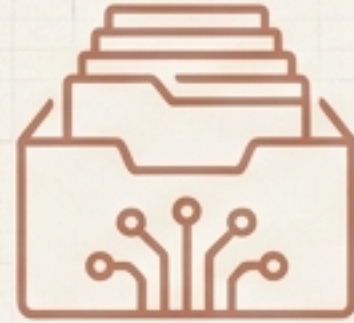


The Two Halves of a Modern Shard



The Asset Library

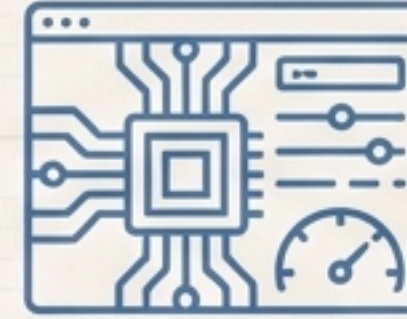
Entity: Official Classic Client

Origin: 1997-era **official UO software**
(uo.com)

Cost: Free

Purpose: Provides the visual, audio, and world data files.

Action Required: Download and install once. Never needs to be launched.



The Modern Engine

Entity: ClassicUO

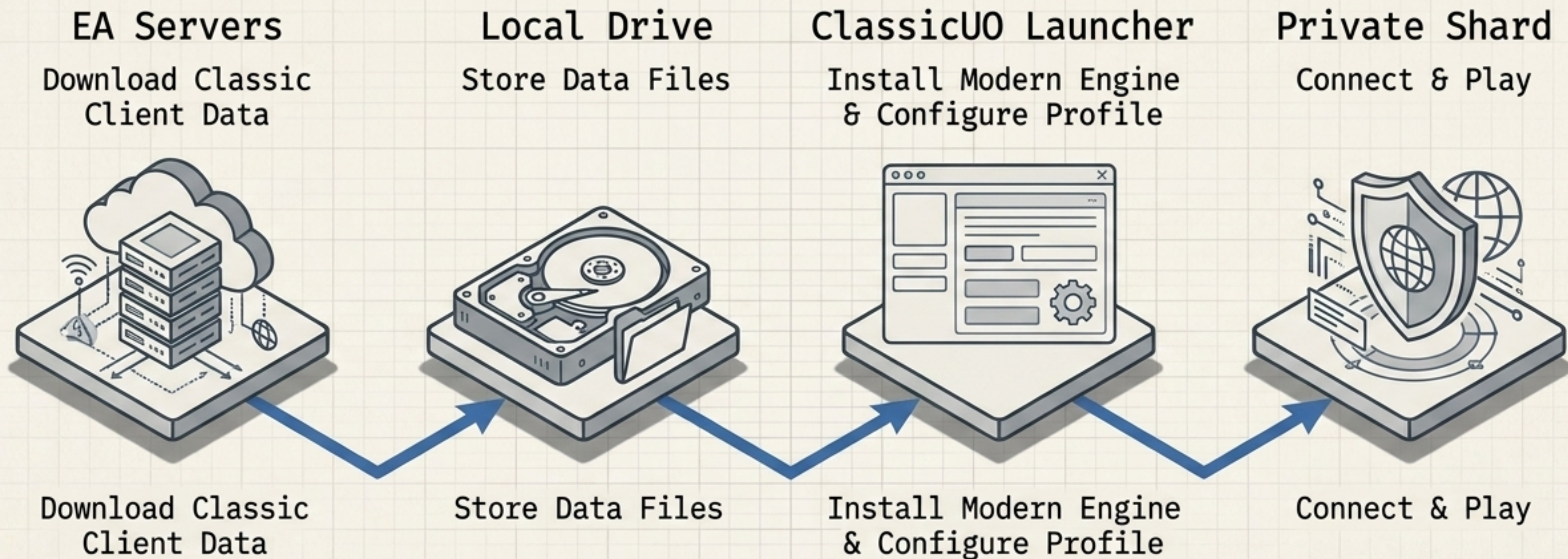
Origin: Open-source community
reimplementation (classicuo.eu)

Cost: Free

Purpose: The actual game client. Offers **UI scaling, high performance, plugin support, and macOS/Linux builds.**

Action Required: Use this to launch the game and connect to private shards.

