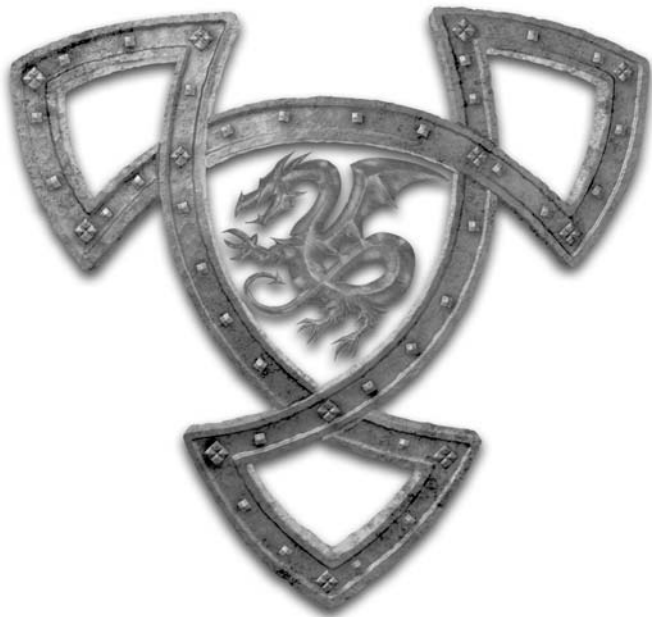


dark
age
of
Camelot
CATACOMBS



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SYSTEM REQUIREMENTS

Minimum

Pentium III 1.4 GHz or AMD equivalent
512 MB RAM
Requires compatible 3D acceleration card with 64 MB video RAM
DirectX© 9.0 or later
Internet connection required

PREFERRED

Pentium 4 2.4 GHz or AMD equivalent
1 GB RAM
Compatible 3D acceleration card with 128 MB video RAM
DirectX© 9.0 or later
Internet connection required

INSTALLATION AND LOGIN

You must have an active account in Dark Age of Camelot (DAoC) and have activated Shrouded Isles and Trials of Atlantis in order to play the Catacombs expansion. Once you have installed DAoC and have activated (or re-activated) your account, you may install and begin playing Catacombs. To do so:

1. Insert the Catacombs CD labeled “Disk 1” and follow the onscreen installation instructions
2. After Installing, Log in to DAoC as usual
3. At the Server Select Screen, you will see the option labeled “Activate Expansions.” Click on that option
4. Enter your CD key found on the CD case that your Catacombs CDs came in. Then click OK to return to the Server Select Screen
5. You will now see a prompt that says “Catacombs Enabled”
6. Pick a server and enter the game normally

You will now have access to all the new content in Catacombs.



GETTING HELP

IN-GAME

The first thing to try is pressing F1 on your keyboard. This will bring up the in-game help system. This system has answers to many common questions, and instructions on a wide variety of commands, game play features and common problems.

If you have an unresolved issue, you can type /appeal to report a problem to our in-game support 24 hours a day, 7 days a week. After typing /appeal, you will be presented with instructions on how to report your problem.

ON-LINE

If you are having problems installing or running the games, or have questions about your account or billing, please go to our support website at **support.darkageofcamelot.com**. On this site you will find very useful information about how to solve your problems, a powerful knowledgebase of information, and tools to help you with any account changes you need to make.

If this does not resolve your technical or billing question, please feel free to call our customer support department at 703-934-0169. Technical or billing questions can also be sent via e-mail to **support@darkageofcamelot.com**. We will help you work through any problems that you have to ensure that you get the maximum enjoyment out of DAoC. Our customer support line is open from Monday through Friday 11:00am-8:00pm EST.

CATACOMBS

Powerful forces of evil have launched an attack upon the realms from below, revealing hordes of menacing creatures never before seen. Will you save your Realm and venture down into the depths of the Catacombs?

NEW PLAYER MODELS

Every character model in the game has been completely redesigned to be more detailed and beautiful - or ugly, depending on the race - and is more customizable than ever before.

PRIVATE ADVENTURING

Catacombs marks the first time that Camelot has used dungeon "instancing" where players and groups can adventure in their own private adventuring areas - an entire adventure spawned specifically for you or your group alone.

