

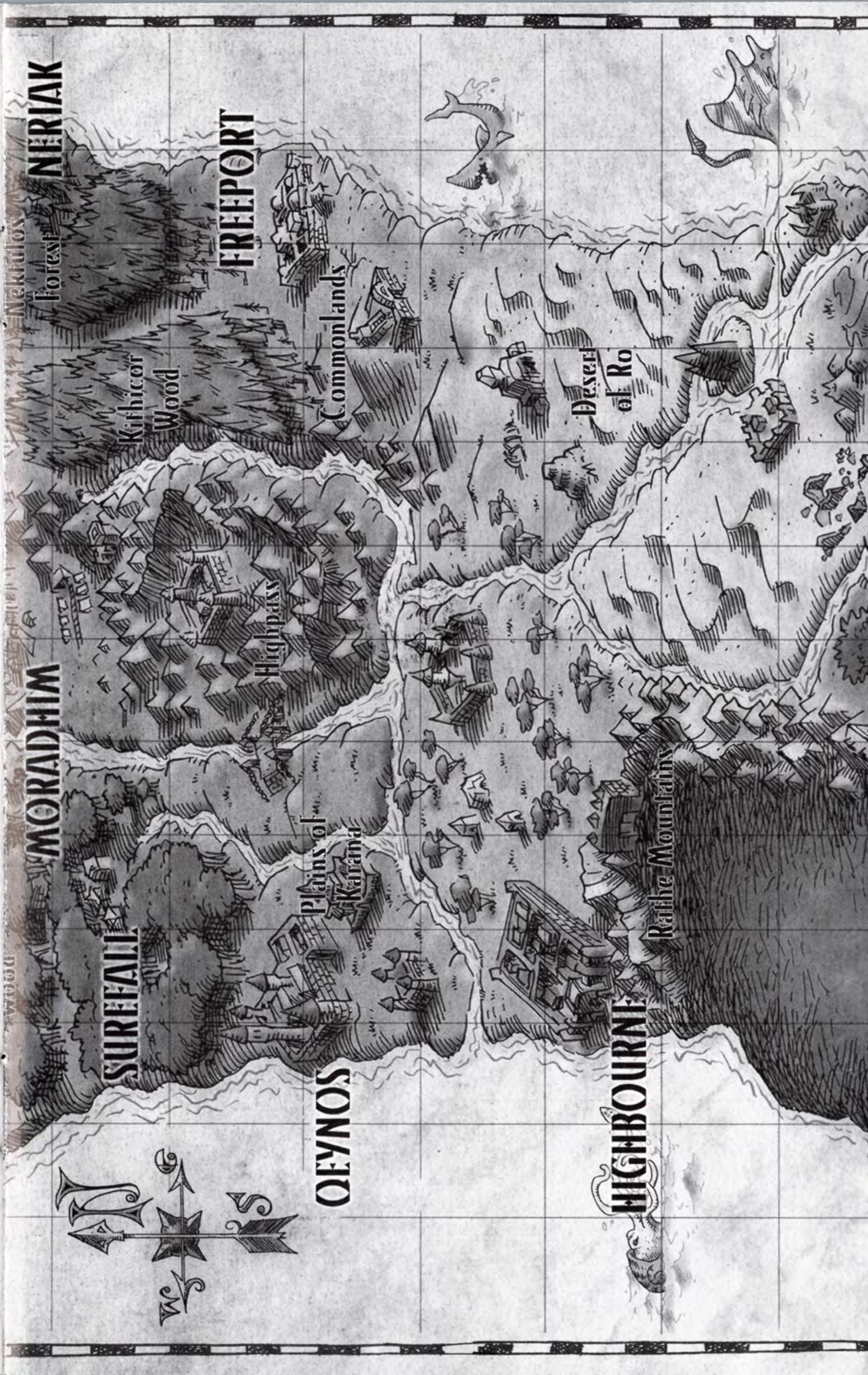
EVERQUEST[®] —**ONLINE**— ADVENTURES[™]



Account Key:

EADMJER9B0QVAGHHXH5M





MORADHIM

SUREFALL

NERIAK

Kirhicor Wood

FREEPORT

Highpass

Plains of Karana

Commonlands

OEYNOS

Desert of Ro

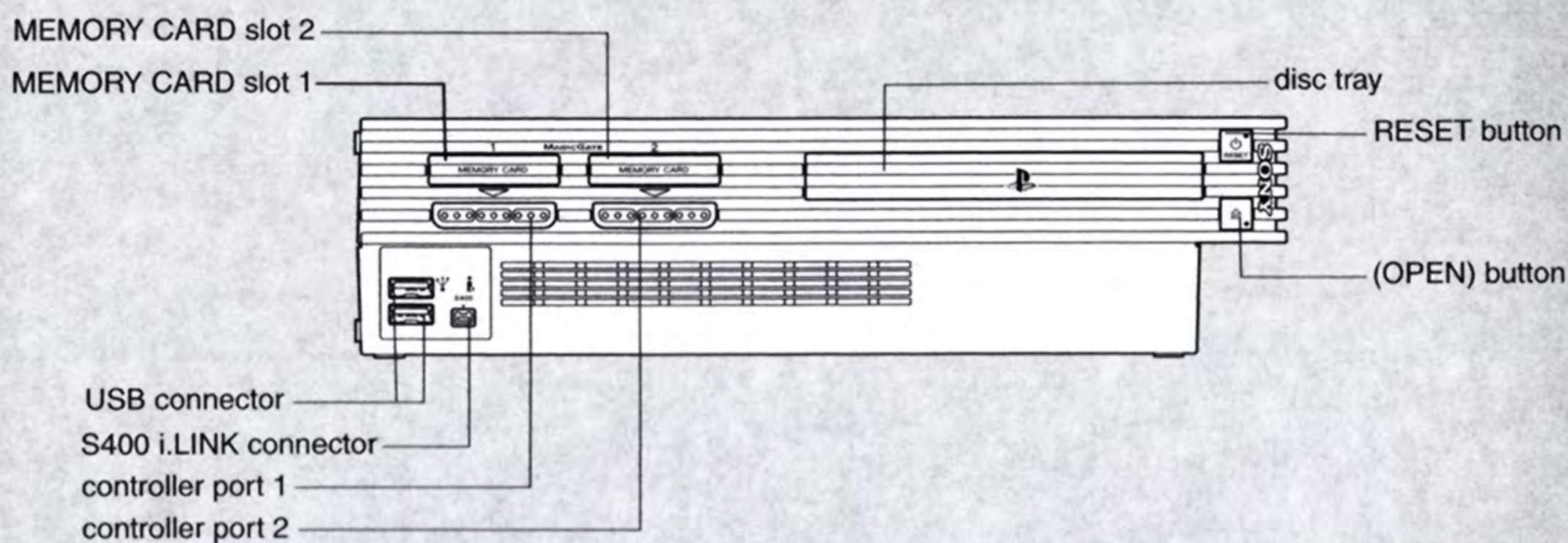
HIGHBOURNE

Raihe Mountains

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Getting Started

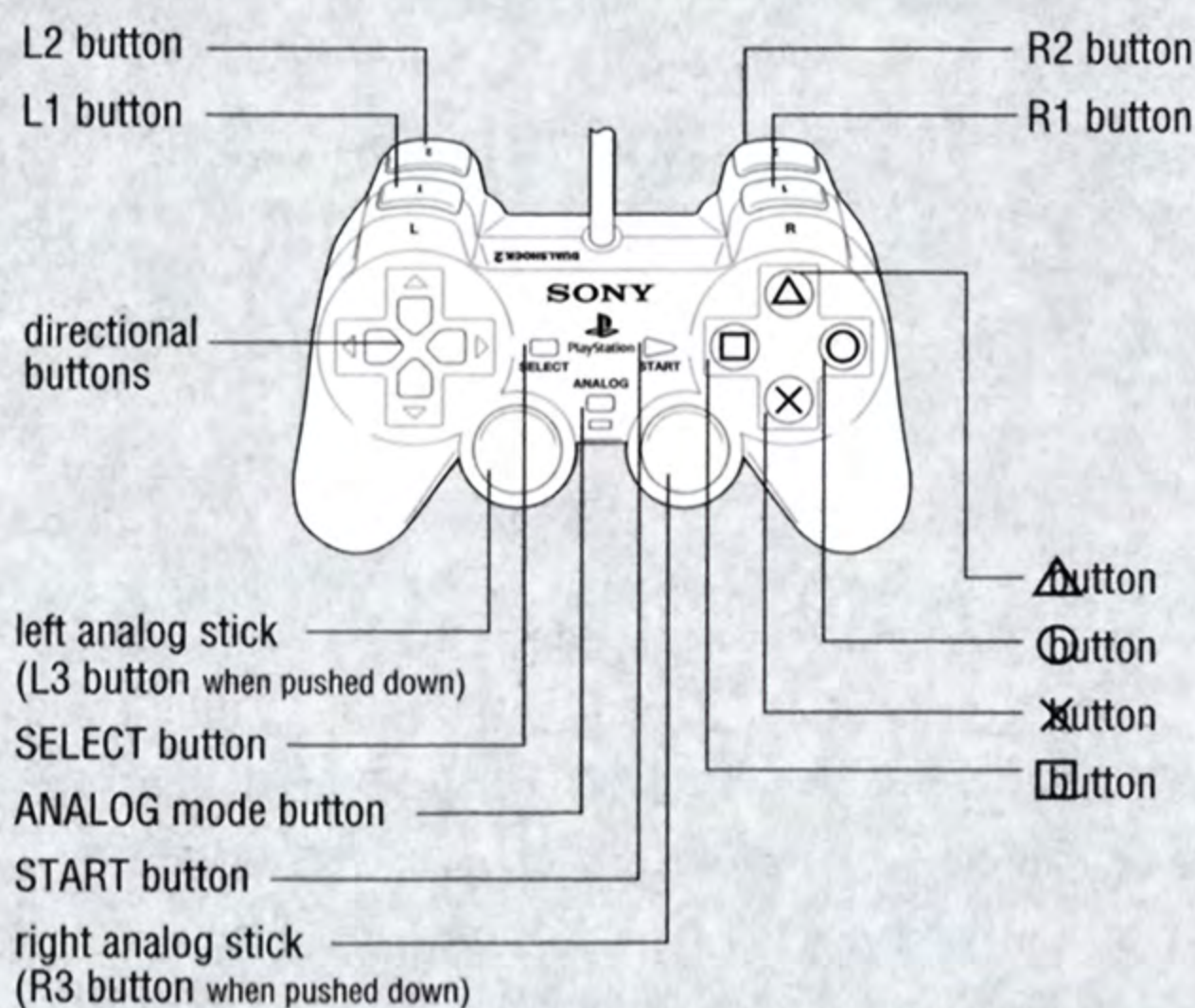


Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the EverQuest Online Adventures disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

EverQuest Online Adventures requires the use of a Memory Card (8MB)(for PlayStation®2) with at least 4 MB of free memory space to download game updates. If you do not have 4 MB of free memory space a display screen will relay this information to you. If you wish to edit your Memory Card (8MB)(for PlayStation®2) use the Browser by removing the EverQuest Online Adventures disc and restarting your PlayStation®2 computer entertainment system. This Memory Card (8MB)(for PlayStation®2) must be located in memory card slot 1.

Controls

DUALSHOCK®2 analog controller configurations



MENUS	
directional buttons	Menu item selection (up/down) Toggle between inventory categories (left/right)
● button	"Space bar" when typing
▲ button	Back to previous menu/Cancel
■ button	Delete last letter/number typed
X button	To select button on virtual keyboard, "Select" in menus
IN-GAME	
L1 button	Target self / pet / group members
L2 button	Quick Chat / Menu Hot keys: to set your hotkeys hold down the arrow key related to location of hot key (top-up, bottom-down, right-right, left-left). Also, when setting text hotkeys you can use %1-4 to automatically insert text of your character; %1=name, %2=level, %3=Class, %4= current target (i.e. "%4, prepare to meet your destiny!").
L3 button	Auto-Run toggle
R1 button	Target NPCs and others (not in your group)
R2 button	Hold to toggle chat scrolling. Use D-Pad to scroll through chat window
R3 button	Virtual keyboard access
directional buttons	Toggle between abilities list and tool belt (left/right), Scroll within the ability list/ tool belt (up/down) In Quick Chat direction of next "branch"
left analog stick	Tether Camera: Move forward/backward or turn left/right Follow Camera: Move forward/backward or strafe left/right
right analog stick	Tether Camera: Move and rotate camera Follow Camera: Tilt camera (up/down) and turn right/left
START button	Open/Close main menu
SELECT button	Toggle camera view (1st person/3rd person)
● button	Use Ability/Item
▲ button	Back/Cancel, lose target
■ button	Talk to NPC (must have NPC targeted), Inspect Player (must have player targeted)
X button	Attack, Loot, "Select" in menus

Virtual Keyboard Controls

The virtual keyboard can be used any time you need to enter text. When you are completing registration forms, the virtual keyboard will appear whenever you press the X button while a text field is selected. Press the R3 button to toggle the Virtual Keyboard on or off during gameplay. When you are ready to send the message use the directional buttons to navigate to the DONE button and press the X button to finish.

Communicating With a USB Keyboard

You can also communicate with other players using a USB keyboard. Plug it into one of the USB ports located on the front of your PlayStation®2 computer entertainment system. Press ENTER on the keyboard to access the text entry interface. Press ENTER again when you are ready to send the message.

Escape	Open Main menu (in game), cancel out of menus
Enter	Open keyboard (in game), select highlighted item (in menus)
Up/Down arrows	Move forward/backward, navigate menus up and down
Left/Right arrows	Turn Left/Right, navigate menu
Tab	Target NPCs and other players not in group
Tilde (` ~)	Target self/pet/group members
w/a/s/d	Navigate tool belt & spell list: a/d left right, w/s up down
e	Use Ability/Item
q	Talk to NPCs (must have NPC targeted), inspect Player (must have player targeted)
Space Bar	Attack, loot NPCs
x	Auto run toggle
c	Hold and use arrow keys to scroll through chat window

Getting Into The Game

EverQuest Online Adventures is a massively multiplayer online roleplaying game. When playing the game you will be connected to an online world that is filled with real people. EverQuest Online Adventures requires an active Internet connection. Please refer to the documentation that came with your Network Adaptor (for PlayStation®2) for instructions regarding proper installation and operation. EverQuest Online Adventures is compatible with most narrowband and broadband internet service providers.

Network Settings

EverQuest Online Adventures is compatible with network configuration files from other PlayStation® 2 online games. If you don't have a network configuration file on your Memory Card (8MB) (for PlayStation®2), you may use the Network Adaptor Startup Disc to create new configuration files. You may also use the Network feature in EverQuest Online Adventures to make a new configuration file.