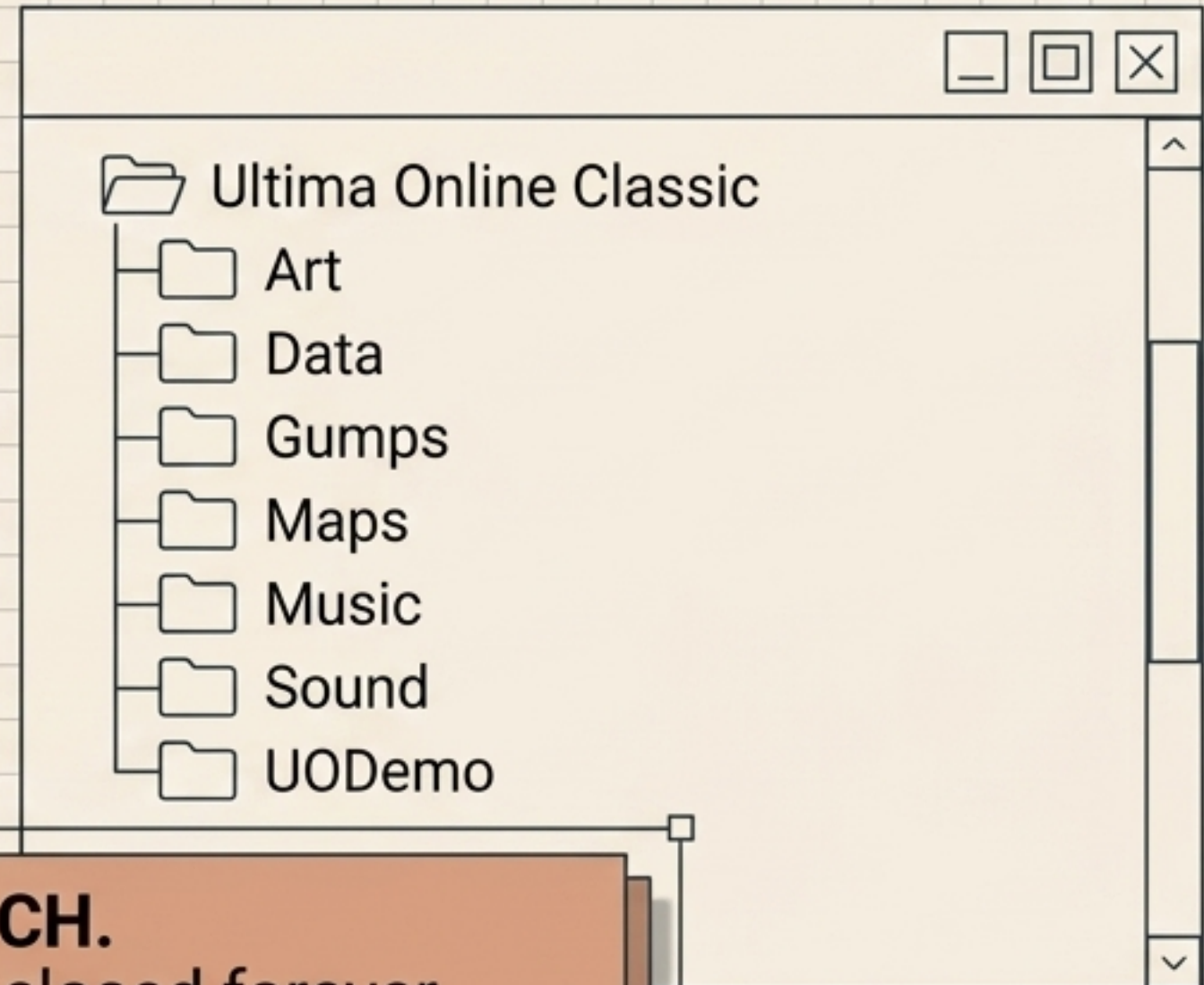
The Connection Pipeline



Once the pipeline is built, EA Servers and Local Drive become invisible. You will only interact with the ClassicU0 Launcher to access the Private Shard.

Step 1: Acquire the Asset Library

1. **Locate:** Visit uo.com to download the Classic Client (free trial client).
2. **Install:** Run the installer.
3. **Target Path:** Default is
C:\Program Files (x86)\Electronic Arts\Ultima Online Classic
4. **Extract:** Note this path for later.



