the **Ultima Online** Playguide, which is located at <http://guide.uo.com>.

Shard Selection

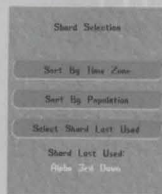
Ultima Online: Third Dawn uses a multi-shard (or multi-server) system to maintain many different copies of the world. Choosing the shard you wish to play on is an important part of the process of starting out in **Ultima Online: Third Dawn**.

Our shards are located around the world, allowing you to choose one that is located geographically close to you and thus ensure a robust connection to the game.

The shards are currently located as follows:

NORTH AMERICAN EAST	NORTH AMERICAN WEST	WESTERN EUROPE	JAPAN
Chesapeake Atlantic Catskills Lake Superior Great Lakes Siege Perilous	Baja Pacific Napa Valley Sonoma	Europa Drachenfels	Hokuto Yamato Asuka Wakoku Izumo
KOREA Arirang Balhae	TAIWAN Formosa	AUSTRALIA Oceania	

All shards use identical lands and systems, apart from Siege Perilous. Siege Perilous is an 'advanced' server for veteran players and new accounts are unable to access this shard until they have accrued a minimum of 40 hours of total **Ultima Online** playing time. To choose a shard, select it from the Shard list in your interface. As you move your mouse over each shard, the shard name highlights with a gold trim. A selected shard is highlighted in white.



Creating a Character

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

Note: You are unlikely to continue playing your first character once you begin to grow accustomed to **Ultima Online**—and that's perfectly OK. Think of your first character as the one you use to dip your toes into the virtual world of Britannia and test the water.



To create a new character, click on any **CREATE NEW CHARACTER** bar in the Character Selection menu. This opens the Character Customization screen, allowing you to customise the look of your character.

Customising Your Appearance

You may choose your gender, skin colour, hairstyle and colour, trousers/skirt colour and, if you've chosen to play a male character, facial hair style and colour. You must choose your character's name at this point.

Your first character appears to the right of your screen with default options chosen for its appearance. You may change these options by clicking any of the options to the left of your character and opening a sub-option menu.

For example, to change your hairstyle and colour:

1. Select HAIRSTYLE. You are presented with a scrolling list of hairstyle choices.
2. Click on a hairstyle and it appears on your character.
 - If you wish to change to a different hairstyle, simply select the HAIRSTYLE option again.

Once you've chosen a hairstyle, you may want to change your hair colour. To do this:

1. Select the HAIR COLOR option. You are presented with a palette of available hair colours.
2. Hold your mouse pointer over each colour to preview the hair colours on your character. The colour preview appears on your Paperdoll.
3. Click the colour choice to choose a hair colour and return to the Main menu.

To assign a name to your character:

1. Click on the Character Name box directly below your character's Paperdoll image.
2. Enter the name of your character.

Note: Remember, your character's name is one of the first impressions other players have of you. Choosing an offensive name may result in other players treating you rudely and may be a violation of the *Ultima Online* Terms of Service.

Note: *Ultima Online: Third Dawn* allows redundant naming. This means there may be other characters in the world with a name identical to yours.

When you are satisfied with your appearance and have chosen a name, click the small green arrow to continue.

Choosing a Profession

Ultima Online: Third Dawn uses a skill-based advancement system. This means that you choose your path in Britannia by the skills you focus your attention on. With over 45 different skill types, you may customise your character in nearly any way you wish by mixing and matching complimentary skills.

However, we certainly don't expect you to understand each and every skill on your first day in Britannia, so we've created a series of templates. You can choose a character template and your skills are automatically set to those we feel are optimal for a starting character. To choose a template character, select a profession by clicking the ADVENTURER or MERCHANT buttons. The following character templates are currently available:

Adventurer

Archer:

- Archer
- Bard
- Field Medic
- Ranger

Magician:

- Battlefield Mage
- Pure Mage
- Warlock

Warrior:

- Swashbuckler
- Fencer
- Mace Fighter
- Swordsman

Merchant

Craftsman:

- Blacksmith
- Carpenter
- Tailor
- Tinker

Tradesman:

- Animal Tamer
- Fisherman
- Prospector
- Sorcerer

Hint: The ADVENTURER option offers you a list of professions suited to the typical fantasy hero or heroine. Choose this option if you're interested in fighting monsters or slaying dangerous beasts. The MERCHANT option offers a list of professions suited towards a more peaceful life in Britannia. Choose this option if you enjoy chatting, social interaction and crafting trade goods.

Note: The ADVANCED option is for players already comfortable with the *Ultima Online* skill system, who are interested in building a character from scratch.

Once you have arrived at your final profession selection, a list of your starting skills and statistics appears in the form of adjustable sliders. You may use these sliders to adjust the levels of your statistics and skills.

You begin with 100 skill points that may be adjusted between your three starting skills—or you may choose to leave the skills at their default settings.

Additionally, you begin with 65 points distributed between Strength, Dexterity and Intelligence. The minimum for a starting attribute is 10; the maximum is 45.

Strength governs how much you can carry, how much damage you can do in combat and which weapons and armour you may use. Your Strength score is also used to calculate your maximum Hit Points, which determine how much 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 activities.

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, which determines how much energy you have available for spell casting at any given moment.

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

Entering Britannia

Once you have chosen a starting profession, you are ready to choose your starting city. A map of Britannia appears, displaying available starting locations. Clicking on a location flag displays a description of the city. Once you have clicked to select a starting city, clicking the green arrow moves your character into Britannia.