NEW CLASSES

Each realm will get a new class, while Hibernia and Midgard each get an extra bonus class (to even out the number of classes available to each realm).

NEW MYSTERIES AND CONTENT

You'll find friends and allies in the new underground cities (one per Realm) and enemies everywhere else in the vast underground expanses of Catacombs. Solve the mystery of who - or what - is turning the denizens of the underworld into mindless evil slaves.

UPDATED GRAPHICS

All existing dungeons in the world of Dark Age of Camelot have been spruced up with new graphics and lighting.



THE STORY



ALBION

A mysterious uprising has occurred in the Deadlands of Annwn. The abode of the dead, ruled by Arawn and constructed to silence the complaining souls of Annwn, saw its inhabitants turned against their ruler. An attack was launched on the Inconnu servants and their master, marching against them by way of the Deadlands of Annwn, the Inconnu Crypt, and the Lower Crypt. Arawn has ordered his Inconnu to seek the aid of Albion in defeating these revolting souls to preserve his kingdom. With the help of Albion, he seeks to discover the menace which has so brazenly turned his souls against him.



HIBERNIA

Beyond the Veil that separates Hibernia from the Otherworld of magic, the Shar and their Queen have built a labyrinthine city. Unbeknownst to the Queen, a strange power has seeped through the Veil and turned some of her subjects against her. These twisted creatures have begun launching attacks against the loyal Shar in their home city as well as in their Labyrinth. The Shar magic cannot stop this threat, and so the Otherworld Shar have passed through the Veil into Hibernia once more, seeking assistance in the war that threatens to destroy them all.



MIDGARD

A sect of Kobolds has dwelt beneath the earth of Jordheim for many years in their Kobold Undercity. They are direct descendants of the original Kobolds who landed in Midgard, cutting themselves off from the rest of the world by digging deep beneath the earth to live in seclusion. An act of war launched by an evil army from below has forced them to reestablish contact with the forces of upper Midgard and seek their succor. With Midgard's help, they strive to defend their very existence and to uncover the force driving this evil army.

NEW FIGURES

As with every expansion to DAoC, Catacombs presents another massive visual upgrade to the world of Camelot.

PLAYER FIGURES

Every Player Character in the game receives a massive boost in polygons, texture detail, and realism.

NEW CHARACTER SELECTOR

If you are an experienced player, after logging into Catacombs for the first time you will notice a major

change to the look of the Character Selector. Worry not! The basic options are unchanged, and after a moment to get used to the new layout, you should find all the features you're used to.



Your existing characters will automatically be represented as

Catacombs figures. If you are a new player, get started by selecting an empty character slot on the right and then clicking the “Create Character” button.

NEW FACE FOR YOUR OLD CHARACTER!



Although we will do our best to approximate your classic face into the new system, you will (of course) be given the option to use the facial customization system to create a new face for all of your existing DAoC characters.



NEW RACE/CLASS CREATOR

Again, long-time players will find nothing new here, only new placement. On the Race/Class Creator, you will find options to choose your character's name, race, class, and attributes. A small area on the left will give you tips and hints as you roll over certain choices.

One option that no longer appears on the Race/Class Creator is an option for character size. This option now resides on the all-new Customization screen.



When you have selected the features you want, click the “continue” button in the lower right.

NEW CUSTOMIZATION MANAGER

In addition to the player figure upgrade, Catacombs introduces an all-new facial customization feature! Now you can dynamically adjust your character's facial features, skin color, hair-style, hair color and eye color to give them the look you want.



USING THE CUSTOMIZATION MANAGER

Face Textures

Use the arrow buttons to choose from several unique face textures.

Facial Features

These slider bars will allow you to personalize your character's features. Slide them back and forth to see the changes.

Skin, Eye, and Hair Color

Click on the colored box of your choice to change colors.

Hairstyle

Use the arrow buttons to choose from multiple hairstyles.

Size

Adjust your character's height.

Random

Click this button to get a completely random mix of options. Careful! Clicking this button has been known to get addictive!

When you have achieved the look you want, click the "continue" button.