You will need to know the specific information to connect to your Internet Service Provider (ISP), such as your user ID and password if applicable. You may want to have the documentation from your internet service provider handy when you begin.

To set up your Internet connection, select **Network** from the opening menu. This will open up the Network Settings Main Menu. Select **Add Setting** to create a new network setting.

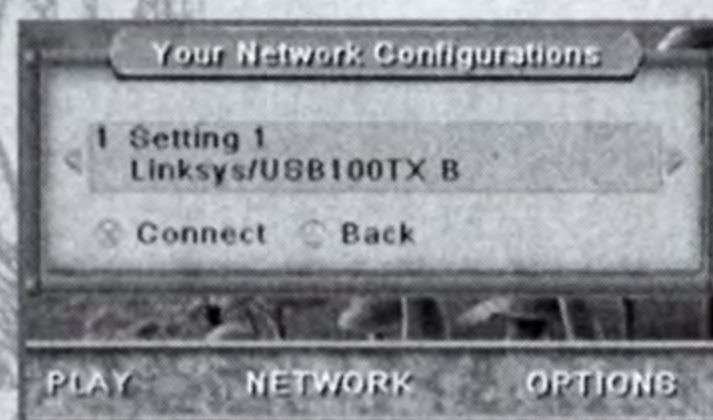
Follow the instructions and enter the information requested. When you are done, you will be able to connect your PlayStation® 2 computer entertainment system to the EverQuest Online Adventures game servers and adventure with other players in the lands of Tunaria. The information for your ISP will be saved on your Memory Card (8MB) (for PlayStation®2).



Play Online

Select **PLAY** from the opening menu. You will be prompted to select from a list of available network configuration files. Refer to the Network Settings portion of this manual if you don't have a network configuration file.

Press left or right on the directional buttons to cycle through the available network configuration files. Press the **X** button to connect to the Internet with your current network configuration file.



Updating – When your Internet connection has been established, EverQuest Online Adventures will automatically check for updates. Choose **Play** when the update process is complete to begin playing the game.



A Memory Card (8MB)(for PlayStation®2) is required to complete the update process. You may be required to restart your PlayStation®2 computer entertainment system to complete the update process.

EverQuest Online Adventures To Go

Please be aware that the network configuration settings saved on your memory card is specific to the PlayStation®2 system on which it was created. If you want to play EverQuest Online Adventures on a different PlayStation®2 system using your memory card (i.e. at your friend's house) you will need to recreate two files on that memory card: 1) the network configuration file, and 2) the EverQuest Online Adventures save game file. Note that this will not affect your character profiles or save games.

Getting Into the Game - Account setup

Login screen - Once you have reached the login screen you will need to enter a User Name and Password.

1. Your User Name and Password is how we identify you and the account you wish to access. If you do not have a User Name and Password you can create one by using the "Create User



Name" option. Please remember the User Name and Password you create, as it will be needed to access that account each time you wish to play in the future. If you have played any other SOE online games you can use your existing User Name and Password. If you have difficulties creating a unique User Name remember that you can use both letters and numbers.

2. We will then ask you to create a Password and enter it twice for verification purposes. You will also need to provide the following additional information: first name, middle initial, last name, country, zip code, birth date, and email address. Note: Sony employees will never ask you for your password. As such, it is very important that you write down your passwords and keep them in a safe place.

3. Once you have successfully created a User name and Password you can use the "Log In" option to continue.

Account Key - The first time you play EverQuest Online Adventures you will need to authenticate your account by entering your account key.

1. Your account key will be located on the manual cover.

2. It may also be possible to rent EverQuest Online Adventures. When you rent EverQuest Online Adventures you will also receive a rental key. In this case enter it instead of your account key.

3. If you are the recipient of a Promotional key you will need to enter that number instead of your account key.

4. Be sure to enter the account key exactly as it is written.

Billing - EverQuest Online Adventures requires a monthly fee to play. After submitting your account key you will need to select a billing method.

1. If you are going to pay with a credit card please choose the Credit Card billing option. We will then need: the name on the credit card, billing address for credit card holder, credit card type (Visa, MasterCard, etc.), credit card number, and expiration date.

2. If you are going to pay with a game card please choose the Game Card billing option. You will then need to fill in your Game Card number.

Manage Account - This option will allow you to make changes to your account information.

1. Change Password - will allow you to reset your password by entering current password, new password, and repeating the new password.

2. Update Billing Info - will allow you to change your billing information. Choose the payment option you wish to update or begin using, Credit Card or Game Card. You will then need to enter the appropriate information (see Billing above). This is also how you can switch from one type of payment to another.

3. Update Account Info - will allow you to change your Country, postal code, and email information.

Cancel Account - will allow you to cancel your account.

Customer Support

For technical support issues please call our technical support line at 858-537-0898, or send an email to EQOAsupport@soe.sony.com.

If you find that you need assistance for in-game issues, press the start button to access the main menu and then select the support option. Then fill in the topic, sub topic, and message. When you are complete you will need to use the submit request option.

World Server Selection

Once you have logged onto the EverQuest Online Adventures service, you will need to decide which of the EverQuest Online Adventures world servers you wish to play on. Each server is a virtual world. The characters you create in a world will live and grow there. Your characters will make friends and become powerful adventurers in their own right.

You may play on any server that you wish, but once you create a character it will remain on its home server and cannot travel to different servers. If you wish to play with your friends, it is important that you all choose the same server. It is important that you remember which server that character is on so that you can locate it later, because each character you create only exists on the server where it was created. Any world server is as good as any other. Once you choose your world server, you then get to decide what your character will be like.

Character Creation

You will take on the role of a fantasy character that lives in Norrath, a magical world full of mythical creatures. To do that you must first create a character to play. You get to choose the race, class and gender of your character, as well as deciding what the character looks like.

Each race can choose from several different classes and can be either male or female. Look over the options listed below to learn more about each of the races and the classes available.

Race

The races of Norrath are diverse and range from the diminutive but clever Gnomes of Klik-Anon to the large and fierce Trolls from the swamps of Grobb. Each race has their strong points and weaknesses. Each race has a different selection of classes available to choose from.

Barbarians - The hardy stock of Northmen from which the humans originated, the Barbarians lead a rigorous lifestyle, making them nothing less than the fierce, steely warriors of legend. The classes available to Barbarians are Rogue, Shaman, and Warrior.

Dark Elves - The Dark Elves are unrivaled in their cunning, wit, and malevolent drive to fulfill their unquenchable desire for personal power. The classes available to Dark Elves are Cleric, Enchanter, Magician, Necromancer, Rogue, Shadowknight, Warrior, and Wizard.

Dwarves - Dwarves are a stout and hardy race whose temperament is jovial, though stubborn and unforgiving when crossed. The classes available to Dwarves are Cleric, Paladin, Rogue, and Warrior.

Elves - The Elves of Tunaria are intelligent, wise and charismatic beings that hold the delicate balance of the natural world as sacred above all things. The classes available to Elves are Bard, Cleric, Druid, Enchanter, Magician, Paladin, Ranger, Rogue, and Wizard.

Erudites - Erudites, otherwise known as the High Men, are unrivaled in their affinity and mastery of the arcane sciences. The classes available to Erudites are Cleric, Enchanter, Magician, Necromancer, Paladin, Shadowknight, and Wizard.

Gnomes - The Gnomes of Klik-Anon are a carefree race. They are unrivaled masters of ingenious design and creativity. The classes available to Gnomes are Cleric, Enchanter, Magician, Necromancer, Rogue, Warrior, and Wizard.

Halflings - Agile and light of foot, Halflings are a friendly, jovial race that has an oftentimes-dangerous thirst for mischief and adventure. The classes available to Halflings are Cleric, Druid, Rogue, and Warrior.

Humans of the East - Humans of the east tend to be drawn into the paths of the shadow, often binding themselves to the forbidden dark arts. The classes available to Eastern Humans are Bard, Cleric, Enchanter, Magician, Necromancer, Rogue, Shadowknight, Warrior, and Wizard.

Humans of the West - Humans of the west are the most versatile in their innate knowledge of magic, faith, and the sword. The classes available to Western Humans are Bard, Cleric, Druid, Enchanter, Magician, Monk, Paladin, Ranger, Rogue, Warrior, and Wizard.

Trolls - Trolls are vile creatures ruled by feral and vicious instinct, making them the wholly unpredictable and savagely cruel predators of Norrath's swamps. The classes available to Trolls are Shadowknight, Shaman, and Warrior.

Class

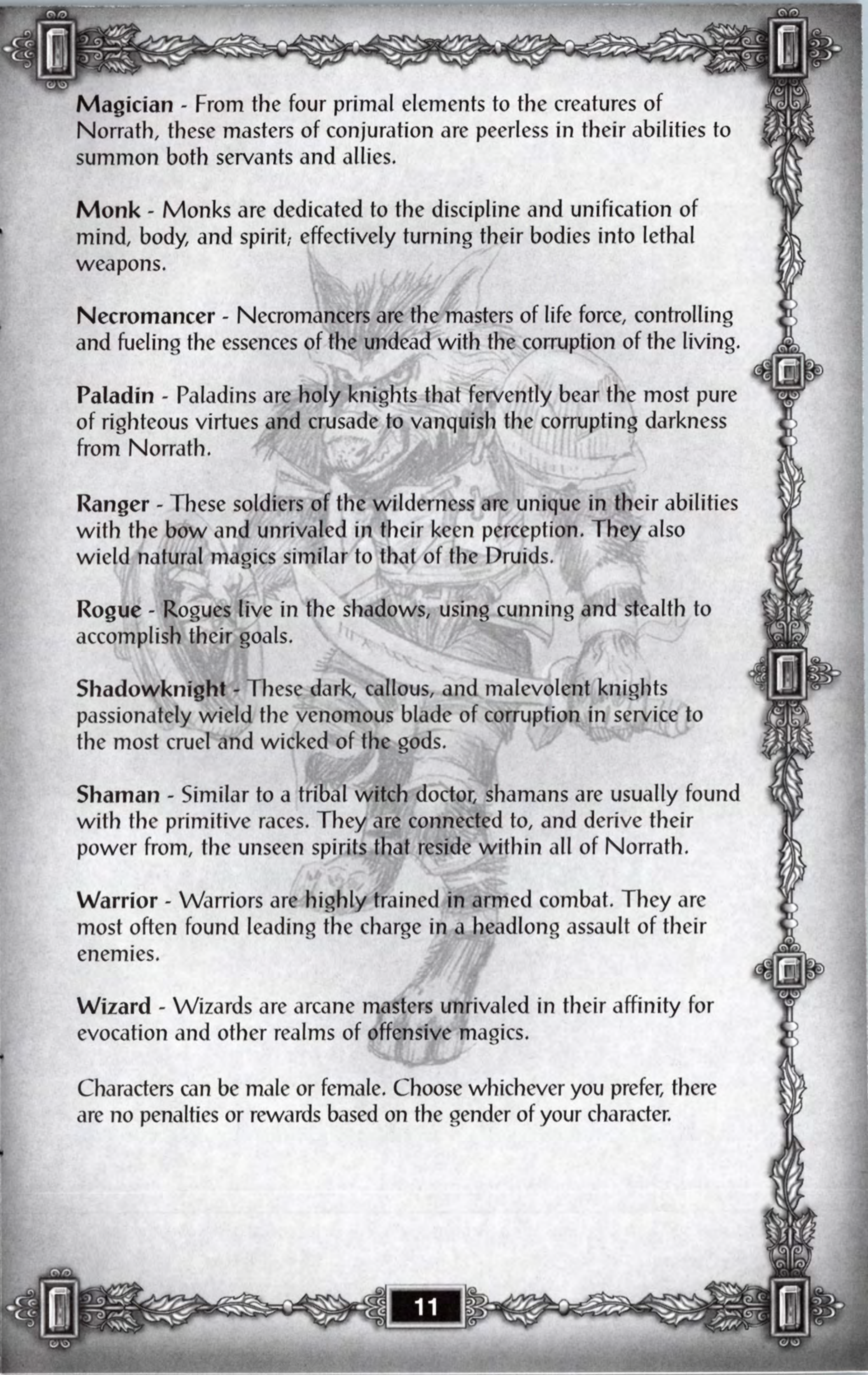
A character's class is something like his or her profession. The skills the character learns as he or she adventures will be determined by the class that you choose.

Bard - Bards are traveling musicians and scholars who seek the legends, secrets, and mysteries of the world of which they weave into glorious tales of heroes, villains, and adventure.

Cleric - Clerics are servants of the divine. Within them they bear the power of their deity and often serve as healers and protectors by channeling the powers bestowed by their faith.

Druid - Druids derive their magic from the forces of nature and have devoted their very lives to protecting it.

Enchanter - Scholars of magic, enchanters focus on imbuing both objects and creatures with arcane properties. They are also adept at imposing the will of their minds on others.



Magician - From the four primal elements to the creatures of Norrath, these masters of conjuration are peerless in their abilities to summon both servants and allies.

Monk - Monks are dedicated to the discipline and unification of mind, body, and spirit; effectively turning their bodies into lethal weapons.

Necromancer - Necromancers are the masters of life force, controlling and fueling the essences of the undead with the corruption of the living.

Paladin - Paladins are holy knights that fervently bear the most pure of righteous virtues and crusade to vanquish the corrupting darkness from Norrath.

Ranger - These soldiers of the wilderness are unique in their abilities with the bow and unrivaled in their keen perception. They also wield natural magics similar to that of the Druids.

Rogue - Rogues live in the shadows, using cunning and stealth to accomplish their goals.

Shadowknight - These dark, callous, and malevolent knights passionately wield the venomous blade of corruption in service to the most cruel and wicked of the gods.

Shaman - Similar to a tribal witch doctor, shamans are usually found with the primitive races. They are connected to, and derive their power from, the unseen spirits that reside within all of Norrath.

Warrior - Warriors are highly trained in armed combat. They are most often found leading the charge in a headlong assault of their enemies.

Wizard - Wizards are arcane masters unrivaled in their affinity for evocation and other realms of offensive magics.

Characters can be male or female. Choose whichever you prefer, there are no penalties or rewards based on the gender of your character.

Attributes

Each character is described by a rating in each of seven attributes. As these numbers grow, your character's performance will improve. Each class has two primary attributes. Primary attributes will flash while you are assigning training and bonus points during the game. However, you may find many reasons to increase other attributes on your character. Each attribute is described below.

Strength - Strength is the character's physical strength. Strength affects the damage your character inflicts with melee weapons (swords and such).

Stamina - This represents the character's physical stamina. Stamina is used to calculate a character's hit points.

