Table of Contents

INSTALLATION

Insert the EverQuest II disc into your DVD-ROM drive. The installation should begin on its own within a minute. If it does not, you can start the installation by opening My Computer, double-clicking on the or DVD-ROM drive where your disc is located, and then double-clicking on the EverQuest II icon. Follow the instructions given by the setup program to complete the installation. EverQuest II can attempt to register your account during installation. You must have an active Internet connection to register. You may receive a popup warning before the connection if you use firewall software or have certain Internet settings. Dialup users may be prompted to enter the telephone number of their ISP for connection. If the Internet connection fails, registration will be skipped, but can be completed the first time you start the game.

When installation is finished, double-click the EverQuest II icon on your desktop to start the game. You will be prompted for a Station.com account login when you begin. If you do not have an account, create one by clicking the "New Account" button and registering. The first time you log into EverQuest II you will be prompted for an account key. This is printed inside your disc holder.
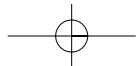
WELCOME TO EVERQUEST II

Welcome to a brand new experience in online gaming! Whether you're familiar with the world of EverQuest or are a newcomer, prepare to have your assumptions and your imagination challenged. EverQuest II will take you into a unique world rich with sights, sounds, and adventures. Those who have played EverQuest may know Norrath — as it once was. But much has changed, so assume nothing!

You are a refugee, picked up by a ship on its way to the Isle of Refuge. It is here that you will learn your place in the world, decide your allegiance to good or evil, and make your way to one of the two surviving cities on Norrath: Qeynos or Freeport.

"**Greetings Adventurers! I'm Hasten Bootstrutter,**
world traveler extraordinaire!
I will offer you handy tips to make your way
successfully through Norrath."

CREATING YOUR CHARACTER

The first step on your journey through *EverQuest II* is the creation of your character. *EverQuest II* offers an amazing array of options for customizing the character that will be your persona in the game. You can create up to four characters on your account.

When you begin creating your character, you will have three choices to make: your character's gender, alignment, and race. Race will play a role in determining your starting city.

ALIGNMENT AND GENDER

Choosing your character's gender will only impact physical appearance. Your choice of alignment, either good or evil, will influence the path your character will take through the world of Norrath, beginning with your starting city (Qeynos for good, and Freeport for evil). Unique adventures await you, whichever path you select.

RACE

One of the most important choices you will make for your character is race. You will see portraits that represent each of the races. Some races may choose either good or evil alignment, reflecting their broad diversity.

Left-click on a portrait to select a race. When you are ready, click "Next" in the lower left-hand corner of the screen to continue.

Each race has abilities, advantages, and disadvantages that will further define your character.

BARBARIAN

Hardy and strong, barbarians never back away from a just conflict. Barbarians are loyal companions and unforgiving enemies.

Barbarians can be of either good or evil alignment.

Racial Attributes		Resistances	
Strength	25	Mental	0%
Agility	15	Mental	0%
Stamina	25	Heat	4%
Intelligence	10	Cold	4%
Wisdom	25	Magic	0%
		Divine	3%
		Poison	3%
		Disease	3%

Traditional Roles:	Fighter, Priest
Language:	Halasian
Racial Sight:	None

DARK ELF

Dark elves are the embodiment of evil and maliciousness. Sinister, cunning, and dangerous, dark elves coolly prey upon the weak and the ignorant.

Dark elves are of evil alignment. They have exceptional night vision, known as ultravision.

Racial Attributes		Resistance	
Strength	15	Mental	2%
Agility	20	Heat	0%
Stamina	15	Cold	0%
Intelligence	25	Magic	5%
Wisdom	25	Divine	5%
		Poison	2%
		Disease	0%

Traditional Roles:	Mage, Priest, Scout
Language:	Thexian
Racial Sight:	Ultravision

DWARF

Stout and surly, dwarves are renowned for their bravery and devotion. Brash talk and a boisterous attitude follow a dwarf from the field of battle to the tavern hall.
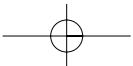
Dwarves are of good alignment. They have special vision, known as ultravision, that allows them to see exceptionally well at night.

Racial Attributes		Resistances	
Strength	25	Mental	4%
Agility	15	Heat	0%
Stamina	25	Cold	0%
Intelligence	10	Magic	5%
Wisdom	25	Divine	1%
		Poison	2%
		Disease	2%

Traditional Roles:	Fighter, Priest
Language:	Dwarven
Racial Sight:	Ultravision

ERUDITE

Descended from humans, Erudites are obsessed with the intellectual and magical evolution of their race. They are often distant and cold, and view all others as inferior.

Erudites can be of either good or evil alignment. Because they are highly attuned to mystical energies, they are able to sense auras around others who employ magic.

Racial Attributes		Resistances	
Strength	15	Mental	5%
Agility	20	Heat	2%
Stamina	15	Cold	2%
Intelligence	30	Magic	5%
Wisdom	20	Divine	0%
		Poison	0%
		Disease	0%

Traditional Roles:	Mage, Priest
Language:	Erudian
Racial Sight:	Sense Aura

GNOME

The curious and obsessive nature of gnomes will often cause them to take their mechanical and magical pursuits to the brink of insanity, and occasionally beyond.

Gnomes can be of either good or evil alignment. They have exceptional night vision, known as ultravision.

Racial Attributes		Resistances	
Strength	10	Mental	4%
Agility	25	Heat	1%
Stamina	15	Cold	1%
Intelligence	25	Magic	4%
Wisdom	25	Divine	3%
		Poison	0%
		Disease	1%

Traditional Roles:	Mage, Priest, Scout
Language:	Gnomish
Racial Sight:	Ultravision

HALF ELF

Part human, part elf, half elves have no history or community to call their own and often feel alienated and rebellious. Half elves are truly independent in thought and action.

Half elves can be of either good or evil alignment. They have a specialized vision called infravision that allows them to see living beings in the dark.

Racial Attributes		Resistances	
Strength	15	Mental	2%
Agility	25	Heat	3%
Stamina	20	Cold	3%
Intelligence	20	Magic	0%
Wisdom	20	Divine	0%
		Poison	3%
		Disease	3%

Traditional Role:	Scout
Language:	Ayr'Dal
Racial Sight:	Infravision

HALFLING

Halflings delight in mischief and merriment, yet are quite courageous when the situation demands it. A warm fire and good company is a halfling's fondest desire.

Halflings are of good alignment. They have specialized vision called infravision that allows them to see living beings in the dark.

Racial Attributes		Resistances	
Strength	15	Mental	4%
Agility	30	Heat	0%
Stamina	15	Cold	0%
Intelligence	20	Magic	2%
Wisdom	20	Divine	2%
		Poison	3%
		Disease	3%
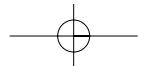
Traditional Roles:	Scout, Priest
Language:	Stout
Racial Sight:	Infravision

IKSAR

Calculating and cold, the cruel iksar once ruled the lost continent of Kunark through terror and enslavement. Savagery and conquest are in their blood.

Iksar are of evil alignment. They have exceptional vision underwater.

Racial Attributes		Resistances	
Strength	20	Mental	3%
Agility	20	Heat	5%
Stamina	25	Cold	-5%
Intelligence	20	Magic	3%
Wisdom	15	Divine	0%
		Poison	4%
		Disease	4%

Traditional Roles:	Fighter, Mage
Language:	Sebilisian
Racial Sight:	Aquavision

KERRA

Kerra worship the spirits of the land and those of their ancestors. Their often docile demeanor masks the fearsome and powerful predators that they are.

Kerra may be of good or evil alignment. They have a special kind of vision that allows them to see movement.

Racial Attributes		Resistances	
Strength	20	Mental	0%
Agility	25	Heat	3%
Stamina	20	Cold	3%
Intelligence	15	Magic	0%
Wisdom	20	Divine	0%
		Poison	4%
		Disease	4%

Traditional Roles:	Scout, Fighter, Priest
Language:	Kerran
Racial Sight:	Sonic Sight

OGRE

Ogres are creatures of keen intellect and savage brutality who view most other races as subservient. They are fiercely loyal to their brethren and respectful of their ancestry.

Ogres are of evil alignment. They have exceptional night vision, known as ultravision.

Racial Attributes		Resistances	
Strength	30	Mental	-5%
Agility	15	Heat	5%
Stamina	25	Cold	5%
Intelligence	15	Magic	3%
Wisdom	15	Divine	0%
		Poison	3%
		Disease	3%

Traditional Role:	Fighter
Language:	Rallosian
Racial Sight:	Ultravision

RATONGA

Sly and intelligent, the ratonga are surprisingly charismatic. But beware; their demeanor can shift from charming to vicious in a single, and final, heartbeat.

Ratonga are of evil alignment. They have a special kind of vision that allows them to see movement.
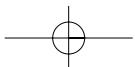
Racial Attributes		Resistances	
Strength	10	Mental	1%
Agility	30	Heat	0%
Stamina	15	Cold	0%
Intelligence	25	Magic	3%
Wisdom	20	Divine	0%
		Poison	5%
		Disease	5%

Traditional Roles:	Scout, Mage
Language:	Ratongan
Racial Sight:	Sonic Sight

TROLL

Trolls care only about satisfying their hunger for food and lust for battle. Their unpredictable behavior and formidable strength make them fearsome and deadly opponents.

Trolls are of evil alignment. They have exceptional night vision, known as ultravision.

Racial Attributes		Resistances	
Strength	25	Mental	3%
Agility	15	Heat	-5%
Stamina	30	Cold	5%
Intelligence	10	Magic	2%
Wisdom	20	Divine	1%
		Poison	4%
		Disease	4%

Traditional Role:	Fighter
Language:	Ykeshan
Racial Sight:	Ultravision

WOOD ELF

Wood elves are pleasant and friendly. Fierce protectors of the woodlands, they will do battle with any who dare to taint the purity of nature.

