







A vibrant, detailed screenshot from the MMORPG Ultima Online. The scene depicts a coastal town with stone buildings and a large, ornate tower. In the foreground, a large, orange, winged dragon is breathing fire. To its left, a large, muscular, orange-skinned creature is running. The background shows a blue sea with small boats and distant mountains under a cloudy sky. The overall style is highly detailed and colorful, characteristic of the game's art direction.

Classic Game Postmortem: *Ultima Online*

Richard Garriott (CEO / Creative Dir., Portalarium)
Starr Long (Exec. Producer, Portalarium)
Raph Koster (Designer, Independent)
Rich Vogel (VP Tech & Shared Serv., Certain Affinity)

Quit

1995

My
UO

Account

Mail

MOVIE

CREDITS

HELP

- 28.8 Modem
- CPU 33MHz
- 16 MB RAM
- 1 MB 16 bit video card
- 260 MB OF HD



MOVIE

CREDITS

HELP

- Your network is 2500 times faster.
- CPU 33MHz
- 16 MB RAM
- 1 MB 16 bit video card
- 260 MB OF HD



MOVIE

CREDITS

HELP

- Your network is 2500 times faster.
- A 4 core PC is over 1000 times faster.
- 16 MB RAM
- 1 MB 16 bit video card
- 260 MB OF HD



MOVIE

CREDITS

HELP

- Your network is 2500 times faster.
- A 4 core PC is over 1000 times faster.
- You probably have 1000x the RAM.
- 1 MB 16 bit video card
- 260 MB OF HD



MOVIE

CREDITS

HELP

- Your network is 2500 times faster.
- A 4 core PC is over 1000 times faster.
- You probably have 1000x the RAM.
- 8000x the video memory.
- 260 MB OF HD



MOVIE

CREDITS

HELP

- Your network is 2500 times faster.
- A 4 core PC is over 1000 times faster.
- You probably have 1000x the RAM.
- 8000x the video memory.
- And your *phone* has 10x the storage.



MOVIE

CREDITS

HELP



HQ: K1-84 reported in section 16,18
rvF_2 :Entering the pattern.
rvF_2 :Change to trail formation.

My
UO

Account

Mail

MOVIE

CREDITS

HELP

Air Warrior

Quit

My
UO

Account

Mail

MOVIE

CREDITS

HELP



The image shows a combat screen from the game Neverwinter Nights. The screen is divided into two main sections. The left section is a battle arena with a grey floor and a blue stone wall. A group of characters, including a Clerkorg and a Goblin, are engaged in combat. The Clerkorg is a large, armored figure with a red shield, and the Goblin is a smaller, green creature. The right section is a text log displaying the combat details. The log shows that Clerkorg has 10 hitpoints, an armor class of 1, and is using a mace. It also shows that Clerkorg has attacked the Goblin, hitting for 6 points of damage, and is now dying. At the bottom of the screen, a status bar indicates the current action: "MOVE/ATTACK, MOVE LEFT = 4 UNDO DONE".

CLERKORG
HITPOINTS 10
AC 1
MACE

CLERKORG
ATTACKS
GOBLIN
HITTING FOR 6
POINTS OF DAMAGE

GOES DOWN
AND IS DYING

MOVE/ATTACK, MOVE LEFT = 4 UNDO DONE

Neverwinter Nights

Quit

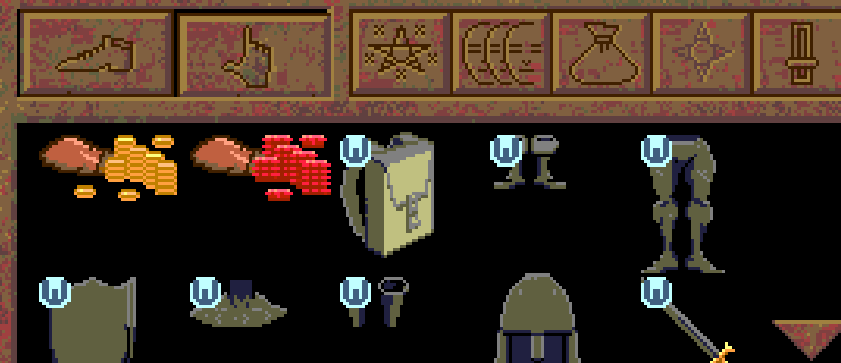
Monmouth

Health 1428

Server lag: 2.44 seconds.



OOC> Tagarr: I will ☺
Gamete: nah. anything you want...
OOC> Vale: thank you all who vouched for me☺
OOC> PurpleSticky: 2K BID FOR AMBER ANY HIGHER /T ME
BEFORE I SELL IT !!!!!!!!!!!!!!!!!!!!!!!!!!!!!
OOC> FnjordII: down to 666 hp☺
OOC> MrButta: Any Drops??
OOC> Vale: VetVic is honest ☺☺☺
OOC> Morlay: hey phury☺☺



