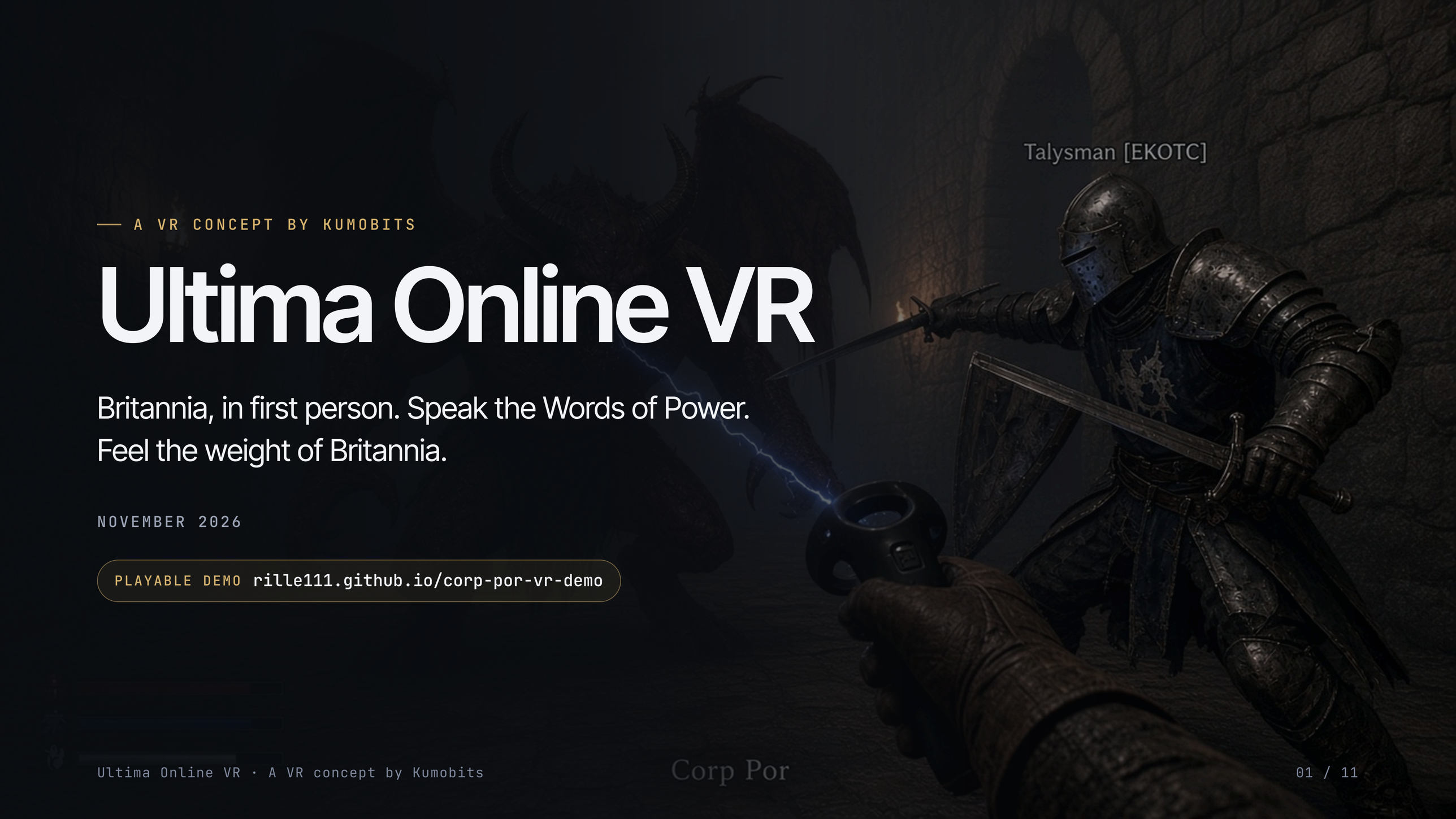
— A VR CONCEPT BY KUMOBITS

# Ultima Online VR

Britannia, in first person. Speak the Words of Power.
Feel the weight of Britannia.

NOVEMBER 2026

PLAYABLE DEMO rille111.github.io/corp-por-vr-demo



THE WORLD

# Britannia was built for this

- Ultima Online players have spoken spells for decades: "Kal Ort Por", "Corp Por". In VR they say them aloud.
- Reagents, spellbooks, backpacks, blades. Every system in the game is already a physical object.
- Guilds, housing, a player run economy: a sandbox that VR has never had.

**29 years**

Ultima Online has been live since September 1997, one of the longest running online worlds.

**About 20 million**

Meta Quest and Oculus headsets sold by early 2023.

