DARK AGE OF CAMELOT

EPIC EDITION

Table of Contents

2

3

TABLE OF CONTENTS

Introduction

What is Dark Age of Camelot?

Dark Age of Camelot is a unique kind of PC Game. It is what is called a Massively-Multiplayer Online Role-Playing Game (MMORPG). Players from all over the world can connect to the game at any time and play together. It requires a monthly fee to connect and play.

What's going on in this world?

The world of Dark Age of Camelot is comprised of three Realms at war - Hibernia, Midgard and Albion. The struggle between the Realms resulted from the power vacuum created by King Arthur's death. Each Realm is geographically diverse from one another and follows a specific mythological tradition. Albion is the land of King Arthur's heirs. Hibernia is based on Irish Celtic legends with a dash of high fantasy. Midgard follows the Viking Norse sagas and legends.

Since the conflict began, the denizens of the three Realms have branched out, discovering hidden islands, exploring secrets of the lost civilization of Atlantis and delving into the mysterious underground Realms beneath their very lands. All of these exciting adventures are waiting for you as well!

Realms at War . . .

Central to the conflict between the three Realms are the Frontiers – territories that connect the three Realms to one another. In an effort to protect their own lands (and perhaps grab a little gold, territory and fame in the process), groups of warriors and magic users from each Realm constantly attack, seige, conquer and defend the network of keeps and castles which criss-cross these frontiers.

Additionally, they strive to capture and retain each of the Realms' great Relics – powerful totems which, when deposited in special keeps within their own frontiers, grant magical bonuses of strength and power to every single member of their Realm. Each Realm has two of these Relics to defend.

RPG Basics

If Dark Age of Camelot is your first experience with a role-playing game or a massively-multiplayer world, this section will introduce you to the bare basics of character creation and character advancement.

Character Creation

We'll go into a good deal more detail about this later, so all you need to know right now is that you will be able to create characters who "live" within the three Realms of Dark Age of Camelot. These characters, often called "avatars," will represent you in the game. When they speak, it will be you who types what they say, and when they act, and it will be you who determines what actions they take.

Unlike other games, MMORPGs like Dark Age of Camelot are active every hour of every day of the year. People like you are controlling their avatars and having adventures. So go ahead and create a character and get started. The next couple of sections of this manual will guide you through setup and character creation.

Character Advancement

When you first create a character, your avatar will not be very strong or very well-equipped. You will have to fight the lowest level enemies if you want your character to survive. However, as you do so, you will gain experience and some items or money. Experience will accumulate until your character becomes strong enough to gain a "level." With each level your character gains, he or she will become stronger and more capable and will often learn new and useful skills.

The money and items you gain will also help. If you can't use an item, you can sell it to a merchant or to another player. You can also trade with other players.

There are actually many ways to "advance" your character. When you fight enemies, including other players in the Player vs. Player (PvP) zones, you gain experience and possibly loot every time you defeat one. You can also complete various tasks and quests given to you by the non-player characters you will meet in the game. You can even become a master craftsperson if you wish.

So welcome! This manual can get you started, but by far your best sources of information within the game are the other players. Don't be shy. Ask questions. And check the Camelot Herald at *www.camelotherald.com* for the most up-to-the-minute info. Most of all, have fun!

Getting Started

Please Note: Dark Age of Camelot: Epic Edition contains the original Dark Age of Camelot and all current retail expansions including: *Shrouded Isles, Foundations, New Frontiers, Trials of Atlantis, Catacombs* **and** *Darkness Rising.*

Starting the Installer Application

Place the first CD in your CD-ROM drive. If you have auto-run enabled, you should see the Installer application start. If you do not have auto-run enabled, or the Installer application does not start, left-click on the Start button on the Windows Desktop, then left-click on "Run", then type *D:\installer* (where D is the drive letter for your CD-ROM) and press the Enter key. With the Installer application running, you can install DAoC.

Installing DirectX 9.0

DAoC requires installation of DirectX® 9.0 or higher. If you need to update your version of DirectX®, left-click on the "Install DirectX" button and follow the instructions provided.

Installing Dark Age of Camelot

To install DAoC, left-click on the "Install Game" button on the Installer application. The game installer should start. If the game installer does not start, left-click on the Start button on the Windows Desktop, then left-click on "Run," then type *D:\setup* (where D is the drive letter for your CD-ROM) and press the Enter key. When the game installation program starts, follow the instructions provided.

When swapping CDs during the install process, make sure that you wait until your CD drive has "spun down" (usually the drive's activity light stops flashing and goes out) before pressing the eject button. Otherwise you may experience disc contention issues. If you continue to have problems trying to install with your CDs, and you have plenty of free space on your hard drive, you can try the following: Copy *Setup.exe* from CD #1 and *Setup.W02* from CD #2 to the same directory on your hard drive and then run *Setup.exe* from there. Remember to delete these files after setup is complete.

Activating your DAoC Account

If you have an existing account, you can skip this section.

After you install DAoC, run the game. Enter the CD-Key you'll find included in the Epic Edition box into the dialog and click the OK button. The game will patch itself and display the login screen. Click the "New Account" button and fill out the displayed form completely. Please note that once again

you need to enter your CD-Key. Make sure to double-check the correctness of all your information before clicking the <u>OK</u> button. Note that your CD-Key should be entered in all upper-case letters. Click the <u>OK</u> button only once. In a short time, you should get a message stating that your new account has been created. Even if you don't get the message after a few minutes, your information may have registered. Go back to the login screen and try to login.

Activating Expansions

In the future, Mythic Entertainment will likely release further expansions to the world of Dark Age of Camelot. Use the instructions below to install these expansions.

Once you have created an account, you can enter your account name and password into the login screen and proceed to the server select screen. If you have an expansion that has not been activated, you should see an <u>"Activate Expansion"</u> button on this screen. To activate an expansion, click on the button, enter your expansion CD-Key in the dialog and press the OK button. Please note that expansions must be activated in the order of their release, for example, Shrouded Isles must be activated before *Trials of Atlantis*. Also note that the Epic Edition CD-Key activates through *Darkness Rising* on account creation.

Getting Help

In-Game

The first thing to try is pressing <u>F1</u> on your keyboard to display the in-game help system.

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

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.

The Server Window

No single game can meet the needs of all its players, but Dark Age of Camelot is not just one game. Rather it is a host of different games contained within one overarching story. Mythic Entertainment is dedicated to making Dark Age of Camelot meet the needs and desires of a wide base of users. To make this happen, DAoC has many different types of servers available to its users. Information about the servers that are currently running can be found on the Server Window, where you will find the following options:

- ❖ Click a server and then click Play to enter the game
- ❖ Click Edit Account to modify your account information
- ❖ Click Edit Billing to modify your billing information
- ❖ Click on Tech Support to open the DAoC support website
- ❖ Click Credits to view the game credits
- ❖ Click Exit to close this window & return to your desktop

The Server Window tells you the status of each server as well as how many players are currently on it. *Characters created on a specific server are unique to that server. You can create characters on other servers as well. To play a character, you must log onto the server where it was created.*

Server Types

There are five types of servers available in Dark Age of Camelot:

Normal Server

On the Normal servers, players are restricted to their individual Realms. There is no player killing (PvP) other than in Realm vs. Realm (RvR) combat in the battle zones and frontier areas. Relics can be captured and maintained by each Realm, and the benefits conveyed by captured Relics affect all Realm members.

PvP Server

On the PvP server, players may kill other players from any Realm including their own. They will receive experience points and some coin for doing so. They cannot loot the bodies of the player foes. Relics are captured and main-

Getting Started

tained by groups and guilds, and the benefits go to the members of the group or guild that controls the Relic. Players under level 10 have a flag that protects them from PvP attack. After level 10, any player can attack any other player other than those in its own group or guild. Cities are safe zones. Also, on the PvP servers, players can collect loot from any Realm; however, the same restrictions on using items and skills apply. So even though a player may be able to equip an item from another Realm, any magical benefits may not work.

Cooperative Server

The Cooperative servers (sometimes known as PvE) are for those players who want to wander all three Realms interacting with all the races and classes in the game. On the Cooperative servers, players can communicate, group and adventure with characters from each of the Realms and from each of the races and classes. There is no RvR system or any restrictions to open play. Also, there is no player killing on the Cooperative servers.

Role-playing Server

On the Role-playing servers, the idea is to keep the game within the appropriate context. This especially refers to naming characters, where only Realm-appropriate names will be allowed. For more information on rules for Role-playing servers, please see *http//:support.darkageofcamelot.com*

Classic Server

The Classic servers use a unique ruleset which is intended to achieve the "feel" of Dark Age of Camelot previous to the expansion *Trials of Atlantis*. It is essentially a Normal server, except there is no access to any content from *Trials of Atlantis*, and it includes a "ranged buff" system which limits how far away a healer can be from his target in order to cast.

System Requirements

Minimum
Windows® 98/Me/XP (Windows 95/NT/2000 not supported)
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
Shader 2.X or greater support
Internet connection required

Getting Started

Character Creation

Choose a Realm

Albion

Hibernia

Midgard

One of the unique features of Dark Age of Camelot (DAoC) is the Realm-versus-Realm conflict that is built into the game. In DAoC, the focus is on Realm-based teamwork, where all players that belong to your own Realm are your friends – you cannot attack them, steal from them or in any way harm them. You can understand and communicate with these members whether or not you are members of the same race.

Conversely, all players from opposing Realms are your enemies. You cannot communicate with them or trade with them. You can, however, fight them.

Traditionally, there have been a host of problems with any Player vs. Player (PvP) implementation, whether it is chaotic free-for-all or simply getting "ganked," looted and then insulted by other players. Here, PvP is team-based. It's so unique, in fact, that we don't call it PvP (Player vs. Player). We call it "RvR" for Realm vs. Realm! Moreover, you will be able to rise to medium-level without having to worry about being marauded by high-level enemies. As you grow in stature, you will be encouraged to protect your Realm from enemy incursions and even participate in group raids against other Realms.

DAoC's RvR system strongly guides you into conflict against members of opposing Realms. The RvR system is an integral part of the game itself and was designed to yield a balanced and enjoyable experience for all players. Each character class has been designed with RvR in mind, and each plays specific roles in RvR situations.

In order to allow new players some time to gain experience in the game, each Realm has a series of keeps, guards and choke points to limit an enemy's access to the more secure parts of the Realm. Before even reaching these, a raiding party will have to pass through the dangerous frontiers.

Other special features contribute to the uniqueness of RvR in DAoC:

Character Creation

❖ Players of different Realms cannot communicate with each other

❖ When a player dies in RvR combat, there is no experience loss for that death

❖ There is no looting of a player's body after he has been killed

❖ Players will not gain experience from hunting and repetitively killing a low level player

❖ When a member of another Realm gets too close to an NPC from an opposing Realm, that NPC will automatically attack

So, what does this all mean? Very simply, it means that "PvP" is no longer something to be feared. We have taken the best aspects of PvP (the challenge fighting other human players, organizing and executing raids, reaping rewards) and removed its worst aspects, creating RvR.

Of course, RvR isn't for everyone. Some players will want to concentrate on playing against monsters and solving quests that don't involve going into enemy territory. There will be plenty to do for players that prefer this more traditional online RPG experience. Camelot offers all the quests, communication, character advancement and role-playing of any other online RPG, and can be enjoyed at that level – so long as the player stays away from the far-flung frontier areas of their Realm.

Once you've selected the Realm of your choice, you'll find yourself at the character selection screen. The window on the right of the screen shows your current selected character. Because you have not selected characters yet, this window will be blank.

Select Character

The name of each available character will appear on a character select button. If you have no character in a particular slot, the button will display "Create New Character." You can create up to eight characters in your Realm of choice.

To create a new character in an empty slot, click the Create New Character button. Character creation is covered in the next section of this manual.

Play

Selecting the Play button will send you into the world. This button will be darkened and unavailable until you create a character.

Quit

Select Quit to disconnect from the game and return to the desktop. You will be asked to confirm this choice.

Character Creation

Options

The <u>Options</u> button allows you to configure some aspects of how the game looks and operates. When you click on the <u>Options</u> button, you will see Options Menu:

Graphics Options

Resolution - Several resolution options are currently available: 800x600 (default), 1024x768, 1152x864, 1280x1024, 1600x1200, 1680x1050. Select the resolution you prefer.

Note that most of the following options can affect system performance and that the higher settings affect performance most.

ClipPlane [NEAR/MEDIUM/FAR]- Basically the distance at which the program will draw detail in the world.

Enable Windowed Mode - a checkbox to allow the game to run in a window. Leave unchecked to run in full-screen mode [default].

Warning: Windowed mode will not operate correctly on all systems and can cause poor performance or crashes. For more information, go to support.darkageofcamelot.com.

Character Creation

Use Atlantis Trees - a checkbox to use Atlantis-style vegetation.

Use Atlatnis Terrain - a checkbox to use Atlantis graphics for terrain.

Dynamic Shadows - a checkbox to use realistic shadows:

> Shadow Quality [low or high]
>
> Shadow Figures [none/self only/near 5/near 10/all]

Water Options

> Classic Water - a checkbox to original use water graphics.
>
> Shrouded Isles Water - a checkbox to use water graphics introduced with SI.
>
> Reflective Water - a checkbox to display water with reflections, includes two additional options:
>
> Reflection Quality [low/medium/high)
>
> Reflection Update [seldom, often, occasionally]

Sleep Mode - this option allows you to set the game to "sleep" if it is Minimized or in the Background or to turn sleep mode off altogether.

Graphics Options Presets

Default Settings - sets your options to the default settings for your hardware.

Best Visual Quality - sets options for the best graphic display.

Best Framerate - sets options for the fastest performance.

Controls

Configure Keyboard - The keyboard defaults to the settings listed on the next page; however, you can change them to a configuration of your own.

To change a key setting, simply click on the setting you wish to change and then press the key on your keyboard (or the left/right mouse buttons) that you want to assign to that option.

Note that if you use a key that is already assigned, the command it was previously assigned to will be "Unset" and will no longer have a keyboard command associated with it.

Mouse Mode - [ON/OFF/REVERSE] - Mouselook allows you to enable or

Character Creation
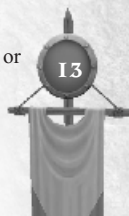
disable the use of the mouse for scrolling your view in the game. Reverse allows you to reverse the scrolling.

Mouse Sensitivity [HIGH/MED/LOW] - sets the amount of sensitivity on mouse movements.

Interface
The interface options allow you to set certain aspects of your User Interface.

Font Size [normal/small]

Skin Choice [Atlantis, SI, Custom]

Use Classic Name Font - a checkbox to use the older style of name fonts. Leave blank to use the Catacombs style.

Sound Options
The sound options allow you to set which sounds you would like to hear while playing.

Sounds [off/1-9/full]

Music [off/1-9/full]

Ambient Sounds [off/1-9/full]

Ambient Music [off/1-9/full]

Character Creation

Create Character

When you first log onto the game after selecting a server, you will enter the Character Selector. You can have up to eight characters in a single Realm and play only one Realm on each server. On this screen, you can select any existing character and press <u>Play</u> or select any empty slot and press the <u>Create New Character</u> button to make a new character.

The next screen contains all the options necessary to define a new character for your Realm. In the center of this screen is a full-body image of the character you are creating, with a rotating close-up of the face and head above it. Note that as you move your mouse cursor around the screen, information about each of the options there will display in the small text window to the lower right. Use the following options to define your new character.

Choosing a Name

Give your character a name suitable for the world in which you are playing. There is a name filter, so some names may be rejected if they are already in use or are considered to be out of the flavor of the game. If you have difficulty selecting a name, click on the <u>Generate</u> button to create a randomly-generated name for your character.

Choosing a Race

Select one of the six available races that inhabit the Realm you have chosen. Note that although there are 18 races available within the game, only six are available in each Realm. As your mouse passes over the race selections, a short description of each race will appear in the dialog box at the bottom of the screen.

15

Character Creation

Choosing a Class

Once you have chosen your character's race, you may choose its class, which defines your character's general career path. There are five or six classes available at this stage, depending on which Realm you have chosen. Not all races have the option to play every class, and some races may have more class options than others. When you select a race, those classes in which you can train will highlight. The others will be dark. When you choose a class, you will see which career guilds that race/class combination can become. The Realm-specific tables on the next few pages have more information.

Choosing a Guild

When your character reaches 5th level, it will be time to choose a guild. When you choose a race and class, you will see the available guild paths displayed on the left of the screen. Click on them to see a brief description of that guild. You can also refer to the Realm-specific tables at the end of this section for more information. *Note that in this case you are choosing your in-game guild to determine your career path, NOT a player-controlled guild, which is a bit different. We'll go into player guilds a bit later.*

Gender

Choose whether you want your character to be male or female.