Wood elves are of good alignment. They have a specialized vision called infravision that allows them to see living beings in the dark.

Racial Attributes		Resistances	
Strength	15	Mental	0%
Agility	30	Heat	3%
Stamina	20	Cold	4%
Intelligence	15	Magic	0%
Wisdom	20	Divine	0%
		Poison	4%
		Disease	3%

Traditional Roles:	Scout, Priest
Language:	Feir'Dal
Racial Sight:	Infravision

HIGH ELF

High elves are the embodiment of nobility and wisdom on Norrath. Their stoic and confident nature is often mistaken for pride or arrogance.

High elves are of good alignment. They have a specialized vision called infravision that allows them to see living beings in the dark.

Racial Attributes		Resistances	
Strength	15	Mental	4%
Agility	20	Heat	0%
Stamina	15	Cold	0%
Intelligence	25	Magic	4%
Wisdom	25	Divine	4%
		Poison	2%
		Disease	0%

Traditional Role:	Mage, Priest
Language:	Koada'Dal
Racial Sight:	Infravision

HUMAN

Humans are diverse and adaptable. Sometimes wise and sometimes foolish, humans are capable of both remarkable ingenuity and startling brutality.

Humans can be of either good or evil alignment.
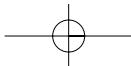
Racial Attributes		Resistances	
Strength	20	Mental	3%
Agility	20	Heat	3%
Stamina	20	Cold	3%
Intelligence	20	Magic	3%
Wisdom	20	Divine	3%
		Poison	3%
		Disease	3%

Traditional Roles:	Any
Language:	Norrathian
Racial Sight:	None

CUSTOMIZING APPEARANCE

After you select your alignment, your view will zoom in close to your character, and the customization box will appear. Click on the buttons inside the box on the left for general areas you would like to customize, such as eyes, head, and body. Some races may have additional areas for customization, like iksar's crest.

To the right of the buttons is a list of specific features within the general area you selected. Right-click on the feature you would like to adjust.

At the bottom of the customization box, slider bars allow you to adjust your character's appearance. Color palettes are used to select the color of certain features.

You may "lock" feature settings so they cannot accidentally be changed by clicking on the padlock icon. To "unlock" the feature setting, left-click on the padlock icon again.

Randomizing Your Character's Appearance

You can randomly generate your character's appearance by using the randomize buttons. Left-click the "Randomize All" button to affect all features (except those you have locked). Specific features may also be independently randomized by clicking the "Randomize" button at the bottom of the box.

Selecting a Name and Server

The last stage of character creation is to pick a name and a server. If you're stumped for a name, click the "Get Random Name" button and one will be generated for you. Please review Sony Online Entertainment's naming policy at www.everquest2.com/support before selecting your character name.

If you have friends already in *EverQuest II* that you would like to play with, be sure to find out which server they are on and choose it as your server. Otherwise, your choice of server will not affect your character. Servers develop their own communities and histories over time, and you will be a part of that development.

Playing the Tutorial
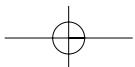
At the beginning of *EverQuest II* there is a short, playable tutorial to help familiarize you with the user interface and general gameplay. It is recommended that you play through this tutorial if you are new to *EverQuest II*. If you are an experienced *EverQuest II* player, you can select the check box marked "Skip Tutorial" in the lower left to begin on the Isle of Refuge. Left-click "Finish" in the lower right to begin!

CHARACTER BASICS

ATTRIBUTES

Your character has five attributes that define his or her physical and mental abilities. Depending on your race, these attributes will vary to reflect innate strengths and weaknesses.

- **Strength** represents your character's physical strength. It affects your character's ability to deliver physical damage, and his or her carrying capacity. Strength also affects Power for characters of the Fighter adventure archetype.

- **Agility** is a measure of your character's nimbleness and dexterity. It can improve your character's ability to physically hit targets, and makes your character harder to hit. For Scout adventure archetypes, Agility also affects Power.

- **Stamina** is your character's fortitude. It affects your character's Health.

- **Intelligence** represents your character's powers of reasoning and overall intellect. It can influence magic use, affecting magical damage. For Mage adventure archetypes and the Bard profession, it also affects Power.

- **Wisdom** is a measure of your character's spiritual strength and willpower. It can affect your character's ability to avoid magical attacks and his or her accuracy wielding magical attacks against opponents. For Priest adventure archetypes and the Crusader profession, Wisdom also affects Power.
  Your character's Power and Health pools are perhaps the most important to monitor when adventuring.

- **Health** represents your character's resilience, especially in battle. As your character takes damage, Health is reduced. It will regenerate with time and rest; however, if your Health is depleted, your character will die.

- **Power** allows your character to perform spells and combat arts. These are often draining, and using them reduces your Power. It will regenerate with time and rest. You will not be able to use spells and abilities that require more Power than you currently have available.

ADVENTURE ARCHETYPES, CLASSES, AND SUBCLASSES

Upon reaching the Isle of Refuge, you will have the opportunity to choose your character's adventure archetype. This is the first step on your career path. Within each adventure archetype you will later choose a class (at level 10) and a subclass (at level 20) after completing hallmark quests.

FIGHTER

Fighters enjoy the thick of the fray, often absorbing the brunt of attacks while taking the battle to the enemy directly. Fighters can wear a variety of armor, and employ a host of weapons and combat arts to defeat enemies.

Key Attribute: Strength

Fighters use brute strength and sturdy weapons to deal physical damage to their enemies. Always at the forefront of combat, Fighters stand toe-to-toe with opponents while keeping their allies from harm.

Armor:	Light
Weapons:	All
Attribute Bonus:	+5 Strength, +2 Agility, +3 Stamina

Warrior

Warriors utilize heavy armor and weapons to safeguard their companions and inflict damage upon opponents. They stand bravely at the forefront of battle, striking fear into the hearts of enemies.

Armor:	Medium
Weapons:	Axe, Sword, Polearm, Flail, Hammer, Mace, Staff, and more
Attribute Bonus:	+5 Strength, +3 Agility, +2 Stamina

Berserker

Berserkers are chaotic warriors who inflict heavy damage with all manner of weapons. They protect themselves by wearing heavy platemail armor. Their furious attacks overwhelm their opponents, to whom they show no mercy.

Armor:	Heavy, Plate only
Weapons:	Axe, Sword, Polearm, Flail, Hammer, Mace, Staff, and more
Attribute Bonus:	+5 Strength, +3 Agility, +2 Stamina

Guardian

Guardians can don the heaviest armors to protect themselves in combat and aid in the defense of their allies. They stand firm against any threat and bear the brunt of attacks while felling opponents with any of a variety of weapons.

Armor:	Heavy, Vanguard and Plate
Weapons:	Axe, Sword, Polearm, Flail, Hammer, Mace, Staff, and more
Attribute Bonus:	+5 Strength, +2 Agility, +3 Stamina

Brawler

Brawlers specialize in physical combat styles that bring them face-to-face with the enemy. Favoring light armor and hand-to-hand combat tactics, brawlers have honed their bodies into potent weapons.

Armor:	Light
Weapons:	Hammer, Mace, Staff, Fists
Attribute Bonus:	+3 Strength, +5 Agility, +2 Stamina

Bruiser

Bruisers are powerful thugs who use raw physical force to pummel their opponents. They have transformed their bodies into brutal, damaging weapons.

Armor:	Light
Weapons:	Hammer, Mace, Staff, Fists, Thrown Weapons
Attribute Bonus:	+5 Strength, +2 Agility, +3 Stamina

Monk

Monks are disciplined combatants who specialize in martial arts. They hone their bodies to be nimble to avoid enemy blows, and to deliver clean and efficient counterattacks.

Armor:	Light
Weapons:	Hammer, Mace, Staff, Fists, Thrown Weapons
Attribute Bonus:	+2 Strength, +5 Agility, +3 Stamina

Crusader

Crusaders are armored defenders that call upon divine powers to aid them in battle. They wield a wide variety of weapons in combat and are capable of dealing impressive physical damage.

Armor:	Medium
Weapons:	Axe, Sword, Polearm, Flail, Hammer, Mace, Staff, and more
Attribute Bonus:	+5 Strength, +3 Stamina, +2 Wisdom

Paladin

Paladins are crusaders for all things good and right. Wearing heavy armor, these valiant defenders of truth fight for honor, virtue, and nobility.

Armor:	Heavy, Vanguard
Weapons:	Axe, Sword, Polearm, Flail, Hammer, Mace, Staff, and more
Attribute Bonus:	+5 Strength, +3 Agility, +2 Wisdom
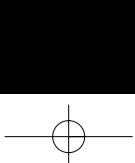
Shadowknight

Shadowknights are insidious dark crusaders who use the power of evil to advance their causes. They live to inflict fear, hate, and despair on all who cross their paths.

Armor:	Heavy, Vanguard
Weapons:	Axe, Sword, Polearm, Flail, Hammer, Mace, Staff, and more
Attribute Bonus:	+5 Strength, +3 Agility, +2 Wisdom

MAGE

Intelligent and dexterous, Mages wield spells as their primary offense and defense. Mages are not suited to melee and stay out of harm's way as much as possible. Instead, they use their magic to bolster the power of their comrades and devastate enemies from the rear ranks.

Key Attribute: Intelligence
Mages wield powerful forms of magic to strike down their opponents. Students of all things arcane, Mages study spell books and scrolls to gain mystical knowledge. They stand behind the frontlines, casting deadly attacks on enemies while bolstering the capabilities of their allies.