**About $45M**

raised by Ramen VR for the VR MMO Zenith. Investors back VR worlds.

Sources: Wikipedia, Ultima Online (release 24 Sep 1997). The Verge report on Meta's internal roadmap, Feb 2023, via Yahoo Finance. CB Insights, Ramen VR profile.

— IN GAME

CONCEPT, IN HEADSET VIEW ON META QUEST 3

# Britain at dusk

Roland, a 7x Grandmaster war mage, checks his spellbook and reagents. His guild mate Talysman [EKOTC] stands guard. Grounded, adult art for Quest 3.



— IN GAME

CONCEPT, IN HEADSET VIEW ON META QUEST 3

# "Corp Por"

Roland speaks the words aloud and an Energy Bolt tears into the demon. Talysman holds the line with sword and shield. This is the moment UO players have imagined for 29 years.

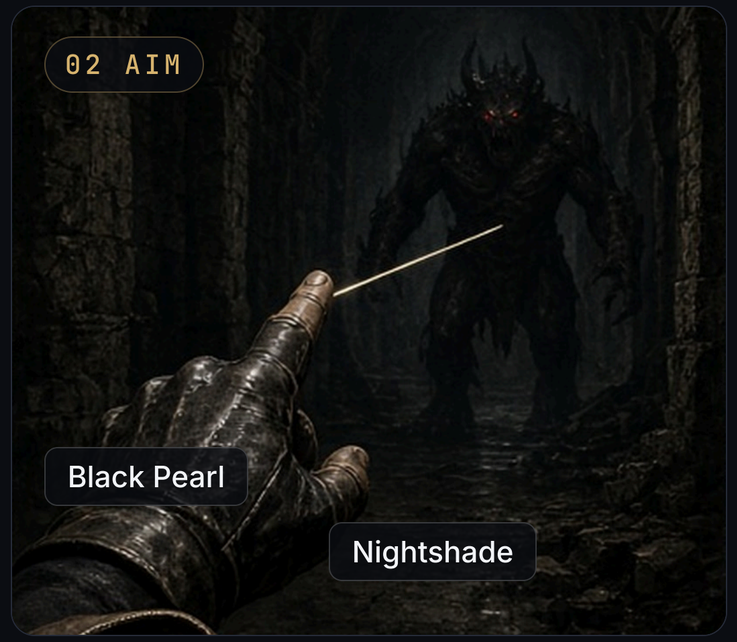


— THE CORE MECHANIC

# Casting a spell with your voice




**Speak.** Hold the trigger and say the Words of Power. Table talk never casts.




**Aim.** Point while you speak, not after. Reagents leave your pack, exactly as in UO.




**Cast.** The bolt flies. Take a hit while casting and it fizzles, true to the classic rules.

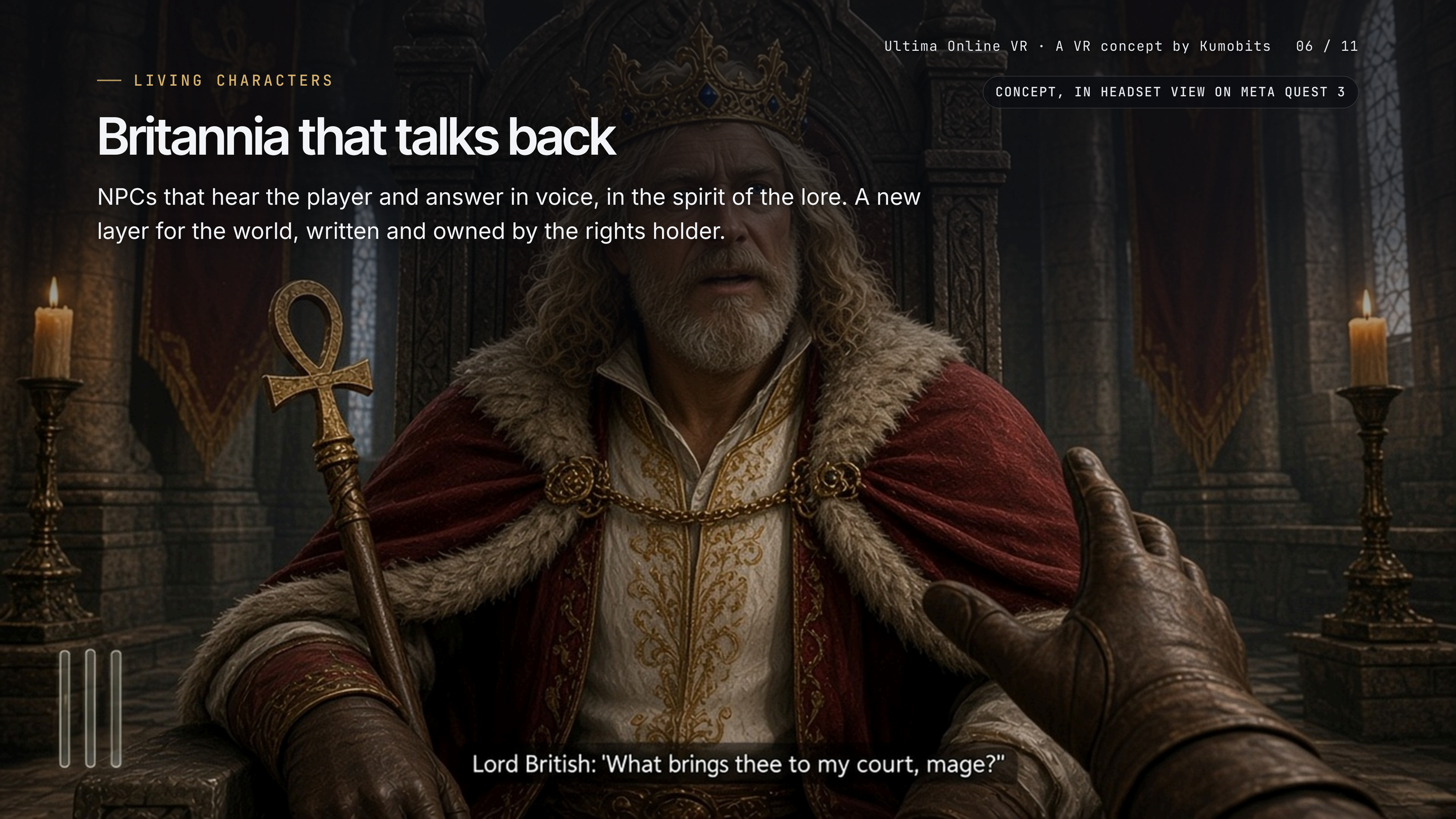
The spellbook and button casting remain for accessibility and noisy rooms.