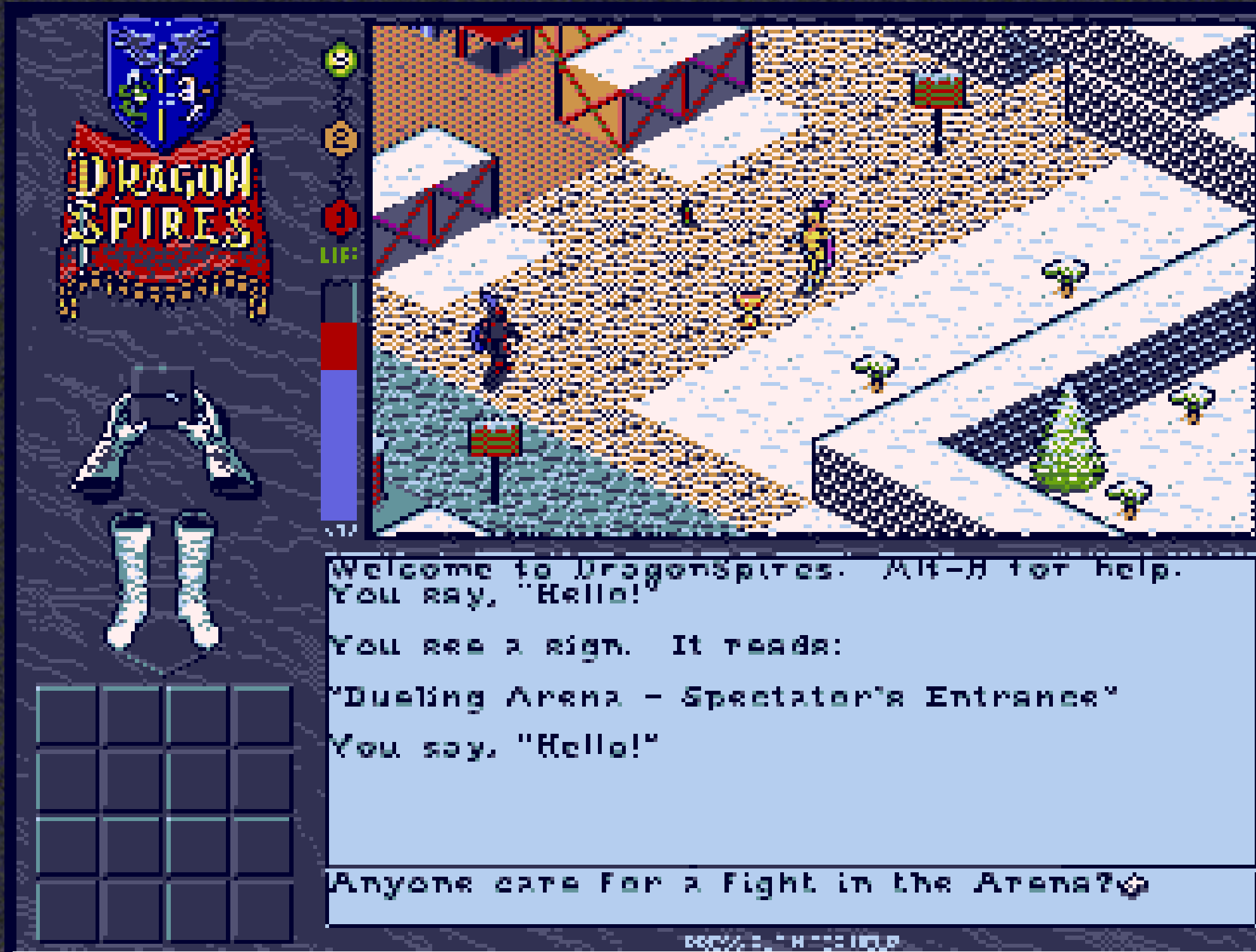
MOVIE

CREDITS

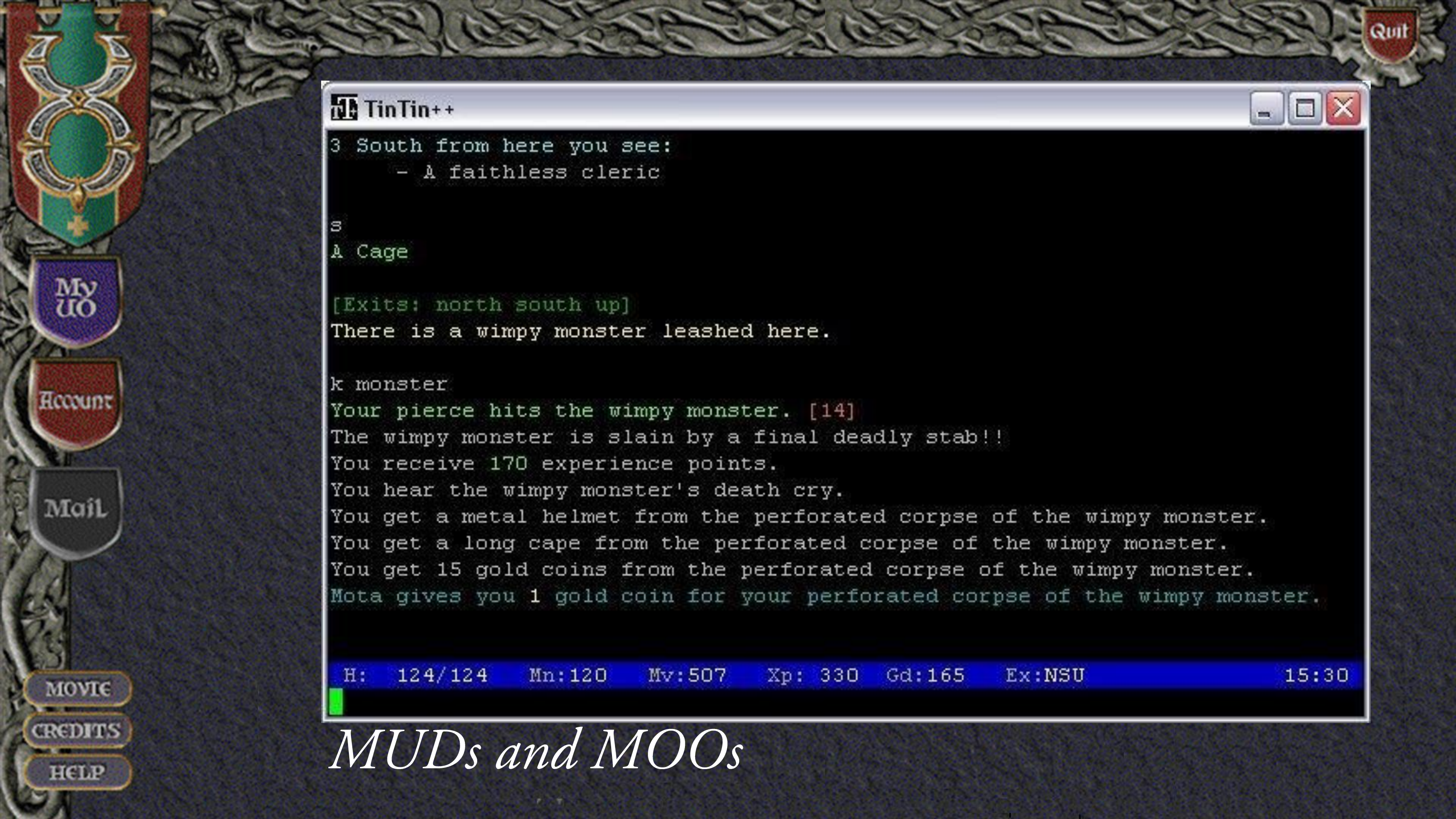
HELP

The Realm

Quit



Dragonspires

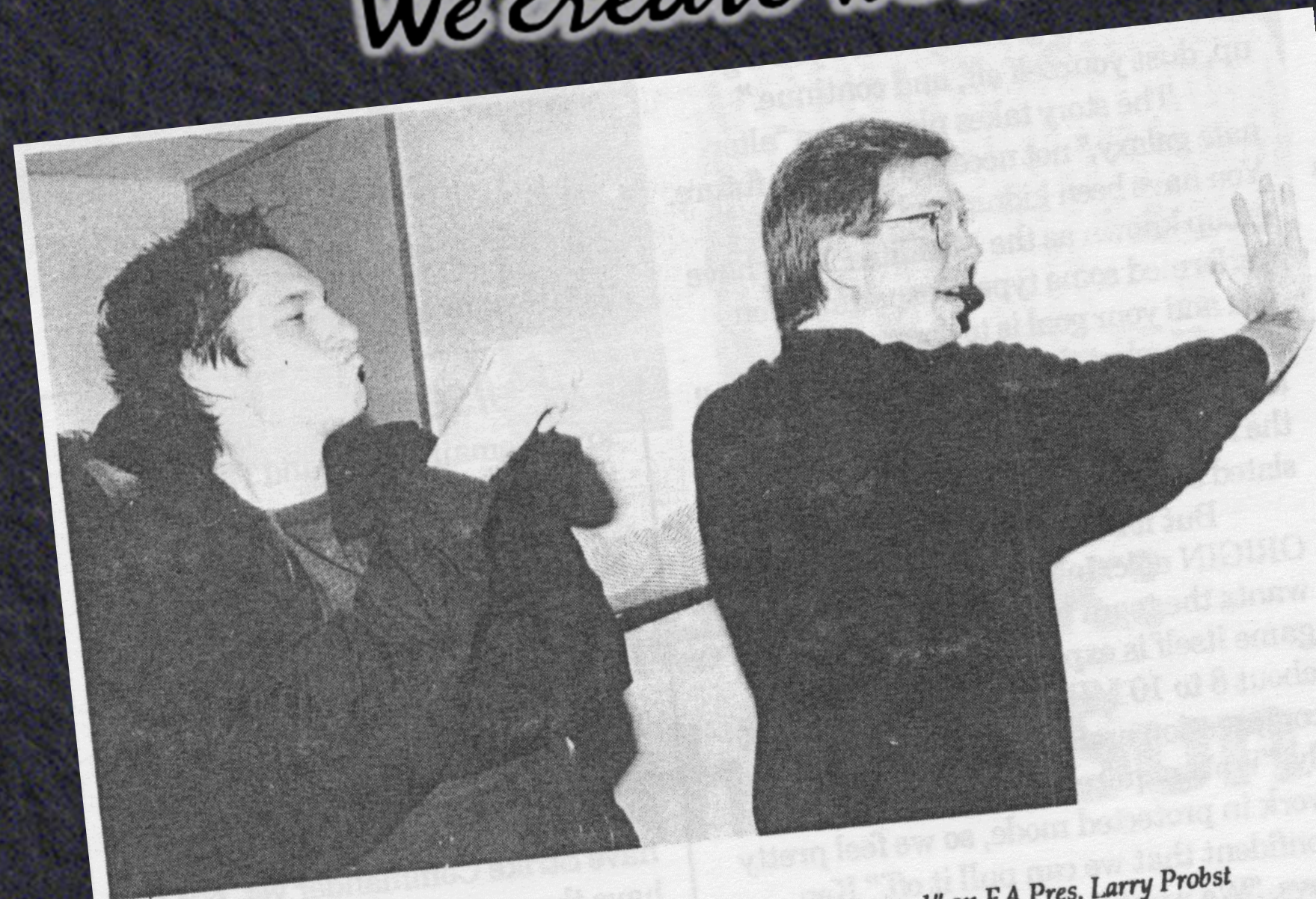


MUDs and MOOs

Multima: The start

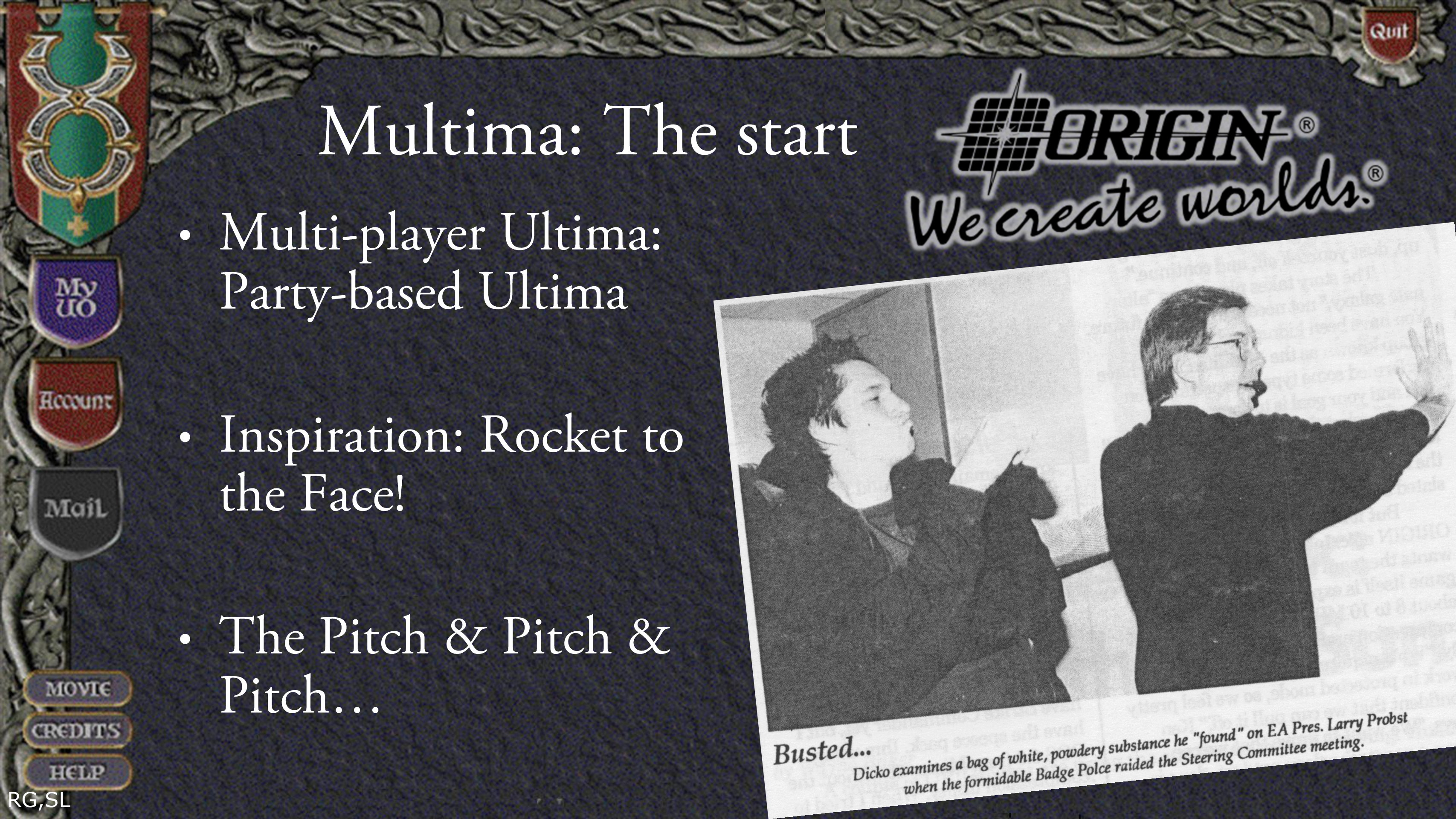
- Multi-player Ultima:
Party-based Ultima
- Inspiration: Rocket to
the Face!
- The Pitch & Pitch &
Pitch...

ORIGIN®
We create worlds.®



Busted...

Dicko examines a bag of white, powdery substance he "found" on EA Pres. Larry Probst when the formidable Badge Police raided the Steering Committee meeting.



“Ultima Online: Mudders of Invention”

- Mudders & Ultima 6 Prototype



Ladies and gents, the Multima team. Clockwise from top left: Rick Delashmit, Edmond Meinfelder, Clay Hoffman, Starr Long (in hiding), Micael Priest, Andrew Morris, Scott Phillips, Kristin Koster and Raph Koster (and friend).