Armor:	Very Light
Weapons:	Staff, Dagger, Sling, Thrown Weapons
Attribute Bonus:	+3 Agility, +2 Stamina, +5 Intelligence

Sorcerer
Sorcerers are experts of all forms of mystical attacks and spells that weaken the mystical abilities of their opponents. Fearsome in battle, Sorcerers wield powerful arcane forces.

Armor:	Very Light
Weapons:	Staff, Dagger, Sling, Thrown Weapons
Attribute Bonus:	+3 Agility, +2 Stamina, +5 Intelligence

Wizard
Wizards are masters of the arcane arts that tap into the elemental forces of fire and ice. Wielding these, Wizards can inflict startling devastation upon their enemies.

Armor:	Very Light
Weapons:	Staff, Dagger, Sling, Thrown Weapons
Attribute Bonus:	+3 Agility, +2 Stamina, +5 Intelligence

Warlock
Warlocks manipulate poison and disease to attack their foes, inflicting great pain and suffering upon their opponents without remorse.

Armor:	Very Light
Weapons:	Staff, Dagger, Sling, Thrown Weapons
Attribute Bonus:	+3 Agility, +2 Stamina, +5 Intelligence

Enchanter
Enchanters use mystical forces to beguile and control opponents. By causing confusion in the minds of their enemies, Enchanters give their comrades the advantage in battle.

Armor:	Very Light
Weapons:	Staff, Dagger, Sling, Thrown Weapons
Attribute Bonus:	+3 Agility, +2 Stamina, +5 Intelligence

Illusionist
Illusionists confound and befuddle their opponents with magic. Their powers also boost the offensive and defensive capabilities of their allies.

Armor:	Very Light
Weapons:	Staff, Dagger, Sling, Thrown Weapons
Attribute Bonus:	+3 Agility, +2 Stamina, +5 Intelligence

Coercer
Coercers dominate the minds of the weak and paralyze their foes through inflicted confusion and catatonia. They are able to enhance the mental abilities and combat prowess of their allies.

Armor: Very Light
Weapons: Staff, Dagger, Sling, Throw Weapons
Attribute Bonus: +3 Agility, +2 Stamina, +5 Intelligence

Summoner
A Summoner can call forth powerful creatures of Norrath and bend them to their will. These minions are the Summoner's powerful weapons against enemies.

Armor:	Very Light
Weapons:	Staff, Dagger, Sling, Thrown Weapons
Attribute Bonus:	+3 Agility, +2 Stamina, +5 Intelligence

Conjurer
Conjurers pull powerful elemental beings from their native planes of fire, air, soil, and water to serve them. These conscripted servants make powerful agents and bodyguards.

Armor:	Very Light
Weapons:	Staff, Dagger, Sling, Thrown Weapons
Attribute Bonus:	+3 Agility, +2 Stamina, +5 Intelligence

Necromancer
Necromancers imbue the dead with unnatural life, turning them into unwilling servants. These pitiful but powerful creatures are completely under the control of the Necromancer until the grave reclaims them once more. Lords of death and decay, Necromancers strike fear in the hearts of their enemies.

Armor:	Very Light
Weapons:	Staff, Dagger, Sling, Thrown Weapons
Attribute Bonus:	+3 Agility, +2 Stamina, +5 Intelligence

PRIEST

Wise and steadfast, Priests use spells and blessings to strengthen their comrades. They are able to heal wounds, bolster defenses, and even return life to fallen friends, while still being able to hold their own on the field of battle.
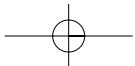
Key Attribute: Wisdom
Priests augment and replenish the health of their comrades to help them survive longer in combat. Though not particularly known for their battle prowess, Priests fill a vital role in a dangerous world by sustaining the physical and spiritual needs of their party.

Armor:	Medium
Weapons:	Flail, Hammer, Staff, Sling, Thrown Weapons
Attribute Bonus:	+2 Strength, +3 Stamina, +5 Wisdom

Cleric

Clerics use divine magic to tend to the physical and spiritual needs of their allies. Clerics not only heal wounds and banish disease, but also magically augment the health of their comrades.

Armor:	Medium
Weapons:	Flail, Hammer, Staff, Sling, Thrown Weapons
Attribute Bonus:	+2 Strength, +3 Stamina, +5 Wisdom

Templar

Templars are faithful servants of the divine who use their benevolent powers to aid their fellow adventurers. They mend wounds and purge illness, relieving the suffering of the afflicted.

Armor:	Heavy, Plate
Weapons:	Flail, Hammer, Mace, Staff, Sling,Thrown Weapons
Attribute Bonus:	+2 Strength, +3 Intelligence, +5 Wisdom

Inquisitor

Inquisitors are zealots who relentlessly advance their religious doctrines and accept no compromises in their beliefs. Skilled healers, they minister to the body while seizing control of the soul.

Armor:	Heavy, Plate
Weapons:	Flail, Hammer, Mace, Staff, Sling, Thrown Weapons
Attribute Bonus:	+2 Strength, +3 Stamina, +5 Wisdom

Druid

Druids are priests of nature, drawing their power from the divine energy of life and the earth. They can heal and purge ailments from their party, and bless their companions with enhanced physical ability.

Armor:	Light
Weapons:	Sword (Scimitar), Flail, Hammer, Mace, Staff, Sling, Thrown Weapons
Attribute Bonus:	+2 Strength, +3 Stamina, +5 Wisdom

Warden

Wardens are protectors of the woodlands and defenders of wildlife. They tap into the power of nature to mend wounds and purge ailments that afflict their allies.

Armor:	Light
Weapons:	Sword (Scimitar), Flail, Hammer, Mace, Staff, Sling, Thrown Weapons
Attribute Bonus:	+2 Strength, +3 Stamina, +5 Wisdom

Fury

Furies harness the powers of storms and tap into the ferocity of nature. They command the feral spirits of the wilderness to strengthen and heal their companions.

Armor:	Light
Weapons:	Sword (Scimitar), Flail, Hammer, Mace, Staff, Sling, Thrown Weapons
Attribute Bonus:	+2 Strength, +3 Stamina, +5 Wisdom

Shaman

Shamans call upon the ancient spirits of the land, using protective wards and healing to invigorate their comrades. They can remove afflictions and reflect vile magic back upon their foes.

Armor:	Medium (Brigandine)
Weapons:	Spear, Flail, Hammer, Mace, Staff, Sling, Thrown Weapons
Attribute Bonus:	+2 Strength, +3 Stamina, +5 Wisdom

Mystic

Mystics seek a symbiotic connection with their ancestors, petitioning them to grant the power to heal the injured, invigorate the weak, and enhance the capabilities of their allies.

Armor:	Medium (Brigandine)
Weapons:	Spear, Flail, Hammer, Mace, Staff, Sling, Thrown Weapons
Attribute Bonus:	+2 Strength, +3 Stamina, +5 Wisdom

Defiler

Defilers enslave the spirits of their ancestors, plundering and corrupting their power to use against enemies. This stolen power can also be used to heal and boost the capabilities of the Defiler's allies.

Armor:	Medium (Brigandine)
Weapons:	Spear, Flail, Hammer, Mace, Staff, Sling, Thrown Weapons
Attribute Bonus:	+2 Strength, +3 Stamina, +5 Wisdom

SCOUT

Stealth and speed are the hallmarks of Scouts, and they employ them to sneak up on their enemies to take them out quickly. Though agile, sharp-witted, and skilled in a variety of combat types, Scouts are not well-suited to the harsh, blow-by-blow of a frontal assault.

Key Attribute: Agility
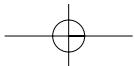
Scouts use stealth and cunning to explore the unknown. Highly skilled at detecting and disarming traps, they are experts at infiltrating the lair of the enemy. In combat, scouts rely upon the element of surprise to inflict opportunistic damage and gain an advantage over their opponents.

Armor:	Light
Weapons:	Axe, Sword, Flail, Hammer, Mace, Staff, Spear, Dagger and more.
Attribute Bonus:	+3 Strength, +5 Agility, +2 Stamina

Rogue

The Rogue is a crafty cutpurse who uses trickery to gain the advantage in battle. Always shrewd, Rogues use every opportunity to exploit the vulnerabilities of their opponents.

Armor:	Medium
Weapons:	Axe, Sword, Flail, Hammer, Mace, Staff, Spear, Dagger and more
Attribute Bonus:	+5 Strength, +3 Agility, +2 Stamina

Swashbuckler

Swashbucklers are dashing rogues who charm their way into your confidence while secretly loosening your purse strings. Though known to brag, they are dangerously cunning and should not be underestimated.

Armor:	Medium
Weapons:	Axe, Sword, Flail, Hammer, Mace, Staff, Spear, Dagger and more
Attribute Bonus:	+3 Strength, +5 Agility, +2 Stamina

Brigand

Brigands are bloodthirsty highwaymen who will backstab anyone when it suits their purposes. They are unpredictable and arouse fear and confusion in their adversaries.

Armor:	Medium
Weapons:	Axe, Sword, Flail, Hammer, Mace, Staff, Spear, Dagger and more
Attribute Bonus:	+3 Strength, +5 Agility, +2 Stamina

Bard

Bards sing songs that bolster the abilities of their allies and inspire courage on the battlefield. Though skilled in a variety of weaponry, Bards use their musical powers to wreak havoc on their enemies.

Armor:	Medium
Weapons:	Axe, Sword, Flail, Hammer, Mace, Staff, Spear, Dagger and more
Attribute Bonus:	+5 Agility, +3 Stamina, +2 Intelligence

Troubadour

Troubadours play music that inspires strength and courage in the hearts of their companions. They lead their allies into the deepest dungeons, raising their spirits with songs of victory.