Haven and the Ultima Online Tutorial

The first time you enter the world of Britannia, you are extended an invitation to take the *Ultima Online* Tutorial. We highly recommend taking a few minutes to explore this interactive tutorial as it will provide you with useful tips on:

- Movement
- Fighting
- Interacting with the game world
- Interacting with other players

...and much more

Once you have completed the tutorial, you are offered the opportunity to visit the city of Haven. Haven is a bustling city safely removed from the rest of Britannia and populated by new players and Companions.

Note: Companions are veteran *Ultima Online* players who have volunteered their time to teach new players important game basics, answer questions and generally help new players find their bearings in Britannia.

In addition to Companions, Haven is populated by some of the wiser NPCs (Non-Player Characters) in Britannia. Non-Player Characters are characters that are operated by computer, rather than by human players. If asked, the NPCs of Haven will provide clear directions to nearby points of interest and may give you instructions on using various skills of *Ultima Online*.

Hint: To seek out instruction in a particular skill, find its associated NPC by double-clicking the NPC to view its Paperdoll. For example, to learn about blacksmithing, seek out the NPC blacksmith in Haven and ask him (or her) to teach you about blacksmithing.

When you arrive in Britannia for the first time, you are granted 'Young' player status. This status grants you certain forms of protection unavailable to more experienced players:

- Young players may not damage other players, nor may other players damage Young players.
- Monsters that would normally react in a hostile manner will not attack new players unless inside a dungeon.
- Young players will be teleported to a healer upon dying and will retain any belongings.
- Young players may not loot monsters they did not kill for two minutes after the death of the monster.
- Other players may not loot monsters killed by Young players.
- Young players may not steal from other players or NPCs.

Young player status persists for 40 hours of total playing time with your *Ultima Online* account. You may lose your Young player status if any of your characters:

- Has more than 350 total skill points
- Has more than 70 skill points in any skill
- Has more than 150 stat points
- Has more than 80 points in any one stat
- Has 'Young' status revoked by a Game Master
- Says the words, "I will renounce my young player status"

Interacting with Britannia

Before you rush out to begin slaying dragons, you may wish to know a bit about how to interact with the game and the players around you.

When you first arrive in Britannia, you are placed in a public area of the city you have selected. Your initial possessions are:

- A shirt
- Shoes
- A pair of trousers or a skirt (depending on your character's gender)
- A backpack
- A candle
- A blank book (your "diary")
- Basic equipment for your starting skills
- 1000 gold pieces

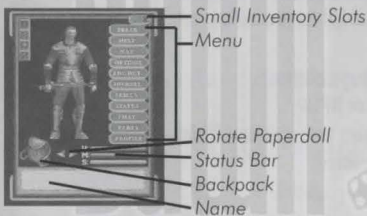
Initial objects have no monetary value to any of the merchants in the game. Any weapons you receive are classified as "Practice Weapons" and do only very limited damage. You should acquire new weapons and equipment as soon as possible.

As a new player, a default desktop is arranged for you the first time you play *Ultima Online*. The game automatically opens your Character window, Backpack, Radar Screen, Skill list and Quick Menu.

Note: You may arrange the open windows as you wish—upon logging out of *Ultima Online*, they are saved to a character desktop file. When you re-enter Britannia with the same character, your open windows are arranged as you left them. You may arrange separate configurations for each character on your account if you wish.

The Character Window

A great deal of information about your character can be found by using your Character window.



Name

The Name box displays your character's full name, profession, titles and reputation. If you are a member of a guild, your guild affiliation and titles are displayed here.

Paperdoll

This close-up view of your character includes any clothing or armour you are currently wearing and weapons or tools you are currently holding. Click on an item to identify it.

To remove an item from your character, click on it and drag it to your backpack or to the ground. To wear or equip an item, drag the item from your backpack to your Paperdoll and release it.

Some items, such as bracelets, necklaces and rings may be difficult to see on your Paperdoll. For ease of wearing and removing these items, they are visible in the small equipment slots located to the left of your Paperdoll.

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.

You may rotate the view of your Paperdoll 360° by using the small rotation arrows located near its feet. This rotation affects only your Paperdoll and does not change the position of your character within the game.

Status Window

The Status window has been integrated with the Character window in *Ultima Online: Third Dawn*. Directly beneath your Paperdoll is a representation of your current Hit Points, Mana and Stamina. As the current value of each increases or decreases, this is reflected by the movement of the corresponding blue bars.

Detailed information on your character status may be gained by using the STATUS button, described later in this section.

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. You may remove or add items to your backpack by clicking and dragging the item. You may re-size your Backpack window by clicking and dragging the blue gem in the lower right-hand corner of the window.

Your backpack may also be accessed by clicking the INVENTORY button on your character window or by holding **Alt** and pressing **I**.

Character Window Menu

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

MAP: This button opens an overhead image of your immediate area. Your location within the map is highlighted by a single white dot. You can toggle between small and large map windows by clicking the MAP button or pressing **Alt + R**.

INVENTORY: The INVENTORY button opens your backpack. You may re-size your Backpack window by clicking and dragging the blue gem in the lower right-hand corner of the window. Pressing **Alt + I** also opens your backpack.

JOURNAL: The JOURNAL button opens a window containing a written record of your recent conversations and actions during the current play session. You may re-size the Journal window by clicking on the blue gem in the lower right-hand corner of the window and dragging to the preferred size. The red ribbon on the right allows you to scroll through the contents of the window.