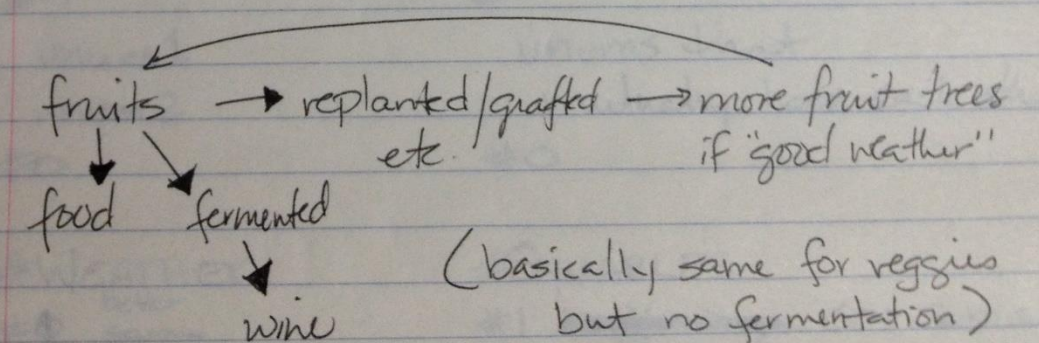
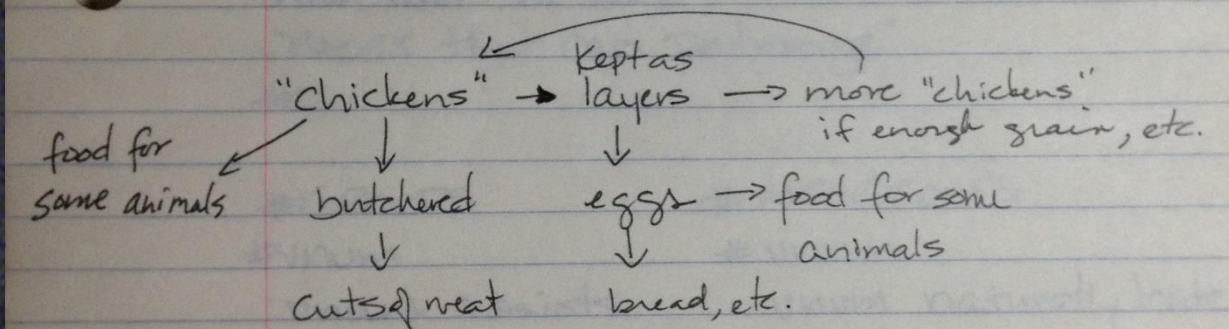
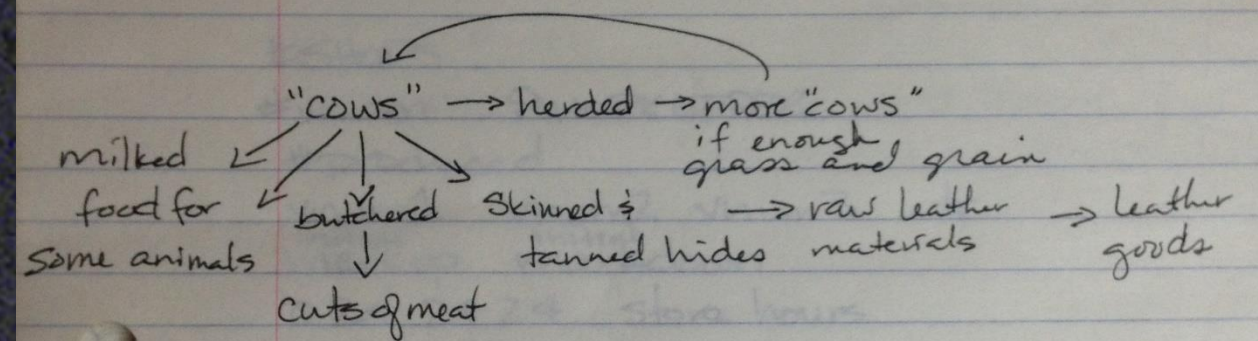
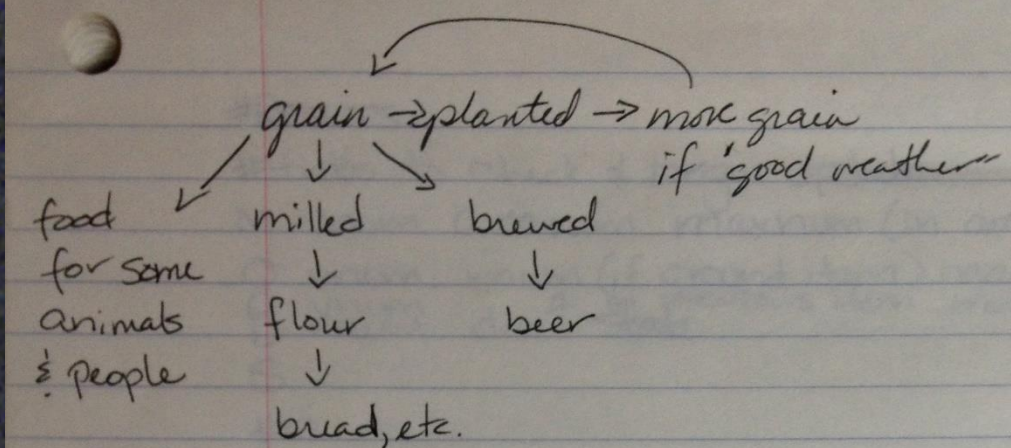
MUDs: What are they and where did they come from?



Skunkworks & “Open” Floor Plan (Raph & Starr)

~~Attributes~~ Attributes

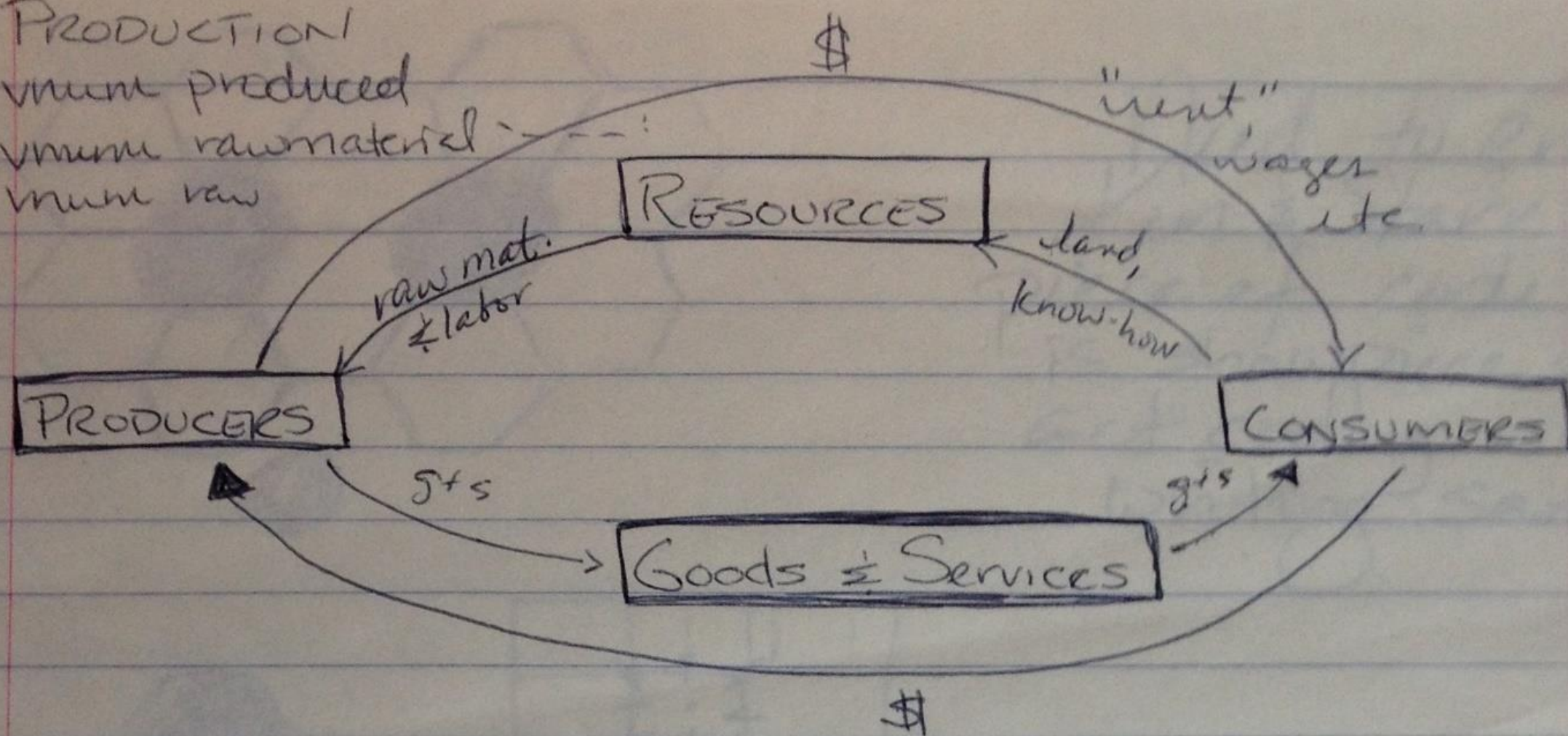
aggressivity / friendliness
 lightness / heaviness
 visibility &
~~darkness~~ brightness
 perceptiveness
 alignment = evil vs good
 and lawful vs chaotic?
~~flamability~~ flamability
 living
 dead
 light
 dark
 noisy / silent
 sharpness / ~~softness~~ roundness
 brittleness ~ crystallinity
 hardness / softness
 agility / clumsiness



Designing for emergence

~~Sum of raw material~~

PRODUCTION
num produced
of num raw material
of num raw



Resource system

- Everything PRODUCES
 - Resource, max, regrow rate
- AI could also WANT
 - FOOD: resource, stomach size, bite size
 - SHELTER: resource, amount needed, home
 - DESIRE: resource, amount needed, aversion

Quit

My
UO

Account

Mail

MOVIE

CREDITS

HELP

A rabbit

PRODUCE

FUR in a small amount, and don't regrow it; and made of MEAT

EAT

GRASS, FLOWER, and VEGETABLE, a small stomach size, in nibbly bites.