Agility - Agility is the character's quickness and footwork. Agility affects your character's defense in combat.

Dexterity - This represents your character's hand-eye coordination. Dexterity affects your character's ability to land blows more effectively in combat. Dexterity also factors in to the damage potential for range/throwing weapons.

Wisdom - Wisdom is the measure of your character's willpower and faith. For every 7 points of wisdom 1 point is added to all of your resistances. Wisdom also affects your character's ability to land blows more effectively with range/throwing weapons.

Intelligence - This represents your character's intellect and problem solving ability. Intelligence will factor in how likely you are to execute a "proc" spell effect when you have a buff on your character that grants the chance to "proc". An additional 1% is added for every 10 points of intelligence.

Charisma - This is your character's physical beauty and personal charm. Charisma is useful when using certain spell effects (such as charm). Healing spells also have a bonus attached that is affected by charisma.

Depending on your class, two of these attributes are influential in the amount of POWER your character possesses.

Power - The amount of energy your character has to perform abilities is affected by your character's two primary attributes.

Playing The Game



- [1] Compass
- [2] Hit Point gauge
- [3] Power gauge
- [4] Experience gauges
- [5] Target reticule
- [6] Target information bar
- [7] Disposition indicator

- [8] Status effects
- [9] Group information
- [10] Alert Status Effects/
Experience Debt
- [11] Ability list/tool belt
- [12] Chat window

[1] Compass - The compass shows you which direction you are facing.

[2] Hit points - The hit point gauge (red) shows your current health status. When the bar is filled with red, your character is at full health. When the bar is empty, your character will die.

[3] Power - The power gauge (blue) shows the status of your power pool. Most abilities will require power and when the gauge is empty you can't use abilities.

[4] Experience - The yellow gauge shows how much experience the character has gained toward the next level. Once the gauge is full the character reaches the next level. The pink gauge is a magnification of the current section of the experience gauge. Once this gauge is full, the character has filled the current bubble of the experience gauge. So filling this gauge five times means that the character has filled their experience bar and has earned a new level.

[5] Target reticule - The target reticule is the colored circle that surrounds your target. Many of your actions will be directed at your current target including spells and attacks. Press the R1 button to cycle through available targets.

- **Challenge rating** - Some targets are more dangerous than others. The color of the targeting reticule indicates the challenge rating of the target.

Green = Very weak (will not yield experience)

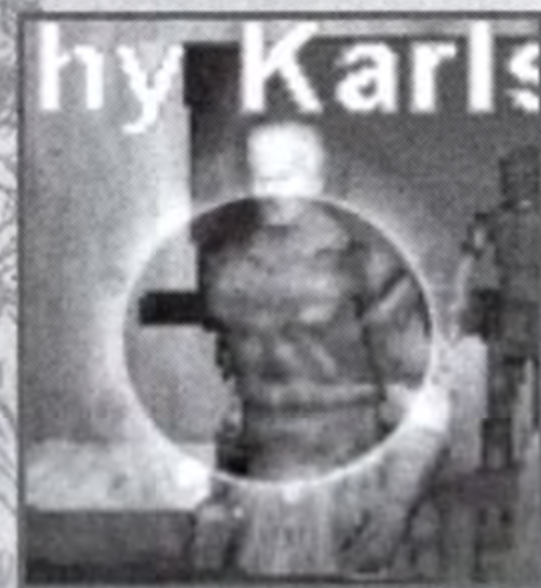
Light Blue = Weak

Dark Blue = Weaker than your character, but dangerous

White = about the same level as your character

Yellow = More powerful than your character, very dangerous

Red = Deadly



[6] Target Information Bar - You can see important information about your current target in this area. The target's name will appear in the box.

- The red meter below your target's name indicates its health.

[7] Target disposition - The disposition indicator shows how the target feels about your character. Targets can have three dispositions:

Red = Ready to attack (angry face)

White = Neutral (mild face)

Blue = Friendly (happy face)



[8] Status Effects on your character - The status effects area will display icons indicating different spell effects currently on your character. This area is located on the top of your screen. Different types of effects may have different icons representing them.

[9] Group Information - The status of your group members and pets is displayed in this area. You can see the name of the group member or pet, their health status, and any status effects like poison or disease. If you can't see a group member's health bar, that means he or she is very far away from you. Press the L1 button to target members of your group.

[10] **Alert Status Effects** - Alert status effects are harmful effects that you will want to address immediately. Certain Alert Status effects will show up in the group information area so that you can help them out.



• **Poison**



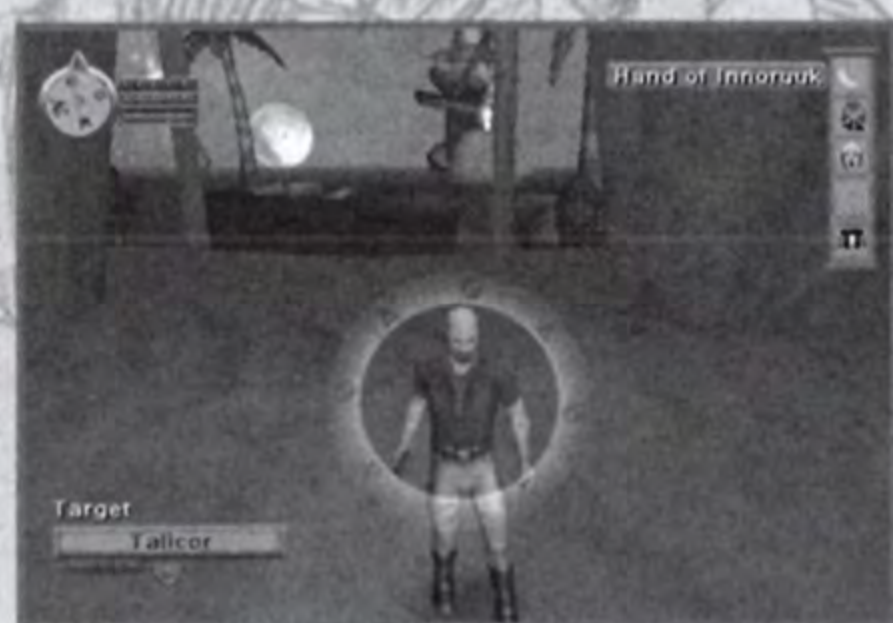
• **Disease**

Other Alert Status effects will be made known only to you.

• **Experience debt** - Your character has some experience debt to pay off. Experience debt will result from dying. After incurring experience debt, 50% of any new experience you gain will go towards that debt until it is paid off.



[11] **Ability List and Toolbelt** - Press left or right on the directional buttons to cycle between your ability list and your toolbelt.



• **Ability list:** The ability list shows the abilities that you have memorized. You must memorize abilities from your ability book in order to use them. Each icon represents a memorized ability. Press up or down on the directional buttons in order to cycle through memorized abilities. The currently selected ability's name is displayed in a box. Press the ● button to use the selected ability.

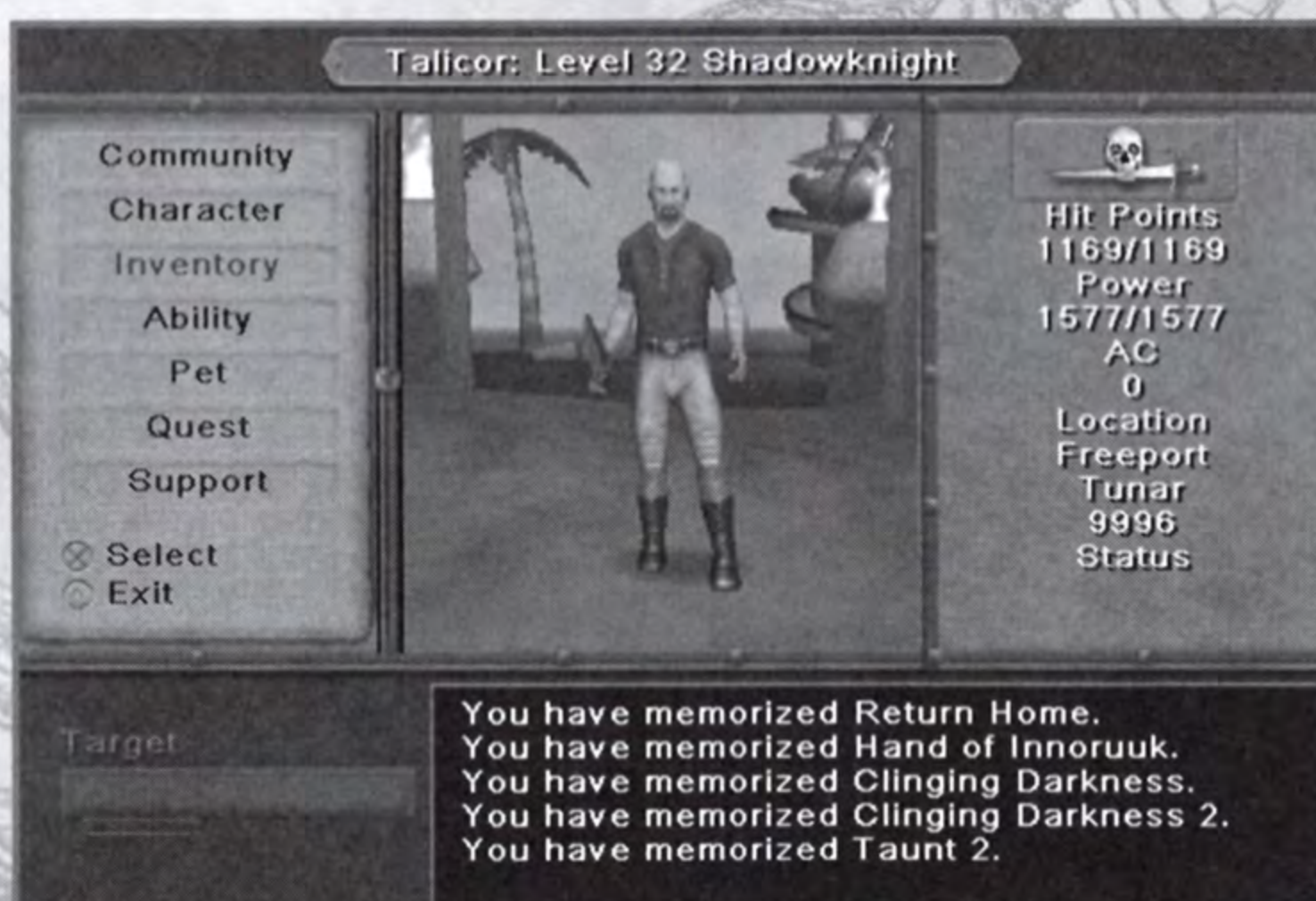
• **Toolbelt:** This is used to keep frequently used items in a convenient place. There are four slots in the toolbelt: one for a weapon, one for a spell gem, and two for food and drink. Placing an item in your toolbelt is called "Preparing" the item. You can prepare food, drink, potions, gems and weapons from your inventory. Press up or down on the directional buttons to cycle through prepared items. The currently selected item's name is displayed in a box. Press the ● button to use the selected item.

[12] **Chat window** - The chat window pops up to display commentary from other characters as well as messages from the game. Text will disappear from the window after a little while, and if no new text

appears the window itself will disappear. Keep your eyes peeled for important messages from other players. If you miss a message, press and hold the R2 button and use the directional buttons to scroll through your old messages.

Main Menu

You can access the main menu by pressing the START button at any time during game play. Use the directional buttons to navigate up or down through the Main menu options on the left side of the screen (see below for sub menu options). Press the X button to select a sub-menu. You can also see some information about your character on the right side of the screen when you access the main menu.



Community - Guild, Group, Buddy list, Chat Modes, Message, Mail, Trade, Privacy, Customize, Show Shouts, and Hide Shouts (see page 24)

- **Character** - This is where you can allocate training points as you increase in level

- **Inventory** - Magic items, Equipment, Misc. Remember the Triangle button will back you out of any screen

- **Ability** - This is where your spells and abilities will be once you have "used" them in your inventory

- **Pet** - Passive, Defensive, Neutral, Aggressive, and Dismiss

- **Quest** - This is a quest log of incomplete quests

- **Support** - To submit a service request to our customer service department

- **Options** - Change 3rd person camera (tether or follow), camera pitch, and sound options. Select Save Changes to apply the changes and exit the Options menu.

- **Quit** - Exit the game

Chat

There are several ways to send chat messages in EverQuest Online Adventures.

Say - A 'Say' message can be seen by anyone who is standing near your character. This is the default chat message when you talk in EverQuest Online Adventures.

Tell - A 'Tell' is sent directly to the character you choose. Nobody else sees the message but the intended recipient (if they are online at the time). You can send a 'Tell' to anyone on your server, no matter where on Tunaria they are. If someone sends a 'Tell' to you, you can reply to them by using the Reply option on the Quick Chat menu.

Reply - This timesaving feature sends a 'Tell' reply to the last person that sent a 'Tell' to you.

Shout - Shout messages work like Say messages except that they can be seen by players that are further away from your character.

Guild - Guild messaging can only be used when your character belongs to a guild. A guild message is sent to all of the players in your guild that are online.



Navigation

To move your character around in the lands of Tunaria, use the left and right analog sticks. There are two 3rd person camera styles in EverQuest Online Adventures and the controls are different for each one. You can select your 3rd person camera style in the OPTIONS menu.

Tether Camera - The left analog stick will control your character's movements. The right analog stick can be used to move the camera around your character and zoom in and out.

Follow camera - Pushing the left analog stick forward or backward moves your character forward or backward. Pushing the left analog stick to the left or right will slide or strafe your character in that direction. Moving the right analog stick left or right turns your character left or right. Push up or down on the right analog stick to tilt the camera. The first person view uses the same controls as the follow camera.

Auto-Run - You can have your character Auto-Run by pressing the L3 button (push down on the left analog stick). This will cause the character to run until you push the L3 button again or move the left analog stick forward or backward. You can turn your character while in Auto-Run mode using the right analog stick.

Combat

You need to target an enemy using the R1 button before you can attack it. To attack with a weapon, get close to the target and use the X button. Your character will swing their weapon at regular intervals. You can press and hold the X button to repeat attacks. Some weapons, like bows and crossbows, can be used to attack enemies from a distance. You do not need to stand next to your enemy to attack with these weapons.

Each hit with a weapon will do damage to the target. Damage reduces the target's hit points. Your target will die when it runs out of hit points.

It is important to note that different types of attacks affect some creatures differently. Some creatures have natural protection against blunt weapons, while others are more resistant to being cut.

Protect Yourself!