Attributes

Attributes determine the physical, spiritual, and mental make-up of your character. These attributes may affect how well you perform in combat, your overall health or how much power you have. The attributes are Strength, Constitution, Dexterity, Quickness, Intelligence, Piety and Charisma. A brief description of the attribute will be displayed if you choose one. Below you will see "Points Left" and a number. These are the points you can allocate to your character. Or you can click on the "Auto Allocate Points" option to have the program suggest the best way to alloocate points. Click on the + or – buttons to add to or subtract from individual attributes. Note that you cannot reduce any attribute below its value, nor can any attribute be more than 100 or less than the base value for your race. Attributes that are important to your class are highlighted in yellow. The yellow stats will also increase as you develop your character. Those that are in white do not increase as your character grows (though they may be increased via items found in the game). Be aware that if you add more than 10 points to any single attribute, every increase after that will cost 2 available points.

If you're a bit wary of how to allocate your points, search the Camelot Herald (*http://www.camelotherald.com/*) for detailed explanations of the classes and which attributes they use best.

Character Creation

Other Options

If you wish to take advantage of the tutorial series of quests for new players, click on the Enable Tutorial checkbox before leaving this screen. You can also change Realms here or click Cancel to return to the Character Selection screen.

Click the Continue button to proceed to the next step.

Note that you cannot reenter the Character Creation screen for a character you have fully created.

Character Customization Manager

Beginning with the Catacombs expansion, there are new options for determining your character's look, with much enhanced detail in the character figures.

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.

Using Classic Figures

On the Character Manager screen, click the "options" button. Find and select the "Configure Figure Versions" field. A screen will pop up that will allow you to set each race in the game to use either classic or Catacombs figures.

When you have achieved the look you want, click the Continue button.

Character Creation

Realm-Specific Tables

Albion: Races, Classes and Guilds

Race	Class	Guilds
Briton (human)	Fighter	Armsman, Mercenary, Paladin, Reaver
	Rogue	Scout, Minstrel, Infiltrator
	Elementalist	Theurgist, Wizard
	Mage	Sorcerer, Cabalist
	Acolyte	Cleric, Friar, Heretic
	Disciple	Necromancer
Highlander (human)	Fighter	Armsman, Mercenary, Paladin
	Rogue	Scout, Minstrel
	Acolyte	Cleric
Avalonian (human)	Fighter	Armsman, Mercenary, Paladin
	Elementalist	Wizard, Theurgist
	Mage	Sorcerer, Cabalist
	Acolyte	Cleric
Saracen (human)	Fighter	Armsman, Mercenary, Paladin, Reaver
	Rogue	Scout, Minstrel, Infiltrator
	Mage	Sorcerer, Cabalist
	Disciple	Necromancer
Inconnu	Fighter	Armsman, Mercenary, Reaver
	Rogue	Scout, Infiltrator
	Mage	Cabalist, Sorcerer
	Disciple	Necromancer
Half-Ogre	Fighter	Armsman, Mercenary
	Mage	Cabalist, Sorcerer
	Elementalist	Wizard, Theurgist

Character Creation

Midgard: Races, Houses and Guilds

Race	Class	Guilds
Norseman (human)	Viking	Thane, Warrior, Skald, Berserker, Savage, Valkyrie
	Mystic	Runemaster, Spiritmaster, Warlock
	Rogue	Shadowblade, Hunter
	Seer	Healer
Kobold	Viking	Warrior, Skald, Savage
	Mystic	Runemaster, Spiritmaster, Bonedancer, Warlock
	Rogue	Shadowblade, Hunter
	Seer	Shaman
Troll	Viking	Thane, Warrior, Berserker, Savage
	Mystic	Bonedancer
	Seer	Shaman
Dwarf	Viking	Thane, Warrior, Skald, Berserker, Valkyrie
	Mystic	Runemaster
	Rogue	Hunter
	Seer	Healer
Valkyn	Viking	Warrior, Berserker, Savage
	Mystic	Bonedancer
	Rogue	Hunter, Shadowblade
Frostalf	Viking	Thane, Valkyrie
	Mystic	Runemaster, Spiritmaster, Warlock
	Rogue	Hunter
	Seer	Healer, Shaman

Character Creation

Race	Class	Guilds
Celt (human)	Arms	Hero, Champion, Blademaster
	Stealth	Ranger
	Nature	Warden, Bard, Druid
	Magic	Mentalist, Vampiir
	Grove	Valewalker, Animist, Bainshee
Lurikeen	Arms	Champion, Hero
	Stealth	Ranger, Nightshade
	Magic	Eldritch, Enchanter, Mentalist, Vampiir, Bainshee
Firbolg	Arms	Hero, Blademaster
	Nature	Warden, Bard, Druid
	Grove	Valewalker, Animist
	Magic	Vampiir
Elf	Arms	Champion, Blademaster
	Stealth	Ranger
	Magic	Eldritch, Enchanter, Mentalist, Vampiir
	Grove	Bainshee
Sylvan	Arms	Hero
	Nature	Warden, Druid
	Grove	Valewalker, Animist
	Magic	Vampiir
Shar	Arms	Hero, Champion, Blademaster
	Stealth	Ranger
	Magic	Mentalist, Vampiir

Character Creation

Deleting a Character

If you decide you no longer want a character you have created, click on the Delete Character button. You will be asked to type "YES" to confirm that you really want to delete the character, then click on the Delete button that appears or click on Cancel to back out of the deletion process.

Warning: Once you click on the Delete button, your character will be gone... permanently! Be sure you really want to delete that character!

It's Time to Play!

Congratulations. You have created your first character in Camelot! To enter your chosen Realm and begin your adventure with your new character, click the Play button with that character selected.

Character Creation

Basics of Gameplay

Moving Around in the Game

By default, you will use your keyboard to move around in the game. You can use the arrow keys- the "up" and "down" arrow keys will move you forward and backward, and the "left" and "right" arrow keys will turn you left and right, respectively. You can also use the *W* and *S* keys to move forward and backward.

Mouselook

To make the selection of in-game items and enemies easier, your mouse arrow is always active. With some practice, you will find yourself using the keyboard to move around and the mouse to select things as second nature. If, however, you want to quickly look around, holding the right mouse button down will engage Mouselook mode, and your character will turn with your mouse movements.

Keyboard

See page 48 for a detailed listing of the default controls. Please note that the keyboard controls are completely customizable. There are two other pre-set keyboard configurations, and you can customize your keyboard setup to suit your needs. *However, you will need to quit out of the game and use the* Options *button on the Create Character screen to customize your keyboard.*

Camera Views

Use the F11 key [default] to toggle the camera view. You can view your character from first-person view or third-person. In third-person view, one option follows your character from close behind while the other remains in a fixed position, even if your character moves. (This is a handy mode to use if you are running away from something that wants to hurt you and want to know how far behind it is.) To see your character from different angles in follow mode, hold down the Left Mouse Button to move the camera about and the Mouse Wheel to zoom in or out.

Chat

Like any good role-playing game, social interaction is an integral part of Dark Age of Camelot. A large part of the social interaction is the ability to chat with fellow players. The text window is divided into two sections. The chat window on the bottom displays all incoming text, such as messages from other players (whether public or private), broadcast messages and certain dialog from NPCs such as shopkeepers, etc. The top part of the window displays messages related to the game environment, combat and spell-casting.

At the top of the chat window you'll find five tabs—Main, Broad, Guild, Group and Friends. Each of these tabs can be customized to allow you to receive or disable any of the eight chat/message channels as well as set the colors for each type of incoming message (see "Customizing Chat" below).

Say

There are several ways to speak to people nearby. This is the most basic communication, and you can initiate it by hitting the ' or " keys as well as */say*, */s* and pressing Enter. Say will send a message to everyone in your immediate vicinity.

Private Send

To send a message privately to another person of your Realm, use the */send* command. For example, if you wanted to say hello to Grond, you would type */send grond Hello!*

Group Chat

To speak to everyone in your party of adventurers regardless of their location, use the group send command */g*. For example, if you wanted to meet up at the guard tower with other members of your group, you would type */g You guys run up ahead, I'll meet up with you at the guard tower*. Note that you can make Group Chat the default by selecting the Group tab.

Guild Chat

Use Guild Chat to send messages privately to members of your guild. To send a message to all guild members currently online, type */gu* and enter the text of your message. For instance, to call a guild meeting, you would type */gu Guild meeting at Howth in 15 minutes*. If you select the Guild tab, then your default messages (pressing Enter) will be to your guild members only. For a more complete list of guild commands, see the section titled "Player Guilds" later in the manual.

Broadcast Chat

Broadcast chat is used to speak with everyone in a zone or local area. It is restricted to specific areas, such as Prydwen Keep, Mularn and Howth. You'll know when you are in such an area when you see the tagline in your message box, for instance, "You have entered Prydwen Keep." You will be able to communicate with everyone in the current area using Broadcast Chat.

Gameplay Basics

Friend Chat

Sometimes when you're playing, you may want to chat with a group of people who are not in a group or guild with you. To do so, you can form a chat group of up to 20 other players. Chat groups function very much like regular groups, except that they are only for chat. No experience or loot are shared. The leader of the chat group uses the command */chatgroup invite <playername>* to invite people into the group. If the Chat Group leader leaves the Chat Group, the next player on the list becomes the leader.

Alliance Chat

If you are a member of a player guild, your guild may have formed alliances with other guilds. If this is so, you can chat with members of each allied guild using the alliance chat mode.

Friends Monitor

Use the Friends Monitor (click the Friends button on the Command Button Interface) to determine which of your friends are online.

Customizing Chat and Event Messages

You may adjust the length and width of the chat/effects window. You may also adjust the proportions of display between the two windows by adjusting the horizontal border between the chat and effects. If you wish this window to be completely transparent and still be able to read the text clearly, move its alpha level all the way to 0.

   You can also customize the colors of incoming messages. To customize incoming chat colors, right-click on the tab for the specific chat channel you wish to change. To customize incoming event messages, right-click in the upper window to display the various system messages.

   Once you have the correct window open, click on the message type you want to change. Note that a line appears under the selected message type. Then click on the arrows at the bottom right of the window, where it says "Change Color." The selected message type will change color each time you click one of the arrows. Click on Accept if you are satisfied with the changes you have made. Or click on Cancel if you don't want to keep the changes. Clicking Cancel will leave everything the way it was when you first opened the window.

   You can drag any Chat tab onto an empty slot in the Quick Bar to assign it

Gameplay Basics

to a hotkey. Finally, you can enable or disable any of the eight types of incoming chat messages for each of the five tabs individually. To do so, right-click on the tab, then click on the small box to the left of each chat option to enable or disable it. *Note that if you disable a message type, you will not be able to see any messages of that type that your character receives.* Click on <u>Accept</u> if you are satisfied with the changes you have made or click on <u>Cancel</u> if you don't want to keep the changes. Clicking <u>Cancel</u> will leave everything the way it was when you first opened the window.

Emotes

You can use the */em* command to depict an action or non-chat description. For instance, to tell everyone you are smacking Derk the Bold with a fish, you would type */em Smacks Derk the Bold with a fish*.

Animated Emotes

Certain emotes are treated as commands themselves and include special animations. Here is a partial list of animated emotes:

/bang	*/dismiss*	*/raise*
/beckon	*/flex*	*/rude*
/beg	*/hug*	*/salute*
/blush	*/induct*	*/shrug*
/bow	*/kiss*	*/slap*
/charge	*/laugh*	*/slit*
/cheer	*/military*	*/surrender*
/clap	*/no*	*/taunt*
/cry	*/point*	*/victory*
/curtsey	*/ponder*	*/wave*
/dance	*/present*	*/yes*

Gameplay Basics

NPC Interaction

While adventuring in the world, you will come across characters with whom you can interact, but who aren't controlled by other players. These are called Non-Player Characters or NPCs. To initiate conversation with an NPC, make sure you're relatively near one and then right-click on its image.

Quests and Tasks

NPCs may have something to say or a service to offer you. If they do say something, keep an eye out for clues that can reveal more information. Clues often appear in the form of bracketed and highlighted text in the NPC's communication. Simply click on the highlighted text or use the */say* command to repeat it, and you'll receive more information and, in some cases, an offer to take on a quest.

For example, an NPC may say something like, "Hail, good citizen. You look like someone who likes **[adventure]**." As you can see, the word adventure is in square parenthesis and would also be highlighted. You may be able to click on the bracketed word or use the */say* command and type *adventure*. Continue to interact in this way with the NPC, and he or she may offer you a quest, which you may accept or decline. If you accept a quest, the NPC may describe what you must do next, or it may already have been included in the NPC's communication with you.

Check the status of your ongoing quests by opening your Journal, found on the Command Button Interface. The Journal will list each step of a quest as you complete the previous one.

Tasks

There is another type of quest called a task. Tasks are short missions that must be accomplished within two hours. If you complete a task on time, you will receive a reward—usually experience and possibly money. Tasks are different from quests in several ways. For instance, a task has only one step, whereas most quests consist of several steps. Tasks do not appear in your Journal. Also, although you can have several quests at the same time, you can only have one active task at any given time. To obtain a task, simply target an NPC and type */say help* or */whisper task*.

Use either "help" or "task." Use */whisper* to prevent what you say from being seen by everybody in the area. To see what tasks you are currently doing, type */task.*

Gameplay Basics

QUEST	TASK
No time limit	2-hour time limit
Multi-step	Single step
Multiple simultaneous	Only one at a time
Experience, money and/or items	Experience and money, no items
Specific to certain NPCs and circumstances, may depend on character's level	Randomly generated, not dependent on character's level (except that no tasks are assigned after 20th level)

SHOPKEEPERS

Shopkeepers abound throughout the world. These shopkeepers may sell weapons, armor or other items your character will find useful. Right-click on a shopkeeper to view his or her wares in a shopping window. To buy an item from the store list, click on the item you want to buy and hit the Buy button. To sell an item from your inventory, select the item from your inventory and drag it over to the Sell button in the store window or press *Ctrl-S*

A shopkeeper

[default]. Your current amount of coin is displayed both in the store window and in your inventory. To find out how much you'll get for an item, select it and click the Appraise button.

Buying Multiple Items

There is more than one way to buy multiple items. For instance, if you select an item and Shift-left-click on the Buy button, you'll see a window that asks how many of the item you want to purchase. Click the arrows to increase or decrease the amount by 1. Shift-click to increase or decrease the amount by 10. Then click Buy to complete the transaction.

Or... Click the icon of the item you want to buy and, while the icon is attached to your cursor, type */mbuy #*, where # represents the quantity (from 1-100) that you want to purchase. You can even create a macro to purchase exact quantities of an item. For instance, */macro BUY50 /mbuy 50*.

GAMEPLAY BASICS
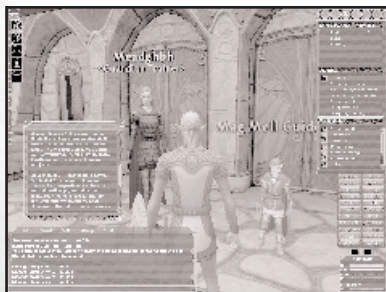
Visiting the trainer

Trainers

To obtain training from your trainer, right-click on a trainer of your class to view the training window. If you have sufficient skill points and wish to train in a skill, select the skill in which you wish to be trained and then hit the Train button. Be careful, once you've trained in a skill, you cannot undo your selection. If the trainer is not of your class, a training window will not be available to you. Note that you will be guided to a new trainer when you reach 5th level.

Healers

If you have lost constitution as the result of a death, you may purchase it back from one of these healers. They will offer to restore as much constitution as you can afford or repair one point of constitution at a time at a cost determined by your level.

Enchanters

For a price, enchanters will cast enchantments upon your weapons and armor. Doing this will add an identifying adjective to your item's name. Adjectives such as shining, glowing, bright all indicate that an item has been enchanted Enchanted weapons are more effective in battle than unenchanted ones. For armor, enchantments grant the wearer a bonus to their ability to avoid being hit. There is no visible stat on a player character that displays the enchantment effect. To get your item enchanted, drag your item's icon over to the enchanter, and he will enchant it for you, removing the appropriate amount from your pocket.

Smiths

Should you find your weapons or armor in need of repair, take them to a smith. Smiths are usually found in local villages. To have your item repaired, drag it over the smith and drop it on him. He will deduct the charge from your pocket and give the item back.