Armor:	Medium
Weapons:	Axe, Sword, Flail, Hammer, Mace, Staff, Spear, Dagger and more
Attribute Bonus:	+3 Strength, +5 Agility, +2 Intelligence

Dirge

Dirges are singers of angry songs and laments, using the power of cacophony to subdue their enemies. Their songs of rage inspire the fury of battle in their allies.

Armor:	Medium
Weapons:	Axe, Sword, Flail, Hammer, Mace, Staff, Spear, Dagger and more
Attribute Bonus:	+3 Strength, +5 Agility, +2 Intelligence

Predator

Predators are relentless hunters who use stealth and cunning to stalk their prey. At home in the shadows, Predators use the element of surprise to give their allies the upper hand.

Armor:	Medium
Weapons:	Axe, Sword, Flail, Hammer, Mace, Staff, Spear, Dagger and more
Attribute Bonus:	+3 Strength, +5 Agility, +2 Stamina

Ranger

Rangers are natural outdoorsmen and trackers, masters of stealthy movement through undergrowth. They use perception and cunning to gain the advantage over their adversaries.

Armor:	Medium
Weapons:	Axe, Sword, Flail, Hammer, Mace, Staff, Spear, Dagger and more
Attribute Bonus:	+3 Strength, +5 Agility, +2 Stamina

Assassin

Assassins are cruel mercenaries who ruthlessly stalk their prey. They survey corridors for potential prey as well as hidden dangers, such as traps, that may lurk ahead.

Armor:	Medium
Weapons:	Axe, Sword, Flail, Hammer, Mace, Staff, Spear, Dagger and more
Attribute Bonus:	+3 Strength, +5 Agility, +2 Stamina

As your character advances in level, you will be able to specialize in your adventure archetype by choosing a class and a subclass. These make available more skills, abilities, and spells, and lead to greater power. You will have to complete hallmark quests in order to advance into these more specialized areas.

Your profession choices will come at levels 10 and 20. *(See Profession Trees on Pages 42-43)* Some subclasses are only available in one city, either Qeynos or Freeport. While any race can play any class, some races will have to undertake a betrayal quest in order to be a certain subclass.

Subclasses available only in Qeynos:
Paladin, Monk, Swashbuckler, Ranger, Templar, Mystic, Illusionist, Conjurer
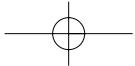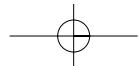
**Subclasses available only in Freeport:**
Shadowknight, Bruiser, Brigand, Assassin, Inquisitor, Defiler, Coercer, Necromancer

**Subclasses available in both cities:**
Guardian, Berserker, Troubadour, Dirge, Warden, Fury, Wizard, Warlock

PROFESSION TREES

Scout

Scout	Bard	Predator
Brigand	Dirge	Assassin
Swashbuckler	Troubadour	Ranger

Fighter

Warrior	Brawler	Crusader
Berserker	Bruiser	Paladin
Guardian	Monk	Shadowknight

Mage

Sorcerer	Enchanter	Summoner
Warlock	Illusionist	Necromancer
Wizard	Coercer	Conjurer

Priest

Cleric	Druid	Shaman
Templar	Warden	Defiler
Inquisitor	Fury	Mystic
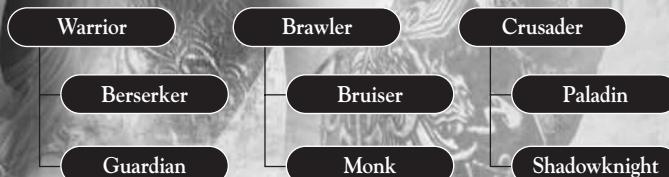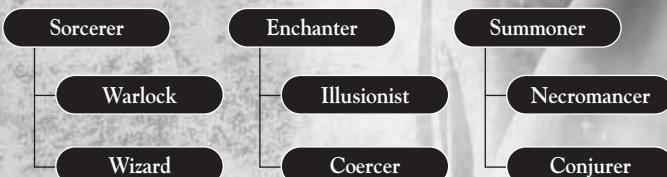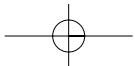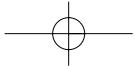
THE LAST BASTIONS OF CIVILIZATION : FREEPORT AND QEYNOS

The devastation that followed the Shattering left only two centers of civilization intact: the cities of Qeynos and Freeport. Each harbors citizens of differing philosophical outlooks.

Qeynos is a kingdom founded on order and valor. Populated by the surviving good races and those who believe in a better future, the citizens of Qeynos seek to restore prosperity to Norrath. The city is guided by the benevolent and influential Antonia Bayle, descended from the great house that ruled the Kingdom of Qeynos in the past. She regards herself not as a queen, but as a representative of her people's will, and is responsive to their needs. Her good nature and charisma inspire Qeynos' residents to greater achievements.

Freeport is ruled by the will of just one individual, the Overlord Lucan D'Lere. His history is obscure, his power great, and his rule of Freeport uncontested. He is merciless in maintaining and expanding his power. The Overlord's influence permeates all of Freeport, its citizens held in thrall through fear and their leader's self-aggrandizing manipulation of history. Many of the citizens of Freeport live in squalor, and they are constantly reminded that the only reason they have survived Norrath's devastation is through the strong hand of the Overlord.
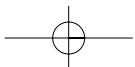
USER INTERFACE

EverQuest II is designed to be intuitive and easy to play. Below is a description of the windows, menus, and boxes you'll encounter within the basic interface.

1. **The Main World View** — This is where all the action in *EverQuest II* happens.

2. **The EQ II Menu Button** — Left-click this button to get access to menus, controls, and actions. If you're not sure how to do something, you can find it through this menu.

3. **Chat Window** — Displays conversations with other characters, as well as text relating to events and actions that occur around your character.

4. **Maintained Effects** — Displays all the spell or combat art effects you are currently maintaining.

5. **Target** — Displays the name of your current target, as well as its condition and its relative strength compared to you. Move your mouse over the box for additional information about the target.

6. **Character Condition Bars** — Shows your character's current health, power, and available concentration for maintaining spells.

7. **Group** — Displays Health and Power of members of your group, and buttons to help you find groups.

8. **Compass** — Shows the direction you are currently facing.

9. **Quest Helper** — Lists the next step in the quest selected in your "Quest Journal."

10. **Experience Bar —** Tracks your progress toward your next level. There are two bars, one gold and the other blue. The gold bar tracks total experience toward your next level; when this is filled, you will level up. The blue bar tracks progress toward the next full block in the gold bar, which is divided into ten blocks. Each time the blue bar is filled, you will have gained enough experience to fill a block in the gold bar.

11. **Spell Effects —** Displays icons of special effects that currently affect your character. Moving your mouse over an icon will show the name of the effect. Right-click and select Examine from the context menu to get more information about the effect.

12. **Dialog Bubble —** When your character, other players, or non-player characters speak in the game, their dialog will appear over their heads in a bubble.

13. **Hotkey Bars —** Your hotkey bars let you easily execute actions.

HOTKEYS

Hotkeys allow you to perform actions quickly. Each hotkey slot corresponds to a number key, and the action in that slot will be executed when the key is pressed.

To assign an action to a hotkey, open your Book of Knowledge by pressing the [K] key and drag-and-drop the icon to a slot on the hotkey bar. If there is an action already assigned to the slot, the new action will replace the previous action. The old action will be attached to your mouse pointer for placement in another hotkey slot, or you may delete it by clicking anywhere in the main world view area.

You may also open and use additional hotkey banks. Right-click on the hotkey bar and select "Open New Hot Bar." These hotkey slots can be activated quickly using the [Alt] key and the number for the secondary bank, and [Ctrl] key plus the number for the tertiary bank.

Custom Hotkeys: Macros

Macros allow you to define your own hotkeys. You can create and edit macros from the Macros tab of the Socials window (press the [O] key). Click one of the open slots; this will open the Edit Macro window.

You can set the macro's name, icon, and up to three commands to perform when the macro is executed. Enter commands in the three text fields. These fields take only one command per text field (any more will be ignored). Click the **Test** button to check that the macro functions as you intend.

Once created, you can execute a macro by clicking the button in the Socials window, or dragging-and-dropping the icon into a hotkey slot. You can change an existing macro by right-clicking on it and selecting "Edit."

EQ II MENU

The EQ II Menu will help you navigate to any option setting or action you want to take in the game. If you're not sure where to find something, check here.

Inventory:	Opens your inventory screen (default [I] key).
Persona:	Opens your persona screen (default [P] key).
Knowledge:	Opens your Book of Knowledge, which lists all spells, combat arts, tradeskills, and abilities (default [K] key).
Recipes:	Opens the tradeskill window listing recipes your character knows (default [B] key).
Skills:	Displays all your skills and their current ratings (default [L] key).
Quest Journal:	Opens your Quest Journal where all your quests are tracked (default [J] key).
Waypoints:	Displays a list of locations or group members in your area. Select one to see a light trail that will lead you to the target (default [Alt] +[W] key).
Map:	Displays a map of your current location, if one is available (default [M] key).
Guild:	Displays the guild window, if you are a member of a guild (default [U] key).
Socials:	Displays a list of social actions and custom macros (default [O] key).
Community:	Opens your Friends and Ignore lists (default [Y] key).
Options:	Opens a window listing all options for adjusting the game settings, such as graphics, sound, and key mappings.
Help:	Opens the help window where you can find quick answers to your questions in-game and access Customer Service.
Report a Bug:	Use this to report any game bugs.
Camp (Logout):	Use this when you want to exit *EverQuest II*. Camping takes 30 seconds to complete. Make sure you are in a safe location when you exit the game.