Look for equipment to protect your character from enemies. Armor helps to protect your character from combat damage. Armor Class is the measure of your character's protection against normal damage. Warriors and other characters that tend to engage in direct combat with their enemies would be wise to try to find armor with high armor class values.

You can find items and spells to protect you from magical damage as well. How well you resist magical damage is based on your Resistances. There are six kinds of magical damage resistance: Fire, Ice, Lightning, Arcane, Poison, and Disease.

Using abilities in combat

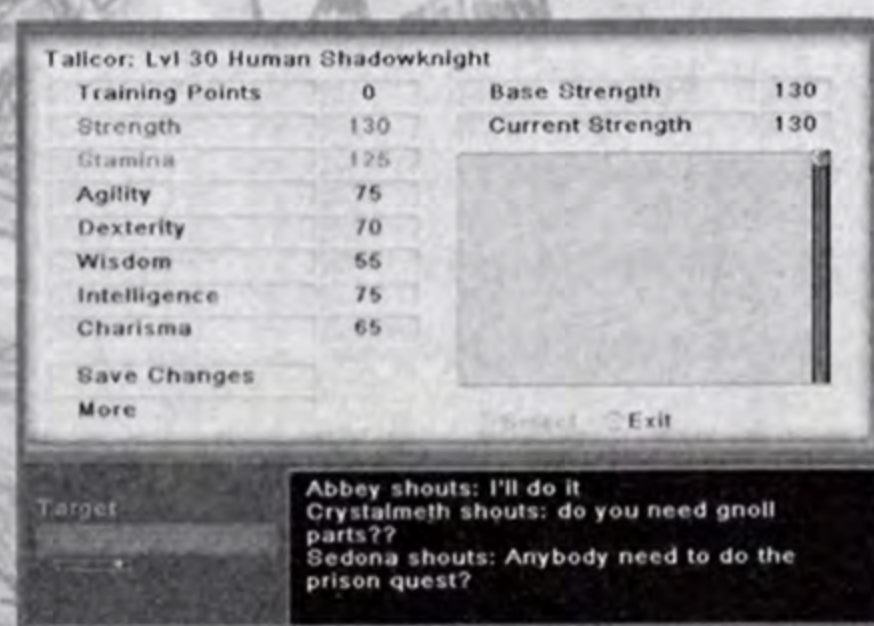
Abilities can also be used in combat. Target the enemy or friend, based on which type of ability you are using, then push the ● button to activate the ability.

Looting

Once you defeat an NPC in combat you should take a moment and see if they were carrying anything valuable. To loot the corpse of a defeated opponent, target the opponent and use the X button. This will bring up a list of the items on the corpse, if any. Use the directional buttons to scroll up and down, target the item you wish to loot and press the X button. To select all items, scroll down to the "Take All" option and press the X button.

Characters And Character Advancement Experience

As your character adventures he/she learns from his/her experiences. Characters earn experience in two ways, defeating monsters and completing quests. Once a character earns enough experience, they gain a level. As a character increases in level he/she becomes more powerful, gaining more hit points, more power, and access to better abilities.



As your character gains experience points he/she will also earn training points. You can use training points to increase your character's attributes. You will see a message when your character earns training points.

Hit Points And Power

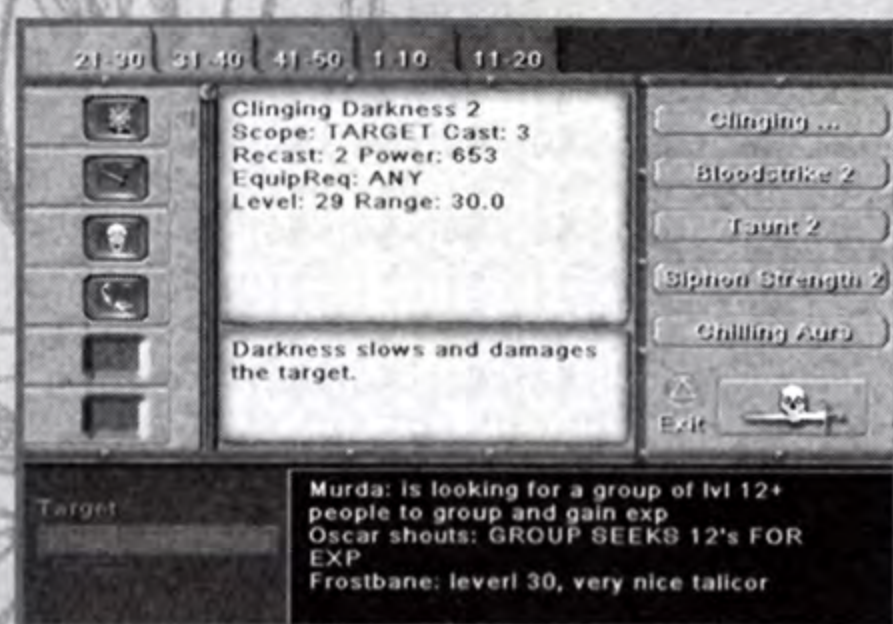
Hit Points are your character's health level. Each time a character is damaged, perhaps by a weapon or a spell, their hit points will be reduced. You should always keep an eye on your character's current hit points (represented by the red gauge in the upper left of your screen). When your character loses all of their hit points they will die.

Power represents your character's magical strength. In order to use most abilities a character must expend power to fuel them. Each time you use an ability that requires power, your power points will be reduced. Your character's current power is represented by the blue gauge in the upper left of your screen.

Your character will regain hit points and power over time, so it may be a good idea to rest for a moment after a particularly close battle. Food and drink have the ability to assist in the regeneration of hit points and power respectively. Healing abilities can also restore lost hit points.

Abilities

The ability book is accessed through the Main Menu. All of the abilities that your character has ever learned are available in the book. The abilities that your character can memorize are on the left side of the screen. Abilities are sorted by level and you can search through the level ranges by pressing left or right on the directional buttons. The list on the right side of the screen shows all of the memorized abilities.



Abilities are skills or magical powers that your character can use during his/her adventures. Characters "use" abilities from scrolls. Many of these ability scrolls can be purchased from merchants, though some can be gained as rewards for completing quests.

Most abilities are restricted; you may need to be of a certain class, race and/or level to use them. Make sure to inspect any ability scrolls that you plan to buy and be sure that your character can use it before handing your Tunar to the vendor.

Once you obtain an ability scroll, you'll want to use the scroll. Using an ability scroll will add the ability to your Ability book. The scroll disappears once it is used.

In order to perform an ability, you must memorize it first. You can memorize any ability in your Ability book. A character can only memorize five abilities at one time. The abilities that the character has available are listed on the left. To memorize an ability, select it from the list, push the X button and choose Memorize from the menu. Next, choose one of the five memorized ability slots on the right and place the ability in that slot by pushing the X button. Once you have memorized the ability, you will be able to perform it by utilizing the Ability List.

Abilities icons have four colors: yellow, red, purple, and green. Abilities that are yellow will only affect the character performing that ability. Red abilities can be performed by targeting a PC or

NPC, depending on the nature of the ability. Abilities with a purple icon will allow an entire group to be affected. Finally, abilities using a green icon have area of effect capabilities.

If you select an ability you will be able to see it's attributes. There are seven attributes of each ability: Scope, Cast, Recast, Power, EquipReq, Level and Range.

Scope - This tells you what the target of the ability will be. If it says 'TARGET' then the ability affects whatever you have targeted at the time. If it says 'SELF' the ability will only target you. If it is a 'GROUP' spell then it will only affect members of your group. Spells can also be listed as 'PET' and will, obviously, only affect your pet.

Cast - This is how long it takes from the time you activate the ability until the ability takes effect.

Recast - This is how long you must wait before you can use the ability again.

Power - This indicates the number of power points that must be expended to activate the ability.

EquipReq - If there is an item type here, then your character must have that item in their possession to use the ability. If a weapon is the item required to use an ability, that weapon must be equipped to use this ability.

Level - This is the level your character must be to use the ability.

Range - This is how far away the target of the ability can be for the ability to work.

Death

All creatures of Tunaria are tightly bound to the land. When a creature dies it is reborn after a short time. When your character dies it is reborn at the place of his/her last "binding". All newly created characters are bound to the place where they first appear after creation. However, there are people in Tunaria called Spiritmasters who can use their magic to bind you to the land where you are standing. There are many Spiritmasters in Tunaria, and most cities have several. It might be a good idea to visit a Spiritmaster and ask them to bind you if you are exploring far from the place of your last binding.

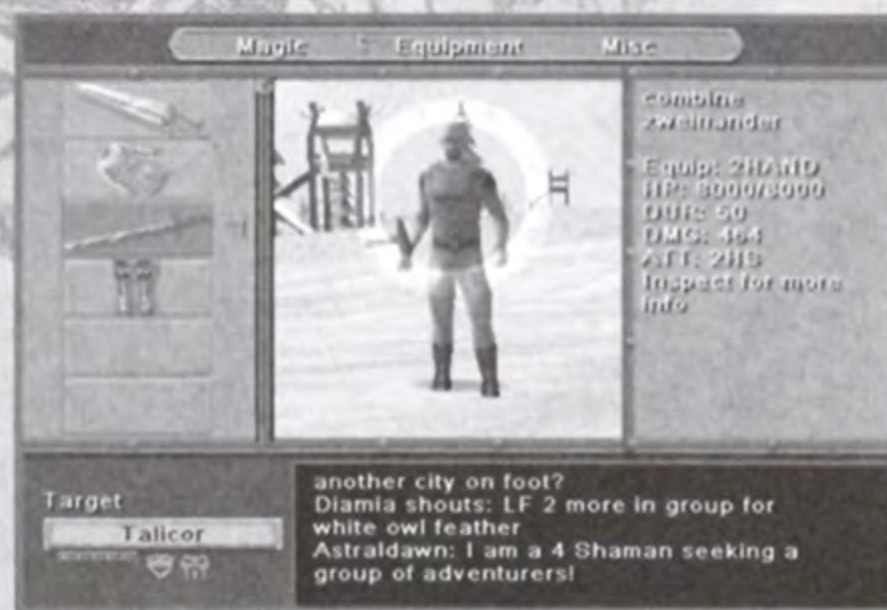
Death is not without its consequences. When your character dies you incur an experience debt. When a character has any amount of experience debt, 50% of all experience gained will be used to pay the experience debt until it is paid in full. Watch the experience messages in your chat window. They will tell you if your experience is going toward experience debt.

*Note: you will also lose a portion of any Tunar (money) on your character at the time of death. Money in the bank is not affected by this process.

Inventory

Everything that your character carries is kept in the character's inventory. Your inventory is divided into three categories

- **Magic** - Scrolls, magical food, gems and other enchanted items
- **Equipment** - Anything that your character can wear
- **Miscellaneous** - Assorted items that cannot be used for specific purposes but may have value or significance in a quest



Items in your inventory that are highlighted in green are equipped and in use by your character. Items that are highlighted in dark grey can not be used by your character because of race, class or level restrictions

Tunar

In your inventory you will also be able to see how much money you have. Money in Tunaria comes in the form of coins called Tunar. This is the currency your character will use to purchase equipment, supplies and services.

Equipment And Items

Just like ability scrolls, some items can only be used by certain races, classes and/or levels. You can inspect each item to discover its properties. It is important to inspect any item that you wish to purchase from a merchant to make certain that your character can use it before you buy it.

To equip an item, locate it in your inventory, push the X button and choose Equip from the menu.

Equipment such as clothing, armor and weapons may be worn or

carried. Obviously you can't carry two swords in the same hand. When you equip an item that goes into a location where you already have an item, the item you are currently using is replaced by the new item and the old item is placed into your inventory.

Equipment Locations

Any item that can be equipped will have an equip location. The equip location determines where on your character the item can be equipped. For example, helmets and caps equip in the "Head" location.

Item Damage

Your character's armor, weapons, clothing and jewelry will wear down with use. When you inspect an equipment item you will see a listing for the HP (Hit Points) of the item. The number before the slash is the item's current hit points, the number after the slash is its maximum hit points. Items never actually break. **However, if an item's hit points get low enough, it becomes very ineffective.** If you see an equipment icon with an X on it in your inventory, the item needs to be repaired. Most cities have blacksmiths that can repair your equipment for a fee. It is a good idea to check your weapons and armor for damage and have them repaired at regular intervals.

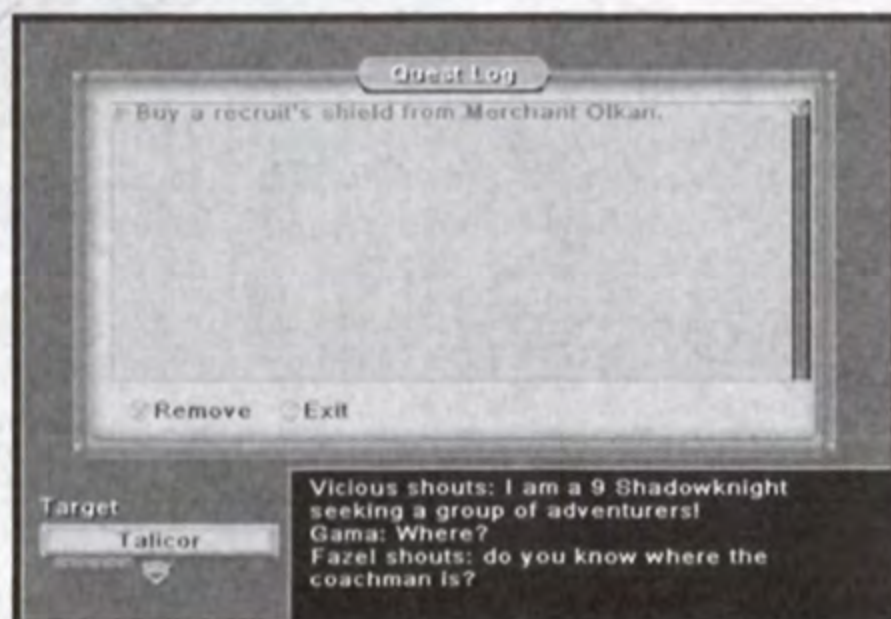
Quests

The folk of Tunaria have busy and dangerous lives to lead. Often they find themselves in need of a little assistance. They may ask you to do something for them (or, for yourself). Press the ■ button when you have a NPC targeted to see if it has any quests.

Completing quests will earn experience for your character, and sometimes the person you help out will offer some Tunar or even an item. Completing quests may even raise your faction with the person or group that gave you the quest.

With all of the quests available for the brave adventurers of Tunaria, it can sometimes be difficult to remember all the details.

The Quest Log will help you keep track of the tasks you have undertaken. You can refer to it at any time to jog your memory. If you delete a quest log you



will need to start that quest over from the beginning in order to complete it. Deleting a quest log is also the only way to restart a quest.