Gameplay Basics

Interface Chart

Quick Bar   Active Spells   Control Bar

System Messages

Mini Group Panel

Friend monitor   Conc panel   Chat Messages

Summary Window & Character Info
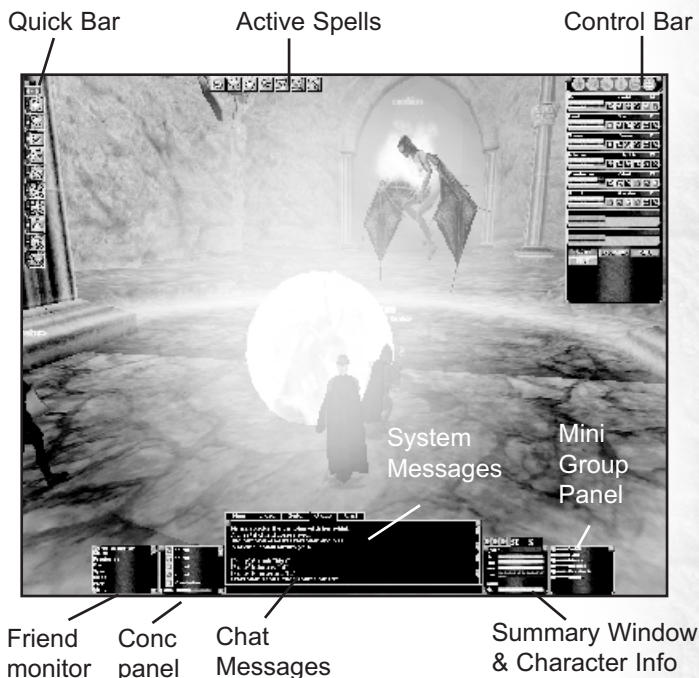
Interface Elements

When you first enter the game, take some time to become familiar with the screen layout, which consists of several key elements: the control bar, chat window, effects window, Quick Bar, the Command Button Interface and summary window. Additional windows are available, but will be closed when you start a new character. You will learn about these windows later in the manual. Also, when you first begin, a tips window will appear. If you do not want the tips window to appear when you enter the game, click on the check-box in the lower left corner to disable tips.

The control bar displays six icons in the upper right-hand corner of the

29

Gameplay Basics

screen. From left to right, the icons represent the Player Sheet, Inventory, Abilities, Combat Styles, Spell Lists and Group Panel. To minimize any panel with the mouse, click on the small close box on the upper right-hand corner of the control bar. Click on any of the control bar icons to reveal the appropriate display. Move the control bar by dragging it from the upper left-hand corner.

You can change the position of interface elements on the screen. To do so, hold down the *Shift* key, hold down the left mouse button and drag the item you wish to move. You can also adjust the "alpha level" of a window, which controls its transparency. To do so, right-click on the desired element and adjust the scale to your liking. To hide all screen elements from view at once, press the <u>Tab</u> key.

Control Bar

Click on any of the icons on the control bar to open or close the associated window. Note that each of the six main windows accessible from the control bar has a keyboard equivalent, which you can modify by selecting Options/Keyboard Config at the Character Selection screen. Before we describe each of the windows associated with the control bar, we will look at some other features of the screen layout.

Text Window: Chat and Effects

The incoming text window serves two purposes. The chat window on the bottom displays all incoming text, such as messages from other players (whether public or private), broadcast messages and certain dialog from NPCs such as shopkeepers. The top part of the window displays messages related to combat and spell-casting.

Combat messages relating to the monster you are fighting will display in orange text [default]. However, if more than one enemy is attacking you, combat messages relating to any others will display in red, helping you keep track of what's going on.

Note that you can customize the incoming chat and message colors. For a complete description of chat options, see the "Chat" section earlier in this manual.

Gameplay Basics

Quick Bar

The Quick Bar is used to engage abilities, spells and combat styles and may have other uses as well. For instance, Minstrels can use the Quick Bar to switch quickly between holding an instrument or a weapon, and you can use the */macro* command to place text or commands in the Quick Bar. There are ten separate Quick Bars, numbered 1 through 0.

Each Quick Bar has ten slots on it, which correspond to the number keys on your keyboard. To use the Quick Bar, drag a skill, spell, combat style or appropriate item onto one of the slots, then press the corresponding number on your keyboard or click on the icon in the Quick Bar. Note that the skill, spell or combat style you have chosen may require certain circumstances to activate. For instance, if you have no enemy targeted, you will not be able to initiate a combat style or combat spell. To switch quickly between Quick Bars, hold down the *Shift* key and press the appropriate number (1 through 0). Or click on the arrows at the top of the Quick Bar to scroll through them.

You can drag the Quick Bar to any position on the screen, and its orientation can be either vertical [default] or horizontal. To adjust the orientation, simply click on the little hollow circle in the corner of the Quick Bar. To remove any hotkey set up on the Quick Bar, hold down *Shift* and right-click on the item you want removed.

Summary Window

The summary window defaults to the lower right-hand corner of the screen and displays a few useful bits of information, including your character's current health (red), endurance (green), power (yellow) and experience (blue), as well as the name, approximate level and health of your target. The line of blue circles represents 100% of the experience needed to reach the next level, which is divided into 10 bubble segments. The long blue bar represents one bubble. When it is filled, the next bubble will become highlighted. Once all ten bubbles are highlighted, your character will advance to the next level.

When you target any creature, NPC or player in the game, you will see their name and health appear at the very bottom of the summary window.

Gameplay Basics

The Command Button Interface

The Command Button Interface contains a variety of useful commands, available with the simple click of your mouse:

Attack - Toggles in and out of combat mode.

Sprint - Toggles in and out of sprint mode.

Sit - Causes your character to sit.

Follow - You'll follow the selected character or creature from a distance away.

Stick - You'll stick close to the selected character or creature wherever it goes.

Face - You'll face the selected character or creature.

Pray - You'll pray, assuming your gravestone is selected.

Release - Your dead character will release, returning to the bindstone.

Bonuses - Lists any current resistances or buffs.

Bind - Binds you to a stone, assuming one is nearby.

Clock - Brings up a real-world clock in a window.

Keeps - Lists all keeps and which Realm controls them.

Relics - Lists all Relics and which Realm controls them.

Task - Lists any current tasks.

Friends - Opens your Friends Monitor (see below).

Afk - Flags your character as afk (away from keyboard).

Compass - Toggles the compass open or closed.

Help - Opens the interactive help system.

Journal - Opens your quest journal.

Quit - Causes your character to log out of the game.

Keyboard - Lists the current keyboard configuration.

Map - Brings up a basic overhead map of your current zone.

Gameplay Basics

Control Bar Panels

Player Sheet
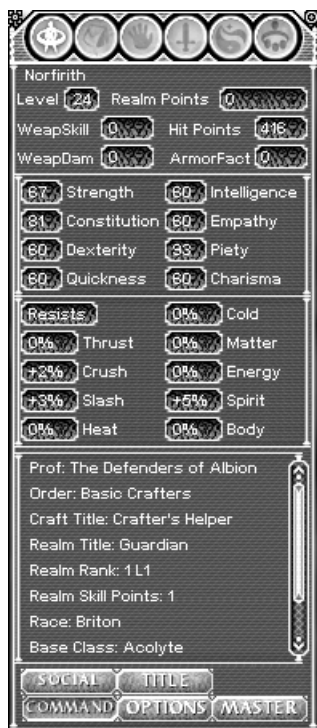
To call up your player sheet, hit *Ctrl-T* or click with your mouse on the Player Sheet icon on the control bar. The Player Sheet displays your character's name, class, level, guild name, guild title, association, Realm title, Realm points, skill (in your current readied weapon), damage (with the current readied weapon), armor absorption, armor factor, attributes, guild and Realm titles. Five buttons appear at the bottom of the Player Sheet:

Social

Opens a window that helps you track the status of Realm vs. Realm and Player vs. Environment concerns, as well as a useful "Friends" tab which allows you to quickly keep track on friends in the game.

Title

Manages your own in-game titles.

Command

Opens or closes the command interface.

Options

The Options menu allows you to adjust some basic sound and graphics settings, as well as selecting what categories of names you would like to see floating above other character's heads while playing.

Master

Provides information on the *Trials of Atlantis* Master Levels.

Inventory Panel

To call up the inventory window, hit *Ctrl-I* or click on the bag icon on the control bar. The Inventory Panel displays a paper-doll image of your character as it currently appears in the game, slots in which equipment may be worn, a backpack and currency. You'll learn more about the items in your inventory in later sections of the manual.

Abilities Panel

The abilities window will display all the things that come naturally to your character. For example, if the window displays "Armor Ability: Leather," then your character has the natural ability to wear armor made of leather and requires no training to be able to wear it.

Usable Abilities

Some abilities have an icon beside them, which indicates that they can be used by dragging them onto your Quick Bar. Sprint is one that currently comes with an icon as well as Stealth, Climb and a few others. For all abilities that have icons, you may select and drag the icon over to your Quick Bar. Then select the corresponding numerical key to activate the skill. For instance, to use the Sprint ability, click on the appropriate numeric key and your character will enter sprint mode and will run faster while using endurance. Once you are out of endurance, your character will return to its normal running speed.

Combat Styles Panel

Just as all spell-casters get spells, all melee classes receive combat styles. These styles are based on the character's skill specialization. Click on the sword symbol or hit *Ctrl-Y* to bring up this panel. Armsmen who use the polearm skill, for example, will receive combat styles based on the polearm. The Armsmen will still have natural skill in other weapons but may not have styles if the weapon type is

Gameplay Basics

not specialized. If you right-click on a combat style icon, a summary window will display your opening which describes the situation necessary to use the combat style successfully. Press *I* for additional information about a combat style. If the opening is "none," then the style can be used at any time. To use combat styles, drag the icon from the combat styles sheet to the Quick Bar. Clicking on the icon (or the appropriate number on the keyboard) while it is in the Quick Bar will set the character into combat mode. *Using combat styles will deplete your character's endurance.*

Spell List Panel

As spells become available to you, they will be displayed in your spell list window. To call up your spell list window, click on the symbol from the control bar that resembles a yin-yang symbol or hit *Ctrl-P*. In some cases, spells are listed by different categories. Click on the category name to expand the list of spells your character has learned beneath it along with their spell level. Click again to contract the list. To use spells, drag them onto your Quick Bar. If you've grabbed a spell that you didn't mean to, you can right-click anywhere on your screen to "drop" it from the mouse pointer. Don't worry, you won't actually drop the spell, but you will no longer be dragging it. The spell list panel also contains two additional buttons: Pet and Conc.

Pet Window

Some character classes can have pets, which follow them around and follow their orders. To control a pet, click the Pet button on the spell list window. If you have no pet, the window will display no infor-

Gameplay Basics

mation. If you acquire a pet, the window will open automatically.

The pet window displays the name of your pet, its health and a list of possible commands and behaviors you can give to your pet. It shows any buffs or magical enhancements that you have cast on your pet. You can have your pet act aggressively (attack everything), defensively (attack only that which attacks its master) or passively (attack nothing). You can have your pet follow you, stay, come to you or go to a target location (currently defined by a target creature or person). At the bottom of the pet window are two more buttons. Attack will order your pet to attack any enemy you currently have targeted. The Release button sets your pet free. *Note that any command on the pet Window can be dragged to the Quick Bar and used from there.*

Concentration Window

Clicking the button labeled "CONC" reveals the concentration window, which opens to the left side of the screen by default. This window is used to display active spells of a specific type that require concentration, for example, cleric protection spells. If you are playing a character that has concentration-type spells, any active spells are displayed in this window. To remove any active spell from the window, shift and right-click the spell icon.

The concentration window shows not only which spells are cast on which characters, but also how much remaining concentration your character has. Because these "buff" spells each require some concentration, there is a limit to the number of such spells that can be active at any given time. The concentration window helps you track those spells.

Group Panel

The group panel allows you to see different aspects of your current group, which may be composed of up to eight party members. A person may be added to the group by clicking the Invite button with that person targeted or by using the */invite* command. When you are a member of a group, this panel will display each member's name, class, current level, health, power level and active spells affecting their character. The first row of buttons are used to join a

36

Gameplay Basics

group, disband a group or person or display/hide your mini group window. You can click on a name in the group (or mini-group) panel to select that character in the game.

The second row of buttons are used to *find* players who want to group, *set LFG*, which allows you to let others know what kind of a group you want to form, and *benefits*, which lists group enhancements. Below all of this is the *Warmap* button, which brings up a detailed map showing detailed status of the frontiers.

Mini Group

To open the mini group window, open the group panel and click the Mini button. This is a mini-version of your normal group window, displaying the names of your party members, their health and approximate power. The red bar represents health; the gold circle represents approximate power. The brighter the gold circle, the more power the group member has. If the circle darkens, that party member is out of the necessary power with which to cast spells.

Looking for Group Display

If you are either looking to find a group to join or to add a person to an existing party, the "Looking for Group" or LFG feature is what you will want to use. More information about this feature is available in the Groups section of this manual.

Entering the Game

Once you have created your new character and have entered the game, the first time you enter your Realm, you will find yourself standing before a special NPC (Non-Player Character). This is your class trainer, who will help you advance through the first part of your character's training and may, from time to time, have an errand for you.

To talk to your class trainer, right-click on him or her. Each time you gain a level, return to your trainer to apply the specialization points you've earned to your skills. You'll learn more about skills later in this manual. For now, though, **remember the location of this person**. Should you somehow lose your initial weapon, your class trainer will provide you a new one for free.

Training Your Character

If you venture a short distance from your starting town, you'll find plenty of creatures safe for your early training. Fight them to gain experience and return to your trainer each time you gain a level.

Gameplay Basics

Travel

There are various ways to get around in each region. Of course, you can always walk, run or (in some cases) swim from one place to another, but you can also find somewhat faster methods of travel, including teleportation, horse routes and boat routes. Oh, and you can even fly or ride a shark in *Atlantis*!

Teleportation

The fastest way from one place to another is by teleportation. Commonly, you can teleport between regions, such as the Mainland, Shrouded Isles and Atlantis. You can also teleport through various border keeps, to various places within Atlantis and to and from various locations if you have a player-owned house.

Horse Routes

There are many stables across the lands and many ways to get from place to place by horse. For the most up-to-date information on horse routes, check online at: *http://www.camelotherald.com/mapalot*

Flying Routes (Shrouded Isles)

There are ridable routes to the faction-based mounts. These routes will all require you to have the proper faction to use the mounts (the same faction as the destination points), to ensure players do not accidentally take a trip into a hostile area. The merchants can be found in the following areas:

Albion: Vilmalin can be found right outside Caer Diogel and will sell players a ride to Clifton.

Midgard: Korlis can be found just outside Hagall and will sell players a ride to the Iarn dwarf outpost in Faraheim.

Hibernia: Zrrazk can be found just outside of Necht and will sell players a ride to the Krrzck outpost in World's End.

Boat Routes (Atlantis)

There are three boat routes. They all start from Oceanus Hesperos, called Hesperus Haven. They all make a round trip back to Hesperos Haven and stop at the locations listed below.

Stygian Queen Route - Stygian Haven

Volcanus Route - Haven of Volcanus

Aerus Route - Haven of Aerus

Gameplay Basics

Shark stablemasters are outside the docks of each of the Havens: Oceanus, Stygia, Volcanus and Aerus. There is also a stablemaster in Mesothalassa with routes to each of the Havens. These merchants also sell a ticket good for a tour of some of the more important areas and features of their respective zones. Don't forget your breathing potions and look for the following tritons:

> Feurbe is the Oceanus Haven stablemaster with routes to the Mesothalassa stablemaster and a tour of Oceanus Hesperos.

> Lokhas is the Mesothalassa stablemaster with routes to Haven of Oceanus, Haven of Aerus, Haven of Stygia, Haven of Volcanus and a tour of Mesothalassa.

> Splogorf is the Volcanus Haven stablemaster with routes to the Mesothalassa stablemaster and a tour of Oceanus Anatole.

> Estcheron is the Stygia Haven stablemaster with routes to the Mesothalassa stablemaster and a tour of Oceanus Boreal.

> Gombuor is the Aerus Haven stablemaster with routes to the Mesothalassa stablemaster and a tour of Oceanus Notos.

Advancing Your Character

New characters are considered to be "young" and have had very little experience in the "real world." By vanquishing monsters and solving quests, your character grows (meaning "gains experience").

As you kill monsters and complete tasks and quests, you may be awarded a certain amount of experience. This experience is reflected in the two blue bars in the summary panel. The topmost of the two bars is segmented into ten bubbles. Each bubble represents 10% of the total experience for that level. When all ten bubbles (100%) fill up, the bar will clear and begin again. When the non-segmented blue bar fills, you will fill one bubble. With each level, your character gains more health and power. You will also be awarded skill specialization points with each new level. These skill points are used to specialize in the various skills your character has available to it. See "Skills & Leveling" below for more information on skills. Additional gifts upon leveling after level 5 may include spells, songs, combat styles (as appropriate to your class) or new abilities (such as being able to wear better types of armor).