ADVENTURING BASICS

As a character in *EverQuest II*, you can do almost anything during your adventures. This section will explain the basics of making your way through Norrath and building your fame and fortune.

RIGHT-CLICK CONTEXT MENUS

In any situation you find yourself, whether dealing with non-player characters, doors, objects, abilities, and more, you can always find a list of actions and information by right-clicking on them. This will open a context menu listing the commands you can issue.

MOVING AROUND

You control your character in two ways, using the keyboard or the mouse. You may also use them in conjunction. The default keyboard commands for movement are the **W**, **A**, **S**, and **D** keys:

W moves you forward

A turns you to the left

D turns you to the right

S moves you backward

Page Up tilts your view up

Page Down tilts your view down

The number pad will also direct your character using the 8, 4, 6, and 2 keys.

Mouselook

"Mouselook" allows you to use your mouse to look around your character and move through the world.

To move the camera view: Hold down the right mouse button and move the mouse. The camera will circle around your character. Look up and down by moving the mouse vertically.

To move: Hold the right mouse button, and press the left mouse button to move in the direction the camera is facing.

To zoom camera view: On a mouse with a scroll wheel, roll the wheel toward you to zoom out from your character. Roll the wheel forward to zoom in close to your character. Rolling the wheel forward will eventually put you into the first-person camera view. Pressing the default [F9] key will toggle between first-and-third person camera views.

Auto-Follow

When grouped you can auto-follow another group member by right-clicking the member and selecting "Follow."

Auto-Run

Auto-run keeps your character running without having to hold down the direction keys. This is useful when traveling long distances on foot.

To toggle auto-run on, press the [Numlock] key. Press it again to stop, or press the forward [W] or back [S] key.

While auto-running, you can change direction without stopping by pressing the left or right turn keys, when using mouselook, hold down the right mouse button and move the mouse right or left to turn.

Sprinting

Your character can run faster in short bursts using the Sprint ability. If you are forced to flee a fight and yell for help, Sprint can help you put some distance between yourself and a pursuing enemy. Sprinting consumes Power, so if you run out of Power you will slow down to your normal running speed.

Swimming

Your character can wade in shallow water, but when you enter deeper water, you will automatically begin to swim.

While underwater, a breath meter will appear on your screen. This measures how long you can stay underwater, holding your breath. Swim to the surface to replenish your breath by looking up (using mouselook, or [Page Up] on the keyboard) and moving forward. You will eventually break the surface of the water and take a breath of air. Don't wait too long to replenish your breath if you are deep underwater-you may run out of air before reaching the surface!

Falling

Falling long distances hurts. If your character falls from a high position, he or she will take damage.

INVENTORY

The inventory screen displays what your character carries and wears. Open your inventory screen by pressing the [I] key.

In the center of the window is an image of your character. Around this are equipment slots where items can be worn. Below the character image are your general inventory slots, where bags and items you carry on your person are displayed.

Equipping Items

Equipment slots are located around your character portrait. To equip an item, drag-and-drop it on your portrait, or double-click the item to have it placed in an appropriate open slot. You may also right-click on the item and select "Equip" from the context menu. The item will be equipped in the proper slot (if you cannot equip the item, it will return to an inventory slot).

To unequip an item, either double-click on it, drag-and-drop it back into a general inventory slot, or right-click it and select "Unequip" from the context menu.

At the bottom of the inventory window is your encumbrance. The number on the left is how much weight you currently carry, while the number on the right is the maximum you can carry without slowing down.

Item Overflow

There may be times when you receive an item, such as a quest reward, but do not have space in your inventory to hold the item. The item will go into an "overflow" slot at the bottom left corner on your character's portrait. You can drag-and-drop these items into standard inventory slots when you make room.

Attuning Items

Certain items you find as you adventure will require you to "attune" them before equipping them. Attuning an item allows you, and only you, to use it. Once attuned, an item can never be sold or given to another character. Before attuning an item, you will be prompted to confirm the process. Once an item is attuned, the only way to dispose of it is to destroy it.

Mending Items

The wear-and-tear of dying takes a toll on your character's equipment. Left untended, equipment can become unusable.

Menders are located throughout the world and can repair your equipment for a fee. Right-click on a mender and select "Repair." A window will open that displays your damaged items and how much it will cost to repair them.

To repair an item, double-click on it, or select it and click the Repair button. The amount for the repair will be deducted from the money your character carries.

PERSONA

The persona window shows many important statistics of your character, including:

Vitals: These statistics measure Health, Power, concentration, attack strength, and AC (armor class).

Attributes: These measure your character's physical and mental strengths.

Resistances: These define your resistances to specific types of attacks.

Experience: Your current level, class, and experience earned toward your next level are shown for both your adventurer and Artisan careers.

Vitals and attributes that are green or red are statistics currently being influenced by items worn or by spell effects. Green indicates a beneficial effect, while red indicates a detrimental effect.

"When equipping new items, check the effects they have on your statistics by opening both your inventory and persona windows."

CHAT WINDOW AND COMMANDS

The chat window displays descriptions of events in the game, communications from other players, and non-player character dialogue. You can also issue commands through the chat window.

To issue a chat command, press the [/] key, or the [Enter] key.

You can customize your chat window and messages by right-clicking on the chat window for a context menu of options:

Chat Options: Allows you to customize what messages appear in the window, the font size, and more.

New Chat Window: Opens another customizable chat window.

Open Existing Chat Window: Opens the current chat window.

Always Chat Here: Sets the current chat window as the default location your chat commands will be issued through.

You can tailor your incoming chat by assigning specific messages to additional chat windows. Right-click on your chat window and select "Chat Options." Uncheck the messages you do not wish to receive to filter what appears in this window. Do the same for other chat windows to tailor what each window displays. For example, you can create a chat window that only displays **/tell** messages sent directly to you.

The button in the lower left of the chat window, directly below the scroll bar, allows you to set your default communication channel:

Say (/say <message>): Broadcasts your message to all those near you, within earshot.

Group (/gsay <message>): Messages are sent only to those who are currently in your group.

Guild (/guildsay <message>): Broadcasts your message only to guild members.

Reply: Sends your message to the last player who sent you a **/tell**.

Out of Character (/ooc <message>): Broadcasts your message to those who have the Out of Character (OOC) channel toggled on. This channel is used for general chatting with other players in the same zone.

BUYING AND SELLING

You can find merchants who buy and sell goods throughout cities, and even in less safe areas. To engage a merchant, double-click on him or her, or right-click and select "Merchant" from the context menu. This will open the merchant window. The money you carry is displayed at the bottom of the window. In *EverQuest II*, currency has the following value:

1 platinum = 100 gold = 10,000 silver = 1,000,000 copper

Left-click the Buy tab to see what the merchant has for sale. To learn more about an item for sale, right-click it and select "Examine" from the context menu.
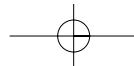
To buy an item, select it and left-click the Buy button at the bottom of the window.

Left-click the Sell tab to see what items you may sell from your own inventory, and the amount of money the merchant is willing to pay you for each item. Items you currently have equipped are not shown.

To sell an item, select it and left-click the Sell button.

"Buy or sell items and entire stacks of items quickly by holding [Shift] and double-clicking the item."

Some merchants are particular about the items they are willing to buy, as some deal only in weapons or armor, for example. You may need to look around to find a buyer. Also keep in mind that not all merchants charge the same prices for goods, and may offer different sums for the goods you are selling.

BANKING

Banks allow you to store money and items safely. Bankers are usually located within cities. Double-click on the banker to open your bank window, or right-click and select "Bank."

To move items into and out of your bank, simply drag-and-drop them into open slots. If you wish to move an entire stack of items, hold the [Shift] key while dragging-and-dropping. To deposit or withdraw money, hold down the [Shift] key to drag-and-drop all coins of a denomination, or hold the [Ctrl] key to drag-and-drop a single coin.

Shared Bank Slots

The shared bank slots allow you to transfer some items and coins between your characters on the same account. Items placed in these slots will appear in your other characters' shared bank slots, with limitations: Shared bank slots of characters of one alignment are restricted to only those of the same alignment; for example, items your evil character in Freeport places in shared bank slots will not appear in your good Qeynos character's shared bank slots, and vice versa. Also, items that cannot be dropped or traded, or are designated as LORE, cannot be placed in shared bank slots.

TRADING WITH OTHER PLAYERS

You can trade items and coins with other players by right-clicking on them and selecting "Trade" from the context menu. This will open a trade window.

Offer items to trade by dragging them into the top set of slots; offer coins by dragging them into the upper row of coins. Beneath this area are displayed any items or coins the other character is offering to trade to you.

To finish a trade, press the Accept button. When both players involved in the trade click the Accept button, the trade is completed. If either side makes a change to its offerings, the Accept buttons are reset, and you will need to click them again.

You may cancel a trade at any time by pressing the Reject button, closing the window, or simply walking away from the other character.

GROUPING WITH OTHER PLAYERS

Grouping with other players allows you to tackle greater challenges and explore more safely. To form a group, right-click on the person you would like to invite to group with and select "invite to group," or select the person and press [Ctrl] + [I].

When you wish to leave a group as a member or disband the entire group as its leader, type /disband.

You will see members of your group and their Health and Power status in the group box on your screen.

Looking for a Group

There are two buttons on your group window that will help you find members or groups to join quickly. When you are not currently grouped you will see the LFG and Find buttons.

LFG is short for "looking for group." Left-click this button to announce globally that you are looking to join a group. This will place your name on a list where players who are looking for group members can find you. An "LFG" tag will appear by your name. To turn off the LFG flag, left-click the LFG button again.