SHELTER

in GRASS or BUSH, but treat BUSH as home if they're a decent size

DESIRE

have an aversion to anything that produces CARNIVOREMEAT

MOVIE

CREDITS

HELP

A wolf

PRODUCE

FUR in a medium amount, and doesn't regrow it; and CARNIVOREMEAT

EAT

MEAT, up to a small stomach size, in medium bites.

SHELTER

in TREE or CAVE, but treat CAVE as home if they're a decent size

DESIRE

nothing, but have an aversion to anything that produces CARNIVOREMEAT

MOVIE

CREDITS

HELP

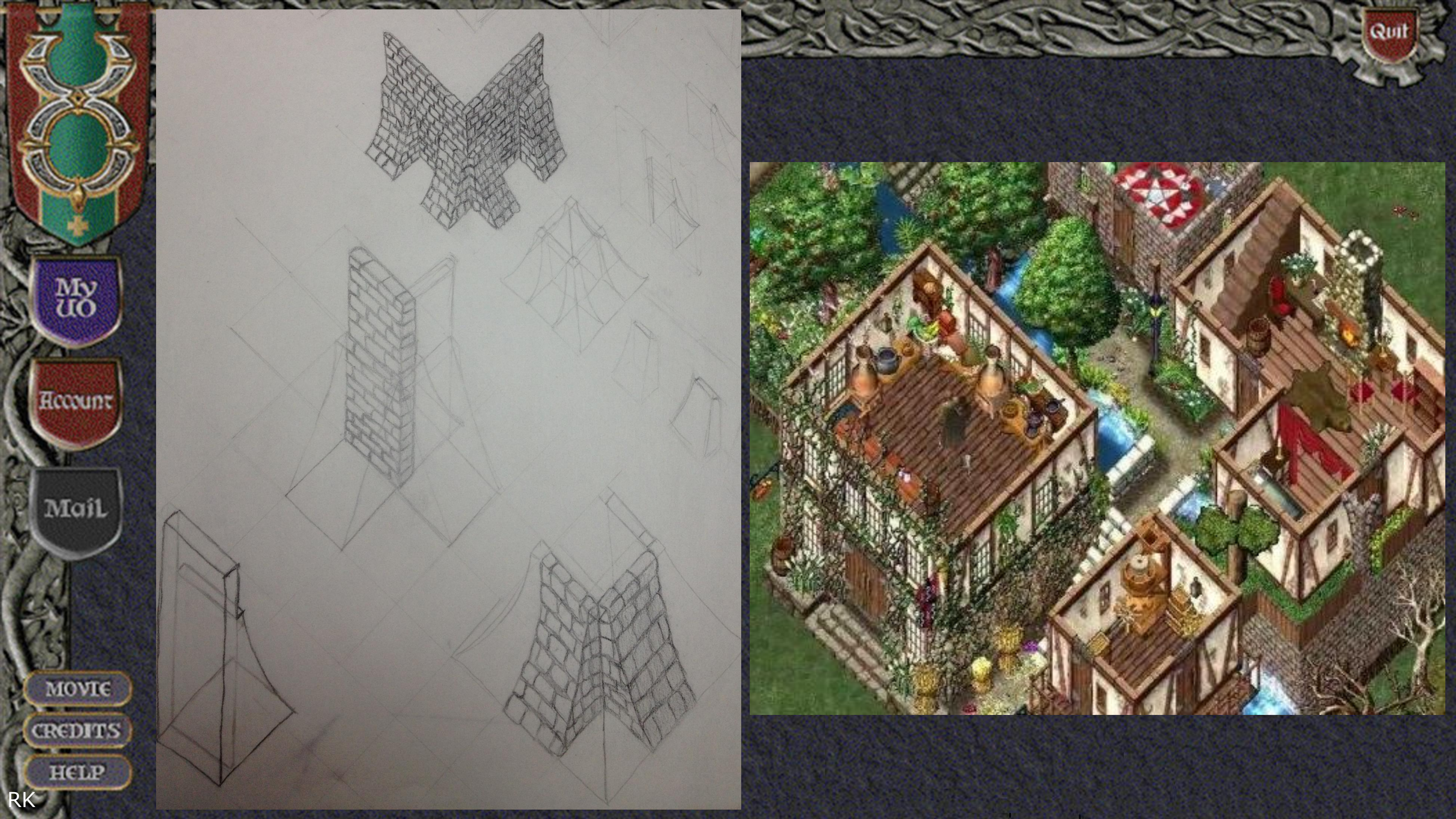
World as simulation:
4km x 4km at 1m resolution.