— LIVING CHARACTERS

CONCEPT, IN HEADSET VIEW ON META QUEST 3

# Britannia that talks back

NPCs that hear the player and answer in voice, in the spirit of the lore. A new layer for the world, written and owned by the rights holder.



— CHARACTER IDEAS

# The people of Britannia, voiced



**Lord British**
Sovereign of Britannia, Philosopher King



**The Avatar**
Champion of the Eight Virtues



**Iolo FitzOwen**
Bard of Britain



**Shamino**
Ranger of Skara Brae



**Sir Dupre**
Knight of Trinsic



**Lord Blackthorn**
Lord of Chaos



**Mondain**
Sorcerer of the Gem



**Minax**
Enchantress of Time



**Exodus**
The Hellspawn

Sketches of how classic Ultima characters could speak in VR. Ideas only: every character, voice and line would be the rights holder's to write and own, subject to their approval. Portraits are original concept art.

BUILT TO RUN

# Real Quest 3 hardware

### Performance

- Locked 72 fps, 90 where zones allow
- Foveated rendering, Application SpaceWarp, strict draw call budgets
- Small streamed zones for about 8 GB of shared memory
- Target about 30 NPCs and 8 players visible per zone

### Voice casting

- Custom tuned word spotter for the Words of Power, on device
- Per player calibration and a confidence threshold, with fallback
- Under 300 ms from end of speech to cast
- Push to talk or a hand trigger

### Characters and server

- Voiced NPC conversation is optional, with offline fallback lines
- Moderation, and Meta privacy rules for microphone audio
- Authoritative server with UO rules. Tick rate and hosting set by the operator

Design targets, to be validated together.

WHAT IT COULD GIVE

# A new chapter for a world that is still live

### For the rights holder

- A new platform and a new audience for Ultima Online
- A reason for lapsed veterans to come home
- Built on existing systems, lore and rules
- A small, private first step before any commitment

### For players

- The game they love, felt in first person
- Their guild beside them, in the same room
- Spells they have typed for years, finally spoken
- A world that answers back

Scope, funding, IP and all terms: to be agreed together.

— THE ASK

# A short call

We are looking for a licensed partnership to bring Ultima Online to VR. Twenty minutes on the idea and the voice casting mechanic is all we ask.

### Licensed only

A full game would only be built under license from the rights holder.

### A conversation

If it is interesting, we shape the next step together.

### Shared terms

Scope, rights and roles agreed together.

Try the voice casting demo, playable in the Meta Quest browser or on desktop:

`rille111.github.io/corp-por-vr-demo`

CONTACT

# Thank you

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Kumobits builds VR experiences and AI voice characters. All our games: kumobits.com/games

Playable demo
rille111.github.io/corp-por-vr-demo

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