STARTING LOCATIONS

The last screen you see before creating your character is a screen to select your starting location. After selecting a location and clicking the "create" button, your character is ready to be played!

USING CLASSIC FIGURES



TIP!

On the Character Manager screen, click the "options" button. Find and select the "Disable Catacombs Figures" field. When you return to the game, you will see the classic figures.



PRIVATE ADVENTURING

With the release of the Catacombs expansion, private adventuring makes its debut in the world of Dark Age of Camelot.

WHAT IS "PRIVATE ADVENTURING?"

Also known as 'instanced content', private adventuring areas are best described as controlled environments that players can explore at their own pace and on their own time schedule without encountering unwanted interruptions or competition from uninvited players. Private adventuring areas are available on-demand, to be enjoyed by you and up to seven of your friends. Private adventuring will initially be available in three forms:

ADVENTURE WINGS

The most common form of Private Adventuring are adventure wings. Adventure wings are a special instanced segment of a normal DAoC dungeon. The transition from the dungeon into the adventure wing is seamless, but the content and rewards in the adventure wing are available only to the party that first enters it.

DUNGEON TASKS

Dungeon tasks will also be enhanced through the use of private adventuring, to ensure that players are able to more easily complete the tasks they receive without waiting.

AURULITE

With the advent of private adventuring comes a new reward – Aurulite. This rare and precious ore possesses potent magical qualities that make it highly desirable to merchants and tradesman throughout the realms. As such, Aurulite can be traded for many unique and powerful items, and can only be obtained in private adventuring areas.



NEW CLASSES

ALBION THE HERETIC

THE HERETIC IS A DARK PRIEST/EVIL CLERIC CLASS. HERETICS WILL BE ABLE TO USE FLEXIBLE WEAPONS, BUT WILL BE RESTRICTED TO CLOTH ARMOR AS WELL AS SMALL SHIELDS.

Long ago, Arawn perceived unrest among those who served him. The Inconnu too often ventured to the Deadlands, tempting to disturb the souls that roamed there out of spite. This angered the Lord of the Dead, and in response he created the Heretics. Part internal security force and part inquisitors, the Heretics were feared and respected throughout the ranks of Arawn's minions. Charged with maintaining strict discipline and unquestioning loyalty, the Heretics were empowered by the Lord of the Dead to investigate any reports of corruption, possession or betrayal and carry out the necessary punishment and re-education.

Despite a past betrayal from an old Heretic Captain, Arawn has decided to bring back the Heretics.

This new breed of Heretic, however, will be markedly different than the first. Arawn's new order of Heretics will be fearsome warrior-mages, able to channel their devotion to Arawn into righteous power.

At Lord Arawn's command, trainers have been dispatched to Camelot, Avalon, and the Crypt of the Inconnu to prepare the next generation of Heretics for battle. Whether this fearsome addition to Arawn's forces will be enough to repel the invading army of Inconnu thralls remains to be seen.

COMBAT ABILITIES

As evil Clerics, they fit into the hybrid category, with both the use of combat styles and high-damage focus spells.

The Heretic will have Rejuvenation baseline spells and Arawn's Fire specline spells, as well as Enhancement baseline and Cthonic Accretion specline spells.

The Heretic can raise a dead realm-mate - but as a horribly twisted creature that can do damage to enemies for a period of time before reverting back to normal form with only a small number of hit points remaining.

Cthonic line of spells rounds out the class, allowing Heretics to give themselves and their groupmates additional buffs, including Damage Adds, Str/Con Buffs, Absorption Buffs and more.

Inconu, Britons, and Avalonians can be Heretics.



HIBERNIA

THE VAMPIIR

THE VAMPIIR CLASS IS A LEATHER WEARING FIGHTER WHO WIELDS A ONE-HANDED PIERCING WEAPON IN ITS RIGHT HAND.

Before the Firbolgs and Celts came to Hibernia, the Elves ruled the realm, led by the guidance and wisdom of the Seelie Court. One among the members of the court was Leanansidhe, whose intellect and curiosity led her to conduct strange experiments on the creatures of the realm. When her twisted experimentations were discovered, Leanansidhe was banished. Enraged, she swore to lead an uprising against the Elves.

