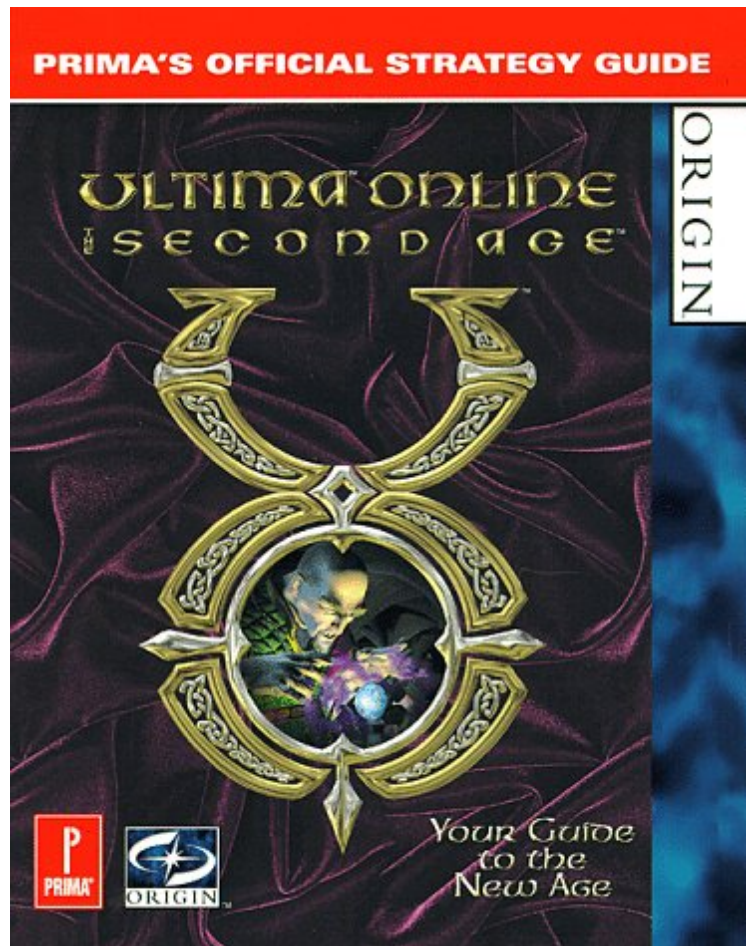


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Ultima Online: The Second Age--Prima's Official Strategy Guide

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0 of 0 people found the following review helpful. NiceBy Colin HayesAs described0 of 0 people found the following review helpful. Good for old school playersBy DeathmirageThis book has tons of useful information regarding UO from the old days. It doesn't have every single detail, but it has a lot. Only a old school UO player would even remotely have any use for this.0 of 0 people found the following review helpful. Good guide, but not made for newbies.By A CustomerI bought it at the same time I started. I thought it was good, but it didn't answer enough early game questions. One of the most annoying was how to make money and what is worth your money. And it filled up too much space with the character templates. It gave stats on the monsters, but didn't have any comments on how to fight them.The other facts, which will matter more when you are more advanced, are good, but agian, almost ignores

the newbie. And the newbie is the most likely to buy this, for they would buy it at the same time as they purchased the game. Still, I think it is pretty good, but may be out of date soon. P.S. I play on Sonoma, under the name of Telas.

Analysis of creature and NPC behavior and stats Explanations of magic and combat systems In-depth advice on developing skills and occupations Tables of weapons and armor stats Maps to guide you on your dungeon crawl Full-color map poster with all towns, dungeons, shrines, moongates, and paths to the Lost Lands revealed Check out these //updates.

.com Origin's The Second Age update to its Ultima Online massively multiplayer role-playing game world provides new territory to explore and new monsters to battle. In order to make sense of the game's new surroundings--and the many changes in Ultima Online (UO) since its inception--Prima's official guide to the game provides information on everything from basic statistics and skills to dungeon diagrams for the die-hard adventure seeker. The book provides a thorough breakdown of each of the key aspects of the game, including skills, weapons, and magic spells. Other topics of interest, such as player-owned vendors and player-run guilds, are also covered. A complete bestiary covers all of the original UO beasts, as well as the mysterious creatures to be found in the new lands. You'll learn all about Ophidians, Terathans, Titans, and Ostards, among others. The book also includes a graph explaining the game's complex reputation system, as well as a brief listing of some of the many "Easter eggs" you might find in Ultima Online. A full-color map of Britannia and the new lands of The Second Age comes with the book. On it, you'll even find thumbnail guides to each of the many dungeons in the game. More complete maps of these underground caverns can be found at the back of the book. Lastly, the guide offers a complete listing of the gateways between the original lands of Britannia and the new lands of The Second Age. Simply put, this book is as valuable a resource to current UO players as the first UO guide was at the game's inception. Don't wander the new lands without it! --Michael Ryan The ultimate guide to a new age.