SKILLS: The SKILLS button opens a window listing all your skills and their current ratings. Skills are arranged by category: MISCELLANEOUS, COMBAT RATINGS, ACTIONS and LORE AND KNOWLEDGE. Clicking on a category displays your ability level in all of the skills contained within. The abilities listed are modified by your basic statistics, which may give you a positive rating in skills you have never practiced. To see your unmodified skill levels, select the SHOW UNMODIFIED VALUES button at the top of the Skill menu.

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

Many skills appear with a blue gem next to their listing. This gem indicates that, in order for the skill to be used, it must first be evoked from this menu. To evoke a skill, open the Skill list and click on the blue gem.

Note: Additional information about managing skills and general information on individual skills can be found in the *Ultima Online* Playguide located at <http://guide.uo.com>.

STATUS: The STATUS button opens a window displaying your character's Vital Statistics. The value listed on the left for each statistic is the value at the time you open the status window. The number on the right is your current possible maximum value for each statistic. The statistics available in your status window are:

Strength (STR): Your current Strength

Dexterity (DEX): Your current Dexterity

Intelligence (INT): Your current Intelligence

Sex: Your gender

Armor Rating (AR): Your armour rating based on your currently equipped armour

Note: Damage in *Ultima Online* is allocated to specific locations on your body. If you are hit in an un-armoured location, your Armor Rating has no effect.

Hit Points (HPS): Your current Hit Points

Mana: Your current Mana

Stamina (STAM): Your current Stamina

Gold: The amount of gold you are currently carrying

Weight (WGHT): The total weight of all clothing and inventory items (in stones—the standard Britannian weight unit)

PARTY: The PARTY button opens the Party System manifest. You can use this manifest to invite others into your party, to communicate with your party, disband from your party and control whether party members can loot your corpse. Additional information on the Party System can be found in the *Ultima Online* Playguide located at <http://guide.uo.com>.

PROFILE: The PROFILE button opens the Character Profile screen. You can fill this page with any information about your character 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.

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

CHAT: The CHAT button opens the Chat System interface. Additional details of the *Ultima Online: Third Dawn* Chat System can be found in the *Ultima Online* Playguide at <http://guide.uo.com>.

HELP: The HELP button opens the Help System menu. Should you find yourself in a situation where you have questions about the game, about the rules of *Ultima Online* or if are having problems of any sort, you can use this menu to find answers to your questions or request assistance from game staff.

OPTIONS: The OPTIONS button opens an extensive menu of options to customise your game screens, sounds and other functions. Full descriptions of *Ultima Online: Third Dawn* options can be found in the Playguide located at <http://guide.uo.com>.

LOGOUT: This button disconnects you from the game and returns you to the Main menu. If you do not use a safe logout option, your character will remain in the game for five minutes after you log out. Your character will fight back if attacked, but only melee combat.

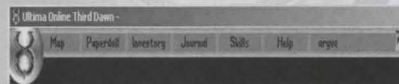
Note: If you log out by using your Camping skill or while at an inn or in your house, your character disappears from Britannia immediately and is not subject to the five minute log-out timer.

PEACE/WAR: The PEACE/WAR button toggles your character from Peace mode to War mode and vice versa. See **Combat** on p. 18 for additional details on fighting and War mode.

The Quick Menu

The Quick Menu allows you immediate access to common commands from a permanent location in your game window. Clicking on any of the buttons toggles the commands described earlier. Additionally, the Quick Menu lets you access the Gesture Menu. Clicking this drop-down menu allows you to select from a number of animated gestures. Upon your selection, your character completes the gesture and it remains as your default gesture. When a gesture is set as a default, you can use the gesture by clicking the gesture name in the Quick Menu.

Moving Your Character



The first thing you need to do is learn how to move around. Practice in the area near where you are placed in the game as you are inside the town and safe from any harm.

Walking Around

In *Ultima Online* you can move your character by right-clicking. Place your cursor over a point in the gameplay window and right-click. Your character turns to face the cursor and takes a step towards it.

Continual Movement

If you need to go more than a few steps in any given direction, you may want to move continually. Place your cursor some distance away in the direction you want to go and hold a right-click. Your character moves off in that direction and keeps moving until the click is released (or until you run into something). You can change direction by rotating the cursor around your position while holding a right-click.

Keyboard Movement

You can also move in *Ultima Online: Third Dawn* by using your keyboard. Hold the arrow keys or the outer numbers of the numerical keypad and your character moves in the corresponding direction.

Running

It is possible to run during continual movement. The further the cursor is from your character, the faster your character moves. To move at a slow stroll, keep the cursor 2 centimetres or so away from your character. To sprint, move the cursor out to the edge of your window.

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

Following

Hold down the **Alt** key and click on another character to follow that character wherever he or she goes. To stop following, hold the **Alt** key and click on your character.

Note: If you fall too far behind the character you are following (due to crowds, combat or rough terrain) the Follow command cancels itself automatically.

Opening Doors

Before you can move through a doorway or gate, they must be open. To open a door or gate, double-click on it. If the door is locked, a message appears stating this.

Long Distance Travel

The world of Britannia is quite vast and composed of multiple facets or land areas. To ease travel over long distances, adventurers may opt to use spells, runestones, moonstones or moongates. Information on spells, runestones and moonstones can be found in the *Ultima Online* Playguide located at <http://guide.wo.com>.