Using perverted science and forbidden magic, Leanansidhe created two new species which she called 'Vampiir' and 'Bainshee'. From these, she built an army and warred with the Elves, who eventually defeated her.

Before her capture, Leanansidhe commanded her warriors to go into hiding and gradually blend in with the peoples of Hibernia. She hoped the bloodlines might mix, secretly spreading her influence until the day when she could return and take command of a new generation of Vampiir and Bainshee warriors to conquer Hibernia.

The Vampiir are unique in that they favor a simultaneous blend of swordplay and magic. Now that the bloodline has been awakened, the subtlety, cunning, and resourcefulness of the original Vampiir, along with their unique blend of magical powers, have been passed on to a new generation of Hibernians.

COMBAT ABILITIES

While in melee combat, it is able to cast Vampiir magic with the left hand.

The class does not have a normal power pool. It will gain power from a variety of attacks - primarily melee strikes.

The class receives Safefall and Climb Walls, as well as a passive form of health regeneration. Vampiiric magic comes in three categories or spell lines: "Self Enhancement" spells such as parry, evade, run speed, magic and melee absorption bonuses; "Offensive Damage" spells such as Lifetaps, Flame Strikes, and a special ability to turn the left hand into a claw for further melee attacks; and "Utility" spells such as a Single Target Mez, Snare, Lull Enemies, and Effectiveness Debuffs.

All Hibernian races can be Vampiirs.



HIBERNIA

THE BAINSHÉE

THE BAINSHÉE CLASS IS A CLOTH WEARING CLASS WHOSE MAGIC COMES IN THE FORM OF SOUND, AND MAY ONLY BE PLAYED BY FEMALE AVATARS.

The Bainshee share a common origin with the Vampiir. Both species were created by the brilliant but twisted Leanansidhe, an exiled member of the Seelie Court whose lust for knowledge drove her to subject the creatures of Hibernia to cruel, perverse experiments. Banished for violating the sacred laws of nature, the vengeful Leanansidhe swore to destroy the elves and rule Hibernia. To this end she created the Vampiir and Bainshee, and made with them a great army.

Following a bloody war, the forces of the Elves defeated Leanansidhe. Before her capture, she issued a final order to her trusted Vampiir

and Bainshee warriors, commanding them to spread throughout the land and go into hiding. She hoped that in time, her creations would mix with the peoples of Hibernia, giving her power over those who carried the bloodline.

Unlike the more balanced Vampiir, the Bainshee are dependent solely on magic for their abilities. Leanansidhe created the Bainshee in her own image, and so only females can carry the bloodline. Now, suddenly, that bloodline has been awakened, and trainers have appeared across the land to teach the new generation of Bainshee maidens how to unlock their unique sound-based powers.

COMBAT ABILITIES

The class has three specialization lines, each line with spells focused in one of three areas: Point Blank Area of Effect, Ranged Area of Effect, and Cone Area of Effect.

The Bainshee will be a class that debuts many unique magical abilities never before seen in the lands of Camelot. These include: a Befriend PBAE spell that will temporarily turn monsters into realm guards who will then attack any pursuing enemies for a short time; a ranged AE wail which, when sustained, can be used to reduce the visibility of enemies in an area; a Buffering Breath spell (a damage absorption buff) that will absorb a certain amount of spell damage for group members; and finally, is a PBAE shriek that causes nearby monsters to try and (temporarily) flee from the Bainshee until she finally stops to breathe.

Celt, Elves, Lurikeens can be Bainshees.



MIDGARD

THE WARLOCK

WARLOCKS ARE CLOTH-WEARING WORSHIPPERS OF HEL WHO HAVE MASTERED THE ART OF SPELL WEAVING.

For generations, the vast caves underneath Midgard had been used to bury the dead. As villagers would carry those who had passed on below the Earth that they might spend their final rest in peace.

Among the villagers of this earliest Norse settlement in Midgard was a young mystic named Aurana. Sensing Hel's anger over the intrusion into her domain, Aurana began to pray each night to ask for Hel's forgiveness and protection. In return, Aurana promised to build a sect to worship the goddess.