Factions

Tunaria is an active world. The Dark Elves are busy trying to ruin the plans of the light races, the Humans are pursuing their varied desires and Dwarves are busily... doing whatever it is that Dwarves do. Each of these groups has their own list of friends and allies as well as enemies. These are called factions.

When you create your character his/her relationship with the various factions of Tunaria is established based on his/her race and class. Your character's actions can change his/her standing with the factions of Tunaria. Completing a quest for someone may cause them to like you more and raise your faction. Killing a member of a faction will often lower your standing with that faction.

When your faction standing changes you will see a message in your chat window. The message will tell you which faction changed and how much. If the number is negative then the faction likes you less. If it is positive they like you more. Doing enough harm to a group may cause their disposition towards you to change for the worse, while aiding them may change their disposition for the better.

Socializing

One of the most exciting things about EverQuest Online Adventures is that you can play in the same game world with people from just about anywhere. Talking to, and grouping with, other players is a great way to have fun.

Community

There are several options listed under the Community Menu (press the START button and Select Community) that you should familiarize yourself with. The community options will help you to keep in touch with friends and make new ones.

Who - The who menu allows you to view a list of other players in the near vicinity. You can send a "tell", invite into your group, or send "mail".

Guild - The guild menu helps you to organize and communicate with your guild mates. You can get a list of your guild members, send messages to the guild, invite new guild members (if you are the guild leader or an officer), and show or hide guild chat. Creating a guild requires a group of four people and 5,000 Tunar. Once the

necessary requirements have been met simply access the community menu / guild menu to create the guild.

Group - Sure, going it alone is brave, but sometimes you need help. Shared adventures are the best adventures. So it is very useful and fun to join groups with other players. To create a group, target a player and use the community menu / group menu to invite. Groups will offer many benefits, including additional experience.

Buddy List - This feature is a great way to keep in contact with friends. Simply target the person you wish to put on your buddy list and choose Invite. If they accept you will be able to use the buddy list to find out when they are online or send messages or mail (push the X button with a list member selected).

Chat Modes - There are four chat modes available; Say, Shout, Group and Guild (you can also access these chat types using the Quick Chat menu). Each of these Chat Modes has a different use (see page 17).

Message - This option allows you to compose a message (sent in your default chat mode) or send a Reply or a Tell.

Mail - The Mail feature allows you to leave mail messages for friends even if they are not online. Messages will be sent to the recipient and be available to them when they next check their mail. Check your mail inbox for new messages frequently.

Trade - Target the player you wish to trade with and use the Community menu to request a Trade. The trade screen will appear when the person you wish to trade with accepts your request to trade. Use the directional buttons to move the selection cursor. Pressing X will add or remove the item(s) you wish to trade. You can also add money to the trade. Press the ■ button when you are ready to complete the trade. The text at the top of your offered items column will change to green when you are done. You can inspect any item in the trade interface by moving your cursor over it.

Privacy - There are two features here that will allow you some control over what kind of information you see.

- **Filter** - The profanity filter is on by default.
- **Ignore** - Adding people to your ignore list will block any messages that they send, including 'Tells' as well as publicly broadcast messages such as 'Shout' or 'Say'. You can add/remove players from your ignore list whenever you like.

- Ignoring a player will also allow you to move through them when otherwise they might block your path.

Show and Hide Shouts - Use these options to show or hide all 'Shout' messages.

Pets

Some characters can have pets. Pets can take many forms, such as elementals that obey the will of a Magician or creatures that are temporarily charmed by an Enchanter.

If your character has a pet, that pet's information will be added to your group list. You can target your pet by tapping the L1 button. If you have your pet targeted you can discover some information about your pet by holding down the ■ button.

You can set your pet's stances. Select Pet from the Main menu. You will see the list of possible stances your pet can take. Note: Not all pets can perform all of the stances.

Passive - Pet will not attack, even if you are harmed.

Defensive - Pet will only attack if you or the pet are attacked and will remain close to you (10 meters), even if it is in combat.

Neutral - Pet will attack if you or the pet are attacked, or if you attack or cast a harmful spell on a target. Pet will travel further away (up to 40 meters) if it is in combat.

Aggressive - Pet will act as if neutral, but will travel up to 60 meters in order to attack.

You may also wish to choose to dismiss your pet. This sends the pet back to where it was summoned from or, in the case of charmed pets, will free them from your charm.

Note: Creatures that have been charmed are rarely pleased with you once they have been freed from the charm (either when the duration of the charm expires or you dismiss the pet) and will usually attack you.

Non-Player Characters (NPCs) & Objects

In EverQuest Online Adventures you are playing a game with other real players. However, there are also many characters in Tunaria that are not controlled by real people. These characters are run by the game and are called non-player characters (or NPCs). Many of these

non-player characters have quests that they need you to perform for them. Others, like those listed below, can provide services for you.

Coachmen - These are the folk that handle the coach services of Tunaria. Most cities have a coachman. The coachmen provide transportation between their stables and other affiliated stables. However, they will only transport you to stables that you have visited. In order to get transportation to a stable you will need to sign the coachman's ledger for that stable. Each coachman will tell you what other stables he travels to, just ask.

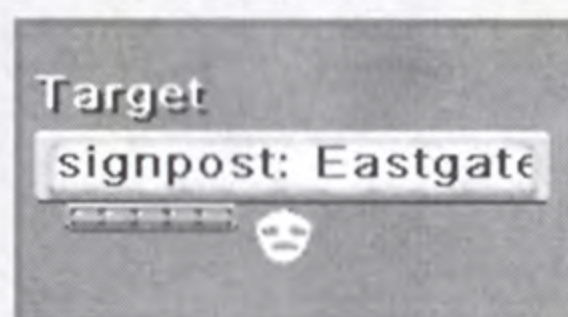
Spiritmasters - Spiritmasters have learned to link the spirit to the land. They can bind your character to the land that you are standing on, making it the place where you are reborn if you die. There are many Spiritmasters in Tunaria, and most cities have several. It might be a good idea to visit a Spiritmaster and ask them to bind you if you are exploring far from the place of your last binding.

Merchants - There are a variety of merchants in the lands of Tunaria. They buy and sell goods and may have items of interest to you. For example, a grocer will sell a variety of food items, and every adventurer needs a hearty meal. Merchants will also purchase items that you have picked up during your travels.

Bankers - Most cities have a bank. A banker can store your items and Tunar in their vaults for safekeeping. Also, items that you don't need immediately but are taking up space in your inventory can be stored in the bank until needed. Your character has one bank account, and can access that bank account from any banker in any city.

Blacksmiths - These stalwart individuals can repair your worn items. They charge a small fee to do this for you, but it is certainly cheaper than purchasing a new weapon when the old one gets too worn out. There are also a few objects in Tunaria that you should be aware of.

Signposts - A signpost can help you find your way. Use the R1 button to target the signpost and push the ■ button and the signpost will give you helpful directions.



Treasure chests - You may discover treasure chests during your adventures. You can target them using the R1 button and attempt to open them using the ■ button. However, some chests are locked and may require the pick lock ability to open.

Quitting The Game

To quit the game, choose Quit from the Main menu. When you leave the game all of the information about your character is saved, including current hit points, power, inventory and location.

Saving The Game

EverQuest Online Adventures saves your game automatically. Your character information is saved on the EverQuest Online Adventures game servers. The EverQuest Online Adventures save game file on the Memory Card (8MB) (for PlayStation®2) does not contain information about your characters' progress.

Options

The Options Menu is available through the Main Menu. Here you can control several aspects of how the game is set up. Most of the options here are self-explanatory. To save your new option settings, make changes and then back out to the Options Menu using the ▲ button. Use the directional buttons to scroll to the "Save Changes" option and press the X button. The Options Menu contains the following choices:

Game:

- Faction Messages (on/off)
- Loot Messages (on/off)
- Damage Numbers (on/off)

Interface:

- 3rd Person Camera (Tether/Follow)
- Camera Pitch Axis (Normal/Inverted)
- Soft Keyboard (Standard/Compact)

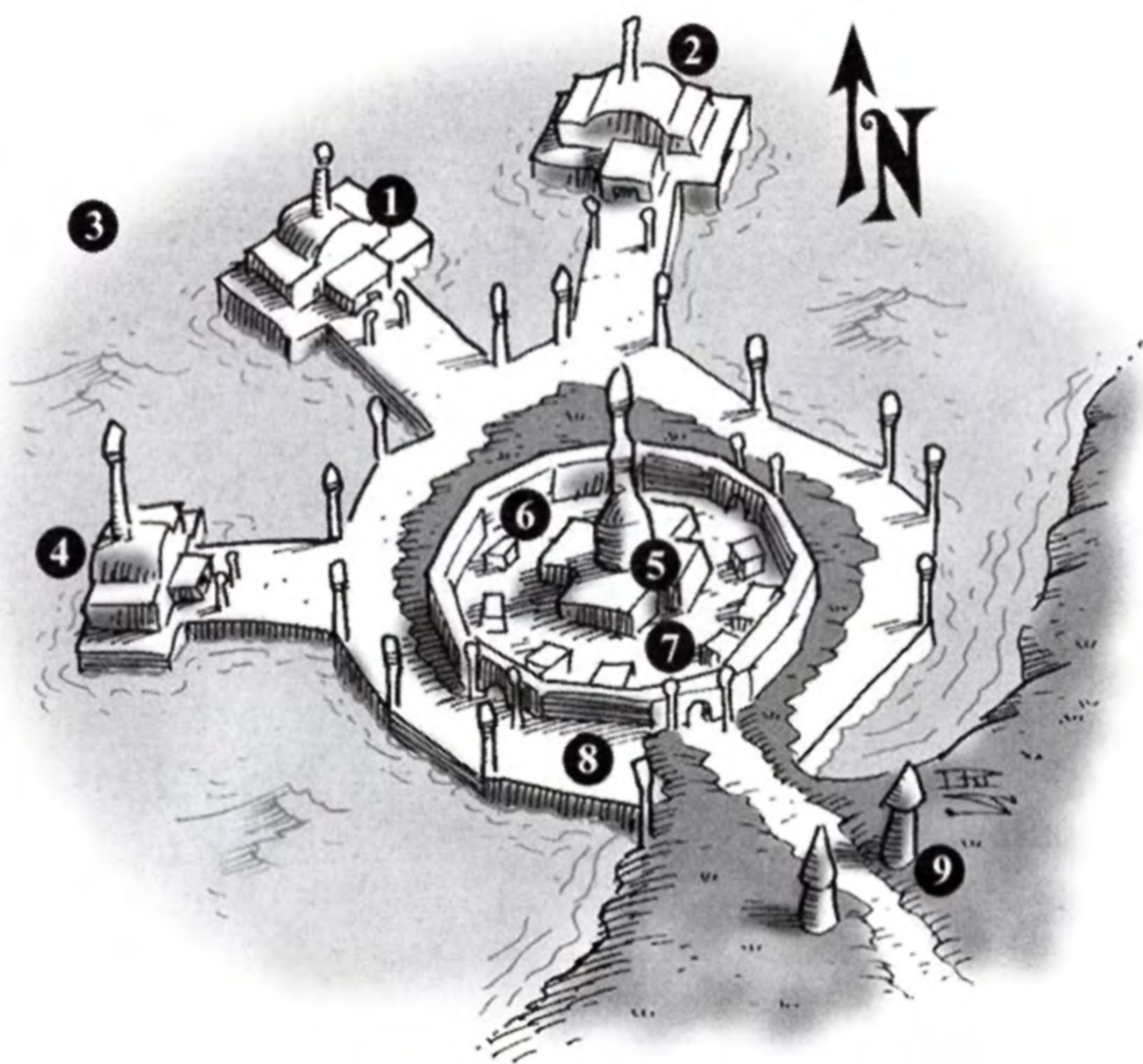
Sound:

- Battle Music (songs 1-5)
- FX Volume
- Music Volume
- Sound Output (Stereo/Mono)