MOVIE

CREDITS

HELP



Quit

My
UO

Account

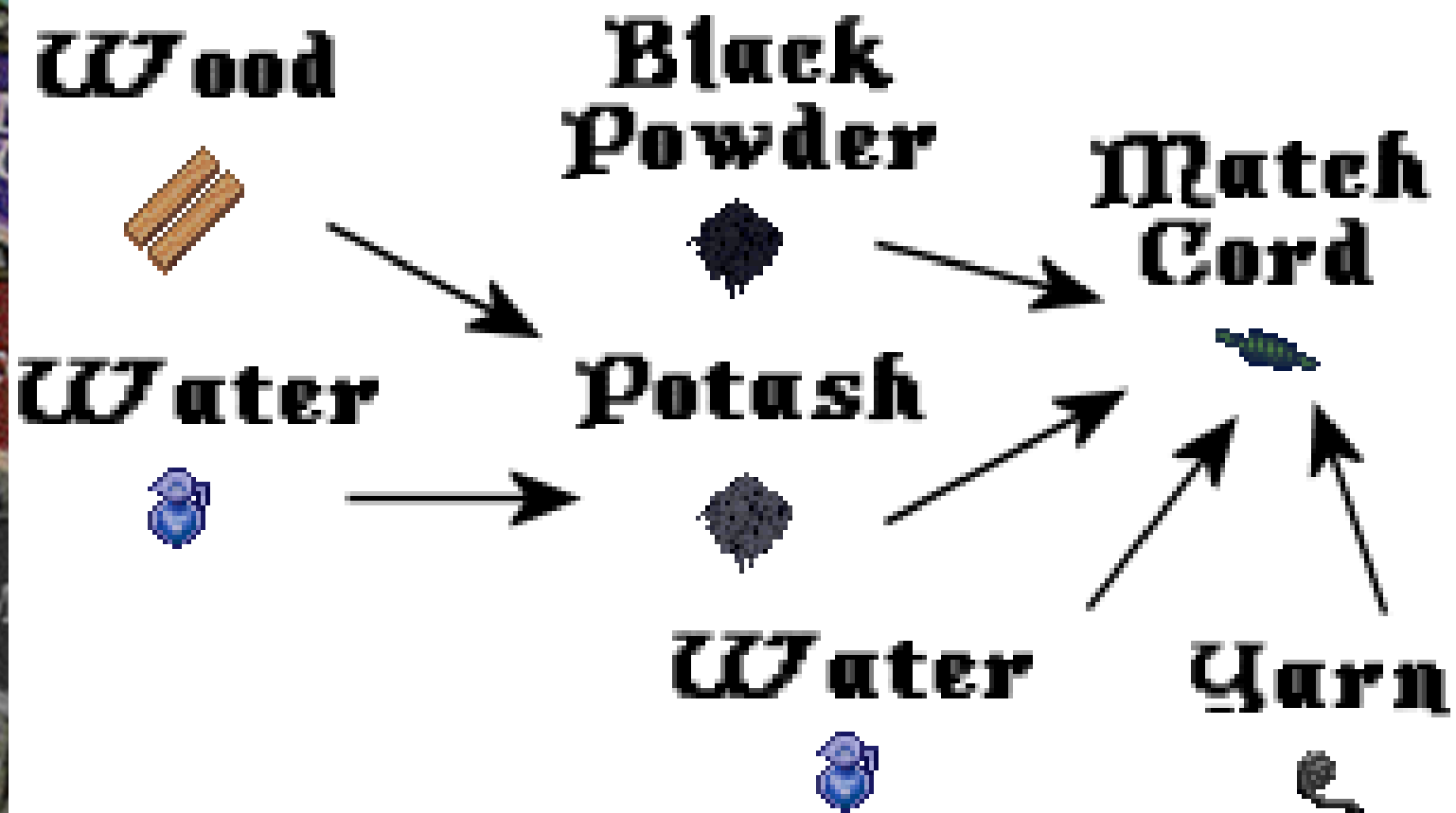
Mail

MOVIE

CREDITS

HELP

RK



MOVIE

CREDITS

HELP



The original website

- Festooned in llamas!
- A giant FAQ promising every feature!
- Marketing didn't know we launched it.

ultima



online

The promise – what was UO?

- A living breathing fantasy world.
- The first large open world PVP sandbox game.
- Full world state and character state – whatever you dropped it stayed there until it rotted or was picked up!
- A world with true consequence tackling real social issues online.
- A use-based skill system meant that every role was equally important.
- *Roleplay. Theaters. Blacksmiths. Thieves. Explorers. Adventurers.*

MOVIE

CREDITS

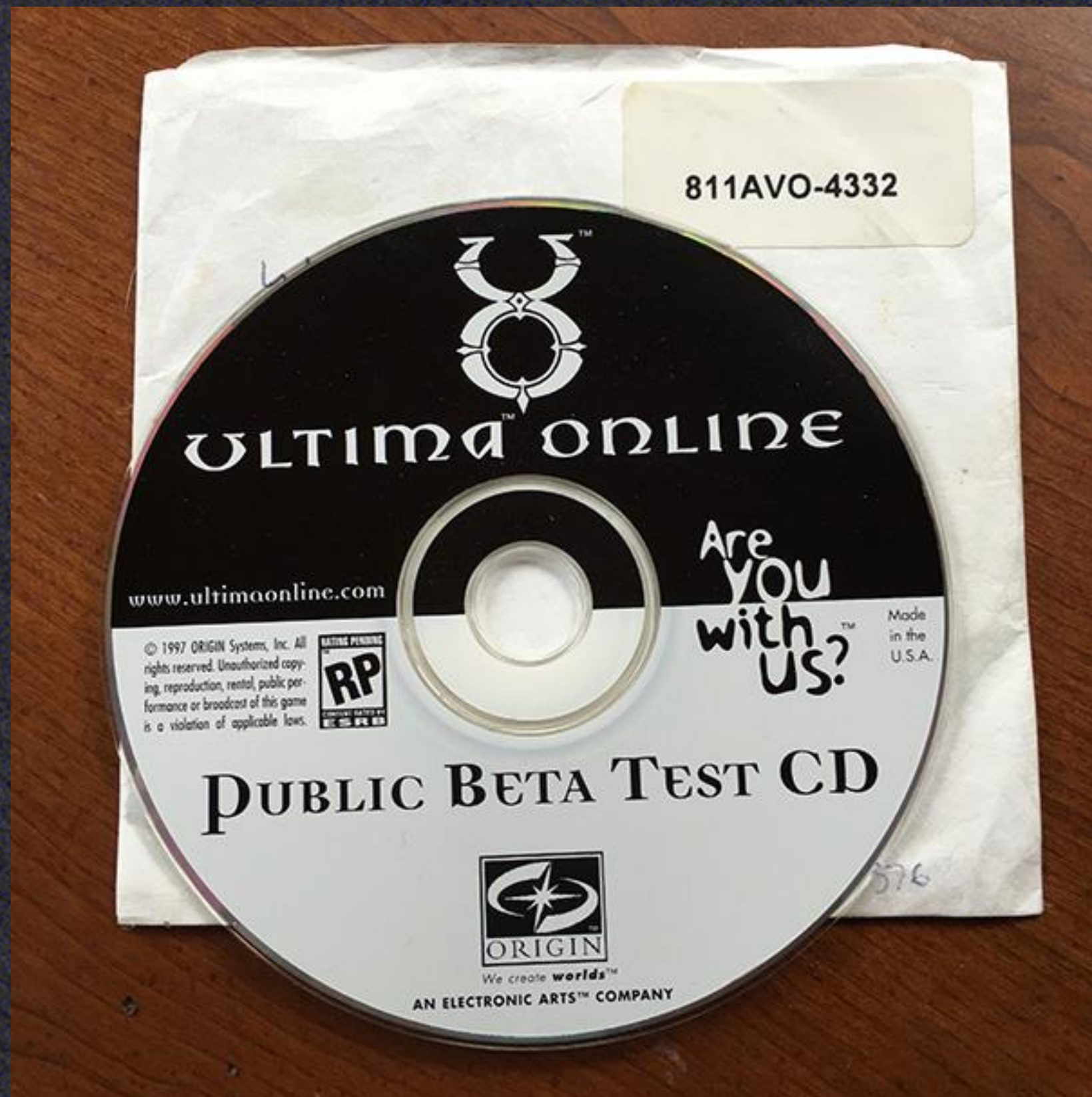
HELP

Quit

\$5 beta

First early access?

EA wakes up...!





UO: Beta

- “We’re here to help.”
 - U9 iced!

Constant invention

- Account system!
 - Needed a unique code system
 - Needed to connect to a billing processing system for credit cards, so we used Mpath.
 - Needed to develop GameTime codes for retail, mostly for Europe



MOVIE

CREDITS

HELP

Servers and shards

- Seamless servers.
- Component based scripting.
 - But watch out for designers!
- Login servers to user servers to game.
- Patching system.
- Full world state.

Select which shard to play on: Latency: Packet Loss:

<i>Second Age</i>	-	-
<i>UO Tutorial</i>	-	-
<i>Second Age Test</i>	-	-

Sort By:

TIME ZONE

% FULL

CONNECTION



UO Tutorial

Launch lessons learned

- We used to say “you only get one launch.”
 - Now we say “don’t launch until you’re ready.”
- Population distribution is extremely important.
 - Crowded versus empty servers – sparse distribution problem.
- Escalation plans are really important!
 - Runbooks!

“Never trust the client. The client is in the hands of the enemy.”