Each time you level, you will get less experience from the monsters you fought the previous level. They will be easier to kill, but will be worth less. If a monster cons gray (no color), you will gain no points from it at all. The ideal monster is going to be blue or possibly yellow, depending on your equipment and skills. The game is designed so that the lower levels go by fairly quickly. After that your progress may slow down, so that the higher you go, the longer it takes to reach the next level. Just as someone new to a skill absorbs a lot of new information very quickly, someone with a great deal of experience has less to learn. So it is in Camelot, where you will grow quickly at first, then possibly more slowly over time.

You will note that you can advance very quickly when fighting in an effective group, where, as a group, you can fight much tougher enemies than you could solo.

You can also gain experience by completing quests and tasks (see "Quests and Tasks" above).

Skills & Leveling

Your character's survival in these dark times relies heavily upon his or her skills. When your character first enters the world, the extent of its skills isn't much more than knowing which end of the pointy thing hurts. However, you'll find that learning happens quickly in Camelot if you apply yourself.

Each time your character levels (goes up a level), you'll receive some specialization points. Return to your trainer to use these skill points to train your abilities or skills. Right-click on the trainer, then click on the skill you want to train. Finally, click on the Train button.If you have enough specialization points, you'll be able to train the skill.

Skills vary in cost and become ever more costly as you raise them. For example, a level 2 Armsman can train in the Slash specialization for two skill points. The next time he trains in that skill, it will cost three skill points, and so on. Be sure to give all available skills due attention, as they are all important, based upon how you want your character to interact in the world. Your specialization choices can dramatically affect how your character develops at higher levels, since the specific skills you will receive are based on the amount of training you have given different specialization groups. The skills you receive and the amount of their improvement is based on a skill tree, so even characters of the same class may have different skills or be more effective at certain skills, based on their specialization choices.

Weapon and armor users will sometimes get boosts, allowing them to use

Gameplay Basics

new types of armor or weapons. Until you've been trained to use a certain type of material, the use of an item made from that material would be inefficient. Based on your specialization level in a particular skill, you may receive additional abilities, such as spells and combat styles.

Respecializing (respeccing)

Maybe you wished you had specialized in Thrust instead of Slash or Matter instead of Body. Hmm. Too bad? Actually, it is possible to change your mind if you find your character is just not working out. At level 20 and again at 40, you can respec, using the */respec* command with your class trainer. This will allow you to remove the points you have allocated to a specific specialization line (and the benefits thereof) and apply those points to a different line (gaining the appropriate skills and benefits). So, there's hope, even for those characters you thought were hopeless.

Realm Abilities and Ranks

You can gain special Realm Ability Points by fighting in RvR, and these points allow you to purchase powerful and useful Realm Abilities, in addition to increasing your Realm Rank.

Realm Abilities

There are Realm Abilities for each class in the game. Some have three levels, and others have five. Each level of a Realm Ability costs more, so you will want to consider carefully which abilities you want. Some specific Realm Abilities are only available to players who have attained the 40th level or greater.

Once you have attained a Realm Rank, you can begin spending Realm Ability Points. To do so, go to your trainer and select the ability you want to train from the list that appears below the Class Specializations options.

Realm Ranks

As you accumulate Realm Ability Points in RvR, you can attain Realm Ranks, which not only provide you with a Realm Rank Title, but also, in Ranks 2 through 10, will provide you with a plus bonus to all your skills. For instance, at Rank 2, you get a +1 bonus to all skills. At Rank 10, which starts at nearly 6 million Realm Points, you get a +9 bonus to all skills. There are twelve possible Realm Ranks and a possible 110 total Realm Ability Points.

For more information about Realm Abilities and Ranks, check the Herald at www.camelotherald.com *and click on Realm Abilities in the Documentation section.*

Master Paths & Abilities

Once you have completed at least one of the Atlantean Trials, you can visit the Arbiter and choose a Master Path. Each character class can choose from among two Master Paths. Each Master Path has ten special abilities, which you gain by gaining Master Level experience points. You can gain Master Level experience in a variety of ways, including completing certain Trials, helping others complete certain group (non-solo) Trials for the first time (if you are grouped with them and have already completed that Trial) and by fighting certain monsters in Atlantis and in the old worlds. There are eight Master Paths in all:

Banelord. The Banelord path focuses primarily on area effect debuffs that weaken or lessen the effectiveness of enemies, in addition to some enhancements for allies. The Banelord abilities are most effective in larger groups and encounters.

Battlemaster. Basically a defensive path with variable skills ranging from buffs and debuffs to specific attacks and skills useful during sieges.

Convoker. A path with a range of abilities, many very useful in siege conditions, including the ability to manifest wood, set area effects to reveal stealthers, rune traps, etc.

Perfecter. Primarily a healer's path, but with some enemy debuffs as well.

Sojourner. The Sojourner path offers a variety of abilities, such as summoning a merchant, teleporting to a bind location (for self or group), reducing encumbrance, revealing and destroying enemy runes, etc.

Spymaster. A stealther's path, Spymaster abilities include increased gold from PvE, summoning a decoy, laying damaging runes, protection, siege wrecker, etc.

Stormlord. A master of the elements, Stormlord abilities focus primarily on area effect damage and debuffs of enemies, though some are beneficial to allies as well.

Warlord. The Warlord's abilities focus on area effect healing, regeneration effects and enemy debuffs as well as a siege countdown timer-reduction skill.

Gameplay Basics

Secure Trading
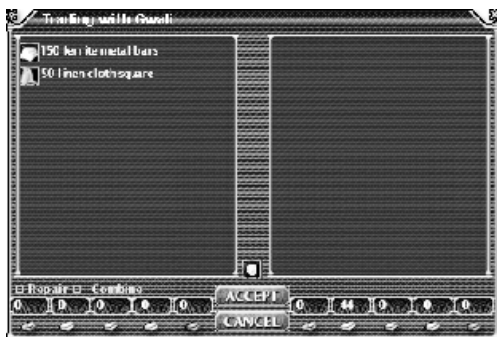
The trade window.

Any two players can trade items or money. To initiate a trade, stand close to the person character you wish to trade with and drag an item over their image. A trade window will appear. Add any items and wait until they have put in whatever items or money have been agreed upon. To transfer money, click on the denomination you want to trade, then use the slider to determine the amount to transfer.

The trade will complete only when both players have clicked the Accept button. The small light above the Accept button will light up when you can finalize the trade. A timer restarts whenever an object is added or replaced, resetting the light. You can click the Cancel button to back out of the trade.

Note: Because you can delve items in the trade window (using Shift-I*), you can show someone an item and its stats without actually giving it to them. Back out of the trade after they have seen it.*

Money

You carry money in four denominations: copper, silver, gold and platinum. One silver is equal to 100 coppers. One gold is 100 silvers, and 100 silvers is one gold. However, it takes 1000 gold to equal one platinum.

Any time you shop or deal with an NPC character, money will automatically be deducted from your pockets to pay for goods or services. However,

there will be times, particularly when trading with other players, that you will want to select a specific amount of money. To do so, simply click on the denomination that you want to offer, click on the right-facing arrow to hold more or the left-facing arrow to hold less, then click on <u>Accept</u> to take that amount. Place your cursor over the image of the person you wish to give the money to (or onto an already-open trade screen) and click. The money will then transfer to the trade screen, where it will show up along the bottom.

> ### Money Denominations
> 100 copper = 1 silver
> 100 silver = 1 gold
> 1000 gold = 1 platinum

Items & Equipment

There are thousands of items in each Realm. Some are for sale by shopkeepers and player craftsmen. Others are unique and may only be obtained by completing quests or by killing monsters. There are many different weapons and pieces of armor, as well as items used for various purposes. Some items may also have spells and modifications that can affect your character when these items are used. And, depending on your class and skills, you may or may not be able to use certain items. Part of your character's development will be collecting and implementing these items.

Starting Equipment

Everyone begins the game with a single basic practice weapon and possibly a shield at his or her disposal. The weapon you start with will depend on your character's class. If you should lose or accidentally sell your practice weapon (it is not worth anything, but the vendor won't mind taking it off your hands), simply go back to your trainer. He or she will be happy to give you another. All classes come equipped with a five-pocket backpack, and each pocket is capable of holding eight items. In the inventory window ("*I*" key), you may select which pocket to look in by clicking on the small sack icon to the right side of the inventory list. The active pocket becomes highlighted. Your character's money is displayed at the bottom of the inventory window. The denominations are copper, silver, gold and platinum.

Gameplay Basics

New Equipment

Weapons

Your character can carry weapons and shields in different hands, depending on your class, level and trained skills. To see your character's equipped weapons, open the inventory panel ("*I*" key) and look at the slots corresponding to right hand, left hand, two hands or ranged. Initially, your character will carry a weapon in the right-hand slot. Each slot represents where your character will stow a weapon when you are not in combat. To equip a weapon from inventory, select it and drag it over the appropriate slot. Drag it over the paper-doll image of your character, and it will automatically drop into the default slot for the type of item it is. If an item is already in that slot, it will exchange positions with the new item and return to inventory.

Armor

There are six armor slots, covering the body, arms, head, hands, legs and feet. When you obtain a piece of armor, you can place it in the appropriate slot or simply drop it onto the paper doll. It will drop into the appropriate position. If a piece of armor is already in that slot, it will exchange positions with the new piece in the inventory.

There are different "sets" of each armor type, which, while functionally similar, will differ in looks and possibly in stats and price as well. You may choose to mix and match judiciously based on your level and available cash.

Armor Factor and Absorption

Pieces of armor have two unique statistics: Armor Factor and Absorption. Armor Factor describes the armor's basic effectiveness—it's ability to protect you from being hit. The higher the Armor Factor, the more protection it provides. Each piece of armor you wear adds to your overall Armor Factor, which you can read on the Player Sheet panel.

Armor Absorption describes the amount of damage a piece of armor will absorb. So a piece of armor with an absorption of 20 would absorb 20% of a blow. Each type of armor has an an absolute absorption: cloth is 0%, leather is 10%, studded is 19%, chain/scale is 27%, plate is 34%. Armor Factors on the different types of armor vary depending on the armor's material, quality and condition.

Peripheral Equipment

Your character also has the option of wearing other types of items, including a cloak, a neckpiece, jewelry, a waist piece, up to two rings and up to two wrist pieces. These items do not show up to other players on your character (except the cloak), but they may have special properties when worn.

İtem Deterioration

In Dark Age of Camelot, weapons, armor and magical jewelry deteriorate as
they are being used. The less skilled a character is at
using a particular type of weapon or armor, the faster
it will deteriorate. Because of this, there are several
different grades of equipment, and the higher grades
become available to you as your character advances.
Each grade represents the general durability of the
item and, in some cases, the effectiveness. The more
durable the item, the more times it can be repaired. Over time, however, some
items may become too worn down to repair any further. Also, each time an item
is repaired, it becomes somewhat more prone to wear, becoming essentially use-
less over time.

The different grades of armor and weapons, from the lowest to highest, are
common monster loot, store-bought items, player-crafted, rare item loot and
quest items. The rare item loot and the quest items will generally have the same
durability, but the quest items may be slightly better in their effectiveness.

When you examine an item, you will see its condition (how well repaired it is
currently), its durability (how many times the object can be repaired before
becoming useless) and its quality (how good an item it is). The quality of an item
never changes.

Object İnformation

Right-clicking on weapons and armor (in stores, in your inventory, etc.)
shows you additional information about the weapon: speed/damage for
weapons, damage absorption for armor. The name of the item is color-coded,
based your relative level to that of the object:

Gray	–	Way too weak for you to be using
Green	–	Weak for you to be using
Blue	–	Just below your level, but OK to use
Yellow	–	Optimal
Orange	–	Above skill level, degrades faster
Red	–	You'll harm this object quickly by using it
Purple	-	Don't even think about using it

Press *Shift-I* for additional information about an item. Some items may
have magical properties, including stat enhancements, protection against
certain types of attacks or even spells that will cast automatically when the
item is in use.

Gameplay Basics

Armor Dyeing and Enameling

Armors have a base tint, but you can redye any piece of armor by purchasing appropriate dyes or enamels from merchants found throughout the Realms. Dye merchants sell dye (for cloth), leather dye (for leather) and enamel (for studded, chain and plate), and each piece of your armor may be tinted individually. Some dyes (the more desired or "special" colors, such as black or purple) are very rare and expensive but are available through questing and from player-crafters.

To dye an armor piece, purchase a dye pot from a merchant, unequip the armor piece from your character into a normal interface slot, then drop the dye pot onto the armor piece and reequip it. Voila! That piece is tinted.

Please note that you can redye an armor piece as many times as you want.

Loot!

During your sessions within Dark Age of Camelot, you will encounter both friendly and nasty creatures and monsters. Often when you kill one of these monsters, it will drop one or more items on the ground. Monsters that appear as gray to you will give you no experience and will drop no loot. To target a dropped item, use F7 or your mouse pointer. Hit the G key or click and hold on the item with your mouse pointer and drag it into your inventory. Hitting the G key will automatically place the targeted item into your backpack. Keep in mind, however, that you can change the default settings of your keyboard configuration to keys of your liking.

You can use weapons found when killing monsters, but they are usually not as good as store-bought or crafted (hence, the "tattered" and "pitted" descriptions). However, some monster loot can be outstanding to use, especially found on high-level monsters, and may even include magic that will enhance your abilities.

Encumbrance

Your character's ability to carry items is limited and is based on its strength. Each item has a specific weight, which you can see by examining the item. Your character can carry weight equivalent to its strength plus 50. Thus, a Highlander or Firbolg with a strength of 100 can carry 150 pounds before becoming encumbered, and an Avalonian or Kobold with a strength of 50 can carry 100 pounds. Your character will start to slow down when it hits its encumbrance limit and will be slowed completely if it is carrying its encumbrance limit times 1.5.

Please note that some magical spells can temporarily raise (or lower) your strength and, thus, your encumbrance.

Gameplay Basics

The Commands

Dark Age of Camelot features many keyboard commands to enhance your enjoyment of the world. These include quick keys, slash commands and function keys.

Keyboard Configuration

Quick Keys are commands that are assigned to a single key on your keyboard for quick access. You can configure these keys by clicking the Options button and selecting Configure Keyboard from the Character Selection screen. *Note that there are several basic configurations you can use to start, such as RPG or FPS, or you can start with the default settings (MMO) as listed below:*

Move Forward	**W**
Move Backward	**S**
Move Forward	**Up Arrow**
Move Backward	**Down Arrow**
Turn Left	**Left Arrow**
Turn Right	**Right Arrow**
Strafe Toggle	<Unset>
Strafe Left	**A**
Strafe Right	**D**
Jump/Up	**Space**
Down	**Z**
Sit/Stand	**C**
Walk	**Y**
Look Up	<Unset>
Look Down	<Unset>
Reset Camera	**Center**
Pan Camera	**Tilde**
Run Lock	**NumLock**
Select/Open	<Unset>
Sell Item	**Ctrl +S**
Destroy Item	**Ctrl +Delete**
Torch	**T**
Toggle Names	**Ctrl+N**
Get Item	**G**
Attack Mode	**Q**
Consider	**N**
Ground Target	**V**
Use Item	**U**
Use Item2	**Ctrl+U**

Gameplay Basics

Show Inventory	**Crtl+I**
Show Stats	**Ctrl+T**
Show Group	**Ctrl+O**
Show Spells	**Ctrl+P**
Show Skills	**Ctrl+K**
Show Combat	**Ctrl+Y**
Nearest Enemy	**Tab**
Nearest Object	**Ctrl+H**
Nearest Friend	**F9**
Nearest Loot	**H**
Last Attacker	**F10**
Reply	**R**
Chat Logging	**Ctrl+L**
Mouselook Toggle	.<Unset>
Mouselook	**Right Mouse**
Target Group #1	**F1**
Target Group #2	**F2**
Target Group #3	**F3**
Target Group #4	**F4**
Target Group #5	**F5**
Target Group #6	**F6**
Target Group #7	**F7**
Target Group #8	**F8**
Chat Page Up	**PgUp**
Chat Page Down	**PgDown**
Sys Page Up	**Shift +PgUp**
Sys Page Down	**Shift +PGDown**
Help	**Alt+F1**
Performance Meter	**Alt+P**
Compass	**Alt+C**
Information/Delve	**I**
Command Window	**Colon**
Follow	**Ctrl+E**
Stick	**E**
Face	**F**
Craft/Salvage	**Ctrl+V**
Sprint	**X**
Right-Hand Weapon	**,**
Two-Handed Weapon	**.**
Ranged Weapon	**B**

GAMEPLAY BASICS

Quickbinding

To allow players to better bind their keys to player abilities, we've included a system of 'Quickbinding.' This allows you to bind any free keyboard key to a particular Quick Bar slot.

To allow players to leave keys free to be used for quickbinding, you can set keys in the Keyboard Config screen to 'No Key.' Select the key and press the 'Clear Key' button that appears. If you previously left a key as UNSET, a default key would be selected for it if one was free.