Save Changes

Cities

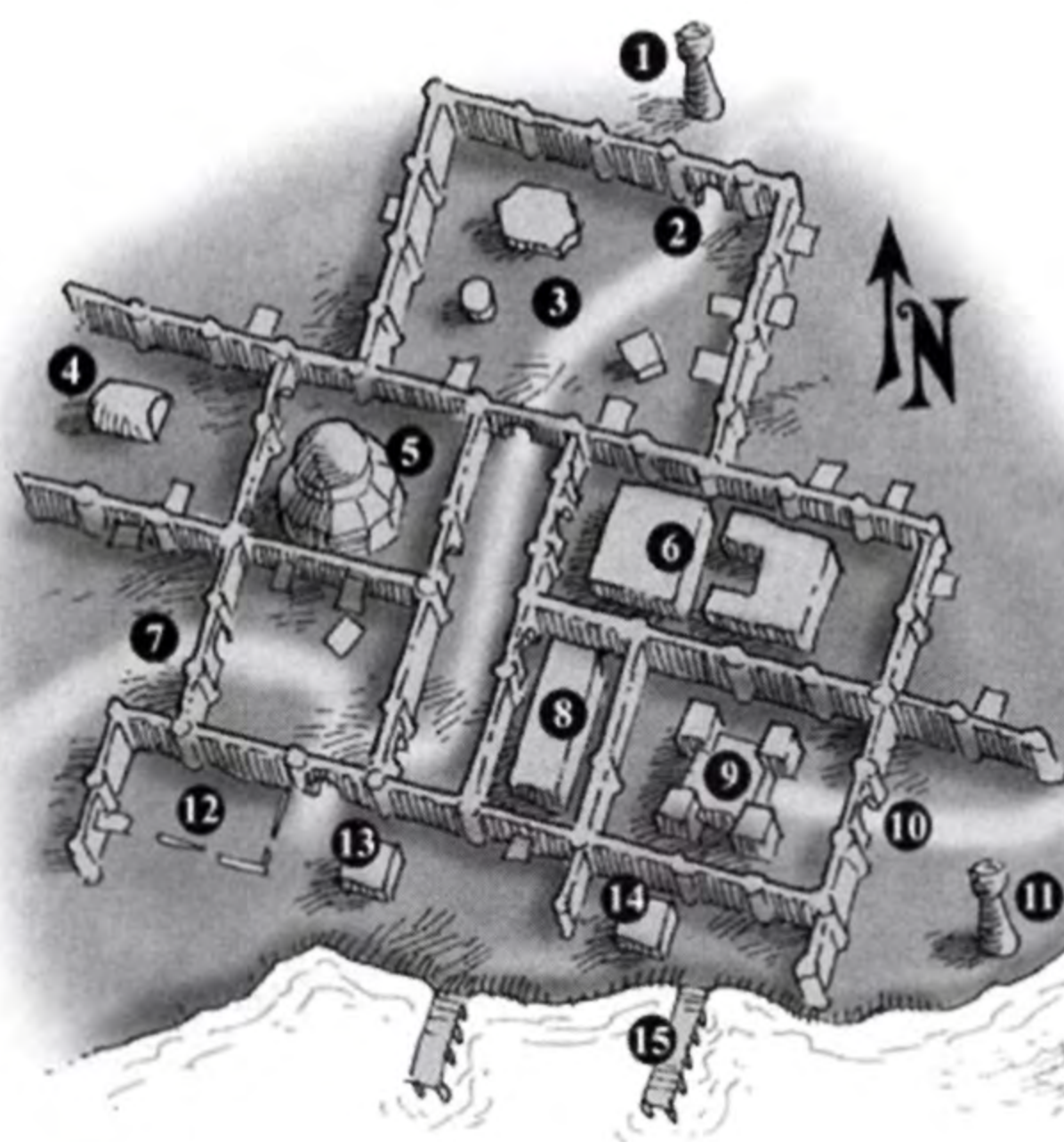
Fayspire



1. Keep of the Paragon
2. Church of Tunare
3. Winter's Deep Lake
4. College of High Magic
5. The Fayspire

6. Koadra Treasury
7. Elfholme District
8. The Marble Road
9. Guardtowers

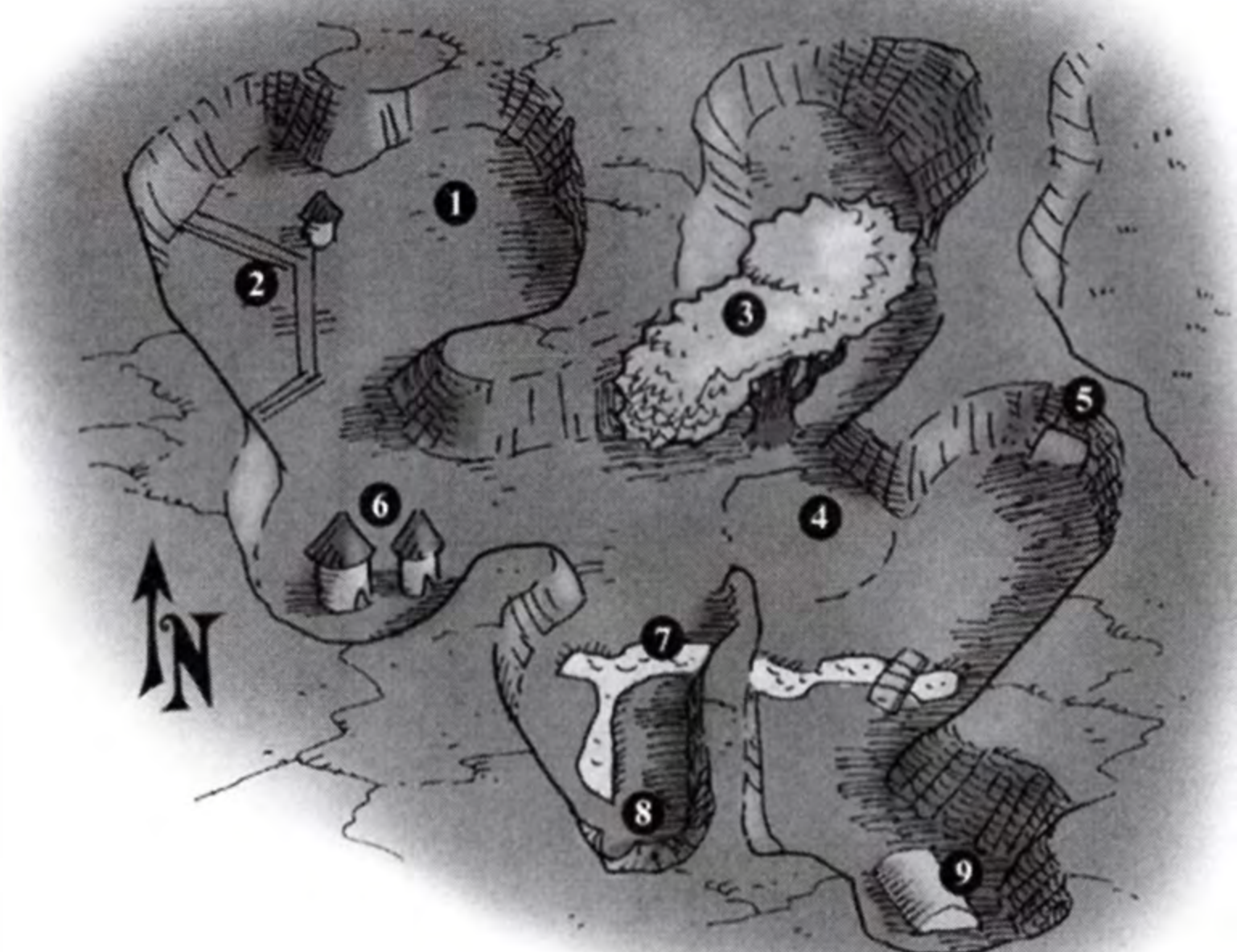
Freeport



1. North Watchtower
2. North gate
3. The Bazaar
4. House Northard
5. Academy of Arcane Science
6. Freeport Militia
7. West Gate
8. Smiling Serpent Inn

9. Shining Shield Mercenary Company
10. East Gate
11. East Tower
12. Desert Wind Stables
13. House Tilsteran
14. House Slaerin
15. Freeport Landing

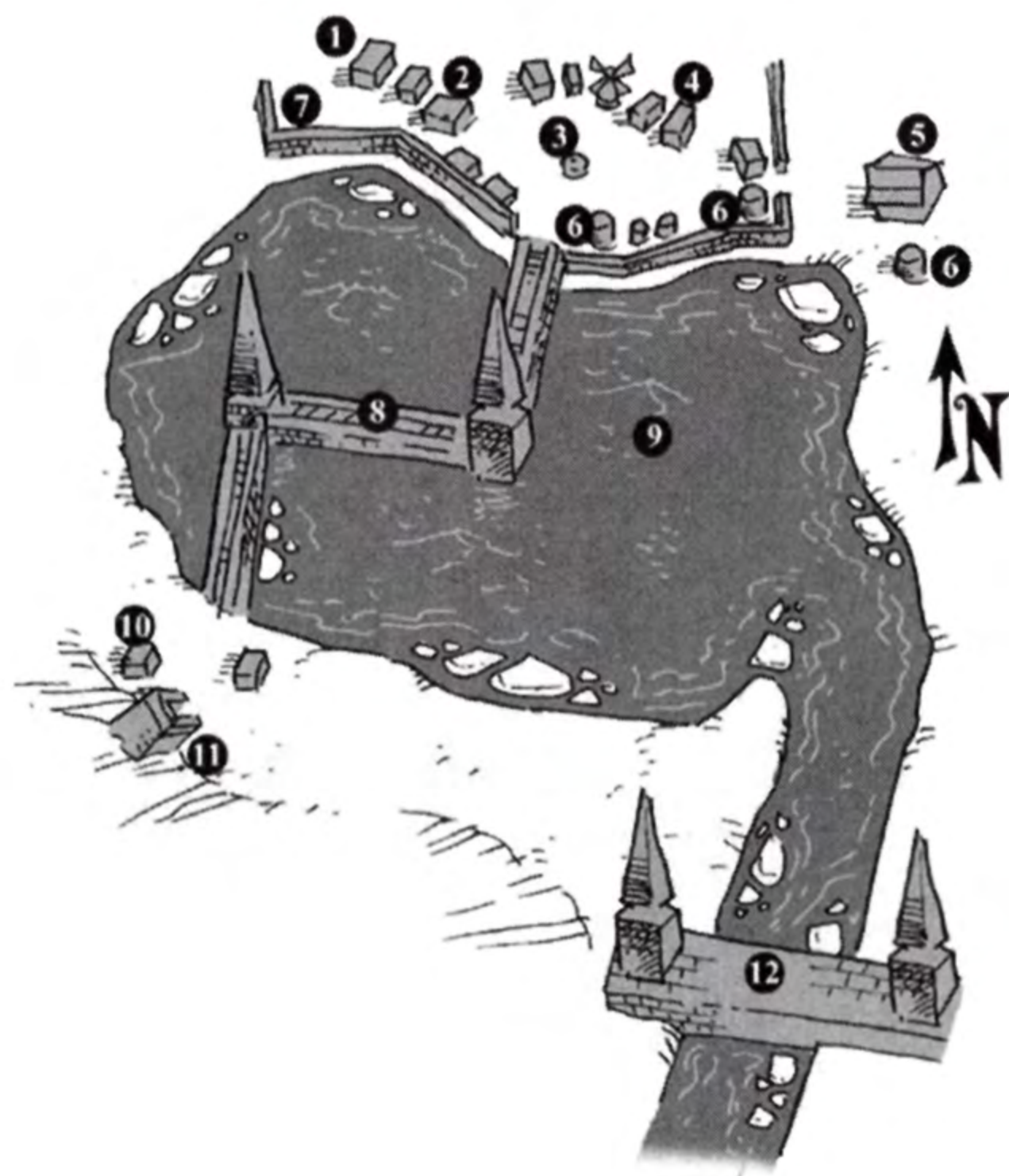
CROBB



1. Drink Place
2. Sleep Place
3. The Stealing Tree
4. Mount Jurglash
5. To Swamp

6. Shiny Things Marketplace
7. Snotspit River
8. Nightkeep
9. Beldok's Pot

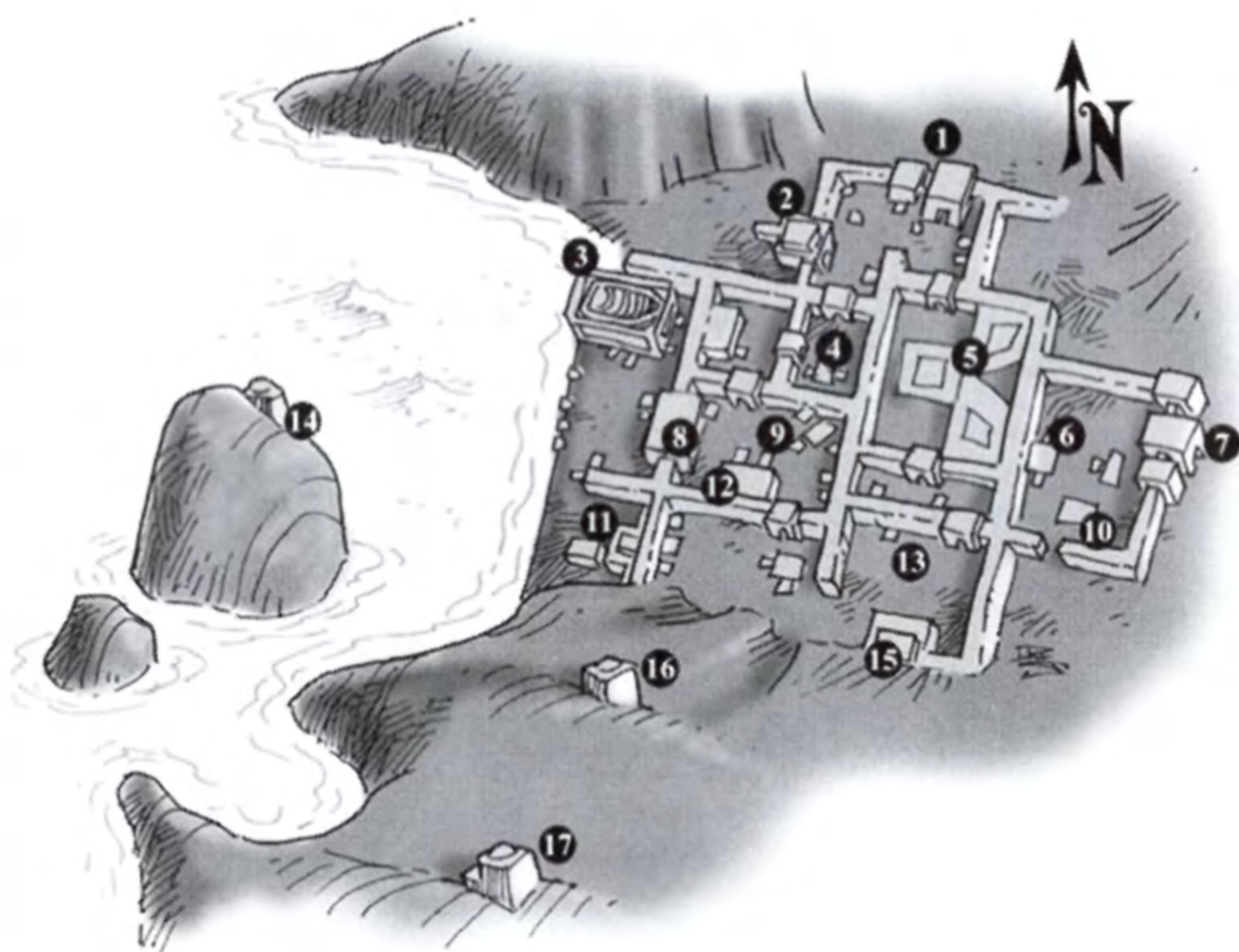
HALAS



1. Coldwind Hall
2. Seeing Eye Tavern
3. Halas Square
4. Hammer's Wrath
5. Bank Hall
6. Granaries

7. Dog Runs
8. Everfrost Bridge
9. The Nest
10. Stables
11. Everfrost Tunnel
12. Everfrost Dam

Highbourne



1. North Gate
2. Temple of Prexus
3. The Ways
4. Highbourne Treasury
5. Council Stadium
6. Tavern
7. East Gate
8. Boathouse
9. Shops

10. Stables
11. Library of Highbourne
12. Workers Quarters
13. Garden of Tranquility
14. Crimson Hand
15. Temple of Quellious
16. Craft Keepers
17. Gate Callers

KLIK ANON



1. Meckanmagical College
2. University of Andelfoof
3. Junkyard
4. Church of Brell
5. Brell's Table Inn
6. Market
7. Mushroom Farms
8. Klik-Anon Gunnery School