Moongates, appearing as glowing blue portals, can be found throughout Britannia and can be used to travel to locations on the Felucca, Trammel and Ilshenar facets.

To use a moongate:

1. Walk through the glowing blue portal. You are presented with a menu of options.
2. Choose the facet to which you wish to travel.
3. Choose a location within the facet.
4. You are transported from the nearest moongate to your chosen location.



Communicating With Others

Talking to Others

Conversing with other players requires no special tricks in *Ultima Online*. Merely type what you wish to say and press **Enter**. Your speech appears directly above your character's head. There are additional keystrokes that allow you to use speech in specific ways (i.e. to yell or to whisper). These keystrokes can be found in the *Ultima Online* Playguide, located at <http://guide.wo.com>.

In addition to conversing within the game world, you may wish to try the *Ultima Online* Chat option, which allows you to open an additional chat window outside the game. Details of the chat system can be found in the *Ultima Online* Playguide located at <http://guide.wo.com>.

Talking to NPCs

NPCs can be so believable that it may be difficult to tell that a real person isn't controlling them. If you are unsure whether a character is an NPC, try asking them a question or ask them to train you in skills.

NPCs are present throughout Britannia, selling wares, guarding towns and wandering about. They're quite busy interacting with the populace, so in order to speak with them you must first get them to notice you. To gain the attention of an NPC, you must include their name (or, in the case of a Merchant, "vendor" or "merchant") whenever you speak to them. You can learn an NPC name by double-clicking on them to view their Character window.

NPCs often provide directions or answer questions posed to them. Make sure you ask your question clearly so that they understand it. Using the SELL or BUY command with merchants also allows you to buy and, perhaps, sell wares.

For example, saying:

- ... "Vendor Buy" or "Vendor Purchase" causes the nearest vendor to display their wares.
- ... "Vendor Sell" prompts the vendor to offer gold for your goods (if you have any of value).
- ... "(vendor name), where is bank?" prompts the NPC to offer brief directions to the bank.
- ... "train" prompts the NPC to offer you a list of skills they can teach.
- ... "train (skill)" prompts the NPC to tell you the price of training in a specific skill they teach.

Note: If an NPC doesn't understand your question, they generally let you know, though, on occasion, they may merely ignore you.

Combat

Trammel/ Ilshenar and Felucca

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

Trammel: The facet on which all new players begin is focused on player versus monster combat. Except under certain circumstances, such as guild wars, players on the Trammel shard may not attack each other. All player versus player combat is consensual. This means that the players involved must have actively pursued gameplay options to facilitate this type of combat.

Ilshenar: The newest facet of Britannia is governed by the same rules as Trammel. Player versus monster combat is the norm and player versus player (PvP) combat is consensual only.

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. Bear in mind that you are responsible for the consequences of your actions and actively pursuing player versus player combat may result in a negative reputation or karma.

War Mode and Fighting

Aggressive combat takes place in Britannia only when you are in War mode. To enter War mode, click on the PEACE button to the right of your Paperdoll. Your cursor turns red. Double-clicking on an enemy then causes you to advance and engage them in combat.

Note: To leave War mode, click the PEACE button once more.

Be extremely careful when targeting while in War mode! Double-clicking on an NPC or another player while on certain facets counts as an attack against them, whether or not you actually make contact with the target. This may cause you to be flagged as a criminal (coloured grey), resulting in other players being able to kill you without repercussion, for a short period.

For more information on "greys", "reds", "blues" and the Reputation System, please see the *Ultima Online* Playguide located at <http://guide.uo.com>.

Targeting

To target anything in the world of *Ultima Online*, you need to move your mouse cursor over the item/monster/person and click. Be careful what and when you target, as you may find yourself unintentionally engaging in an attack!

Helpful Hints

- 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. Always remember that other players are people just like you.
- If you know a trade skill (such as fishing or tailoring), with a very small investment in raw materials, you can start making items and selling them for profit quite quickly.
- Stealing and fighting are strictly illegal in towns (and impossible on the Trammel and Ilshenar facets) unless you are participating in a guild or faction war. Guards kill anyone they catch breaking the laws of the land.
- The colour of each character's name gives you important information about them:
 - Blue:** This player or NPC is a good citizen of Britannia
 - Red:** This player or NPC has committed murder
 - Orange:** This player is an enemy guild or faction member
 - Grey:** This player has been flagged as a criminal for a recent action
 - Green:** This player is an ally guild mate or faction member
 - Purple:** This character is an OSI volunteer
 - Yellow:** This character is OSI staff
- Shopkeepers' inventories change with supply and demand. If you can't find the item you're looking for in a city, you may wish to visit player-run vendors, commonly found in and around houses in the wilderness.
- A great way to meet other players is by participating in player-run events and quests. You can find current and upcoming events on each shard listed on the *Ultima Online* website at <http://www.uo.com>.
- The *Ultima Online* skill system allows you to customise your character to your preferences. If you decide you want to change the focus of your character and are no longer interested in a particular skill, just flag that skill to decay by toggling the down arrow next to it in your Skill list. As you learn other skills, the decaying skill loses points over time.
- Training dummies can be used to practice weapon skills in the safety of town. Large cities, such as Trinsic, have training dummies available to the public near the weapon and armour shops.
- Use your bank vault—it's free after all! Store valuables in it before heading off into the wilderness. If you run into trouble, you'll know that your valuable items are safe in town.

Additional Information

The *Ultima Online* website is designed to provide you with up-to-date information on all aspects of *Ultima Online*.