Led by Aurana, they prayed to Hel to grant them power. As if in answer, many of the worshipers soon began to manifest unusual magical abilities. Able to manipulate the mystical energies in ways never seen before, they knew they must keep the nature of

their unique abilities to themselves. Years later, their fears were justified when their cult was discovered and exiled.

After generations of exile and long after Aurana's passing, a pledge to help the embattered Kobolds led to a meeting with the ruling council of Midgard.

They discovered that while in exile, another sect of Hel worshippers, the Spiritmasters, had been embraced by the people of Midgard.

With the aid of the Realm's foremost Spiritmasters, the Warlocks were finally able to secure a guarantee of sanctuary for their people. In exchange, they promised to send forth trainers that would instruct the magically-inclined denizens of the realm in the unique manner of magic the cult had developed.

COMBAT ABILITIES

Warlocks have three types of spells: Primary spells (Cursing Spec), Secondary spells (Hexing Spec), and Utility spells (Witchcraft).



Warlocks can cast Chambered spells, which essentially allows them to land two spells at once on an opponent. In this way, Warlocks can mix and match pairs of spells to fit whatever situation they find themselves in.



Such powerful abilities come with restrictions, however, and the Warlock speclines are restricted to make it very difficult to overload this chambered spell ability



Norse, Frostalf, and Kobold can be Warlocks.

MIDGARD

THE VALKYRIE

VALKYRIE ARE CHAIN-WEARING WARRIORS WHO CAN WIELD SWORDS, SHIELDS AND SPEARS AS WELL AS CAST DAMAGE SPELLS

The Order of the Valkyries was founded by two orphaned twin sisters named Sigrun and Brynhild. The identities of the girls' parents remain a mystery; what is known is that they were found as infants, wrapped in blankets of gold and white, on a muddy plain where warriors from Midgard had thwarted an attack by a large Hibernian force the day before.

As the girls grew older, they displayed a voracious interest in the martial disciplines. When the girls began to speak of the voices they could hear of those long dead, few doubted them. The twins also began to demonstrate considerable magical aptitudes. With their combi-

nation of prowess in battle and the powerful magic they could wield, the girls were seldom defeated in their training matches.

One night, the flaxen-haired twins both claimed that the honored warriors of Valhalla had called out to them in their dreams and showed them a vision of their land in ruins, conquered by an evil force that would rise up from the depths of the Earth. A time would soon come, the spirits said, that the girls would be called upon to gather a special troupe of female warriors and lead their realm in battle against this mysterious new threat.

In time, the twins would answer the call and build the

COMBAT ABILITIES

Norse, Frostalf, and Dwarven women who choose to be Valkyries are trained to fight using both melee and magic to damage their enemies.

They can use swords, shields, and spears, and they have special styles in each line available only to the Order of the Valkyries.

Their magic line, Odin's Will, primarily uses Cone Area Effect (CAE) spells, a new spell type that affects every enemy in front of the Valkyrie who is in range of the spell.

Norse, Dwarves, and Frostalf can be Valkyries



NEW AREAS

Private Adventuring accounts for some of the new adventure in Catacombs, but not nearly all. There is still a rich history to be discovered in each Realm's underworld!



NEW ALBION AREAS

THE AQUEDUCTS

BUILT BY THE ROMANS DURING THEIR RULE, THE AQUADUCTS ARE NOW OCCUPIED BY THE SHUNPED FOLLOWERS OF PLUTO. THERE THEY HAVE REVIVED THE WORSHIP OF ARAWN ALONGSIDE THEIR OWN GOD.

THE ABANDONED MINES

DESERTED EONS AGO, THE GREAT ABANDONED MINES STRETCH FROM ONE END OF ALBION TO THE OTHER - CONNECTING ALL DUNGEONS IN THE REALM WITH RIDABLE MINE CARTS.



THE INCONNU CRYPT

BUILT BY THE INCONNU IN SERVICE OF THEIR LORD ARAWN, THE CRYPT SERVES AS A HOMETLAND AND WAYSTATION ON THE WAY TO ESCORTING THE SOULS OF THE DEAD TO THE UNDERWORLD.