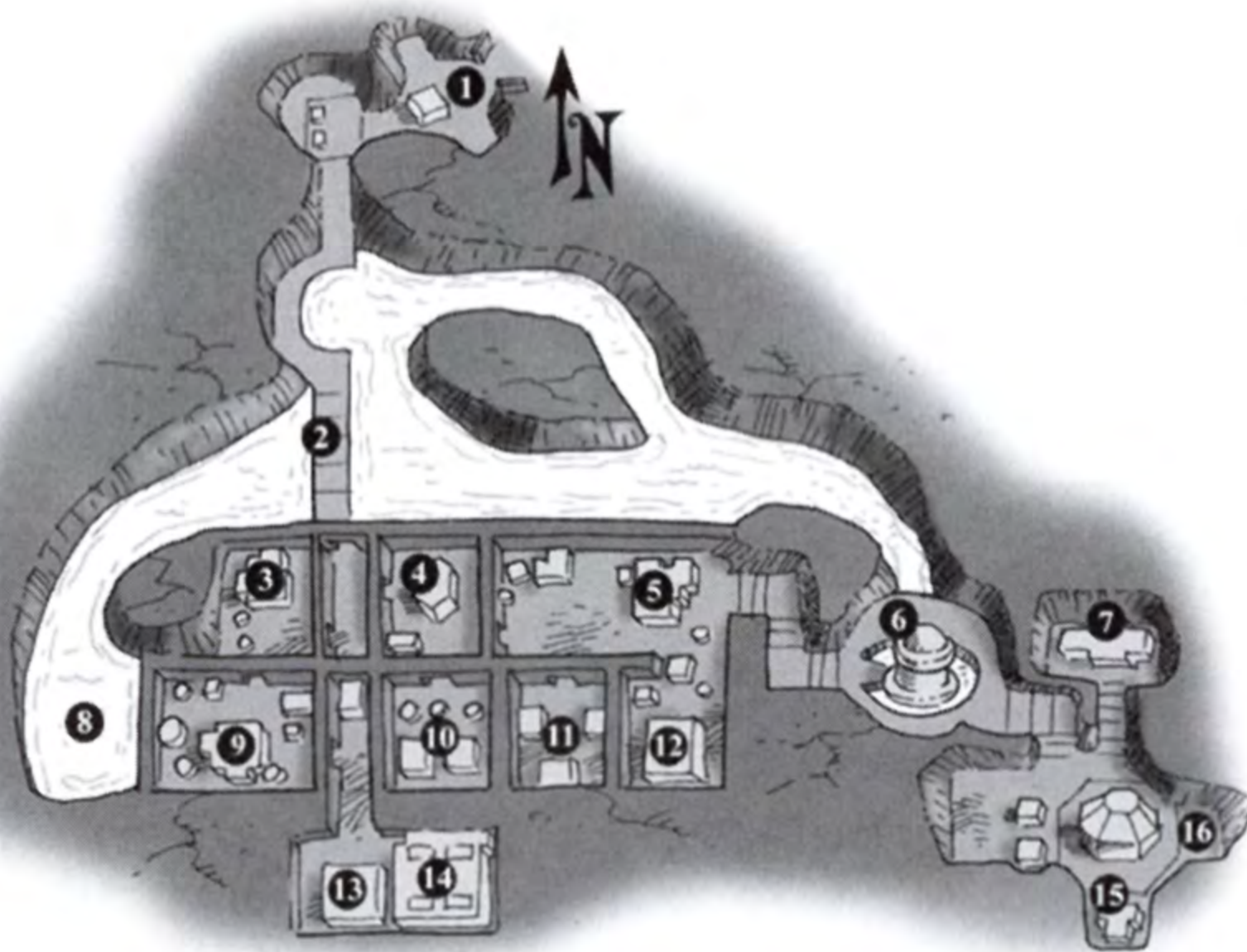
9. Drawbridge of Spectacular Impracticality
10. Klik-Anon Dump
11. Hovel's
12. Entrance Gate
13. Church of Bextoxxulous
14. Necrological Society

MORADHIM



- | | |
|-------------------------------|--------------------------|
| 1. Main Entrance | 7. Mines |
| 2. Crossbow's Guard | 8. Mine Guild 231 |
| 3. Temple District | 9. Mushroom Farm |
| 4. Forge Square | 10. Sorenson's Keep |
| 5. Stoneguard Sparring Square | 11. Residential District |
| 6. The Stoneguard Academy | |

Neriak



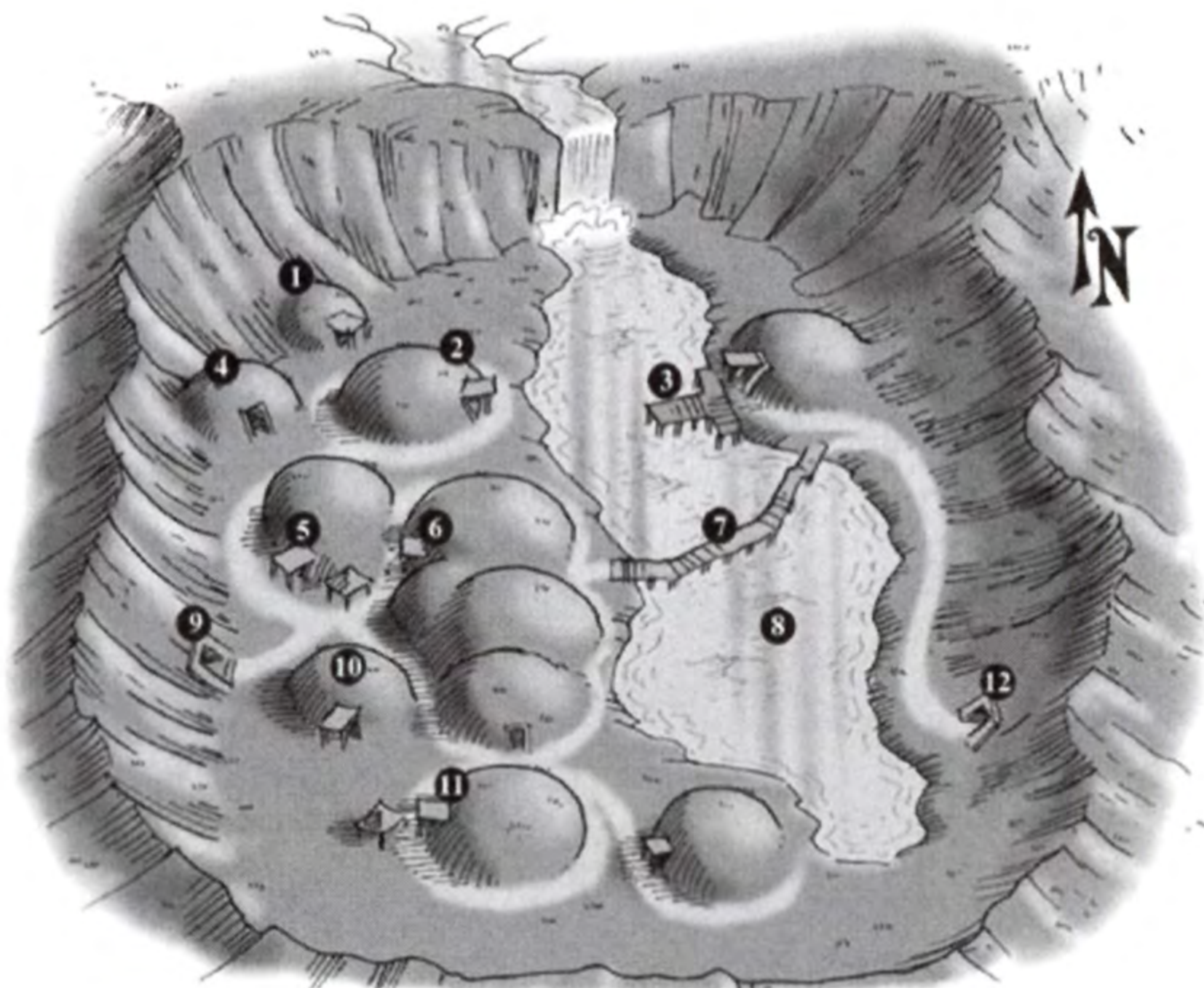
- | | |
|------------------------------|----------------------------|
| 1. Neriak Gateway | 9. Double Daggers Inn |
| 2. Bridge of Sacrifice | 10. House J'Narus |
| 3. The Distinguished Palette | 11. House U'Dedne |
| 4. The Blue Flame Forge | 12. Enclave of the Spurned |
| 5. The Blind Fish Tavern | 13. Cauldron of Hate |
| 6. Spires of Innoruuk | 14. Court of Innoruuk |
| 7. Lodge of the Dead | 15. House Do'Vexis |
| 8. Indigo Lake | 16. Dark Gate |



1. The Anagogical Order
2. Beggar's Quarter
3. Qeynos Theater
4. The Docks
5. Qeynos Guard House
6. Arena
7. Helena's Forge

8. The Greenway
9. Marketplace
10. Guard towers
11. Church of Erollisi Marr
12. Temple of Mithaniel Marr
13. Nobles Quarter
14. Bayle Mansion

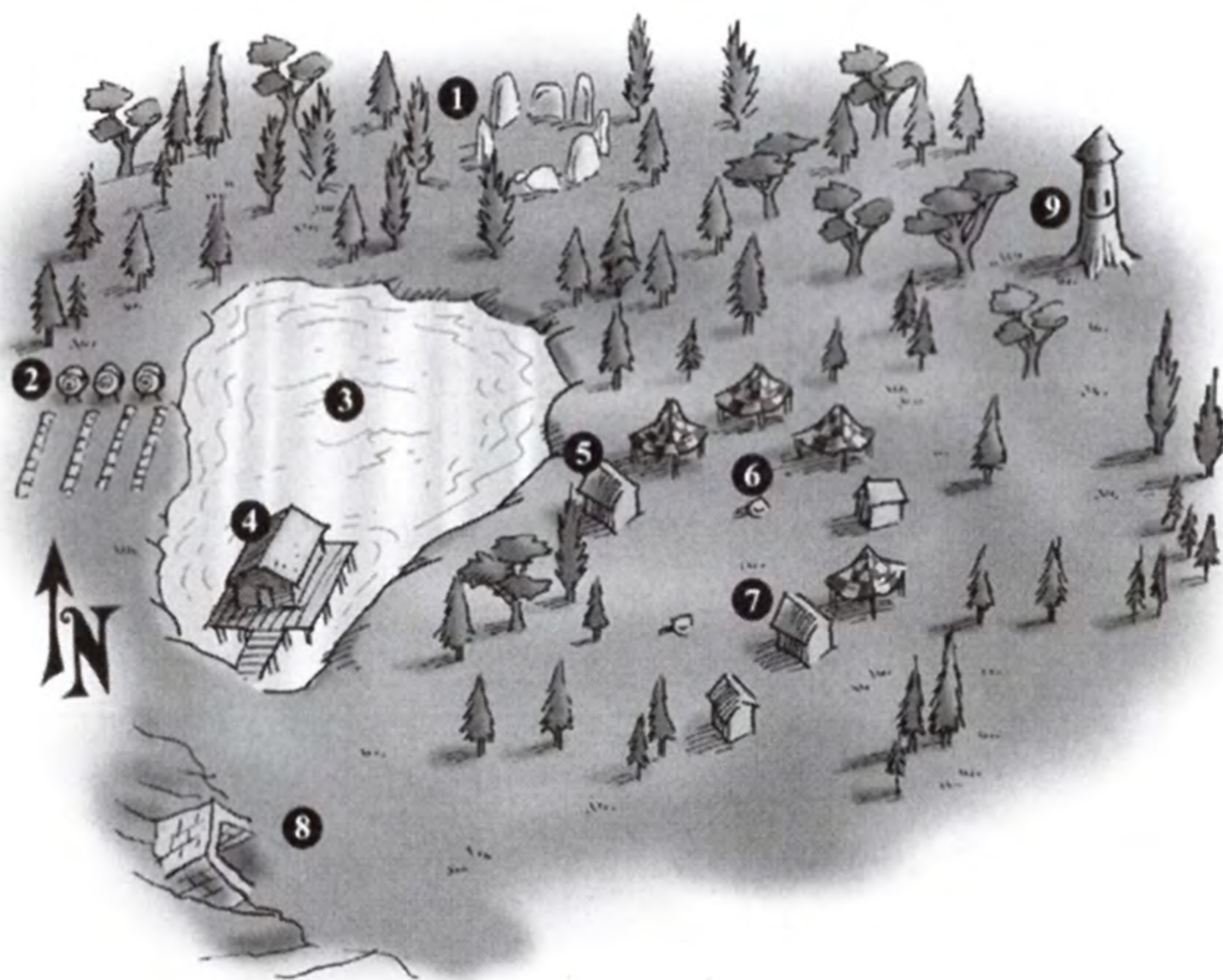
Rivervale



1. Earblower Estate
2. Storm Reapers
3. Fishin' Docks
4. Bank of Rivervale
5. The Vale Patrol
6. The Deep Pockets

7. From Here to There Bridge
8. Vale Lake
9. To Misty Thicket
10. Market
11. Temple of Bristlebane
12. To Kithicor Forest