Finding Members

The Find button will open the Community window, to the Find People tab. Left-click the "Find Matches" button for a list of players currently seeking to join a group.

Group Settings

You can define how your group will function using the group settings.

Raid Groups

A raid is an expedition mounted by more than one group of characters to face an extraordinarily difficult challenge. They are called "raids" because they often entail such heroic undertakings as storming the heavily defended lair of a powerful creature. Being some of the most difficult encounters in the game, the rewards for success are equally grand. A raid can consist of up to four groups.

To form a raid group, the leader of one group should right-click on any member of another group and select "Invite to Raid" from the context menu. The leader of the invited group will receive a request to accept or decline the raid invitation.

The raid display shows the name, level, profession, and status of all members in the raid. Characters are separated by their group, and each group has a color-coded background to make it easier to differentiate between them. You can target any member of the raid by left-clicking on their name.

The adventure archetype of each character is indicated by a symbol:

Swords = Fighter   Cross = Priest
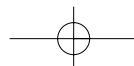
Rune = Mage   Eye = Scout

To remove a group from the raid, right-click on any member of that group and select "Disband from Raid" from the context menu.

HOUSING

Your character can acquire a living space in your home city. This can be as small as a room at the inn or as luxurious as a mansion. You can furnish your home with items, host visitors, and even grant access to your home to other players.

When you first enter your starting city, either Qeynos or Freeport, you will be granted a room. You will be directed to your first room at the inn when you arrive in your new city. You can enter your room by right-clicking on the door, and selecting "Enter" from the context menu.

Granting Access

You can grant access to your house by right-clicking on the door to your house, or the inn door, and selecting "Access" from the context menu.

Under the Access tab, you may add players to your list, assigning them a level of authority within your house.

Visitor: the player can enter and leave the house at any time, but cannot move any furnishings or affect house pets or gardening features.

Friend: the player can enter and leave at any time, move furnishings (but not destroy or remove them) and interact with housing pets and gardening features.

Trustee: the player has all of the control options the owner has, including the ability to set access levels. They cannot, however, affect the access level of the owner.

Placing Items in Your House

You are able to decorate your character's living quarters with furniture, lighting, and a host of other amenities. To place an item of furniture from your inventory, right-click on the item and select "Place." An outline of the item will appear on your mouse pointer. Move it to the location you wish to place it. The object is outlined in either green or red; if it is red, you cannot place the item in its current location.

You can rotate the item by rolling your mouse scroll wheel, or using the [+] and [-] keys. To place the item, left-click when it is in the location and orientation you want.

LANGUAGES

You will encounter a variety of languages in the world of Norrath. Languages you are unfamiliar with will appear as garbled messages.
You can learn additional languages through primers created by Artisans or through quests.

EXITING THE GAME

When you are ready to leave the world of Norrath, try to find a safe location. There's nothing more disconcerting than logging in at a later time only to find yourself under immediate attack! The standard way of exiting *EverQuest II* is by camping. Your character will rest and a 30-second timer will start counting down. After 30 seconds pass, your character will safely exit the game.

Left-click the EQ II Menu and select "Camp (Logout)." This will open a box with three choices for exiting the game:

Camp to Character Select: After 30 seconds, you will be returned to the character selection screen.

Camp to Desktop: After 30 seconds, *EverQuest II* will shut down completely, returning you to your computer desktop.

Exit EQ II Without Camping: This is a quick way to leave *EverQuest II*, without waiting for the 30-second camping process. However, your character remains in the game for up to two minutes before disappearing. Be certain your character's location is very safe if you exit this way.

BOOK OF KNOWLEDGE

The Knowledge window shows all the abilities your character knows, such as spells, combat arts, tradeskills, and racial abilities like infravision or ultravision. To open the Book of Knowledge, press the [K] key.

As you advance in level, new abilities appear in this window. You can move them around by dragging and dropping the icons wherever you like. You can navigate through your Book of Knowledge with the buttons in the lower right corner.

Abilities may be used directly from the book by left-clicking their icons. If you want more information about an ability in your book, move your mouse over the icon for a brief description, or right-click on it and select "Examine" from the context menu.

USING SPELLS, COMBAT ARTS, AND ABILITIES
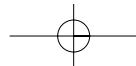
To use an ability, you should first assign it a hotkey by dragging-and-dropping it from your Book of Knowledge into an open hotkey slot. To activate it, left-click on its icon or press the corresponding number of the hotkey (if it requires a target, make sure the target is selected before activating it). You may also activate abilities directly from your Book of Knowledge by left-clicking on the icons in the book.

After a combat art or spell is used, it will be "grayed out," signifying that it is unusable at the moment. This is known as the recast time. Once the recast time elapses, you can use the spell or combat art again.

Concentration

Concentration determines how many spells your character can maintain at the same time. The amount of Concentration a spell or ability requires, if any, is shown in its description (select "Examine" from the right-click menu on its icon).

Concentration is tracked in the bar below your Power bar. There are five empty blocks that fill as you use up Concentration. When all are filled, you cannot maintain additional abilities until you expire others.

Expiring Effects
You can cancel a beneficial spell effect on yourself by right-clicking on the effect's icon in the effects bar and selecting "Cancel" from the context menu. This will remove the effect and free up Concentration slots it may have been using. Harmful effects cast on you by opponents cannot be canceled.

Interrupts and Fizzles
Spells can sometimes be difficult to complete in the heat of battle, and from time to time you may be interrupted. When this happens, the spell is aborted but no Power is consumed. You may attempt to cast the spell again immediately thereafter, however.

A fizzle is an unfortunate event that casters encounter from time to time. Whether it's a particularly new or powerful spell, or you're just having bad luck, a spell can fizzle uselessly. A small portion of Power is consumed, and the spell fails to go off. You may retry the spell again, however.

PETS
Certain characters are able to summon minions to assist them. These minions are referred to as pets. Pets can be ordered to carry out actions by right-clicking on them and selecting an order from the context menu; alternately, you can enter commands directly in the command line:

> **/pet attack:** attack your currently selected target
> **/pet backoff:** cease attacking the target
> **/pet stayhere:** stop following you and remain where it is
> **/pet followme:** follow you as you move
> **/pet report:** announce its health in a percentage
> **/pet guardme:** guard and follow you
> **/pet guardhere:** guard the current location
> **/pet who:** announce its master by name
> **/pet getlost:** dismisses the minion

COMBAT

Combat in *EverQuest II* is a combination of automatic attacks and your strategic use of spells and combat arts against enemies.

TARGETING ENEMIES

Target enemies by left-clicking on them. A circle will appear beneath your target. The color of the circle will reflect the target's strength relative to your own. You may also use the keyboard shortcut [F8] to automatically target the enemy closest to you, or press the [TAB] key to cycle through visible targets.

Some enemies will be grouped with one another, and when you select one, others associated with it will be highlighted. Be careful, attacking one will result in a response from the entire group.

CONSIDERING ENEMY REACTION AND STRENGTH

When you encounter a creature in Norrath, it is wise to determine its reaction to you before you get too close. Move your mouse pointer over the enemy. If the name of the creature has a red outline around it, beware; this creature will attack you without provocation if you approach it.

It is also wise to assess the strength of potential enemies before you engage them in combat. Pass your mouse pointer over an enemy; it will change color to indicate its base level and strength relative to your character. This also indicates the general amount of experience you will receive for defeating the target; the greater the difficulty, the greater the experience reward for defeating it.

- **Gray:** No challenge for you; you will receive no reward for defeating this creature. Gray creatures will never attack you first.
- **Green:** A little challenge for you. You will receive minimal reward for defeating this creature.
- **Blue:** A moderate challenge. You should be able to defeat the creature handily.
- **White:** Evenly matched with you; the fight could go either way.
- **Yellow:** Tough; there's a good chance you will lose one-on-one.
- **Orange:** Very tough; it's almost certain that this creature will defeat you.
- **Red:** Extremely tough; in fact, it is so tough that you can't accurately judge it. It could be slightly tougher than orange, or vastly stronger. Attack at your own peril, and certainly not without friends.

But wait! Before you attack that creature, consider two more details about its strength:

Up and Down Arrows
Some targets may have arrows above or below their names. An arrow pointing down means the target is slightly weaker than it generally appears. An arrow pointing up means the target is tougher than it appears. More than a single arrow in either case indicates a greater degree of strength or weakness.
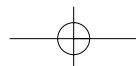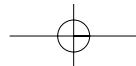
> "What's that? Two up arrows? A creature with a single up arrow is probably too tough for you to tackle alone. Don't even think about trying one with two up arrows alone!"

Solo or Group?
When you click on the creature, its name will appear in your target box. Under its name will appear a recommendation of the kind of challenge you should mount to tackle it. "Solo" means it is intended to be faced by a single adventurer; "Group" means it is intended to be faced by a group of 4-6 adventurers. "Group x2" or a higher number means you should only challenge the target as part of a multi-group raid.

For even more information on a targeted creature, move your mouse over the target box. A pop-up information box will appear with details on the target, as well as an estimate of your chances of defeating it.

MELEE COMBAT

To engage in melee combat with a targeted enemy, press the attack icon in your hotkey bar or use the [~] key. Your character will draw an equipped weapon and attack the targeted enemy. You must be close to the enemy to hit it with melee attacks. Pressing the attack icon or [~] key again will toggle melee combat off, and your character will put away his or her weapons.

During melee, you can also use many of your spells and combat arts to tip the fight to your advantage. Some, however, are restricted to use only in non-combat situations.

During combat, numbers appear above the heads of melee participants:

- **Orange:** damage you inflict on your target
- **Red:** damage your character suffers
- **Gray:** damage inflicted by and on others

Assisting in Melee

When engaged in melee with multiple enemies, it is often wise for all members of the group to concentrate their attacks on a single target. Sometimes the battle is so frantic that it can be hard to determine quickly which target you should focus on. Assisting can help you with this.