The Inconnu Crypt

THE DEADLANDS

THE SOULS OF THE ALBION FALLEN DWELL HERE, AND THEIR LORD ARAWN RULED UNTIL THEY WERE POSSESSED TO RISE AGAINST HIM. NOW ALBION MUST BATTLE TO KEEP THESE RENEGADE SOULS IN CHECK.

THE LOWER CRYPT

INTENDED TO GUARD THE GREAT CAULDRON OF ARAWN, THE LOWER CRYPT WAS INVADDED AND DESTROYED BY ONE WHO DESIRED ITS POWER. NOW IT LIES IN RUIN AND HOLDS DANGERS UNTOLD.

THE UNDERGROUND FOREST

ORIGINALLY A SECRET ENTRY INTO THE LOWER CRYPT, ITS DISCOVERY LED TO THE DESTRUCTION OF THE CRYPT ITSELF.

GLASHTIN FORGES

AN ASHEN, DECREPIT PLACE OF POISONOUS FUMES AND CHOKING SMOKE, THE GLASHTIN HAVE TURNED THIS ONCE BEAUTIFUL CAVERN INTO A WASTELAND, ALL TO OUTFIT AND ARMOR THE ENEMIES OF ALBION.

MIDGARD FRONTLINES

A CAVERNIOUS AREA ON THE OUTSKIRTS OF ALBION CONTROL, THE FRONTLINES ARE A TREACHEROUS PLANE FILLED WITH DANGEROUS CREATURES AND MANY OF THE ENTHRALLED SOULS OF MIDGARD.

HIBERNIAN OTHERWORLD

A MAGICAL LAND, THE OTHERWORLD IS A REGION OF VIOLENT MAGICAL MAELSTROMS BEYOND THE VEIL. HERE THE HIBERNIAN POSSESSED EXIST IN TORMENT.

NEW HIBERNIA AREAS

VEIL RIFT

THE RIFT IS A MAGICAL BARRIER THAT SEPARATES THE MAGICAL WORLD FROM THE NATURAL ONE. "CREATED" BY THE ELVES, IT NOW SERVES AS THE ENTRY POINT TO THE MYSTERIOUS SHAR HOMEWORLD.

THE ABANDONED MINES

DESERTED EONS AGO, THE GREAT ABANDONED MINES STRETCH FROM ONE END OF HIBERNIA TO THE OTHER - CONNECTING ALL DUNGEONS IN THE REALM WITH RIDABLE MINE CARTS.

SHAR LABYRINTH

USING THE MAGIC OBTAINED FROM THEIR TIME IN THE VEIL, THE SHAR HALF-GREW, HALF-BUILT A MAGNIFICENT LABYRINTH OF A CITY FIT TO BE THEIR SEAT OF POWER.



The Shar Labyrinth

THE OTHERWORLD

THE MAGICAL LAND WHERE THE SHAR CITY WAS CREATED, THE OTHERWORLD IS A REGION OF POWERFUL AND DANGEROUS MAGICAL MAELSTROMS, BOTH EMPOWERING AND THREATENING.

THE QUEEN'S LABYRINTH

BUILT AS A TEMPLE FOR PROPER COMMUNICATION WITH THE SHAR'S GOD, ITS PROXIMITY TO THE MAGICAL FORCES OF THE OTHERWORLD ENABLED IT TO BE USED AS AN INSTRUMENT OF GREAT DECEPTION.

THE UNDERGROUND FOREST

DISCOVERED AROUND THE QUEEN'S LABYRINTH, IT LED TO THE GREAT DECEPTION THAT HAS HAUNTED THE SHAR FOR YEARS.

GLASHTIN FORGES

AN ASHEN, DECREPIT PLACE OF POISONOUS FUMES AND CHOKING SMOKE, THE GLASHTIN HAVE TURNED THIS ONCE BEAUTIFUL CAVERN INTO A WASTELAND, ALL TO OUTFIT AND ARMOR THE ENEMIES OF ALBION.

ALBION DEADLANDS

A LAND INTENDED FOR THE SOULS OF THE ALBION FALLEN, THE DEADLANDS ARE NOW FULL OF THOSE UNFORTUNATE SOULS WHO HAVE BEEN ENTHRALLED BY ALBION'S ENEMIES.