These bind to a particular slot, so changing what is in the slot will change what the keypress does. You may only assign quickbinds to keys which do not yet have any action mapped to them in the normal keyboard config screen. These quickbinds are saved on a per-character basis.

To bind a new key

> */qbind bar# slot#*

To get rid of a keybinding

> */qunbind bar# slot#*

To see all your current bindings

> */qbind*

For example, if you put Quickcast on page 10, slot #5 of your Quick Bar and wanted to bind a key to it, you would enter: "*/qbind 10 5*".

You will then be prompted to press the key you want to bind this ability to.

The following are quick keys that are available but currently cannot be assigned to other keys:

~ Pans your camera around when you are in third-person view.

- Takes a screenshot of the current scene (numeric pad only).

TAB   Hides the interface displays.

ESC   Removes the current target from your target panel.

Enter, ' or "   Initiates conversation.

Gameplay Basics

The "/" (Slash) Commands

While some commands may be set up using quick keys (see Configure Keyboard), others require the use of "/" commands. Simply type "/" in the command line followed by the appropriate command.

Chat Commands

/asend	Send a message in alliance chat.
/broadcast or /br	Send a message to everyone in a zone.
/chat or /ch	Send a message to your current chat group.
/group or /g	Send a message only to members of your party.
/guild or /gu	Send a message to everyone in your player guild.
/ignore	Ignore selected player's messages.
/osend	Officer send – for guild officers.
Reply	Just press R to reply to the last person to /tell you.
/rpfilter	Replace [text] with an abbreviation [abbreviation]. Example:" */rpfilter LFG Looking for group*" would display "Looking for group" when you enter LFG.
/scrollchat	Clear chat window every 90 seconds. Cleared chat is still available by scrolling back up.
/say or /s	Send a message to nearby players.
/send	Send a private messages to another person (i.e., */send john hi*).
/tell or /t	Same as */send.*
/whisper	Same as */say*, but other people in the area won't see it.
/yell	Basically broadcasts a call for help and the direction the call came from to other nearby players.

Gameplay Basics

/afk	Flags your character as being away from the keyboard.
/anonymous or /anon	Prevents your character from showing up in */who* lists or friend monitor.
/autosplit [loot/coins]	In groups causes items or cash to be distributed equally between all group members.
/bind	Binds your character to a bind stone where it will resurrect in the event of death.
/cancelstyle	Cancels backup styles.
/clock	Toggles a window showing real-world time.
/colornames	Toggles character names in colors related to their status (i.e. your group).
/effects [all/self/group/none]	Spell effect settings.
/filter	Toggles the profanity filter on or off.
/follow	Causes your character to follow a selected character, keeping the same distance (*see also /stick*).
/formation [line/triangle/protect]	Formations for Bonedancer pets.
/friend [add/remove]	Add to friend list with */friend [name]*. Remove with */friend [name] remove*. Also */friends*.
/groundassist	Similar to */assist*, but shares a ground target.
/hidenames	Turns off display of names over players' heads.
/hood	Toggles a hood on or off, if you are wearing one.
/lastname	Used alone, will clear a last name. Used at the Name Registrar and with a preferred name, will set your last name.
/macro <text>	Assigns <text> to the cursor. Click on an empty slot on the Quick Bar to assign it to a hotkey. Works with slash commands, too. See the section on Macros (p. 60) for more information.
/mbuy	Purchase multiple items from a merchant.
/nohelp	Prevents someone outside your group from using healing on you and leaching experience. Also turns off effects of all healing spells, regen buffs, etc.

Gameplay Basics

/noqueue	Toggles spell queuing on or off.
/oldnamescolors	Reverses the effect of */colornames*.
/pray	With your character's gravestone targeted, */pray* allows you to recover some of the experience lost due to a death.
/qbar [#]	Switches to the specified Quick Bar.
/qbind	Displays all your assigned key bindings. With [bar#] [slot#], sets a new key bind.
/qunbind [bar#] [slot#]	Gets rid of a keybinding.
/quiver	Brings up the quiver window.
/quiver dump	Drops all arrows in the quiver to the ground.
/quit or /q	Quit the game.
/release	In case of death, type */release* to return to life
/repair	Attempts to repair a selected item. Requires appropriate craft skill.
/respec	At levels 20 and 40, you have a one-time option to change the way your skills are specialized. Select your trainer and type */respec*. Available arguments are [all] [realm] or [spec line].
/rest or/r	Rest is used to allow your character to sit and heal. The rate of health regeneration is approximately twice that of the standing rate.
/salvage	Salvage raw goods... for crafters of sufficient skill.
/set [class/trade]	Sets your name display in */who* to show either your class or trade.
/setwho [class/trade]	Sets the display of */who* commands to show a character's class or trade specialization.
/shownames	Shows names. Available arguments are [all], [self], [players], [monsters], [gravestones], [groupmates], [guildmates], [enemies].
/sit	Same as */rest.*
/spacing [normal/big/huge]	Sets spacing for Bonedancer pets.
/sshot [base name]	Takes a screenshot and uses the specified

GAMEPLAY BASICS

	basename. For instance, */sshot Raid* would take screen shots such as Raid-01.jpg.
/stand	Makes your character stand up. You can also use forward or backward arrows.
/trade	Initiates trade with a selected character.
/transfer [keep name]	Transfers corpse in RvR to Corpse Summoner at the specified keep name. Keep names are case sensitive.
/upgrade	Used to upgrade a keep.
/webdisplay nopoints	Toggle to display Realm points on the DAoC website on or off.
/webdisplay trades	Toggle to display your trade skills on the DAoC website on or off.

Fighting and Defense Commands

/assist	Assists the target in battle.
/face	Face a selected character or creature.
/faceloc [x] [y]	Faces in the direction of the coordinates (x,y).
/guard	For some character types, causes them to guard another character.
/protect	For some character types, allows them to offer special protection to a selected character.
/stick	Causes your character to stay very close to a creature or another character.
/duel challenge	Challenges a selected character to a duel.
/duel accept	Accepts a challenge.
/duel decline	Declines a duel.
/duel surrender	Give up.

Gameplay Basics

/bonuses	Displays the bonuses window.
/dir or /d	Shows the direction you are facing.
/friends [*name*]	Adds [name] to your friends list. Also opens the friends list panel. Lists friends online if no name is specified.
/journal	Displays the journal window.
/keyboard	Lists your current keyboard configuration.
/loc	Shows your current location in coordinates.
/played	Lists the number of hours you have played the current character.
/quest	Displays the details of the quests you are on and/or have completed. Or click "Journal" on the Command Button Interface for current quests.
/setcamera	Saves your current camera settings.
/resetcamera	Restores the default camera settings.
/realm	Brings up the Realm status window.
/relic	Lists which Realms control specific relics.
/task	Displays information about current tasks.
/time	Shows the current game time.
/where <name>	Ask a guard where another NPC is.
/who	Lists the number of active players.
/who help	Lists possible */who* options.
/who all	Lists all players in the game, their class, level and location.
/who csr	Lists all Customer Service Representatives currently online.
/who <name>	Lists all players whose name starts with <name>.
/who <class>	Lists all players of specified class.
/who <location>	Lists all players in specified area.
/who level <#>	Lists all players of specified level.

Gameplay Basics

Group Commands

/invite	Invites a targeted person into your group.
/disband	Disbands a group or allows you to remove yourself from a group.
/join	Join a group.

Chat Group Commands

/cg invite <name>	Invites a player to join a chat group.
/cg who	Lists all members of the chat group.
/cg remove <name>	Removes a player from the chat group.
/cg disband	Disbands the chat group.
/cg leave	Leave a chat group.
/cg listen	Sets the group on listen-only mode. Only the leader and moderator can speak.
/cg leader	Declare someone the leader of the chat group.
/cg public	Makes it so anyone can join the chat group.
/cg private	People can only join by invitation or by password.
/cg join [moderator name]	Join a public chat group.
/cg join [moderator name] [password]	Join a private chat group using the moderator's name and the password.
/cg password	Displays the current password (moderator only).
/cg password clear	Clears the current password (moderator only).
/cg password [new password]	Sets a new password.
/friend <chat>	Sends messages to members of your chat group (or use the Friends tab).

Battlegroup Commands

(Some commands can only be performed by the battlegroup leader and those designated by the leader. Battlegroup commands can be written out (*/battlegroup*) or abbreviated to */bg*. Battlegroup chat can be abbreviated as */bc*.)

/bc invite [playername]	Invites the specified player.
/bc who	Lists all members of the battlegroup.

Gameplay Basics

/bc groups	Will display a group-focused version of the */battle-group who* command. It will identify who is grouped within the battlegroup, who is grouped with people outside the group and who is solo.
/bc loot [treasurer/normal]	Toggles the treasurer feature on/off.
/bc treasurer [battlegroup member name]	Designates the specified player as the treasurer for the battle-group.
/bc lootlevel [level]	Sets a threshold for the level an item must be to enter into this system.
/bc remove [playername]	Removes the specified player from the battlegroup.
/bc leave	Remove oneself from the battlegroup.
/bc listen	Puts the battlegroup on listen mode; only the moderator and leaders can speak.
/bc leader	Declare another member of the battlegroup as leader. This player can invite other players into the battlegroup and speak when the battle-group is on listen mode.
/bc public	The battlegroup is public, and anyone can join by typing */cg join*.
/bc private	The battlegroup is invite or password-only.
/bc join [moderator name]	Join a public battlegroup by name of the moderator.
/bc join [moderator name] [password]	Join a private battlegroup which has a password set.
/bc password	Display the current password for the battle-group (moderator only).
/bc password clear	Clears the current password (mod only).
/bc password [new password]	Sets a new password.

Siege Weapon Commands

/aim	Aims the weapon.
/arm	Readies the weapon for firing.
/fire	Fires the weapon at the target.
/load	Loads the weapon with ammunition.

Gameplay Basics

Housing Commands

/boot [playername]	Kicks a player out of your house.
/bountyrent [personal	guild] [amount]	This will allow players to directly pay for their house rent with bounty points, rather than purchasing tokens which may not be correct in value.
/housefriend [player|guild|guildlevel] [Player's or GuildRank's Name]	Adds a player, guild or guild level to your house friends list.
/housefriend all	Allows everyone to enter the home.
/houseface [guildname|lot number]	Points to the specified guild-house of the guild noted or the lot number noted in the command. */houseface* alone will point to one's personal home.
/househelp	Brings up the housing manual in-game.
/listmerchant	Toggles whether or not your merchant's items are included in the Player Market Database.

Help Commands

/stuck	Relogs your character if you become stuck and moves you to the nearest valid position.
/advisor	List yourself as an advisor. Must have at least 20 hours of play time.
/advice	Lists players who have signed up as advisors.
/advice <player> <question>	Sends a query to the named advisor with your question.
/appeal	Sends a message to the in-game support staff (during business hours) requesting help.
/cancelappeal	Cancels a pending appeal.
/help	Displays the help window.

PvP Server-Specific Commands

/gc enemyadd [guild]	Adds a guild to the enemy guilds list.
/gc enemyremove [guild]	Removes a guild from the enemy guilds list.
/craft [realm]	Allows a craftsman to switch to another Realm's corresponding set of recipes.

Gameplay Basics

Card Game Commands

/deal <name> [U/D]	Deals card to <name> face up or down.
/discard	Discard a card.
/held	See what cards you are holding.
/random <#>	Used to generate a random number between 1 and <#>. For instance */random 100* will generate a random number between 1 and 100.
/roll	Rolls imaginary dice.
/show	Show your cards.
/shuffle <#>	Shuffles imaginary decks of cards. <#> is the number of decks shuffled.

Guild "/" (Slash) Commands

There are several commands that become available once you have formed a guild.

Guild Chat Commands

/gu <text>	Chats on the guild channel.
/guild <text>	Chats on the guild channel.
/osend <text>	Chats on the guild officer channel.
/asend <text>	Chats with members of your guild's alliance.

Guild Commands

All guild commands begin with */guild* or */gc* and are followed by the specifics of the command.

/gc form <name>	Forms a new guild if all members of a full group accept it.
/gc accept	Used by group members to accept the formation of a guild.
/gc decline	Used by group members to decline membership in a guild, cancels formation of the guild.
/gc invite	Invites a targeted player into the guild.
/gc info	Gives information about a player's guild, depending on player's guild rank.

Gameplay Basics

/gc cancel	Cancels any previously executed guild command such as */gc form* or */gc invite*.
/gc quit	Removes you from a guild.
/gc motd <text>	Sets a special message-of-the-day for the guild.
/gc omotd	Sets the officer's message-of-the-day.
/gc promote/demote #	Promotes/demotes the targeted player to the rank (#) specified.
/gc remove	Removes the targeted person from guild.
/gc emblem	Used by guild leader to set the emblem style for the guild.
/gc who	Used to see what guild members are currently in the game.
/gc displayofficers	Lists the guild's officers.
/gc claim	Used to claim a keep after defeating the keep lord. Requires a full group of guildmates.
/gc autoremove	Removes players who are off-line the next time they log in.
/gc webpage <URL>	Used to send the guild's web address for posting on the Camelot Herald.
/gc email <email>	Used to post the guild's email address to the Camelot Herald.

GUILD STRUCTURE EDITING COMMANDS
These commands are used only by the Guild Master or someone who has been granted appropriate privileges by the Guild Master.

/gc edit

This is the base edit command, used as a preface to all other guild editing commands. If used alone, without an argument, it will return the list of guild editing options.

/gc edit <#> title <text>

Sets the title for a specific rank <#> for this guild. For instance, if you want someone of rank 5 to have the title "Guild Protector," you would type */gc edit 5 title Guild Protector*.

GAMEPLAY BASICS

/gc edit <#> ranklevel <setting>

> Used to set the rank hierarchy. For instance, the Guild Master might be rank level 0 while the main officers of the guild would be rank level 1. Other guild members might be rank level 2, and so forth.

/gc edit <rank> emblem

> Used to edit the rank of members who are allowed to wear the guild emblem on their cloak or shield.

/gc leader

> Allows the guild leader to promote another player to leader.

Yes/No Edit Commands

The following commands use a yes or no argument. For instance, */gc edit 4 gchear y* would set members of rank 4 to be able to hear guild chat. The command */gc edit 5 gchear n* would set members at rank 5 so that they would not be able to hear guild chat:

/gc edit <ranknum> gchear <y/n>
> Edits this rank to be able to hear guild chat.

/gc edit <ranknum> gcspeak <y/n>
> Edits this rank to be able to speak in guild chat.

/gc edit <ranknum> ochear <y/n>
> Edits this rank to be able to hear Officer chat.

/gc edit <ranknum> ocspeak<y/n>
> Edits this rank to be able to speak in Officer chat.

/gc edit <ranknum> invite <y/n>
> Edits this rank with the ability to invite members into the guild (at guild rank 9).

/gc edit <ranknum> promote <y/n>
> Edits this rank with the ability to promote/demote someone lower in rank.

/gc edit <ranknum> remove <y/n>
> Edits this rank with the ability to remove those lower in rank.

/gc edit <rank> emblem <y/n>
> Used by leader to set which ranks can wear the guild emblem.

61

GAMEPLAY BASICS

> */gc edit (ranknum) motd (y/n)*
> Edits the rank of those who can write the motd.

Alliance Commands

/gc aaccept/adecline	Accept an alliance invitation.
/gc adecline	Decline an alliance invitation.
/gc ainvite	Invite another guild to join your alliance.
/gc acancel	Cancels pending alliance command.
/gc aremove	Remove your guild from the alliance.
/gc aremove alliance [#]	Remove guild from alliance.
/gc aremove leader	Used to remove the leader of an alliance.
/gc amotd [message]	Used to create the alliance message-of-the-day.

/gc edit (ranknum) alli (y/n)

Used to set rank numbers for alliance members.

Assigning a Slash Command to a Hotkey

You can assign any slash command to a hotkey by typing */macro <slash command>*, then dragging the cursor (which now carries the command) over to an empty slot on the Quick Bar. To execute that command again, simply press the associated number key or click on the icon.

Gameplay Basics

The Function Keys

The following is a list of the current function key settings. Note that these settings can be changed with other keyboard options:

- F1   Calls up the internal help system. Not alterable.
- F6   Combat mode on/off.
- F7   Target nearest option, select key again to cycle through objects.
- F8   Target nearest enemy, hit again to cycle, nearest to farthest.
- F9   Target the nearest PC, starting with yourself. Press the key again to cycle through other PCs.
- F11   Change camera view.

Creating Macros

Macros are great ways to automate many operations in the game. In a way, they allow you to create your own commands. The basic command for creating a macro is */macro*. The syntax is */macro <name> </command>* where *<name>* is the name of the macro and *</command>* is a slash command and associated text.