<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.

<http://www.ultima-registration.com> - The *Ultima Online* Account Management website. Visit the account management website to 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. Find the latest updates and information on specific shards, upcoming game changes, read comments from *Ultima Online* team members and keep up-to-date on all the latest news.

<http://support.uo.com> - The *Ultima Online* Support Center. Have questions about technical support, game rules or maintenance schedules? The *Ultima Online* Support Center contains updated information on commonly asked questions about *Ultima Online*.

<http://my.uo.com> - *MyUO.com* offers personalised news and information about *Ultima Online*—and it's free! Just sign up and use MyUO to arrange the website to display only the information you want to see. Plus, extra bonuses abound—like your personal character pages, allowing you to show off your *Ultima Online* character to anyone with a web browser!

<http://boards.uo.com> - The *Ultima Online* Message Boards. Monitored by *Ultima Online* staff, the *UO.com* message boards provide 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*. A free MyUO membership is required to post to these message boards.

<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. This 'in-character' newspaper covers official fictional events and quests on all the 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 at the official *Ultima Online* website. We also showcase player establishments, spotlight stories written by players, offer streaming audio content, newsletters and much more. We hope you'll stop by and explore the world outside Britannia at <http://www.uo.com>.

Install Guide

System Requirements

To experience the new features available in *Ultima Online: Third Dawn*, you must install the 3D-optimised version of the game. The *Ultima Online: Third Dawn* CD also includes the original version of the game, which does not require 3D support.

Note: Windows NT and 2000 are not supported by *Ultima Online: Third Dawn*.

Ultima Online: Third Dawn Requirements

Minimum Requirements (3D Supported)

- Windows® 95/98/ME
- 266 MHz Intel® Pentium® II processor
- 64 MB RAM
- 650 MB free hard disk space
- Supported 8 MB 3D graphics accelerator with Direct3D™ support (Voodoo2 cards NOT SUPPORTED). See www.uo3d.com for a full list of supported 3D graphics accelerators
- 4x CD-ROM drive
- 16-bit sound card (DirectX™ 7.0a supported)
- Microsoft™ compatible mouse (100% Windows 95/98/ME compatible)
- An ISP with a Slip/PPP or direct connect at 28.8 Kbps or better

Recommended Requirements (3D Supported)

- Windows 95/98/ME
- 350 MHz Intel Pentium II processor
- 128 MB RAM
- 750 MB free hard disk space
- Supported 16 MB 3D graphics accelerator with Direct3D support (see www.uo3d.com for a full list of supported 3D graphics accelerators)
- 4x CD-ROM drive
- 16-bit sound card (DirectX 7.0a supported)
- Microsoft compatible mouse (100% Windows 95/98/ME compatible)
- An ISP with Slip/PPP or direct connect at 56.6 Kbps or better

Ultima Online: Renaissance (2D) Requirements

Minimum Requirements (Non-3D Supported)

- Windows 95/98/ME
- 200 MHz Intel Pentium processor
- 32 MB RAM
- 2 MB PCI video card (DirectX 7.0a supported)
- 16-bit sound card (DirectX 7.0a supported)
- 390 MB free hard disk space
- 4x CD-ROM drive
- Microsoft compatible mouse (100% Windows 95/98/ME compatible)
- An ISP with Slip/PPP or direct connect at 28.8 Kbps or better

Recommended Requirements (Non-3D Supported)

- Windows 95/98/ME
- 233 MHz Intel Pentium processor
- 64 MB RAM
- 4 MB PCI video card (DirectX 7.0a supported)
- 16-bit sound card (DirectX 7.0a supported)
- 590 MB free hard disk space
- 8x CD-ROM drive
- Microsoft compatible mouse (100% Windows 95/98/ME compatible)
- An ISP with Slip/PPP or direct connect at 56.6 Kbps or better

Note: This game requires a minimum of 390 MB free hard disk space (non-3D accelerated) or 650 MB free hard disk space (3D accelerated) for installation. This number is subject to change. Please visit <http://www.uo.com> for current specifications.

Note: The swap file used by Windows 95/98/ME requires additional free hard drive space. The amount varies by system, but we recommend at least an additional 50 MB free space.

Note: 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 Internet Service Provider (ISP).

Note: 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).

Clean Up Your System before Running the Game

Before you install any software, it is critical that your hard drive be in proper working order. We recommend that you perform regular "house keeping" by running ScanDisk and Disk Defragmenter.

- **ScanDisk** searches your hard drive for any lost data.
 - **Disk Defragmenter** ensures that your data is sorted properly. Failure to verify this may result in corrupt data.
1. To run ScanDisk, click on the START button from the Taskbar.
 2. From the Start menu, select RUN.
 3. In the **Run** dialog box, type **scandisk** and click OK.
 4. Once the program starts, ensure that you have selected THOROUGH in the **Type of test** section. The process will take a while to complete but the results are well worth the time invested. Make sure there is a check mark in the AUTOMATICALLY FIX ERRORS box and select the hard drive you are installing the game to (e.g., C:).
 5. Once everything is set up correctly, click START to have the program scan the drive and correct any errors.
 6. Next, run Disk Defragmenter. Click START from the Taskbar.
 7. From the Start menu, select RUN.
 8. In the **Run** dialog box, type **defrag** and click OK.
 9. As with ScanDisk, select the drive you are installing the game to and click OK. This process will also take some time, but is again worth the effort to ensure a trouble free installation of your game.