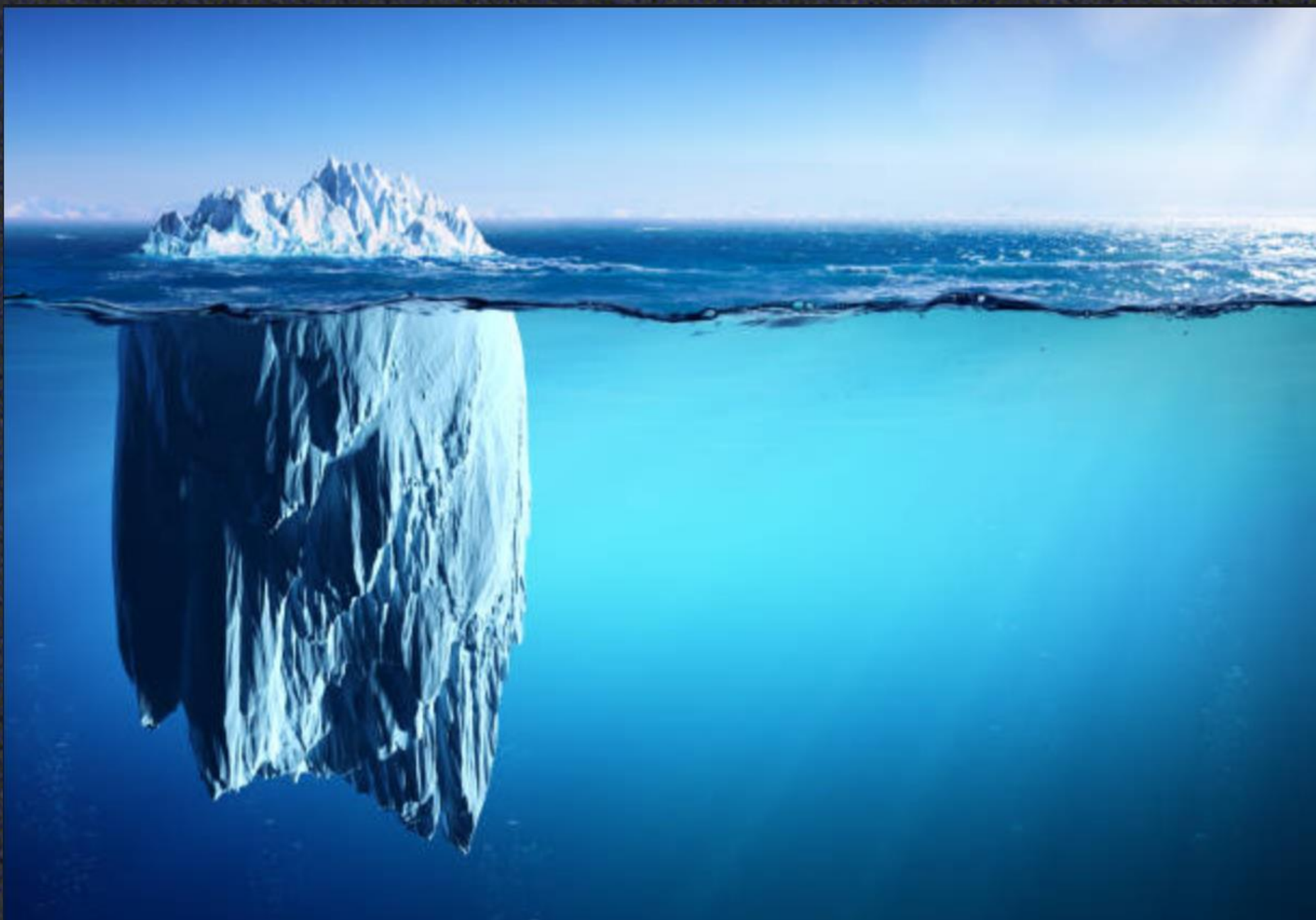
MOVIE

CREDITS

HELP

Quit

The hidden work



30% game

70% service
layer

MOVIE

CREDITS

HELP

- Managing a connected community is different than traditional PR.
- Balancing legal, PR, and community is hard.
 - Volunteer system.
- Exploit sites are hard to manage
 - Dr. Twister!

MOVIE

CREDITS

HELP

The PK Problem

- Flagging
- Notoriety
- Reputation



MOVIE

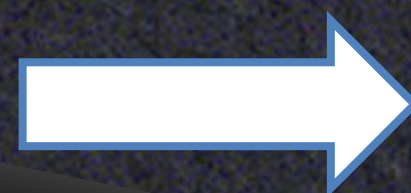
CREDITS

HELP

Rares



eBay



Gold farming



Back

Welcome to the Ultima Online Rares Database, Search and Buy...

Welcome to UltimaOnlineRares.com Your Ultima Online Rares Database Search Engine.

OUR WEBSITE IS SMART PHONE FRIENDLY!!!

Welcome to UltimaRares.com The **Ultima Online Rares Database!** Your one stop place for UO Rares Collectors to Search for information on Ultima Online Rares, and the place to Buy UO Rares! Broker Services also available!

Items listed for sale do not all belong to me. A lot of them are items on Consignment. All prices are set by each owner of the items. Prices will vary and can even vary if there are multiple quantities of the same item by different owners.

This site is in the process of becoming the best **ultima online guide** out there!

Our goals as time goes by:

- Have every Rare on Ultima Online listed and pictured here
- Gather as much history on each rare, and recover all history lost over the years
- Document all previously undocumented rare items on UO
- Add Sound waves to rares with sound
- Create a user interface to be able to add items to wishlist, add rares users own etc.
- Add hue IDs and Item IDs

Please keep checking back as our site forms into something miraculous!

Special Thanks;

- Thank you Hubby aka **Lewt/Sokaku (LuT)** for your hard work to make this database possible!!
- Thank you **Manticore** for all of your dedication and hard work with keeping up with Rares and information all these years! Without him this database would not be possible, as a lot of the information is gleaned from his archives list.
- Thank you to everyone who has lent me their items for pictures, and sent pictures in.

If you would like to purchase an item in our for sale list, please contact me at **ICQ 111891022**

If you need a Reputable Ultima Online broker, contact me for trusted uo broker services. Please stay safe, make sure it is **me** you are dealing with by double checking my contact information, icq, or pm me at **stratics**.

If you would like me to sell an item for you, you must place your item with me, there will be a commission taken. Please contact me for details

GMs, counselors, challenges!



“GM Darwin was creating house and castle deeds online, handing them off to a character and then selling those deeds for REAL US\$ MONEY on Ebay.”

The bizarre phenomenon of buying and selling virtual property on eBay has turned Ultima Online into a cottage industry, sometimes a profitable one. It's easy really... get an account, macro up a good character or two, make some cash to go with him through macro mining or whatever, and wham... “I hope you will have as much enjoyment playing this great character as I did making him!” Now take the power of a GM, to instantly fabricate the items that people are willing to bid on, and you have an instant moneymaker there.

If you take a look at the [amount of stuff](#) he was selling on eBay, it's completely staggering. How could he expect NOT to get caught?

MOVIE

CREDITS

HELP



Patch notes and forums

- Optimizations and tweaks were done to reduce lag.
- We've fixed any server stability problems as they manifested (including the problem with secure trading).
- Ship holds are now only openable when on the ship.
- You can no longer teleport onto ships.
- The sign on player buildings is no longer pickable.
- The rate of item decay was slowed down.
- All types of gorgets are now available for sale.
- The variety of treasure in creature inventories has been increased, including higher circle spell availability.
- Released pets now have a neutral notoriety, instead of the notoriety of their former owner.
- Cooking now burns food on failure.
- Failure at bowyering and fletching now consumes wood.
- Failure at tailoring hides now consumes hides.
- Dice should work (for the board games).
- The skill advancement curve has been adjusted to make it harder to advance the higher you go.
- We have added support for Soundblaster AWE sound fonts. These are located on your CD.
- The skill advancement problems caused by the last patch are resolved and are no longer occurring.
- We are working on a solution for those who were affected by the problem.
- The weight problem with depositing large amounts of gold and then getting stuck will be fixed.
- Shops paying extremely high prices for items if you had a lot of them to sell is fixed.
- Counselors are able to understand ghosts.
- Orcs (regular ones, not orc captains) will loot corpses of creatures they kill or see killed. This is behavior that we will eventually make more widespread.
- The frequency of guards in the woods should be drastically reduced. Guards at road guard posts will stay by their guard posts.
- The frequency of magic items on creatures will be reduced.
- When purchasing items worth more than 2000 gold, the money will be automatically withdrawn from your bank account.
- The secure trading window will only function at short ranges.
- You can now remove items that are too heavy for you.
- You no longer lose items that are too heavy for you when you log back into the game.
- Horses that run out of loyalty now buck you off and run away





E8 Tuesday, March 10, 1998

Online players go overboard for Web game

Continued from E1

fish or even just be a cook. Being a cook is pretty boring, but you can do it."