To assist, target the member of your group who is attacking the enemy you want to attack. Type **/assist** in the command line and your target will switch immediately to the enemy your friend is targeting.

Taunting and Enemy Attacks

An enemy tends to focus its attacks on those who do it the greatest harm. High damage spells, or spells that handicap the enemy, for example, can really anger it, and draw its attention to the offending caster. Likewise, healing spells cast upon group members the enemy is trying to kill can draw an enemy's ire to the healer.

The Fighter's Taunt combat art can be used to rescue weaker group members being pummeled by an angry enemy by attempting to draw the enemy's attention away from weaker members and back to the sturdier Fighter.

ENCOUNTER LOCKING

When engaging an enemy for the first time in combat, it is considered "locked" by you or your group. No other players may engage the enemy, nor may they cast helpful spells on you while you are locked.

You can break an encounter lock by running from an enemy, or yelling for help. This will allow others to engage to help you or your group. If you break an encounter, however, you will not receive experience or loot from it.

Yelling for Help

If you get into trouble during a fight, you can yell for assistance. This will break the encounter lock, allowing others to intervene on your behalf. You will not gain experience or loot from the defeat of an enemy after you break your encounter with a yell for help.

You can yell for help with the **/yell** command, or by clicking the "Yell for Help" hotkey.

RESISTANCES

Armor protects you against physical attacks, but some opponents use spells or other forms of attack that cause special kinds of damage. These attacks can come in the form of cold, heat, disease, magic, poison, divine, and mental attacks.

You can see your character's resistances on the persona page by pressing the [P] key.

HEROIC OPPORTUNITIES

You and those you group with may trigger special moves during combat that can yield spectacular benefits. These special moves are called Heroic Opportunities, and they require coordination to pull them off successfully.

Triggering a Heroic Opportunity

Certain actions, such as casting a spell or using a combat art, may begin a "chain" of steps that can lead to a Heroic Opportunity effect. Watch for a small graphic, similar to the one overleaf, to appear in the lower right corner of your screen:

The icons in this graphic show the next step toward completing a Heroic Opportunity. At the center of the graphic is the icon that represents the spell or combat art that initially triggered the chain. Execute a spell or combat art that matches one of the icons and you'll complete the step.

To see which opportunity icon a spell or combat art has associated with it, right-click on it in your Book of Knowledge and select "Examine." The opportunity icon is on the right, below the icon of the ability itself.
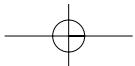
> "Watch the spells and combat arts in your hotkey bar during Heroic Opportunities! If you have an ability that can satisfy the next step, it will flash to alert you."

An Example
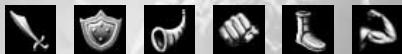
Using the graphic above, we can see that the chain was started by a Fighter's combat art by the boot symbol in the center. To complete the next step in the chain, one of these three must occur:

A Fighter must execute a combat art that has the sword icon associated with it, or

A Mage must cast a spell that has the flame icon associated with it, or

A Priest must cast a spell that has the chalice icon associated with it.

If one of these three things happens, the next step in the chain is successfully completed, and the Heroic Opportunity moves forward.

These are the opportunity icons, grouped by adventure archetype

Fighter (Blue)

Priest (Gold)

Scout (Green)

Mage (Red)

"Carefully coordinate your actions during starter chains. If you or a group member cast a spell or execute a combat art out of order, the opportunity will be lost!"

Completing Heroic Opportunities
You've successfully triggered and followed the first steps toward a Heroic Opportunity. Suddenly a graphic wheel pops up in the lower right of the screen. Congratulations, this is the final stage of your Heroic Opportunity.
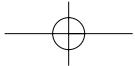
The wheel works similarly to starter chains. Opportunity icons will appear in the wheel which represent steps to be completed. Actions that do not match those in the wheel will not abort the Heroic Opportunity, but will not advance it either. You have only 30 seconds in which to complete all its steps.

An Example
In the screenshot, Latimer has successfully completed his starter chain, and the Heroic Opportunity wheel has appeared. This is a simple Heroic Opportunity called "Crushing Anvil" and requires only one action to complete.

Latimer is a Fighter, and the blue horn opportunity icon corresponds to his archetype. In his hotkey bar his Taunt combat art is flashing. He clicks the Taunt and the Heroic Opportunity is completed. A sudden bolt of energy strikes his enemy, dealing bonus damage!

There are many Heroic Opportunities, each requiring its own particular combination of actions to execute. Some are common, some are uncommon, and some exceptionally powerful ones are rare.

Shifting Heroic Opportunities
A Scout has the unique ability to shift some Heroic Opportunities to new ones. If a wheel appears with the "coin" Scout opportunity icon in the lower right, a Scout in the group can use a combat art matching the coin icon and a new Heroic Opportunity will appear—but only if the Scout makes the move first, before anyone else performs an action to advance the wheel!

Sample Heroic Opportunity Starters
Here are a few combinations that will trigger Heroic Opportunities:

Sky Cleave — Fighter
Swindler's Luck — Scout
Divine Judgment — Priest
Arcane Fury — Mage
Divine Blade — Fighter, Priest
Piercing Faith — Scout, Priest
Suffocating Wrath — Priest, Mage

Many more combinations are possible, including more complex combinations involving three or more players. Experiment to see what is possible.

RECOVERING HEALTH AND POWER
Your character naturally regenerates Health and Power over time. You can greatly increase the rate at which this natural regeneration occurs by resting. Left-click the "Sit/Stand" icon, or use the **/sit** command in your chat window, and your character will rest. It is best to do this in a safe location where your rest will not be disturbed by foes who might decide to take advantage of you. To stand, left-click the "Sit/Stand" icon again, or type **/stand**.

Some characters will have abilities that can quickly restore your Health and Power as well.

QUESTING

At the heart of *EverQuest II* is the quest. The inhabitants of Norrath are often in need of help with a task or problem, and some will reward you handsomely for your assistance.

INTERACTING WITH NON-PLAYER CHARACTERS
Talking to non-player characters, or NPCs, will often reveal information about the area you are in. Many times, these characters will have tasks they will ask you to perform.

To talk to an NPC, move your mouse pointer over the target. If the pointer turns into a dialog bubble, double-click on the NPC to begin a conversation. You may also right-click on the target and select "Hail" from the context menu, or select the NPC and press the [H] key to start the conversation.

"Merchants often have tasks for you to perform, too. Use the [H] key to hail them to start a conversation."
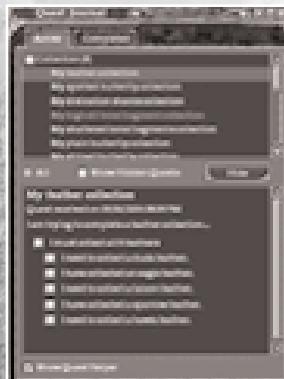
As you talk with an NPC, you will have choices in how you wish to respond. Left-click on your choice. These responses will affect how the NPC reacts to you, so consider them carefully.

THE QUEST HELPER

The Quest Helper is a small display, shown in the top right corner by default, that tracks the current stage of the last quest you selected in your quest journal.

The helper is shown by default, but you can disable it if you like by unchecking the "Show Quest Help" checkbox at the bottom of the Quest Journal window.

THE QUEST JOURNAL

You can open your Quest Journal by pressing the [J] key. The journal logs the quests you have accepted. Check boxes will mark off objectives of the quest as you complete them. When all parts of a quest are checked, your journal will update with instructions on what you should do next (for example, return to the original quest-giver to collect your reward). You can hide a quest entry by selecting it and clicking the "Hide" button.

Finding Your Way: The Light Trail

To help you locate objectives during quests, you will occasionally encounter a glowing trail of light. This trail will appear when you are near your next objective and lead you to it. With a quest selected, you may see a "Waypoint" button in the lower right of the window. Click this to see the light trail.

Waypoints

If the current quest objective is in the zone you're currently in, then there may be a waypoint available for it. When that's the case, a Waypoint button will appear at the bottom of the journal. Clicking the button will reveal a light trail leading to the destination.

Gathering

Some quests may require you to find certain items that randomly appear throughout the world of Norrath. These kinds of items will appear as sparkles on the ground. To pick them up, double-click on the sparkle or right-click it and select "Harvest."

QUEST COMPLETION AND REWARDS

When you have completed all tasks in a quest, your quest journal will update and tell you what you should do next to complete the quest. Often this involves returning to the individual who originally assigned the quest to you. In these cases, when you return to the one who gave you the quest, you are granted a reward. If your reward includes money or items, a Quest Reward confirmation box will appear that lists the items or money you are being given.

HALLMARK QUESTS

EverQuest II has many special quests, beyond those you will encounter during your regular adventures. Two of these special types are citizenship and hallmark quests. Citizenship quests are the first you will encounter. When you arrive in your hometown, be it Qeynos or Freeport, you are a refugee. To gain access to the main city, you must prove your worth. You will encounter your citizenship quest in the course of acquainting yourself with your hometown.

Hallmark quests arise periodically during your life as an adventurer. At certain levels, you will be required to complete a hallmark quest to advance.

"All of your hallmark quests will be grouped together in your Quest Journal under "Hallmarks" for easy reference."

Below are details for some of these hallmark quests. "Level to Start" is the level your character should be before attempting the quest. "Level Boundary" is the level ceiling that your character cannot pass without first completing the quest (or, in the case of Betrayal Quests, the level after which you cannot undertake the quest). "Seek Out" is the non-player character or object you should seek out to receive the quest.