Once the macro has been written, it becomes an icon attached to your cursor. Drag it to a Quick Bar slot and press the number of that slot when you want to use the macro.

For example, a common macro is one used to get a task from an NPC. It would be written, /macro task /whisper task. Once this is typed in, an icon with the word "task" written on it will appear on your cursor, ready to be dropped on the Quick Bar. When used, it would be exactly as if you had typed "/whisper task" into your chat field.

Variables

Macros can be very versatile and can be used in a variety of circumstances. For instance, many players who "pull" enemies to a group will create a macro that says "Incoming <name of monster>." The way to create this is to use the %t variable, which is replaced by the name of the targeted character, monster or item when the macro runs. The syntax for a macro called "incoming" would be: */macro incoming /g Incoming %t*. If the selected monster was a decayed zombie, then implementing the macro would result in "Incoming decayed zombie" being sent to the group members. Macros can also be used to invite members to groups, to have preset comments (such as, "Aggro on the caster!") and for many other uses.

GROUPS AND GUILDS

With the onset of the Dark Ages, the once shining lands have become dangerous to those who travel. Sometimes, the best way to survive is to band together with others. Not only does this increase your chances of survival, but it also allows you to get to know others of your land and adds handsomely to the experience you gain in battle thanks to special group bonuses. The more players there are in the group, the higher the bonus. In addition, different classes have their own ways of contributing to a group. Experiment often with different class combinations to find out what works for you.

CREATING
To start a new group, target the desired person you want in the group and type */invite*. You may also invite them by using the Invite button on the group panel (*O* key). You immediately become the leader of the group and have the ability to invite or disband members, as you desire. If you leave the group, the second person in the group list assumes the role of leader.

JOINING
If another player invites you to join their group, you may type */join* or use the join button on the group panel (*Ctrl-O*) to join.

DISBANDING
At any time, if you wish to leave a group, you may type */disband* or use the disband button on the group panel (*Ctrl-O*).

MINI GROUP
If the group panel is too big for your liking while interacting in the group, you may open the mini group window by selecting the Mini button on the group panel (*Ctrl-O*).

LOOKING FOR GROUP
There are many reasons for joining a group. Solo play can be dangerous or tiring. It's more fun in a group. And you can fight stronger enemies, venture where you dare not tread alone and, moreover, receive an extra group experience and money bonus when you fight with your comrades. For fighting players from other Realms, you'll almost certainly want to be in a strong group.

If you are looking to join a group, click the Looking For Group box at the bottom of the Group Panel. If you are not looking for a group, select Not

Name	Class	LVL	Location	Duration	Status	Objective
Marchese	Hunt	13	Aegir's Landing	Unspecified	solo	Unspecified
Frold	Heal	41	Vale of Mularn	Unspecified	solo	Unspecified
Hackmsher_r	Skr	13	Vale of Mularn	Unspecified	solo	Unspecified
Xaguar	Skr	40	Vale of Mularn	5 Hours+	solo	EXP
Furion	Warr	8	Aegir's Landing	Unspecified	solo	Unspecified
Ekkes	Savg	13	The Graveyard	Unspecified	solo	Unspecified
Wolf vine	Savg	15	Aegir's Landing	Unspecified	solo	EXP
Yogon	Rune	30	Thovas Den	2 Hours	solo	EXP
Glosar	Warr	11	Darkness_els	Unspecified	solo	Unspecified
Heortic	Myst	4	Damp Cavern	Unspecified	solo	Unspecified
Ilyx	Skr	17	Aegir's Landing	Unspecified	solo	Unspecified
Evinzada	Savg	15	Forgotten Sepulchre	Unspecified	solo	Unspecified
Engel	Rune	43	Vale of Mularn	6 Hours+	solo	EXP
Wkrrel	Sham	12	Vale of Mularn	Unspecified	solo	Unspecified
Inox	Heal	49	Vale of Mularn	Unspecified	solo	Unspecified
Shaorona	Valk	11	Burial Grounds	Unspecified	solo	EXP
Unleash	Hood	11	Draroun	Unspecified	solo	Unspecified
Euvoch	Warr	45	Aegir's Landing	Unspecified	solo	Unspecified
Rapid	Sko	38	Thovas Den	Unspecified	solo	Unspecified
Anterho	Heal	45	Vale of Mularn	Unspecified	solo	Unspecified
Leviltas	Skr	12	Aegir's Landing	Unspecified	solo	Unspecified
Kenady	Mune	11	The Graveyard	Unspecified	solo	Unspecified
Klinci	Warr	30	Mularn's Crucible	Unspecified	solo	Unspecified
Ogg	Spr	19	Jordheim	Unspecified	solo	Unspecified
Jaures	Savg	11	Time Grounds	Unspecified	solo	Unspecified
Funk	Sham	40	Vale of Mularn	Unspecified	solo	Unspecified
Kuryn	Sko	44	Vale of Mularn	Unspecified	solo	Unspecified

CONTACT

Looking. Any group leader can click the Find button to see which players are available for grouping within an acceptable range of levels. If the list includes someone you would like to invite to join your group, select their name from the list and click on the Contact button, then send them a message. You can also specify what kind of character your group is seeking. For instance, if you have plenty of "tanks" (fighter types) and really need a healer or a magic-user, you can specify that as a part of the Find dialog. You can select Looking for All, Looking For Fighters, Looking for Mages, Looking for Healers and Not Looking.

Player Guilds

Player guilds are special associations of players, formed within the game by the players themselves. Each guild has its own chat channel and organization.

To form a guild, you must first form a full party of eight players. Then the person who is going to be the group leader must visit the Guild Registrar NPC, found in the major city of your Realm, generally in the administration area. The leader must select the Guild Registrar and type */gc form <guild name>*. Note that your guild's name must be unique. You cannot use a guild name that is already in use on your server. It costs one gold piece to start a guild. The money is deducted from the group leader's pocket. Each member of the group will receive a dialog asking if they accept membership in the new guild. Every member must say yes for the guild to be formed.

Once the guild is formed, the Group Leader becomes Guild Master. All other members are automatically given a rank of 9 and no powers within the guild. All guild powers belong to the Guild Master.

Groups & Guilds

Guild Emblems

When a guild is ready to distinguish itself within the Realm, it may choose an emblem. The guild leader then uses the */gc emblem* command to pick the

guild's emblem. Be aware that the leader will pay a charge for the privilege of having a guild emblem. Each guild's emblem must have a unique combination of insignia, pattern and colors.

Any 20th level or above character (or tradesman of 400 skill or better) can hand the emblemeer a cloak or shield to have it emblazoned with the guild emblem (for a fee, of course). The emblemeer is found near the guild registrar. The guild leader uses the */gc edit <rank>* emblem command to set which ranks can wear the emblem.

Groups & Guilds

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.

Adventure Wings

The most common form of Private Adventuring is 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 be obtained only in adventure wings.

Combat

Once you are ready to begin your defense of the land against the many foul and benighted creatures that lurk about, you may venture away from your starting area and begin your combat training.

Choosing a Target

As a new character, you are relatively weak and unskilled compared to most of the creatures and ruffians that roam the world. Fortunately, most of the lowest-level monsters are not aggressive, though they will attack if you attack first. These should be your first targets. Click on the target with the mouse or hit F8 to select the nearest target. Hitting F8 repeatedly will cycle through all targets within targeting range, starting with the nearest and working outward. When you select a target, your target panel will display the target's name, level and health. Also note that F8 not only targets creatures, but also enemy players.

The game is designed with an "ideal" target in mind, depending on the class you choose. For one-on-one combat at low levels, the ideal target for a melee class is a creature that is one level below you. When you select such a creature, its name should appear in blue letters. A creature that you see described in yellow letters, for instance, is probably at your same level and can be tougher to fight. You can defeat such a creature, but much depends on your skills, equipment and, to some degree, on luck. You're generally safe fighting greens and blues. If a creature "cons" as gray, it will give you no experience and is too low for you to be fighting, unless you must kill it for some reason (for example, when you are completing a quest). Creatures who con orange, red or purple are sufficiently above your level, and you will have no chance of defeating them alone. Some characters can solo oranges, but in most cases, you will lose in a mano-a-mano fight with one.

68

Enemy Strength

Gray – no experience, not worth it

Green – some experience, easy and below ideal target

Blue – ideal target, good experience

Yellow – a tough target, better experience than blue

Orange – very difficult for a solo; very good experience

Red – only some classes solo, but good for groups

Purple – don't even try it alone!

Groups of players can easily defeat stronger creatures by working together. Use personal experimentation and experience to determine how you choose your target in groups.

Melee

Melee, as it's known, is a term used to describe close-range hand weapon combat. Now that you've selected your target, you are ready to engage in combat. To do this, approach the target and hit the *Q* key (or whichever key you may have assigned to combat mode). This will put you in combat mode, using the weapon you have chosen as your ready-weapon (defaulting to the weapon in your right belt slot). In the effects window, you will be told how much (if any) damage you do, how much damage is done to you, where you hit the monster, where you get hit and how much experience you receive when the monster dies. If the monster drops an item upon death, this information is also displayed in the effects window. When you finish fighting a monster, you will automatically disengage from combat mode. To disengage from combat mode at any time, simply hit the *Q* key again— although the monster will continue to attack you if it is still alive.

Dual-Wield

Few classes can specialize in dual-wielding, but those that can gain the ability to fight with a weapon in each hand, which can increase the amount of damage they do in melee combat. However, this also puts them at a defensive disadvantage since they cannot use a shield while dual-wielding.

Dual-Wielding Classes

Dual-wield works as follows: Your character can use any normal weapon in his right hand. The "off" (i.e. left) hand can be equipped with the two smallest weapons from the crushing, slashing or thrusting groups (i.e. mace, hammer, short sword, hand axe, dirk and stiletto). The other weapons (e.g., scimitars, bastard swords) are considered "too big" for off-hand use and may not

be equipped in the left hand. Classes that can use dual-wield:

Albion	Mercenary, Infiltrator
Midgard	Berserker, Shadowblade, Savage
Hibernia	Blademaster, Nightshade, Ranger

Ranged Combat

Those who prefer combat at a distance (non-melee) may choose to use a ranged weapon, providing they belong to a class that can use ranged weapons. Ranged weapons include short bows, long bows and crossbows. To use a bow, you must put it in the ranged slot in the inventory panel (*I* key). Once the bow is in that slot, click on the bow and drag it over to one of the slots on the Quick Bar. If you drag the bow to number 1 on the Quick Bar, then hitting the number 1 key will fire your bow. However, in order to use a bow effectively, you must first be proficient with the Fired skill, which is awarded at certain levels. Without this skill, you will not be able to fire the bow 100% of the time.

Every time you fire your bow, you will lose one arrow, and you cannot fire the bow if you run out. Arrows are available from merchants throughout each Realm and near the trainers of characters who can use bows.

Combat Styles

Dark Age of Camelot's fighting system enables fighting characters to utilize Combat Styles during combat for extra damage and effectiveness. Combat Styles are extra attacks that you do in addition to your normal combat mode (i.e., hitting F6 or whichever key you may have assigned to enter combat mode). Styles are found on your character's skill list. To use a Combat Style, drag its icon to the Quick Bar and press the associated number during combat when you want to use it.

All fighting classes get styles from specializing in the weapon types available to that character. For example, training in slashing weapons will give you slashing-weapon styles.

Many styles have an "opening" that determines when it can be used. For example, the dual-wield style Twin Return can be used whenever you evade an enemy. The polearm style Executioner can be used after you successfully parry an opponent's attack. When you see the opening during combat, click the style's icon (or number key) on the Quick Bar, and your next attack will be the style. Other styles require you to be in a particular position, such as from the side or behind the target. If you perform the style perfectly—i.e., you perform it after the correct opening—your character will execute the

Combat

attack, and you'll see a weapon trail behind your weapon. The text box will tell you that the attack was successful. Each style uses a special character animation.

Remember combat messages relating to the monster you are fighting will display in orange text [default, configurable]. If you are under attack by multiple enemies, combat messages relating to any others will display in red [default, configurable], helping you keep track of the action. When looking for openings for Combat Styles, look for the messages in orange text.

Fatigue/Endurance

An important consideration in performing combat styles is that each time you perform a style, you become more fatigued (i.e., your endurance goes down). Your fatigue points are shown in the same window that shows your power and hit points. When the bar is completely consumed, you will not be able to perform any more styles until you rest—you will not regenerate endurance points in combat. However, if you sit down between battles, they will regenerate quickly.

The most important aspect of endurance (aside from combat styles) is that you can sprint only as long as you have enough endurance. If you run out of endurance, you can no longer sprint, and monsters can run you down. You must weigh the effectiveness of your combat styles against your ability to escape, if necessary.

Health

As monsters hit you, you will take damage. The amount of damage you take is indicated by the red bar (health bar) in your summary window. If you lose all your health, your character will die (see "Death & Resurrection" below). Your character will regenerate health over time. Sitting or using the /rest command regenerates your health twice as fast as standing. While sitting, however, it's imperative to note that you cannot look around unless you use the ~ button and your mouse. So be sure to find a safe location before using this command.

Warning: If your health becomes very low in battle, your ability to run is severely reduced, making escape from your attackers difficult.

Group Combat

You'll often fight in groups with other players, and you'll quickly discover that each character class has its own strengths, weaknesses and special abilities. Those who fight in the front ranks, often known as "tanks," can take the direct attacks of the enemy.

Those in the back ranks, spell-casters and healers in particular, cannot be

effective if under attack. Many monsters will switch targets, sometimes attacking the character who last damaged them or who hit the hardest. Sometimes they'll target a healer who is keeping the fighters healthy or a caster with especially strong spells. None of the magic-casters or healers can do their jobs while under attack, so it's a good idea to go after any monsters that are beleaguering them. Often, with a good strong attack, you can get those monsters to switch back to the fighters and away from the casters. More intelligent creatures will enlist the aid of their cohorts when fighting against groups. In game terms this is often referred to as "BAF" or "bring a friend." The larger the group of players, the more likely it is that the monsters will BAF.

Dueling

Dueling allows two players of the same Realm to fight a mock battle. Even though death is possible, there are no experience or constitution penalties, and the player pops back into the world at the place where they died, instead of at the bindstone. To challenge someone to a duel, select them normally, then type */duel challenge*. You must be at full health to do so. Other */duel* options include accept, decline or surrender. For instance, in order for the duel to proceed, the challenged party must answer */duel accept*. If either player is attacked by a monster during a duel, the duel is terminated. However, if the player dies from the monster attack, the death carries the usual penalties.

Death and Resurrection

Should your health bar become completely empty at any time, your character will die. When in the state of death, your body takes form of that of a ghost. You can see other players, but you can't move around. If you are 5th level or lower, you may rejoin the land of the living by typing */release* with no penal-

ty. This will return you to your nearest bind point with full health. After level 5, your character will lose experience for death by monsters and NPCs (though the experience loss will never cause you to lose a level).

In addition to the experience loss, you will lose up to three points of constitution. Death caused during PvP (player versus player) combat does not incur an experience loss, though you will still lose constitution. You must pay an NPC healer, found in most towns, to have your constitution restored.

You lose only one point of constitution per death per level, up to a maxi-

Combat

mum of three. For example, at 5th level, you will lose one point of constitution on your first death, two on your second and three on every subsequent death.

After 5th level, you can resurrect in one of two ways:

Resurrection Method 1: At any time that you die after the 5th level, you will lose experience equal to 5% of the total experience required to attain the current level. If this is the first death on this level, the experience penalty is only half that amount. If you type */release*, you will return to your last bind point and lose more experience, but no more than 10% of the total experience for that level. A gravestone will be erected at the point where you died. You can return to that point, select the gravestone and type */pray* to regain the second part of the experience penalty. You will also incur up to a three-point penalty to your constitution, which can be replaced for a fee (which goes up each level) by one of the healers found throughout the Realm. Finally, you will suffer from "res sickness," a condition that lowers some of your stats temporarily. Res sickness wears off over time, or it can be removed, free of charge, by an NPC healer.

Resurrection Method 2: The second alternative is to have a cleric use his or her resurrection spell, which they learn at higher levels. Resurrection by a cleric avoids the second aspect of the experience penalty, the constitution penalty and the gravestone. You will also resurrect at the spot where you died instead of at the last bind location. In short, the only penalty you pay if you are resurrected by a cleric is the 5% experience penalty and temporary res sickness.

There is a time limit after death. If this time limit is exceeded, your character will automatically release to its bind location. Regardless of level, you will have 10 minutes before you auto-release.

COMBAT

Magic

There are several paths that lead to a mastery of the arcane. Spell-casters are physically weaker and generally level slower than most of their non-caster counterparts. Being a spell-caster will require patience and determination, but could ultimately be rewarding and challenging.