To date, the game has been a tremendous success, showing there is, indeed, a market for online gaming as well as a way to make money at it. In fact, the 90,000-plus players/subscribers far surpassed Origin's expectations and forced the company to expand its three-server setup to a 10-server setup. That helped alleviate the strain on the Ultima Online system and has kept it from crashing as much as it did when the game was first released. Crashing is still a problem, says Raph Koster, lead designer on Ultima Online, and it's one that has top priority.

"The success we've had has really been unexpected, and had to really scramble to accommodate all of those people who initially bought the game. Now we're having to prepare ourselves for all the potential players who are knocking at the door."

Despite the technical problems, Origin is reporting average of four hours of playtime a day. There also is an average of 5,000 to 6,000 people playing Ultima Online at any given time. The game maxes out at 12,000 players, from all over the world, playing at one time.

Ransacking the castle

Salmon's character, Faramir, is an archer. He is showing off the castle on Yew belonging to him and his friends. Together, the group of players (some of whom are in real life and some are "virtual") has formed a "virtual" company, called Fingert Warriors Mercantile, that has amassed huge "virtual" riches. They have acquired these riches by shearing "virtual" sheep and selling their "virtual" wool. Faramir purchased the "virtual" castle.

"Hmmm," Faramir says in colored text above his head as he moves through the computer-generated structure. "It's been awhile since I've been here, but I think we've been ransacked."

Salmon, the voice and directive soul of Faramir, orders who would be so rude as to ransack his castle. Fingert Warriors Mercantile are good with a virtual "G," Salmon says. "That means we don't go fighting for fights. But, when we do fight, we usually kill evil players and monsters."

Mark Ansley, associate editor of GAME magazine,

Richard Garriott, right, aka Lord British, founded the Ultima game series and is the Online development staff.

zine, says the making of community — the forming of companies and alliances — has been one of the amazing things about Ultima Online. He says he was skeptical the game could pull off its goal of forming an online environment that worked like a real world, but the game has succeeded at it.

"Now you can log on and see players' characters taking part in marriages, feasts and banquets," Ansley says. "It's kind of cool and kind of weird."

"We have people setting up governments," Koster says. "You can even see player protests in the game. All of this shows us we have built an online community."

Other companies joining 'grand experiment'
It is midafternoon and Faramir starts to move

jerklily through the town with a friend, Sir Frag. "Tis a lovely day for Festival speak."

Salmon explains game is because of (The Great Lakes individual server.

"When it gets Salmon, as he v frozen, to take fun when it's play in the m until midnigh Salmon w



This is a map of Britannia, the world where characters in Ultima Online work and play.

turns off his computer. "Even if Ultima Online does have a few bugs, I still think it has major potential," says Salmon, adding, "It's great to interact with other people and learn new things about the world."

MASSIVE ATTACK



Ultima Online

Too big for its britches

Live vicariously through an avatar in Ultima Online, Origin's much-ballyhooed multiplayer Internet adventure. This engaging alternate reality swarms with everything a hungry role-playing fanatic could ever fantasize about: how best the dream is shattered by technical difficulties galore.

ULTA Online's 3D color isometric terrain generator sports the cleanest graphics to date for any Ultima. Combining the steel-based graphics from Ultima II with texture-mapped polygons for elevations, rolling hills and jagged mountain peaks, ULTA's engine renders vast cityscapes and dungeons without budging a pixel. Everything else in ULTA is presented in spate form—some as large as 2048x1280 for the dragons.

Pre-rendered in 3D Studio and lightmapped, over a thousand frames of animation per character bring each sprite to life, and the "paper doll" system of dressing your character means characters will almost never look alike. This massive animation doesn't come cheap—your need 26MB of free hard drive to install and run ULTA.

Now is all this multiplayer magic pulled off? Seven dedicated servers stream 24/7. Character information is saved on the server side.

Despite each server producing movement, lag and waiting is still prevalent. Depending on the time of day, we experienced everything from "hanging" (objects magically



Don't be too hot and about, looking for adventure points in Ultima Online.



jump due to latency, in on-screen action for 10 seconds. And lagging can be as bad as actually snafus and be as often that not, you can do lag in, rapid in re-empty treasure chests.

The close quarters you're charged to live combat—where do you go to get the loot? You also have to fear that the loot in the room is snatched away by another player. Even trying to loot is a one-way ticket to a one-way ticket to a one-way ticket.

Despite the snafus, your trouble isn't over yet. You have to go through a series of quests (called "quests") and it's success would be a virtual reality. A second life is a magical world. But, in, it requires a lot with as the fun place to play in 3D day.

Weather helps increase March jobless claims

WASHINGTON—The nation's payroll shrank the first time in more than two years last week, as the unemployment rate hit a seasonally adjusted high of 6.7 percent.

U.S. jobs dropped by 36,000 in March, the first decline since business shut down because of the weather.

U.S. jobs dropped by 36,000 in March, the first decline since business shut down because of the weather.

Origin sued over Internet game

Austin company's Ultima Online takes hit from game participants upset by fees, delays

By Omar L. Gallaga
Austin American-Statesman Staff

When Austin's Origin Systems launched its Ultima Online title last year, the idea was considered ambitious, risky and quite possibly revolutionary.

The risk has paid off in sales of nearly 100,000 copies of the game, but technical problems have prompted

disgruntled gamers to sue Origin and its parent company, Electronic Arts. The game is designed to simulate a medieval fantasy world, but it's not without imperfections. "Through this lawsuit, we want to make it better and more fun for everyone," said George Schell, the San Diego attorney who filed the lawsuit, said the lawsuit has attracted the attention of other gamers who he says want to sign on as part of a class-action suit. Schell said five to 10 more gamers will be added as plaintiffs and that Origin will be served in the next few weeks.

The lawsuit comes as Origin restructures its technical support department. The changes have led to

they've had to pay the price for their big dreams."

Electronic Arts, which reported \$1.31 billion on Friday, to \$1.31 billion. Last year, the company's revenue increased 30 percent to \$1.31 billion.

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Dow tops 9,000, but ends day lower

See Problems, D6

RV, RG

Community



WIKIPEDIA
The Free Encyclopedia

[Main page](#)

Article [Talk](#)

A Story About a Tree

From Wikipedia, the free encyclopedia

"A Story About a Tree" is a

an epitaph

STRATICS

Siege Perilous

Shadowclan Orcs



CERTIFICATE

With a documented history stretching back to at least February 1996, The Syndicate (www.LLTS.org) is the longest-running online guild, with 14 years, 5 months and 22 days of continuous operation as of 7 July 2010

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KURT
TON
Sammwise



MOVIE

CREDITS

HELP

Quit

World's Oldest Profession



Bank Robbers and Magic Gates



Comic by Imanewbie

MOVIE

CREDITS

HELP

Quit

Drunken Protests



MOVIE

CREDITS

HELP



Quit

My
UO

Account

Mail

MOVIE

CREDITS

HELP

Siege of Trinsic

RK

Hulk Hogan in Britannia



Lord British Assassinated

My
UO

Account

Mail

MOVIE

CREDITS

HELP

The king is dead...

Long live the new rulers
of our fantasy worlds.



Q&A

(+ contact info & a cool link!)

Richard Garriott: rgarriott@portalarium.com + @richardgarriott

Raph Koster: <http://www.raphkoster.com> and @raphkoster

Starr Long: slong@portalarium.com + @starr_long

Rich Vogel: richv70@hotmail.com

Rares: <http://www.raphkoster.com/2010/11/24/how-uo-rares-were-born/>