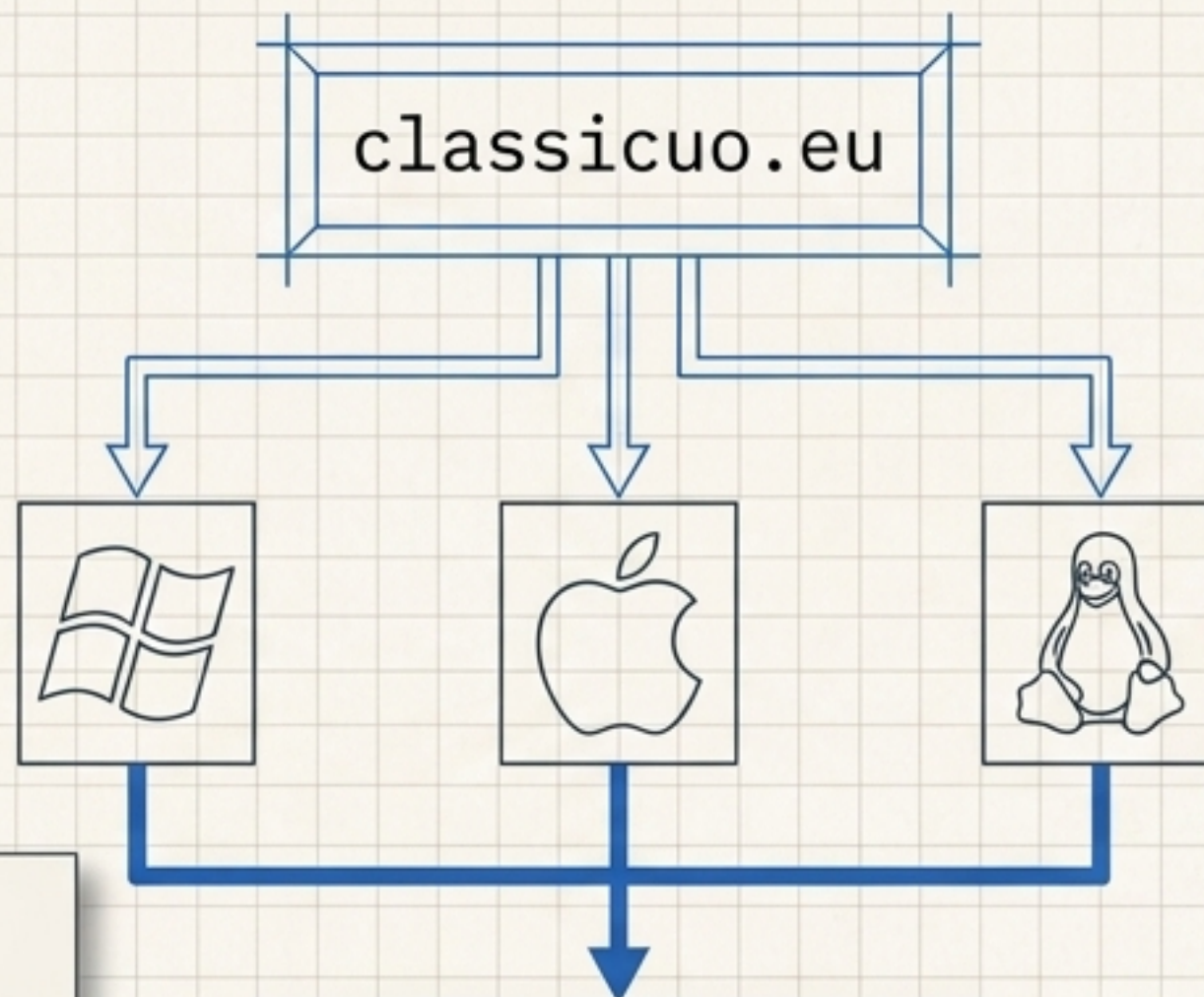
DO NOT LAUNCH.

The official client can stay closed forever. We only require its internal data folder to feed the ClassicUO engine. This is a one-time process for all private shards.

Step 2: Install the Modern Engine

Download:

Visit classicuo.eu for the launcher installer.



Separate Folders:

Install anywhere — never inside the EA Classic Client folder.