MIDGARD FRONTLINES

A CAVERNIOUS AREA ON THE OUTSKIRTS OF HIBERNIAN CONTROL, THE FRONTLINES ARE A DANGEROUS PLANE FILLED WITH VICIOUS CREATURES AND MANY OF THE POSSESSED SOULS OF MIDGARD.

NEW MIDGARD AREAS

BURIAL GROUNDS

BENEATH THE CITY OF JORDHEIM LIE THE BURIAL GROUNDS, A GREAT CAVERN USED FOR GENERATIONS TO NOT ONLY BURY BUT TO HONOR THE FALLEN OF MIDGARD.

THE ABANDONED MINES

DESERTED EONS AGO, THE GREAT ABANDONED MINES STRETCH FROM ONE END OF MIDGARD TO THE OTHER - CONNECTING ALL DUNGEONS IN THE REALM WITH RIDABLE MINE CARTS.

THE KOBOLD UNDERCITY

BUILT IN THE SAME SERIES OF CAVES THAT GAVE BIRTH TO THE BURIAL GROUNDS, THE KOBOLD UNDERCITY REMAINED A SECRET FROM THE SURFACE FOR THOUSANDS OF YEARS.



The Kobold Undercity

THE FRONTLINES

A CAVERNOUS MID-POINT BETWEEN THE UNDERCITY AND PYTTHEIM, THE FRONTLINES HAVE NOW BECOME THE BATTLEFIELDS FOR CONTROL OF THE KOBOLD WORLD AND MIDGARD ABOVE.

PYTTHEIM

ORIGINALLY A SETTLEMENT OF KOBOLDS UNWILLING TO WELCOME OTHERS TO THEIR CITY, PYTTHEIM IS NOW A NIGHTMARE - A LAND FILLED WITH POSSESSED KOBOLDS SERVING AN UNKNOWN LORD.

THE UNDERGROUND FOREST

A CONNECTING REALM WITH PASSAGES TO THE SURFACE, THE KOBOLDS MAINTAIN A PRESENCE IN THIS STRANGE UNDERGROUND GROVE.

GLASHTIN FORGES

AN ASHEN, DECREPIT PLACE OF POISONOUS FUMES AND CHOKING SMOKE, THE GLASHTIN HAVE TURNED THIS ONCE BEAUTIFUL CAVERN INTO A WASTELAND, ALL TO OUTFIT AND ARMOR THE ENEMIES OF ALBION.

ALBION DEADLANDS

A LAND INTENDED FOR THE SOULS OF THE ALBION FALLEN, THE DEADLANDS ARE NOW FULL OF THOSE UNFORTUNATE SOULS WHO HAVE BEEN ENTHRALLED BY ALBION'S ENEMIES.

HIBERNIA OTHERWORLD

A MAGICAL LAND, THE OTHERWORLD IS A REGION OF DANGEROUS MAGICAL MAELSTROMS, HERE THE HIBERNIAN POSSESSED AND OTHER CREATURES EXIST IN TORMENT.

NEW FRONTIERS

A BRIEF OVERVIEW

New Frontiers was released in 2004 as an all-free, all-RvR expansion to Dark Age of Camelot. For a complete overview, go to <http://www.camelotherald.com/newfrontiers/>.

TACTICS AND DIVERSITY

Within New Frontiers, you'll find strategic geography, more movement abilities, and expanded keep building options. You'll also find revised and expanded siege capabilities.

MORE ACCESSIBLE RvR

Players are able to find battles more quickly, as well as participate more effectively than before. We want everyone to experience the excitement of battle should they choose to do so, whether that battle is in a fast and furious battleground (available for most levels of players), or a full out war between armies.

MORE REWARDS

As part of this expansion, we have redesigned the Realm Ability system. We have also expanded the keep bonus system - meaning we've added quite a bit to the tangible benefits derived from capturing and defending territory.

If you want tips and hints beyond what/where/how to, check out the **free**, downloadable Prima guide, written primarily by Mythic employees and player volunteers:

<http://www.darkageofcamelot.com/downloads>.

See you on the front lines!



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