Spells and Spell Lists

As you gain in level, new spells will automatically become available to you. However, spell-casters may also be required to research certain spell specializations when they train to learn more advanced spells and spell lists. Also, some spells and/or spell lists may only be available through particular quests.

Combat Magic

To have spells so that they are combat-ready, drag the icon of the spell onto the Quick Bar.

Magical combat may vary slightly from normal combat. Like normal combat, you must first select a target. To cast on the target, left-click the spell icon on the Quick Bar or press the corresponding number key to cast the spell. Once hit, the target will come after you. You may be able to get off one or two more spells before the enemy reaches you and attacks. Once you are engaged in combat, you will become too distracted to continue casting and must resort to your melee weapon. You will find it helpful to know the range at which you can cast spells as well as the types of monsters you can fight best. For instance, monsters that move slowly are easy to hit with several spells before they can reach you. Faster monsters require more hand-to-hand combat. Note also that you will sometimes fight other spell-casting enemies. If you are hit by an enemy spell, it will have the same effect as being hit with a weapon and will interrupt any spells you are attempting to cast.

Minstrels, Bards and Skalds have a sort of magic that is based on sound,

and their shout attacks are immediate and can be used while moving or while under attack.

Healer classes, such as clerics, cannot cast when under attack either, and therefore will not be able to cast healing spells during battle unless free. Be aware that some enemies may identify the characters that are making their battle more difficult and may chase down the healers.

Non-Combat Magic

There are other spells, such as shield spells, that may be cast at any time. These spells generally enhance the target in some way or perform some type of utility function. Examples of these are spells cast by healing classes to enhance the abilities of other players or to protect them, as well as various songs Minstrels, Bards and Skalds can play to speed up healing, power regeneration, even movement.

Power Recovery

Casters rely on their magical power to cast spells. As spells are used, so is the corresponding power. As you increase in level, your power level also increases. Likewise, higher-level spells may require more power to cast. The yellow bar in the summary window represents power. Be sure that you have the power you need before engaging in combat. Some spells, certain songs and some Realm abilities can speed up power regeneration considerably.

Quick Cast

All "intelligence"-based casters (wizard, theurgist, cabalist, sorcerer, eldritch, bainshee, enchanter, runemaster, spiritmaster, mentalist) get the Quick Cast ability. Using this skill halves the time it normally takes to cast a particular spell, which makes it less likely that the spell will be interrupted. Using Quick Cast between enemy attacks may allow you to get off a spell where otherwise there would be no chance. However all good things have a cost, and spells that are cast using this skill take from 2 to 4 times the power points to cast than normally cast spells.

To use Quick Cast, you must place its icon in a Quick Bar slot. Quick Cast is a skill, and the icon is located on the Player Sheet panel. When you want to use Quick Cast, first click on the icon or press the corresponding Quick Bar number, then cast the spell.

Musical Magic

Most magic is based in the manipulation of the elements, but Minstrels, Skalds and Bards use the magic of sound in the form of shouts and songs. These classes carry musical instruments and weapons and have a variety of spell songs for combat and for group support.

Tradeskills

Any player can learn tradeskills, useful for making weapons, armor or clothing as well as siege weapons, depending on your character's class. To make items, you must first find the master trainer for the Trade Skills you wish to learn. Once he has taught you the necessary skills, you may begin your apprenticeship with crafting items. A very skillful crafter can sell his or her goods for a nice profit to other players. Selling high-level items to NPCs is not profitable.

Making Items

All characters can make items; however, you can only make those items you can wear or use. For instance, a robed caster cannot make plate mail, while a fighter cannot make magical item-enhancing jewelry. Once you have trained in the necessary skills, you will begin by finding a merchant who sells the necessary raw materials. Buy the cheapest available to start with.

Open the Skills panel (Hand icon) and open your Quick Bar to an empty page. Drag the icons for the skills you will need into slots on the Quick Bar. For instance, if you are making a sword, you will need Leathercraft, Metal-working and Weaponcraft skills. Now click on one of the skills on the Quick Bar to reveal the list of items that you can fashion with that skill. Click on an item in the list to expand or contract its sublists.

To make an item from the lists, drag it onto a slot in the Quick Bar and click on it. If you need a specific tool to create the item, you will receive a message to that effect. For instance, to make a sword blade, you will need a hammer. Some items, particularly those involving metal, require a forge. You will have to find a forge and stand near it when you attempt to make such an item.

Finished items require several intermediary steps. For instance, a sword requires both a hilt and a blade, which, once created, can be combined to form the finished weapon. With superior materials, you can make superior weapons, but you will need superior skill, too. The more often you succeed at making an item, the more your skills will grow. The greater your skill, the greater your chance of success.

Note that items in your skill menus are color-coded. If an item is gray, green or blue, you should be able to make it with reasonable expectation of success. Yellow, orange, red and purple are increasingly difficult for you, and you will fail some or all of the time, depending on the color. Whenever you fail to make an item, you risk losing some or all of the components involved in the process. So attempting to make items above your skill level can prove quite costly.

Tradeskills

Spellcrafting and Alchemy

The two newest craft skills are spellcrafting and alchemy. Each of these skills offers great opportunities for players to create magically endowed items of great power. Both the spellcrafting and alchemy skills are similar to other craft skills, and each has specific differences as well. Note that to specialize in either spellcrafting or alchemy, a player many not have specialized in any other trade skill, such as weapon or armor crafting, tailoring, fletching, etc.

Spellcrafting is the art of enchanting objects with magical properties, including damage adds, stat enhancements and resistances. Only pure casting classes can become spell-crafters. These include:

Albion: Cabalists, Clerics, Sorcerers, Theurgists, Wizards, Necromancers

Hibernia: Druids, Eldritches, Enchanters, Mentalists, Bainshees

Midgard : Healers, Runemasters, Shamans, Spiritmasters, Warlocks

Spellcrafting an item.

Alchemy is used to create poisons and dyes, but also to create all kinds of potions and item enhancements. The discerning warrior would do well to have a favorite spellcrafter and alchemist available, as each of them can add dramatically to that warrior's abilities and life expectancy.

Classes that can learn alchemy include all the hybrid classes - classes which can use both spells and weapons. These include:

Albion: Friar, Infiltrator, Minstrel, Paladin, Scout, Reaver, Heretic
Hibernia: Bard, Champion, Nightshade, Ranger, Warden
Midgard: Hunter, Shadowblade, Skald, Thane, Valkyrie, Warlock

Spellcrafters create magical gems using the same methods as other crafters - by dragging the recipe onto the Quick Bar and clicking on the Quick Bar icon (or equivalent number) to craft the gem. If the spellcrafter has the necessary items in inventory, they will attempt to make the selected gem. As always, success or failure depend on the crafter's skill level, and some items cannot

be crafted at all until the crafter's skill has risen.

Once the crafter has successfully created some magical gems, the next step is to use the gem(s) to add their qualities to a player-made item, such as a weapon or piece of armor. *Note that only player-crafted items can be imbued by the spellcrafter's gems.*

The combining takes place either in a trade window or in the crafter's own inventory. In the case of the trade window, one player offers an item as if in trade (and possibly some money), and the spellcrafter places up to four gems (as each item has four slots for gems). Once the items are all in place, the spellcrafter clicks on the <u>Combine</u> button to see the result. Once both parties are satisfied, they click on the <u>Accept</u> button, as in a normal trade. The combining of gems and item is finalized, and the process is completed. There is some chance of failure, which can result in loss of materials, and in some specific cases, death to the spellcrafter.

In order to understand how the process can result in death, it is important to understand that every item had a specific capacity for spellcrafting "imbue points," which are displayed during the combining process in the trade window. A slightly ambitious spellcrafter can choose to load up to five extra points onto an item (past its imbue capacity), but if this process fails, the object may explode, killing the crafter (but not the customer). If it succeeds, however, the resultant object will be extra buffed! Crafter death also does not carry all the penalties of normal death in combat, so it may be worth the occasional risk.

Although death is not a desirable result, more cautious crafters can choose to stay within the number of imbue points an object can hold, thereby avoiding the possibility of death.

A spellcrafter or alchemist can also imbue an item directly in inventory. To do so, select the item, then type *Shift-R*. This brings up a small window with options to Repair, Craft or Salvage the item. Selecting <u>"Craft"</u> will bring up a window in which the combining process can take place, with the same risks of loss of material or worse.

TRADESKILLS

Alchemists follow the same basic procedures as all other crafters, using the Quick Bar with the recipes and the required ingredients in their inventory. In addition to separate poisons, dyes and potions, high-level alchemists can also create tinctures, which are used to imbue items with various spells, procs and even particle effects. Unlike the gems used by spellcrafters, these spells are added directly to the fabric of an item. Success is based on the skill of the crafter and the quality of the item.

See also, http://www.camelotherald.com/documentation/spellcraft/

Player Housing

Yes, you can rent your own domicile, remodel it, invite (or exclude) people... even have your own merchants and NPCs. It is important to note, however, that you can only rent a house, and that you will have to pay that rent on time or forfeit your dwelling and anything in it. Don't let foreclosure happen to you!

There are lots of details regarding housing, such as how to find and rent a house, various specific commands associated with houses, how to remodel and customize houses, guild houses and much more. For the best source of information, check out the Herald at www.camelotherald.com. Under Documentation, select Housing Manual.

Placing an NPC in your house

Realm vs. Realm™ Combat

Defense of the Realm

One of the cornerstones of Dark Age of Camelot is its Realm vs. Realm combat, known generally as RvR. RvR offers a rich and exciting opportunity for adventure, as well as the enjoyment of working as a group against common enemies.

In RvR, players from different Realms (Albion, Hibernia and Midgard) can fight against each other. In order to keep the general populace of each Realm safe, RvR combat takes place either on the frontier, which is guarded by powerful border keeps, in special battlegrounds, which are open only to players of specific levels, or in special RvR dungeons. The battlegrounds are designed to allow lower level players to gain experience in RvR by fighting against other players of close to the same level.

Each Realm must defend power objects, called Relics, which enhance the abilities of all inhabitants of the Realm. The Relics are stored in special Relic temples. However, Relics can be stolen by the enemy and taken to the enemy Realm's Relic temple, at which point all members of the enemy Realm gain the Relic's bonus - either a strength or a power enhancement, depending on the Relic. There are also seven regular keeps in the frontier area, and these keeps can be captured and "owned" by a specific Realm. Controlling the majority of the keeps has added benefits (see Darkness Falls below).

On RvR servers, players of one Realm cannot communicate with players of any other Realm. Battles can be fierce and far more challenging than normal battle against monsters (known as PvE).

The specific strategies of RvR battle can only be gained through experience, so it is best to seek out players in the game who know what they are doing. Although there are opportunities for solo players in RvR, much of the action takes place in groups with good teamwork and a good mix of abilities - meaning a variety of classes with some mix of melee/tank, stealth, speed enhancements, healing, mez and/or AOE spells and nukes.

Frontiers

The Frontiers consist of three land peninsulas (one for each Hibernia, Albion and Midgard), with each peninsula consisting of four zones. An ocean connects the three lands, with the Isle of Agramon between them. If you do meet members of an enemy Realm within your frontier area, you will not be able to converse with them, nor they with you. They are invaders, and you must repel them, if you can.

Enemy Frontiers

Albion Frontier:	Forest Sauvage, Snowdonia, Pennine Mountains, Hadrian's Wall
Midgard Frontier:	Uppland, Odin's Gate, Jamtland Mountains, Yggdra Forest
Hibernia Frontier:	Crauchon Gorge, Mount Collory, Breifine, Emain Macha

In the Frontiers, you'll find portals that are impossible to blockade, steep inclines you cannot navigate, dense forests for skulking marauders and seaside landings for fleets of invaders to storm. There will be mountains and hills for those interested in commanding the high ground, ruins to infiltrate, plus canyons and other bottlenecks to control. The lay of the land plays a great strategic role, and the wise general pays close attention to his map and his scout.

Relic Keeps

There are two Relic temples found in each frontier area. Inside these temples, each Realm guards precious items—holy Relics that grant special powers to all members of the Realm. Your enemies will attempt to storm your Relic temples and make off with your Relics. And you may enter their territory and attempt to steal theirs. If you can bring an enemy's Relic to your Realm's Relic temple, you will weaken the enemy and strengthen all of your Realmmates.

Battlegrounds

Part of your training in RvR begins in special battlegrounds where you can gain experience in Realm vs. Realm combat. There are nine battlegrounds based on your character's level.

You can purchase a special battleground medallion, which will transport you to the appropriate battleground, if you meet the requirements.

Realm vs. Realm

Realm Points and Titles

The great deeds you perform against members of enemy Realms are rewarded not only by the conventional experience points, but also by special recognition in the form of Realm Points and Titles. Only by defense of the Realm can you earn these special recognitions. And, of course, with Realm Points and Titles come special rewards. As you fight the enemy, you will discover these benefits.

Realm Ability Points

One benefit gained by successful operations against the enemy is the awarding of Realm ability points, which can be spent at your trainer to gain special skills not available by any other means. Players who have gained the maximum number of Realm ability points become among the most powerful characters in the game.

Travel in RvR

With the incorporation of the *Foundations* expansion, players have new ways of getting around in the world. The linchpin to this system is an in-game map that shows the zones of the three Realm's frontier areas. This map will not only show places where battles are occurring, it will also show the status of each keep and a lot more. Other items include a keep teleportation system, fast attack boats and RvR dungeon updates.

The Realmwars Map Window

The Realmwars map is a new interface window that will perform many of the functions that you are already familiar with if you check the Realm Status section of the Camelot Herald regularly (www.camelotherald.com). You'll be able to see which Realm and guild owns which keeps, for example, but the map will also show a lot more than that. Here's a quick list of items shown on the map:

❖ Battles in progress are shown as crossed swords on the map in the color of the Realms that are involved. This information is shown when you press the <u>Update Battles</u> button (which can only be clicked every five seconds or so).

❖ Scouting Reports display the location of enemies who move within 4000 "units" of an enemy keep or tower. These enemies are shown on the map as a Grail, Tree or Hammer (as appropriate) with the size of the icon denoting the general size of the enemy force.

❖ Keeps/Tower status: owning Realm (by color), name, owning guild and whether it is under siege.

Realm vs. Realm

- ❖ Keep teleport status: the map shows which keeps are valid teleportation destinations.
- ❖ Relicwall Mile Gate locations display, along with the status of their gates (open/closed).

Keep Teleportation

You'll be able to teleport to friendly keeps controlled by your Realm via the map window. To do so, simply select the keep and click the Teleport button. By connecting the keeps to each other via teleportation, we encourage a "front line" to develop, where players can fight back and forth over weaker keeps. This will help to focus combat on these front lines and make it easier for players to find a battle. Here are the keep teleporting rules:

- ❖ You may teleport only from a friendly keep, a border keep or when releasing after death.
- ❖ Each keep is dependent upon connectivity via supply lines to a border keep. If a keep is not directly connected to a "chain" of keeps leading to a border keep, then that keep is not a valid teleport destination.
- ❖ A destination keep must have at least three of its supporting towers intact in order to be a valid destination.
- ❖ A keep must have all of its supporting towers intact in order to be used as a teleport origin.
- ❖ A chain may extend over the ocean to an enemy's frontier. You must control your own beachhead keep (and a clear chain from there back to your border keep, of course) in order to build a teleport chain to an enemy frontier.

Finding Battles

The map window shows locations of battles - above a certain size - by displaying a crossed sword graphic on a spot in the general vicinity of the battle. The colors of the swords denote the Realms involved, and the size of the graphics denotes the general size of the conflict. These markers slowly fade over time until they disappear to give you an idea of how old the battle is.

The frontier zones are separated into smaller regions that are named based on geographical features in the respective areas. These region names will be used in the death messages that are displayed in the chat window to assist players who are used to reading the chat window for the location of player deaths. This means that players will be able to find battles on the map, and once they get into the general area shown on the map, they can use clues from the chat text to find the actual battle location.

Binding

Players are able to bind at the primary border keep entrance to the frontiers (Castle Sauvage, Druim Ligen, Svasud Faste), and then they may teleport from there depending on their Realm war status.

Transportation Methods

There are five different methods of transportation throughout the new frontiers:

1. Running/Swimming; the old standard.
2. Fast Attack Boats. These are multi-person boats that you purchase from an NPC to go to a specific destination on an enemy frontier coastline. Fast attack boats carry 16 passengers and move at very high speed. They move on standard routes, and, like horses, they are created instantly for you as soon as you hand the ticket to the boatmaster.
3. Player-controlled boats.
4. Teleportation (see above) to friendly keeps, under certain restrictions.
5. The RvR dungeon (see next.)

The RvR Dungeon

You can use the RvR dungeon to move between your frontier and the enemy's lands. Please note that this will be slow and arduous, as you must fight the many PvE encounters that lay in wait for you there, but it does give you an alternative way to get to the enemy lands. If you make your way through the dungeon to an enemy frontier, you will be behind their front lines and in a good position to attack.