What is DirectX™?

Read this section completely before playing *Ultima Online: Third Dawn* or installing DirectX.

DirectX is part of Windows® 95, 98 and ME. It allows Windows to access certain parts of your PC at high speed, allowing you to run today's games. As new technology is introduced, such as next generation 3D Accelerators and 3D soundcards, DirectX evolves to support these new technologies.

Ultima Online: Third Dawn requires DirectX 7.0a, which is included on the game disc for you to install if necessary.

In order to operate correctly, DirectX may need to update the software drivers for your video card, sound card or 3D accelerator. Using drivers that do not have DirectX 7.0a support may result in display or audio problems in *Ultima Online: Third Dawn*.

During the installation of DirectX 7.0a, your video card, sound card and 3D accelerator card drivers will be checked for compatibility. If possible, the DirectX 7.0a installer will update any incompatible drivers automatically. However, if you have a very new piece of hardware in your system, or a lesser-known model, you may need to contact the manufacturer of the component for the latest software drivers with DirectX 7.0a support.

Important Note: During the installation of DirectX 7.0a, the Setup program detects whether or not your drivers can be updated successfully. If the driver being replaced has not been tested or replacing the driver is known to cause problems, the Setup program warns you accordingly. We recommend you abide by these warnings.

How do I install DirectX 7.0a?

When you install **Ultima Online: Third Dawn**, your system will be scanned for DirectX. If the correct version is not detected, you will be prompted to install DirectX 7.0a from the **Ultima Online: Third Dawn** CD. We recommend you follow the advice given by the **Setup** program.

If you want to install DirectX 7.0a **after** installing **Ultima Online: Third Dawn**:

Windows 95/98 users:

1. Click **START** on your Windows taskbar, highlight **FIND** and click **FILES OR FOLDERS**.
2. In the **NAMED** box, type **dxsetup**.
3. Ensure the **LOOK IN** box is set to the drive letter of your CD-ROM (e.g. D:) drive, then click **FIND NOW**.
4. When the file appears, double-click on the **dxsetup** icon in the **Name** column.
5. When the **dxsetup** icon appears, click **REINSTALL DIRECTX** to complete the process.

Windows ME (Millennium Edition) users:

Click **START** on your Windows taskbar, highlight **SEARCH** and click **FOR FILES OR FOLDERS**.

In the **SEARCH FOR FILES OR FOLDERS NAMED:** box, type **dxsetup**.

Ensure the **LOOK IN** box is set to the drive letter of your CD-ROM (e.g. D:) drive, then click **SEARCH NOW**.

When the file appears, double-click on the **dxsetup** icon in the **Name** column.

When the **dxsetup** icon appears, click **REINSTALL DIRECTX** to complete the process.

Check your system!

To check if your computer fully supports DirectX 7.0a, run the DirectX Diagnostics Tool after installing DirectX 7.0a.

1. Click **START** on your Windows taskbar. Then click **RUN**.
2. From the **Run** dialog box, type **dxdiag** then click **OK**.

The DirectX Diagnostics Tool gives you information on your video card, sound card and 3D accelerator card drivers.

- To check your video card drivers, click on the **DISPLAY** tab, or the **DISPLAY 1** tab if you have one.
- To check your sound card drivers, click on the **SOUND** tab.
- Some 3D accelerators have their own tab, called **DISPLAY 2**, so you may need to check this also.

On each of these screens, the **Drivers** section tells you if Microsoft has certified your driver as supporting DirectX 7.0a.

- If your driver is reported as 'Certified: Yes' your device has DirectX 7.0a support and should work properly with **Ultima Online: Third Dawn**.
- If your driver is reported as 'Certified: No' your device does not have DirectX 7.0a support and you may experience problems running **Ultima Online: Third Dawn**. Please consult the notes section at the bottom of the DirectX Diagnostic Tool window.
- Windows 98/ME users may also consult the **TROUBLESHOOT** button, accessed from the **MORE HELP** tab. Normally, updated drivers that support DirectX 7.0a will be available from the manufacturer of the device in question, which will allow you to play **Ultima Online: Third Dawn** without any problems. In this case, we suggest you contact the manufacturer of the device, and request the latest DirectX 7.0a compatible drivers. These are normally available free of charge from the manufacturer's website, or via their technical support help-line.

Installing the Game

To install **Ultima Online: Third Dawn**:

1. Start the Windows 95/98/ME operating system.
2. Insert the **Ultima Online: Third Dawn** CD into your CD-ROM or DVD drive. When the Autorun menu appears, click **INSTALL**. The Setup screen appears.
 - You may exit the setup program at any time by clicking **CANCEL**.

Note: If the Autorun menu does not automatically appear, click the **START** button on your Windows 95/98/ME taskbar, then click **RUN**. . . . At the **Run** dialog box, type **d:\autorun**, then click **OK**. The Autorun menu appears. (Substitute the correct letter of your CD-ROM drive if other than 'D:')

Note: Experienced users may follow the on-screen instructions after this point. For detailed instructions, keep reading.

3. Select **ULTIMA ONLINE: THIRD DAWN** and click **NEXT** to continue.
4. Choose the destination folder in which you want **Ultima Online: Third Dawn** to be installed (C:/Program Files/Ultima Online Third Dawn is the default), then click **NEXT**.

Note: **Ultima Online: Third Dawn** does not allow you to install to an existing Ultima Online directory.