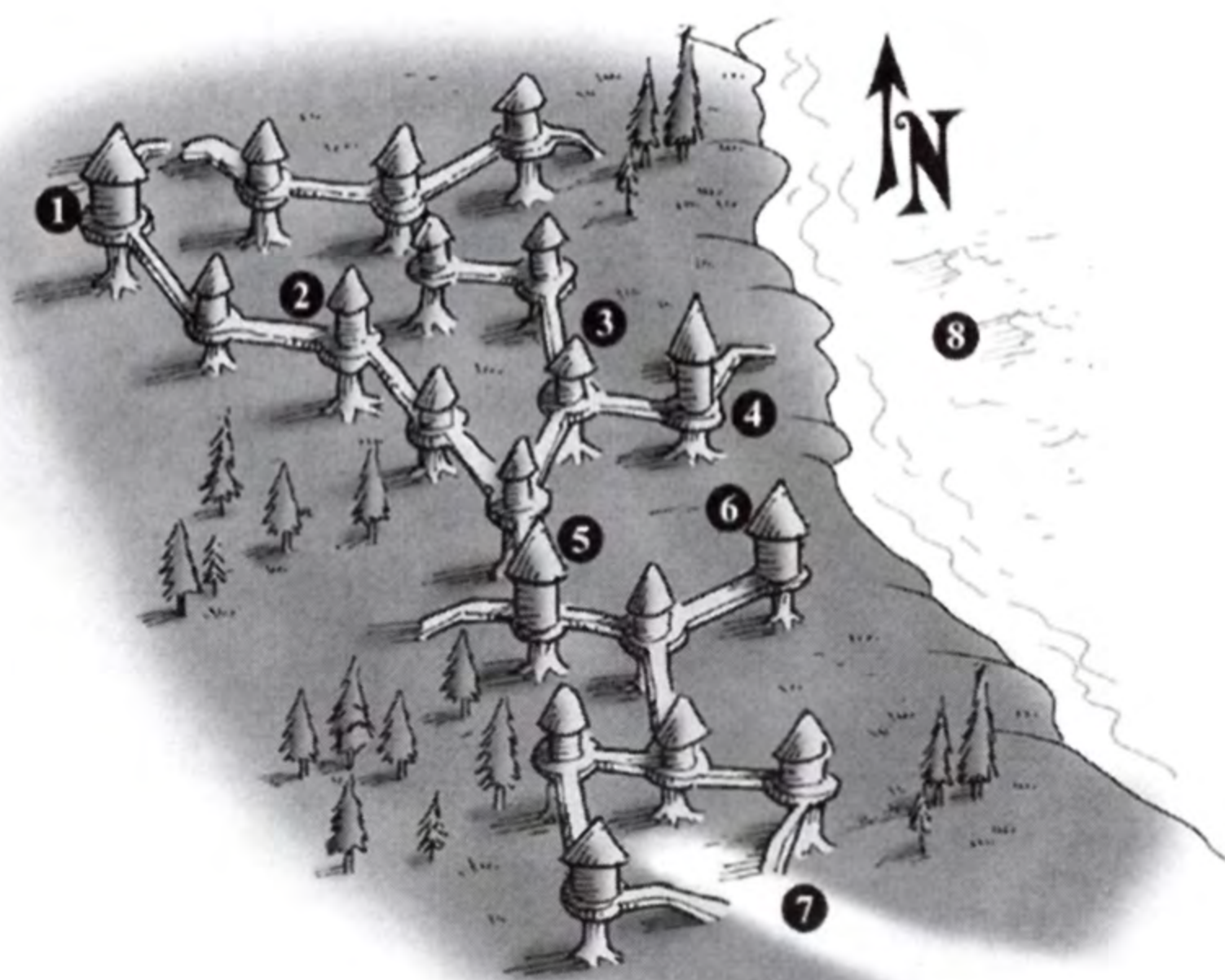
SUREFALL *Glade*



1. The Sacred Glade
2. Archery Range
3. Lake Sure
4. Surefall Lodge
5. Martha's Inn

6. Surefall Village
7. Jaggedpine Tavern
8. The Earthen Hall
9. Archdruid's Oak

Tethelin



- 1. Songweaver's Lodge
- 2. Scout's Rest
- 3. House of Oracles
- 4. Druidhome

- 5. Tethelin Bank
- 6. The Emerald Lodge
- 7. Fay Road
- 8. Winter's Deep

Credits

Programming

Lead Programmer, Graphics, Tools

John Buckley

Graphics, Sound, Tools

Brandon Bogle

AI, Pathing, Server and Gameplay

Amanda Tarr

UI, Tools

Carlo Ordonez

Network, Server, Database

Vince Harron

Front End

Matt Sivertson

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Executive Producer

Rod Humble

Producer

Benjamin Bell

Assistant Producer

Todd A. Carson

Art

Art Director

Nick Heitzman

Lead Character Artist

Cayenne Mandua

Characters and Concept Art

Bob Kathman

Characters and Animations

Bill Yeatts

Environmental Artists

Kevin Burns
Stephanie Young

Special Effects

Sabrina Fox

Additional Characters

Thad Clevenger

Additional Level Art

Hans Piwenitzky

User Interface

Rich Sjoberg
Dan Jones
Mike Murphy

Design

Game Design

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Ben Bell
Chris Lena
Jeremy Ellis
Thomas Wells

Bill Coyle

Lawrence Poe
Derak Morrell
Michelle Butler
Jake Sones
Jacob Thornley

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Joe Russo
Anthony Garcia
Amanda Flock
Dan Enright

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QA Manager

Tony Rado

QA Lead

Jason Boone

QA Testing

Jason Boone
Joel White
Harvey Burgess
Alex Neuman
Jason Abulencia
Taylor Haley
Leah Ruben
Rob Bautista
Tiffany Sanchez
Jared Sweatt
Will Figgins
Armando Garcia

Credits

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Jeremy Bell
Rob King
Paul Romero
Jeremy Soule

Sound Effects

Keith Arem
Joe Hight

Title Sequence

Paul Tighe

SCEA Account Manager

Chris Clark

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James Wang

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Michael Meyer

Map Art

Rick Schmitz

Manual Design & Production

Laurie Fuller

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David Michael Beck

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Mike Thompson
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Hollis Gray
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Aaron Valdez
Steve Fuller

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Jonathan Rad
Mark Preston
Bryan Blank
Dani Roisman

Mike Klug
Kirk Lightfoot
Paul Zastoupil
Thom Terrazas
Satao Minami
Alan Crosby
Keith Pecoske

Dave Dhunjshaw
Stacey Sofia-McDaniel

Jason Parrott
Michael Tucker
Dan Gorman
Leo DeLeon

Andrew Caldwell
Devon Kim
Dennis Gandinez
Amy Gutierrez
Ron Siefert

Scott McWherter
Steve Weiss
Steve Lukas
Clayton Kroh
Nick Davison
Travis Ball

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2. To play the Game, you must (a) purchase the EverQuest Online Adventures game DVD (the "DVD"), which includes software required for the Game (the "Software"), (b) have a fully paid Account, (c) have an Internet connection (which we do not provide) to access your Account, and (d) have all applicable or required hardware and software to operate the Game (including, without limitation, Memory Cards, Network Adaptors (for PlayStation 2) and PlayStation®2 computer entertainment system, which we do not provide). In addition to any fees described herein, you are responsible for paying all applicable taxes (including those we are not required to collect) and for all hardware (including, without limitation, Memory Cards, Network Adaptors (for PlayStation 2) and PlayStation®2 computer entertainment system) software, service and other costs you incur to access your Account. Neither this Agreement nor your Account entitles you to any subsequent releases of the Software, nor to any expansion packs or similar ancillary products. You understand that we may update or otherwise enhance the Software at any time and in doing so incur no obligation to furnish such updates to you pursuant to this Agreement.

3. We may amend this Agreement at any time in our sole discretion. Amendments shall be communicated to you at the time you log into your Account. Such amendments shall be effective whenever we make the notification available for your review.

4. Upon registration, you must select a password. You may not disclose your password to any third party. We never ask you for your password by telephone or email, and you should not disclose it this way if someone asks you to do so. Although we may offer a feature that allows you to "save" or "remember" your

password on your Memory Card (8MB)(for PlayStation 2), please note that by using this feature third parties may be able to access your system and thus your Account.

5. We describe our fees and billing procedures at a hotlink located at www.everquestonlineadventures.com, which are incorporated by reference. All fees are stated in U.S. Dollars unless otherwise specified. All fees are prepaid and non-refundable. Upon your acceptance of these terms, we have the right to automatically charge your credit card the Account fee plus any applicable taxes we are required to collect, and you authorize us to do so. Thereafter, each time your Account comes up for renewal, we have the right to charge your credit card the then-current renewal rate plus any applicable taxes we are required to collect, and you authorize us to do so. If we are unable to process your credit card at a renewal period, your Account may be immediately terminated. If we make a Game Card available and you use a Game Card to pay for your Account, the Game Card shall activate your Account for the period stated on the Game Card and, thereafter, you will either need to provide a valid credit card (in which case your credit card will subsequently be charged as referenced above) or purchase another Game Card for subsequent subscription periods, or your Account will be closed. You may terminate your Account at any time through the Account registration process. If you terminate your Account during your initial free period, if any, your account will be closed at the end of the free period and you will not be billed. If you terminate your Account during any subscription cycle, your Account will be closed at the end of the then-current cycle and you will not be billed again unless you affirmatively reopen the Account. We do not give full or partial refunds for subscription periods that you have purchased.

6. We may terminate this Agreement (including your Software license and your Account) and/or suspend your Account immediately and without notice if you breach this Agreement or repeatedly infringe any third party intellectual property rights, or if we are unable to verify or authenticate any information you provide to us, or upon gameplay, chat or any player activity whatsoever which we, in our sole discretion, determine is inappropriate and/or in violation of the spirit of the Game as set forth in the Game player rules of conduct, which are posted at www.everquestonlineadventures.com. If we terminate this Agreement or suspend your Account under these circumstances, you will lose access to your Account for the duration of the suspension and/or the balance of any prepaid period without any refund. We may also terminate this Agreement if we decide, in our sole discretion, to discontinue offering the Game, in which case we may provide you with a prorated refund of any prepaid amounts.

7. Subject to the terms of this Agreement, we hereby grant to you a non-exclusive, non-transferable, revocable license to use the Software solely in connection with playing the Game via an authorized and fully-paid Account. You may not copy, distribute, sell, auction, rent, lease, loan, modify or create derivative works, adapt, translate, perform, display, sublicense or transfer all or any portion of the Software. You may not copy any of the written materials accompanying the DVD. You may not reverse engineer, disassemble or decompile the Software except to the extent that this restriction is expressly prohibited by applicable law. The Software may contain license management software that restricts your use of the Software.

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ing any right of exploitation, of any kind in or to the DVD, the Software or the Game, including, without limitation, in any character(s), item(s), coin(s) or other material or property, and that all such property, material and items are exclusively owned by us.

9. You may not use any third party software to modify the Software to change Game play. You may not create, facilitate, host, link to or provide any other means through which the Game may be played by others, such as through server emulators. You may not take any action which imposes an unreasonable or disproportionately large load on our infrastructure. You may not buy, sell or auction (or host or facilitate the ability to allow others to buy, sell or auction) any Game characters, items, coin or copyrighted material.

10. To obtain an Account, you will be required to choose both a login name and a player name. While you are encouraged to use a pseudonym, especially if you are a minor, you may not pick a name that violates anyone's trademarks, publicity rights or other proprietary rights.

11. As part of your Account, you can upload content to our servers in various forms, such as in the selections you make for the Game and in chat rooms and similar user-to-user areas (collectively, your "Content"). Your Content shall not: (a) infringe any third party intellectual property, other proprietary or publicity/privacy rights; (b) violate any law or regulation; (c) be defamatory, obscene, child pornographic or harmful to minors; or (d) contain any viruses, trojan horses, worms, time bombs, cancelbots or other computer programming routines that are intended to damage, detrimentally interfere with, surreptitiously intercept or expropriate any system, data or personal information. We may take any action with respect to your Content if we believe it may create liability for us or may cause us to lose (in whole or in part) the services of our ISPs or other suppliers. You hereby grant to us a worldwide, perpetual, irrevocable, royalty-free, sublicenseable (through multiple tiers) right to exercise all intellectual property rights, in any media now known or not currently known, associated with your Content.

12. We cannot ensure that your private communications and other personally identifiable information will not be disclosed to third parties. For example, we may be forced to disclose information to the government or third parties under certain circumstances, or third parties may unlawfully intercept or access transmissions or private communications. Additionally, we can (and you authorize us to) disclose any information about you to private entities, law enforcement or other government officials as we, in our sole discretion, believe necessary or appropriate to investigate or resolve possible problems or inquiries. Furthermore, if you request any technical support, you consent to our remote accessing and review of the system you load the Software onto for purposes of support and debugging. You agree that we may communicate with you via email and any similar technology for any purpose relating to the Game, the Software and any services or software which may in the future be provided by us or on our behalf. You may choose to visit www.everquestonlineadventures.com or www.station.sony.com, the web site of Sony Online Entertainment Inc. ("The Station") if such web sites offer services such as an EverQuest Online Adventures game themed chat room or other services of interest to you. You are subject to the terms and conditions, privacy customs and policies of Sony Online Entertainment Inc. while on such web sites and in connection with use of your Account and the Game, which terms and conditions, policies and customs are incorporated herein by this reference. Since we do not control other web sites and/or privacy policies of third parties, different rules may apply to their use or disclosure of the personal information you disclose to others. Solely for the purpose of patching and updating the Game, you hereby grant us permis-

sion to (i) upload Game file information from the Game directory and (ii) download Game files to you. You acknowledge that any and all character data is stored and is resident on our servers, and any and all communications that you make within the Game (including, but not limited to, messages solely directed at another player or group of players) traverse through our servers, may or may not be monitored by our personnel and, accordingly, you have no expectation of privacy in any such communications. You acknowledge and agree that we may transfer such information to the United States or other countries or may share such information with our licensees and agents in connection with the Game.

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16. You shall comply with all applicable laws regarding your use of the DVD and the Software, your access to your Account and your playing of the Game. Without limiting the foregoing, you may not download, use or otherwise export or re-export the Software except in full compliance with all applicable laws and regulations, including, without limitation, the laws of the United States.

17. This Agreement is governed in all respects by the laws of the State of California as such laws are applied to agreements entered into and to be performed entirely within California between California residents. The UN Convention on Contracts for the International Sale of Goods is expressly disclaimed. Both parties submit to personal jurisdiction in California and further agree that any cause of action relating to this Agreement shall be brought in the County of San Diego, State of California (if under State law) or the Southern District of California (if under federal law). If any provision of this Agreement is held to be invalid or unenforceable, such provision shall be struck and the remaining provisions shall be enforced. Our failure to act with respect to a breach by you or others does not waive our right to act with respect to subsequent or similar breaches. You may not assign or transfer this Agreement or your rights hereunder, and any attempt to the contrary is void. This Agreement sets forth the entire understanding and agreement between us and you with respect to the subject matter hereof. Except as provided herein, this Agreement may not be amended except in a writing signed by both parties.

18. All services hereunder are offered by Sony Online Entertainment Inc., located at 8928 Terman Court, San Diego, California 92121. Our phone number is (858) 537-0898. Current rates for using the Game may be obtained from www.everquestonlineadventures.com, and such rates are subject to change at any time. If you are a California resident, you may have this same information emailed to you by sending a letter to the foregoing address with your email address and a request for this information.

The Complaint Assistance Unit of the Division of Consumer Services of the Department of Consumer Affairs may be contacted in writing at 400 R Street, Sacramento, CA 95814, or by telephone at (800) 952-5210.

The Software is a "commercial item" if acquired under agreement with the U.S. Government or any contractor therewith in accordance with 48 CFR 12.212 of the FAR and, if acquired for Department of Defense (DoD) units, 48 CFR 227-7202 of the DoD FAR Supplement, or any succeeding similar regulations.

The Continent of **Lutaria**



HALAS

FAYSPIRE

KLICK-ANON

TEFFHEIN

RIVERVALE

Permaltoyl

Unkkempt

The Great
Unknown

Innothule

Swamp

Feerolf

Broken

Skull

GROBB

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ONLINE

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The image shows the front cover of a book or software case. It has a rich brown, leather-like texture. There are four gold-colored metal clasps: one on the left edge and three on the right edge. The clasps have a decorative, flame-like or wing-like shape. The website address 'www.everquest.com' is printed in white at the bottom center.

www.everquest.com

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