Realm vs. Realm

DARKNESS FALLS

One special benefit to winning in RvR is control of the huge dungeon called Darkness Falls. The Realm that controls the majority of frontier keeps also controls entry to Darkness Falls. In this dungeon are powerful demonic enemies, as well as special merchants who sell some great items, though not for cash. The enemies in Darkness Falls drop special "seals," which the merchants in the dungeon (themselves minor demons) will redeem for the best goods, stolen from those same enemies and resold to you!

Take heed! Darkness Falls is an RvR dungeon. Any Realm enemy encountered within the dungeon is fair game. Always remember that although monsters and fell creatures run rampant throughout the lands, a greater threat lies just outside the borders of your chosen Realm.

REALM VS. REALM

Darkness Rising

Rise to the Call of your King

Great seers have fortold a coming apocolypse, one that threatens all three Realms.

In fulfilment of this prophecy, dark bargains have been struck, allowing new and terrible demons to emerge from Darkness Falls and strike above ground for the first time. Terror grows across the Realms as the people begin to realize this can only be the beginning of an all-out invasion. Surely these demons can have but one goal – the utter destruction of the Realms.

To fight this menace, King Constantine of Albion, King Lug of Hibernia and King Alfevson of Midgard have put out the call to the bravest of their Realms: repel the demonic invaders, discover their purpose and put an end to it before all three Realms are destroyed!

Heed the call of your Realm's king! Find the new throne rooms in Camelot, Tir Na Nog and Jordheim and begin your quest! Fight for the preservation of your Realm, and perhaps the preservation of the world itself!

Darkness Rising is the newest expansion to Dark Age of Camelot. Your purchase of the Epic Edition includes this entry into the ever-deepening mythos of DAoC.
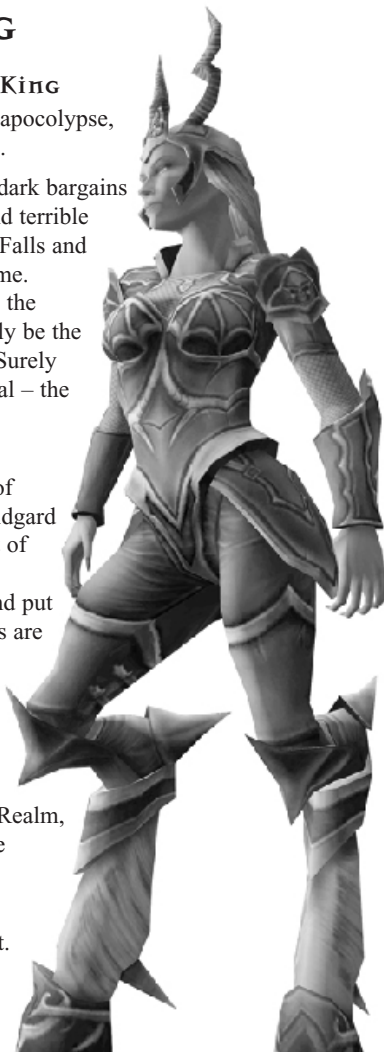
With great risks come great rewards! Here are a few of the new features *Darkness Rising* has to offer:

Player-Controlled Mounts

A long-awaited feature for DAoC is finally here! Player-controlled mounts are ridable horses that each player controls individually. These horses are completely autonomous and do not have to follow horse routes.

For those who complete deeds of service to the king, player-controlled mounts are highly customizable, including options for color, armor, a saddlebag with extra equipment slots – you can even emblazen your guild logo and colors on their armor!

Champion Levels

Champion Levels are an exciting new way to mold your character's skills and abilities. Essentially, they are a method of cross-class training, allowing your class to learn and use some of the basic skills and spells of other classes in your Realm.

We've been careful to ensure that the cross-class abilities are not unbalancing to the game however, especially to the RvR endgame of Dark Age of Camelot. Champion levels are a subtle way of allowing your avatar to gain some basic new skills of other classes, not become an unstoppable warrior!

Re-vamped Cities

The three Realms' starting cities of Camelot, Tir-Na-Nog and Jordheim have been a part of Dark Age of Camelot from the very beginning, and as the world has grown more and more detailed and intricate, these original cities have lost some of their luster in comparison.

Well no more! The three cities have received a complete graphics overhaul, bringing them into striking comparison with the rest of the game. Additionally, we've done extensive work to improve the positioning of essential NPCs and other conveniences to make the cities much easier to get around. See everything old that's new again!

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Glenn Dphrepaulezz	Richard Benavides
Jaime Rios	Jason Perry
Afolabi Akibola	Danny Koo
Andrew Ebert	Ken Sato
Chris Miller	

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MPEG Layer-3 audio compression technology by Fraunhofer IIS and THOMSON multimedia.
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This software is based in part on the work of the Independent JPEG Group.

TRIALS OF ATLANTIS

Mythic Entertainment Management Team

Mark Jacobs - President and CEO
Rob Denton - Vice President and CTO
Matt Firor - Executive Producer

Dark Age of Camelot Design Team

Mark Jacobs	Jim Montgomery	Roy McCormack
Rob Denton	Jeff Hickman	Maurice Nelson
Matt Firor	Lori Silva	Walter Yarbrough
Brian Axelson	Lisa Krebs	
Colin Hicks	Erik Krebs	

Production Team

Matt Firor - Executive Producer
Colin Hicks - Producer, Camelot Product Line

Walter Yarbrough - Content Producer
Spyke Alexander - Line Producer
Mark Davis - Associate Producer
Mike Lescault - Line Producer

Programming Team

Rob Denton - Project Lead

Brian Axelson - Lead Server Programmer
Dan Dunham - Lead Client Programmer

Marty Brown - Patcher and Client
Steve Houchard - Client Interfaces
Scott Hofmann - Client Graphics
Yvette Nash - Client and Utilities

Programming Team Continued

Jim Montgomery - Server
Scott Jennings - Server
Bob Sellers - Server and Database
Matt Kidder - Monster Pathing and Client
Erik Parker - Monster Pathing and Server
Georgia Wall - Web Support

Content Team

Colin Hicks - Producer

Walter Yarbrough - Live Content Lead
Lori Silva - Expansion Content Lead

David Morin - Terrain Creation Lead
Erik Krebs - Treasure and Economy Lead
Mike Ferguson - Live Content Lead
Lisa Krebs - Quests
Maurice Nelson - Encounter AI

93

CREDITS

Content Team Continued
Jennifer Hicks - Quests and NPCs
KC Peden - Treasure and Economy
Jennifer Montgomery - Quests
Roy McCormack - Encounter AI
Ellisa Evans - Quests and Encounters
Jeremiah Smith - Encounter AI, Dungeon Layouts
Howard Marans - Encounter and Terrain Creation
Yvonne Bridges - Treasure and Economy
Jesse Taylor - Enounter AI
Destin Bales - Encounter AI
Mat Torsky - Quests and Encounters
Mike Barr - Quests
Brett Robinson - Treasure and Economy
Rob Hinkle - Treasure and Economy
Paul Torres - Quests

Art Team
Lance Robertson - Art Director

CJ Grebb - Lead Artist
Mike Crossmire - Lead Technical Artist
Chris Ondrus - Lead Figure Artist
Jeff Skalski - Lead World Artist
Mat Weathers - Lead Concept Artist
Jane Miller - Character Art
Lucas Hardi - Character Art
Tohan Kim - Character Art
Mat Weathers - Character Art
Kevin Boehm - Character Art
Greg Breault - Character Art
Russell Chamier - World Art
Tracey King - World Art
Kareem Leggett - World Art
Peter Lipman - World Art
Diego Rivera - World Art
Susan Townsend - World Art
Jayesh Kapadia - World Art
Charlie Shenton - World Art
Rich Sisson - Interfaces

Music and Sound
Brad Derrick - Sound FX Creation and Integration
Music by Rik Shaffer/Womb Music (www.wombmusic.net)

Product Quality
Jeff Hickman - Director of Customer Support

Jason Dawdy - Product Quality Manager
Chris Rabideau - Product Quality Lead
Jennifer Ortiz - Product Quality Lead
Aileen Rabideau
Christian Bales
James Ogle
Jason Libhart
Kristen Neal
Sean McNair

Communications Team
Sanya Thomas - Internet Relations Manager
Julie Velez - Internet Relations

Customer Support
Jeff Hickman - Director of Customer Support

Rob DiBiano - Manager of In-Game Support
Mike Stone - Supervisor of Technical Support
Jon Farinelli - CS Team Lead
Erik Johnson - CS Team Lead
Robert Frazier - CS Team Lead
Joshua Drescher - CS Team Lead
Virgil Wagaman - CS Quest Lead
James Casey - CS Team Lead
Sean Gallagher - CS Team Lead
Michael Finnigan - CS Team Lead

Operations
Darrin Hyrup - Director of Operations
Chris Weakley - Facilities Manager
Spyke Alexander - Network Operations
Andrew Mann - Facilities Support

Project Support
Eugene Evans - Business Management
Mike Luer - Web Support

Documentation and Packaging
Rusel DeMaria - Documentation Design and Layout
Mark Davis - Documentation Assistance

Special Thanks
The Dark Age of Camelot Team Leads

Original Camelot Beta Testers
Shrouded Isles Beta Testers
Trials of Atlantis Beta Testers

Abandon Entertainment
Marcus Ticotin   Deborah Marinoff
Karen Lauder   Monique Fauteux

Vivendi Universal Games
Koren Buckner   Anita Frazier
Cathy Johnson   Jeff Neinstein
Philip O'Neil   Lisa Roth
Feza Sanigok   Steve Wickes
Jason Willig

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Uses Miles Sound System ©1991–2002 by RAD Game
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Miles Sound System from RAD Game Tools, Inc. MPEG
Layer-3 audio compression technology by Fraunhofer
IIS and THOMSON multimedia.

Credits

SHROUDED ISLES

Mythic Entertainment Management Team
Mark Jacobs - President and CEO
Rob Denton - Vice President and CTO
Matt Firor - Executive Producer

Dark Age of Camelot Design Team

Mark Jacobs
Rob Denton
Matt Firor
Brian Axelson

Colin Hicks
Jim Montgomery
Jeff Hickman

Programming Team

Rob Denton	Lead Programmer
Brian Axelson	Lead server programmer
Marty Brown	Patcher and client
Jim Montgomery	Interface and spell system
Bob Sellers	Server and database
Matt Kidder	Monster pathing and client
Yvette Nash	Login task and utilities
Darrin Hyrup	Server utility and network
Scott Jennings	Utility programming
Scott Hofmann	Graphics
Dan Dunham	Interface and graphics

Art Team

Lance Robertson	Art Lead
CJ Grebb	Art Lead
Mike Crossmire	Tech. art & spell effects
Mat Weathers	Figure models & textures
Chris Ondrus	Animations
Missy Castro	Figure textures
Tohan Kim	Figure models & textures
Mark Jones	Figure models & textures
Susan Townsend	World models & textures
Jane Miller	Cities & textures
Kareem Leggett	World models & textures
Jeff Skalski	World models & textures
Russell Chamier	World models & textures
Colin Hicks	World models

World Development Team

Colin Hicks	Lead World Designer
Walter Yarbrough	Live World Dev Lead
Dave Morin	Terrain creation
Lisa Krebs	Quest development
Maurice Nelson	Quest development
Jennifer Hicks	Quest development
Jenn Montgomery	Quest development
Pete Kuebler	Quest development
Paul Torres	Quest development
Ellisa Evans	Quest Development
Lori Silva	Monster design & encounters
Roy McCormack	Monster Encounter AI
Mike Ferguson	Monster Encounter AI
Jeremiah Smith	Monster Encounter AI
Howard Marans	Monster Encounter AI
Erik Krebs	Treasure and Econ Lead
KC Peden	Treasure and Economy

Product Quality

Jason Dawdy	Product Quality Manager
Chris Rabideau	Testing Lead
Dave Rickey	Design and Balance
Sanya Thomas	Internet Relations Manager

Product Quality continued

Jennifer Ortiz	Testing/Team Lead Liason
Aileen Hudspeth	Testing
James Ogle	Testing

Project Support

Eugene Evans	Business Manager
Spyke Alexander	Network operations
Mark Davis	Associate Producer
Bob Sleys	Testing
Mike Luer	Web Support

Customer Support

Jeff Hickman	Director of Customer Support
Rob DiBiano	Game Support Supervisor
Mike Stone	Technical Support Supervisor
Jon Farinelli	Support Team Lead
Erik Johnson	Support Team Lead
Josh Drescher	Support Team Lead
Destin Bales	Support Team Lead
Rob Frasier	Support Team Lead
Matt Torsky	Support Team Lead
Brett Robinson	Support Team Lead

Music and Sound

Music Design by Womb Music
(Rik Schaffer, Charles Washington, Matt Brown and Andy Armer)

Brad Derrick	Sound effects & integration lead
Matt Firor	Sound effects & integration
Marty Brown	Sound system programming

Documentation and Packaging

Rusel DeMaria	Manual & Reference Card writing, design and layout
Terese Nielsen	Illustrations
Jed "Darkmoor" Norton	Map artist
Robin "Maia" Harrah-Harris	Screen shots
Max Ehrman	documentation assistant

Abandon Entertainment

Marcus Ticotin	Karen Lauder
Deborah Marinoff	Monique Fauteux

Vivendi Universal Interactive Publishing

Koren Buckner	Jill Le Grand
Lisa Humphries	Philip O'Neil
Feza Sanigok	Jon Sloan
Bruce Slywka	Lowell Vaughn
Jason Willig	

CREDITS

DARK AGE OF CAMELOT

Mythic Entertainment Management Team

Mark Jacobs	President
Rob Denton	Vice President
Matt Firor	Producer

Dark Age of Camelot Product Management Team

Rob Denton	Production Manager
Mark Jacobs	Executive Producer
Matt Firor	Producer
Colin Hicks	World Development
Lance Robertson	Art Lead
CJ Grebb	Art Lead

Design Team

Mark Jacobs	Rob Denton	Matt Firor
Brian Axelson	Colin Hicks	Jim Montgomery

Programming Team

Rob Denton	Lead Programmer
Brian Axelson	Lead server programmer
Marty Brown	Patcher and client
Jim Montgomery	User interface
Bob Sellers	Utility and database
Matt Kidder	Monster pathing and client
Yvette Nash	Login task and utilities
Darrin Hyrup	Server utility and network

Art Team

Lance Robertson	Art Lead
CJ Grebb	Art Lead
Mike Crossmire	Technical art and spell effects
Colin Hicks	World models
Susan Townsend	World models and textures
Jane Miller	Cities and textures
Mat Weathers	Figure models and textures
Chris Ondrus	Animations
Missy Castro	Figure textures

World Development Team

Colin Hicks	Lead World Designer
Lori Silva	Monster encounters & design
Walter Yarbrough	Monster encounters & guild system
Maurice Nelson	Quest development
David Morin	Terrain creation
Lisa Krebs	Quest development
Aryn Pennington	Quest development
Erik Krebs	Object creation and placement
Dave Rickey	Economy and crafting system

Product Support

Eugene Evans	Business Manager
Chris Rabideau	Quality Assurance

Product Support Continued

Spyke Alexander	Network operations
Sanya Thomas	Internet relations
Jennifer Hicks	Quest development
Jenn Montgomery	Quest development
Pete Kuebler	Quest development
Paul Torres	Quest development
Mark Jones	Art
Bob Sleys	Testing
Greg Mayer	Art

Customer Support

Jeff Hickman	Director of Customer Support
Jason Dawdy	Game Support Supervisor
Scott Jennings	Customer Service utility programming

Music and Sound

Sound and Music Design by Womb Music
Rik Schaffer, Charles Washington, Matt Brown and Andy Armer

Matt Firor	Sound effects and integration
Marty Brown	Sound system programming

Documentation & Packaging

Rusel DeMaria	Manual & Reference Card
Terese Nielsen (www.tnielsen.com)	Illustrations
Anton Kimball Design	Package Design
Jed "Darkmoor" Norton	Map artist
Cari Buziak (www.aon-celtic.com)	Celtic knot work border
Robin "Maia" Harrah-Harris	Screen shots

Abandon Entertainment	**Vivendi Universal Interactive Publishing**
Marcus Ticotin	Koren Buckner
Karen Lauder	Leslie Hollingshead
Deborah Marinoff	Kevin Lamb
Monique Fauteux	Philip O'Neil
Carl Dietz	Glenn Oliver
Isaac Bolden	Feza Sangiok
Mike Krause	Bruce Slywka
Andrew McCoy	Robert Tyrrel
Doug Mealy	

Many thanks to our wonderful beta testers, especially:

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