Note: 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 asks you to create it. Click **YES** to create it or **NO** to return to the previous screen and select a different directory.

5. Install DirectX 7.0a drivers for your hardware if necessary. If the required drivers are already installed on your computer, the installation program prompts before reinstalling the drivers. Click **NEXT** to continue.

Note: **Ultima Online: Third Dawn** requires DirectX version 7.0a or higher. To check your version number, run **DXSETUP.EXE** or **DXDIAG.EXE**. For additional information on DirectX installations, see **What is DirectX?** on p. 25.

In addition to **Ultima Online: Third Dawn**, your CD contains some additional programs:

Ultima Online: Renaissance is a version of **Ultima Online** that does not require a 3D accelerator card to run. If you are experiencing problems running **Ultima Online: Third Dawn**, you may wish to install this version.

UO Auto Map is a utility designed to supplement **Ultima Online's** built-in map system. It can be run in conjunction with **Ultima Online** and offers enhanced mapping options.

Setting Up Your Account

Ultima Online: Third Dawn requires that you have an ISP and a game account. To create your game account, you may follow the links from the install program or connect directly to <http://www.ultima-registration.com> with your web browser.

Once you arrive at the Account Management website (<http://www.ultima-registration.com>):

1. Select 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. Enter the registration code attached to the back of your **Ultima Online: Third Dawn** CD case.
3. Read through the Terms and Conditions and Rules of Conduct.
4. Select an account name and password.

Note: Your password must be between 5 and 16 characters in length. Passwords are case-sensitive.

5. Enter your birth date. You must be 18 years of age to create an **Ultima Online: Third Dawn** account.
6. Enter the requested name and address information.
 - If you wish to enter your billing information at this time, you may do so by choosing MONTHLY PAYMENT PLAN or GAME TIME.

Note: Upon registering your **Ultima Online: Third Dawn** account, you will receive 30 days of free gameplay. After 30 days, you'll need to either register a credit card or purchase Game Time coupons through the EA Store located at <http://www.ea.com> to continue playing.

An account billed to a credit card will remain active until you choose to cancel it. You may cancel your account at any time by visiting <http://www.ultima-registration.com> and selecting MODIFY ACCOUNT followed by CANCEL.

Troubleshooting and Support

Common Troubleshooting Questions

Note: For a comprehensive list 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 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: Third Dawn** CD. If this does not help, you may wish to turn off the Autorun function of your CD-ROM drive. To do this:

1. Click START on your Windows task bar.
2. Choose 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?

There are a number of possible reasons for this:

- 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 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 colour 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 disk space. *Ultima Online: Third Dawn* runs best when there is at least 50 MB of free space available on the hard disk 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* 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: Third Dawn*.

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 DirectX version 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/contact.html>.

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: Third Dawn 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.

Note: The availability of in-game support is dependent upon the game shard you are using.
Email: support@uo.com

Technical Support

EA Technical Support supports installation and technical issues for *Ultima Online: Third Dawn*.

Phone: 0870 2432435

Note: This is a National Call rate number charged at BT's standard national call rates (7.9p per minute peak, 3.95p per minute evenings, 2p per minute weekends. These costs include VAT. Prices correct at time of going to press). In order to improve our customer service, we will log your details into a secure database. When you are connected to a representative, you will be asked for several details, including your surname and date of birth. This information will not be shared with any external companies, or used for marketing purposes without your consent.

Manned lines open from 9am–6pm Monday to Thursday and 9am–4:30pm on Fridays. Outside these hours, our automated services are available.

Outside of these office hours, contact EA.com Technical Support for *Ultima Online: Third Dawn* installation and technical issues.

Phone: 001 804 963 8577

Note: This is a US International number charged at the standard International call rates.

Email: tech@uo.com

Alternatively, you may write to us at the following address, including a daytime telephone number:

Ultima Online
Electronic Arts UK Ltd
Customer Services
PO Box 181
Chertsey
KT16 0YL

Or fax us on:
0870 241 3231

When contacting us by fax or letter, please include a daytime telephone number whenever possible, so we can contact you if necessary.

Account Support

If you cannot log into the game, believe your account statement is in error or have specific account questions, Account Support may be able to assist you.

Phone: 001 512 434 4358 and press option #1 from the main menu.

Note: This is a US International number charged at the standard International call rates.

Email: billing@uo.com

Notice

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS TO THE PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LIMITED, PO BOX 181, CHERTSEY, KT16 0YL, ENGLAND.

ELECTRONIC ARTS MAKES NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES.

THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address at the rear of this document, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

Returns After Warranty

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a cheque or postal order for £7.50 per CD, payable to Electronic Arts Ltd.

Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 181, Chertsey, KT16 0YL, UK.

Systran® Limited Warranty and Proprietary Rights Statement

Copyright. The Translation Software belongs to SYSTRAN and is protected by patents and/or international copyright laws applicable in France, Europe, the United States, and generally in all countries belonging to the international patents and copyright conventions.

Conditions for Use. The right to use the Software is granted by SYSTRAN personally to the User, i.e., for use limited to User's own requirements on the EA server allowing simultaneous access to the server by client end users subject to the condition that all rights to any texts to be translated must be held by the User, that such translated texts resulting from the use of the Software may be transmitted on-line, but not the Software itself.

Any use other than that provided for under this agreement requires a specific license for same with an additional fee.