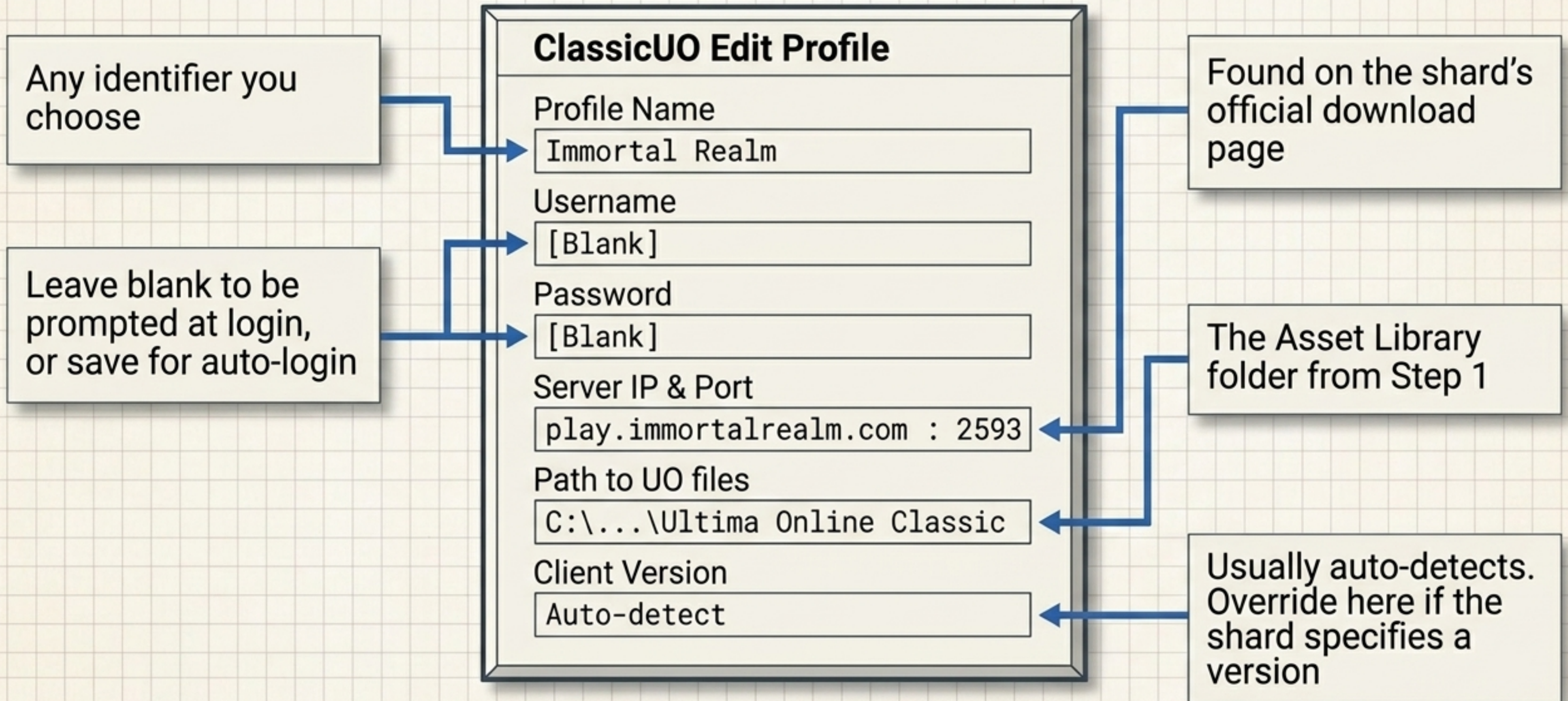
Automated Setup:

On first run, the launcher automatically downloads the actual ClassicUO client files into `<launcher_folder>\ClassicUO\`.

Target Path:
Documents \ or
C: \Games \

Platform Note (macOS / Linux): Setup is identical, but the Classic Client data files must be acquired via Wine/Bottles or copied over from a Windows installation.

Step 3: Create a Shard Connection Profile



Step 4: Connect & Register

Click **Play** in Launcher

Enter fresh credentials
at login screen

Does account
exist?

Yes
Shard authenticates
-> **Play Game**

No

Does Shard support
Auto-Registration?

Yes
Shard creates account
-> **Play Game**

No
Error: Account does not exist
-> Action Required: Register
via the Shard's web portal

Context Note: Most shards use in-client auto-registration. Simply typing a new username and password creates the account.

Setup Diagnostics Triage

Symptom	Diagnosis	Cure
Can't find UO data files	Profile path is pointing to the wrong folder.	Point to the specific directory containing <code>client.exe</code> and <code>.mul</code> files (Step 1).
Wrong client version	Mismatch between local data and shard requirements.	Manually enter the shard's recommended version string in the launcher profile.
Cannot connect to server	Network block or incorrect details.	Verify Shard IP/Port. Temporarily disable VPN or firewall blocking non-standard ports.
Launcher won't download ClassicUO	Antivirus false-positive on the download script.	Whitelist the launcher folder or pause antivirus during the first run.

Beyond the Gateway



Core Mechanics

How to Play Ultima Online

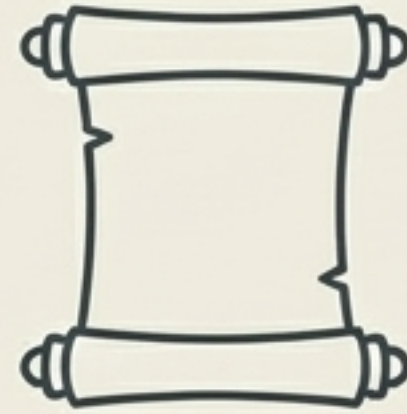
Learn character creation, UI basics, and what to expect in your first hour if you are completely new to 1997-era MMO MMO mechanics.



Character Strategy

Ultima Online Builds

Review proven template choices and skill combinations before committing to a profession.



Shard-Specific Guides

Immortal Realm New Player Guide

Read the specific conventions, starting quest lines, and Discord channels for your chosen shard.