Limited Warranty. SYSTRAN PROVIDES THE SOFTWARE AND ANY TEXTS GENERATED BY SUCH SOFTWARE ON "AS IS" BASIS. In particular, SYSTRAN does not warrant that the Software or such texts will satisfy the User's requirements, performances or expectations concerning use or operation, nor that the Software is free from bugs.

Disclaimer of Other Warranties. SYSTRAN EXPRESSLY DISCLAIMS ALL WARRANTIES AND/OR CONDITIONS, OR REPRESENTATIONS, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR PARTICULAR PURPOSE. Some jurisdictions do not allow the exclusion of implied warranties, so the above exclusion may not apply to you.

Limitation on Liability. SYSTRAN shall not be held responsible for any claim made by third parties. It is explicitly agreed that SYSTRAN shall in no case be held responsible for damages sustained by the User due to any use to which the Software is put other than that for which it was supplied.

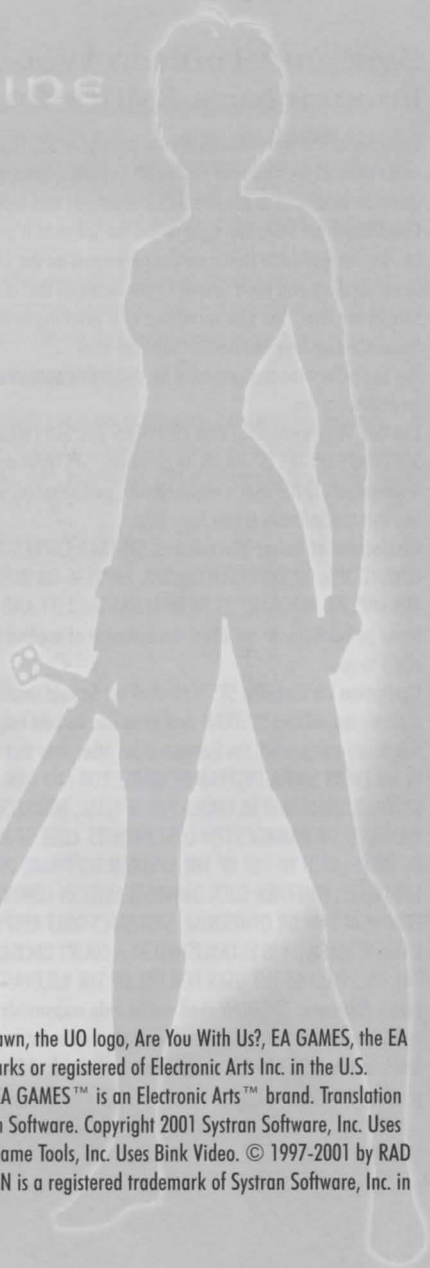
IN NO EVENT SHALL SYSTRAN BE LIABLE FOR ANY DAMAGES WHATSOEVER, AND IN PARTICULAR SYSTRAN SHALL NOT BE LIABLE FOR SPECIAL, INDIRECT, CONSEQUENTIAL, OR INCIDENTAL DAMAGES, OR DAMAGES FOR LOST PROFITS, LOSS OF REVENUE, OR LOSS OF USE, ARISING OUT OF OR RELATED TO USE OF THE SYSTRAN SOFTWARE OR THE TEXTS GENERATED BY SYSTRAN SOFTWARE, WHETHER SUCH DAMAGES ARISE IN CONTRACT, NEGLIGENCE, TORT, UNDER STATUE, IN EQUITY, AT LAW OR OTHERWISE. SYSTRAN'S ONLY RESPONSIBILITY FOR MONEY DAMAGES TO THE USER, IF LIABILITY IS ESTABLISHED BY A COURT DECISION, SHALL BE LIMITED TO REPAYMENT OF THE FEES PAID BY THE USER FOR USE OF THE RELEVANT VERSION OF THE SOFTWARE.

Force Majeure. SYSTRAN shall not be help responsible in case of impossibility or delay in performance due to force majeure or any other event beyond its control.

Trademarks. SYSTRAN is a registered trademark of Systran Software Inc. in the United States and in other countries.

ULTIMA ONLINE

THIRD DOWN



© 2001 Electronic Arts Inc. Ultima, Third Down, the UO logo, Are You With Us?, EA GAMES, the EA GAMES logo and Electronic Arts are trademarks or registered of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA GAMES™ is an Electronic Arts™ brand. Translation software included under license from Systran Software. Copyright 2001 Systran Software, Inc. Uses Granny Animation. © 1999-2001 by RAD Game Tools, Inc. Uses Bink Video. © 1997-2001 by RAD Game Tools, Inc. All rights reserved. SYSTRAN is a registered trademark of Systran Software, Inc. in the United States and in other countries.

The OFFICIAL Electronic Arts
Hints and Tips line.
For walkthroughs, cheats & tips call

09067 53 22 53

Callers from Ireland use

1 560 923 580

Callers must be 16 or over.

This is a fully automated service that provides hints
and playing tips for many of the games in the
Electronic Arts range.

This service is updated on a regular basis.

NOTE: Calls are charged at 75p per minute.*
Please ask the permission of the person who pays
the bill before phoning.

Average duration of call is 3 minutes.
Service available in the UK and Ireland only.

*Details correct at time of print.



ELECTRONIC ARTS™

ORE08803487M

WNGA-JFAH-SXEI-OE

UO: Account Creation Code. Valid ONLY at URL: [HTTPS://ULTIMA-REGISTRATION.COM/](https://ultima-registration.com/)