Archetype Selection — Isle of Refuge
This is the quest in which you decide your character's adventure archetype.

Level to Start:	2
Level Boundary:	3
Seek Out:	Garven Tralk

Citizenship Quests
Completing this quest will give you access to the inner districts of your home city.

Citizenship — Qeynos

Level to Start:	3+
Level Boundary:	7
Seek Out:	The sign at the village gates to receive the citizenship task list Marshal Glorfel in the citizenship room (click on the citizenship sign again after completing the task list)

Citizenship — Freeport

Level to Start:	3+
Level Boundary:	7
Seek Out:	The sign at the village gates to receive the citizenship task list Abbetor T'avi in the citizenship room (click on the citizenship sign again after completing the task list)

Class Selection Quests
Completing one of the following quests allows you to choose your class and continue advancing.

"Choose your class and subclass wisely. Once you make your choice, your character is altered forever."

Class Selection — Qeynos

Level to Start:	8
Level Boundary:	10
Seek Out:	

Fighter: Master at Arms Dagorel, South Qeynos

- "Path of the Brawler"
- "Path of the Warrior"
- "Path of the Crusader"

Mage: Magister Niksel, South Qeynos

- "Path of the Enchanter"
- "Path of the Sorcerer"
- "Path of the Summoner"

Priest: Hierophant Aldalad, North Qeynos
- "Path of the Cleric"
- "Path of the Shaman"
- "Path of the Druid"

Scout: Counselor Vemerik, North Qeynos
- "Path of the Bard"
- "Path of the Rogue"
- "Path of the Predator"

Class Selection — Freeport

Level to Start:	8
Level Boundary:	10
Seek Out:	

Fighter: Commandant Tychus, North Freeport
- "Fighter Training"

Mage: Arcanist Sonius, North Freeport
- "Mage Training"

Priest: Priest Kelian, North Freeport
- "Priest Training"

Scout: Emissary Millia, North Freeport
- "Scout Training"

Betrayal Quests
Betrayal quests offer players a chance to change their home city. These quests are extremely difficult and should only be attempted by players willing to dedicate significant time and effort to their completion. They are not intended for all players.

Betrayal Quest — Qeynos

Level to Start:	15
Level Boundary:	17
Seek Out:	

Cordun Brenland, Qeynos Harbor
- "Qeynos to Freeport — Exile"

Betrayal Quest — Freeport

Level to Start:	15
Level Boundary:	17
Seek Out:	

Stilus Graphium, East Freeport
- "Freeport to Qeynos — Exile"

Subclass Selection Quests
Completing one of the following quests allows you to select your sub-class and continue advancing.

Subclass Selection — Qeynos

Level to Start:	18
Level Boundary:	20
Seek Out:	

Fighter: Delacar Mithanson, North Qeynos
- "Path of the Paladin"
- "Path of the Guardian"
- "Path of the Berserker"

Monk: Sensei Makoto Shoda, Elddar Grove
- "Path of the Monk"

Mage: Telamina Garendell, South Qeynos
- "Path of the Wizard"
- "Path of the Warlock"
- "Path of the Illusionist"
- "Path of the Conjurer"

Priest: Aurora Elianas, North Qeynos
- "Path of the Mystic"
- "Path of the Templar"
- "Path of the Fury"
- "Path of the Warden"

Scout: Arrell Silvertongue, Qeynos Harbor
- "Path of the Swashbuckler"
- "Path of the Ranger"
- "Path of the Dirge"
- "Path of the Troubadour"

Subclass Selection — Freeport

Level to Start:	18
Level Boundary:	20
Seek Out:	

Fighter: Captain Barriertain Monarvia, West Freeport
- "Fighter Progression"

Mage: Camtur Flograttle, North Freeport
- "Mage Progression"

Priest: Mizzog, North Freeport
- "Priest Progression"

Scout: Emissary Mitsya, East Freeport
- "Scout Progression"

You will encounter more hallmark quests as you progress through the game.

ADVANCEMENT

As you explore Norrath, conquer enemies, and complete quests, your skills and abilities will improve. There are many ways you can advance in *EverQuest II*, including through levels, skill scores, as an Artisan, by improving spells and combat arts, and others.

GAINING EXPERIENCE AND LEVELING UP

Defeating enemies and completing quests earns you experience points, which move you up in levels. The higher level your character is, the more powerful and effective he or she becomes.

In your persona screen (default [P] key) you can find your experience meter. The gold bar represents how much total experience you have accumulated toward your next level. There are notches along the experience meter that divide up your progress into ten blocks to help you monitor progress.

When the gold bar fills completely, you will gain a level and the bar will reset to begin tracking progress to your next level.

The blue bar beneath the gold bar is a more finely-tuned meter, tracking experience in blocks. When the blue bar is filled, a new gold block will have been filled, and the blue bar will reset.

IMPROVING SPELL AND COMBAT ART RANKS

All spells and combat arts are assigned ranks, which is a measure of their power. You automatically receive spells or combat arts as you progress in level. These are always of the beginning rank, Apprentice I. You can enhance the power of your spells and combat arts by acquiring higher-rank versions of them.

There are three major ranks: Apprentice, Adept, and Master. Each rank represents a significant increase in potency and Power cost for the spell or combat art, and the relative rarity of the scroll. Apprentice scrolls are common, Adepts are uncommon, and Masters are rare.

Within each rank there are four grades, I through IV. Each represents a slight increase in potency over the previous grade, within the rank. Grade I is a general reward for new levels and defeating enemies. Grade II is found in shops. Grade III is available through tradeskill crafting. Grade IV is available through questing.

Not all versions of spells or combat arts will have ranks or grades, as some spells don't lend themselves to an increase in potency. Some ranks or grades may exist but are extremely rare and difficult to find.

IMPROVING SKILLS

As your character advances in level, his or her skills will also improve through use. When you use a skill and it goes up in value, a message will appear on the screen and in your chat box.

PROFESSION ADVANCEMENT

Choosing your adventure archetype is only the beginning of your journey in *EverQuest II*. As you rise in level, you will be able to pick a class and subclass in which to further advance.

At level 10 you will be able to choose a class, after completing a hallmark quest. New skills, spells, and combat arts will open up in this new class, and certain statistics important to your class (for example, Strength or Intelligence) will increase. Then, at level 20, you will select a subclass for your character in the same manner. For details on the hallmark quests at these levels, see the Questing section (page 77).

COMMUNITY

You will meet a lot of people as you play, and *EverQuest II* has many ways for you to keep track of and interact with other players in the game.

FRIENDS AND IGNORE LISTS

You can keep track of your friends and block those who bother you by using the Community tools. Left-click the EQ II Menu button and select "Community," or press the [Y] key to open the community window.

Friends List

When you make friends in *EverQuest II*, put them on your friends list by entering their names in the Friend field and click the Add button. From then on, you will be alerted when that friend logs in. You can remove players from your list by selecting their name and clicking the Remove Selected button.

Ignore List

If someone is bothering you, you can block them from sending you messages and interacting with you by entering their name in the Ignore field and clicking the Ignore button. You will receive no further messages from that character. You can remove players from your list by selecting their name and clicking the Remove Selected button.

GUILDS

Guilds are associations of players that cooperate to achieve many common goals. These associations can be small groups of friends, organized Artisans, or enormous "über guilds" that tackle some of the biggest challenges Norrath has to offer.

Forming a Guild

To form a guild, you must visit a guild registrar. The registrar is located in The Freeport Observer in Freeport, or The House of Lords in Qeynos. The following requirements must be met to form a guild:

- Six (6) unguilded players present and grouped together, and
- 10 gold for the registration fee

You will be prompted for a name for the guild (subject to an inappropriate word filter).
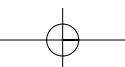
The leader and officers are the only members of a guild who can invite new members. To invite members, use the **/invite <player name>** command.

Guild Levels

A guild can become stronger through the actions of its members, unlocking benefits as the guild grows in prominence. A guild levels up as its Guild Status Points rise through the completion of special tasks for a city called writs, and through donations by guild patrons.

Guild members can be patrons or followers. Followers are general members of the guild. Patrons are members that contribute regularly to the advancement of the guild by donating status points to the guild. Officers of a guild can bestow the rank of patron. Becoming a patron costs Individual Status Points.

A guild can lose prestige and levels when its members cease being active.

Status Points

Individual Status Points are an expendable resource that players can use to purchase items from prestige merchants that are unlocked through guild level. Individual Status Points are gained through the acquisition and completion of writs.

Guild Status Points are points held collectively by the guild and determine the level of the guild. These are accumulated through the completion of writs, and donation from patrons.

Writs

A writ can be obtained by anyone with a guild affiliation from Heralds located within a city. A writ unlocks a task to all guild members that are in the current group. Writs are duties a guild performs for a city or other faction in order to gain prominence through Guild Status Points. Upon completion of a writ, instead of adventure experience, the experience is added to the guild member's Individual Status Points, as well as to the Guild Status Points pool, if the player is a patron.

Guild Administration In-Game

The guild window lets members see the guild's current roster and Message of the Day. Also, from here the guild leader may do special leader-only actions. To open the guild window, press [U].

Basic Guild Commands

- **/guildsay <text>**: Speak in the guildchat channel

- **/guild invite <player>**: Invite a player to join the guild (officer only)

- **/guild remove <player>**: Remove a player from the guild (only officers can remove other players, but a player can remove himself with this command)

- **/guild promote <player>**: Promote a member to officer status or an officer to leader status (only someone of higher rank can do this)

- **/guild demote <player>**: Demote an officer to member status or a leader to officer status (only someone of equal or higher rank can do this)

Message of the Day

The Message of the Day (MOTD) is set by the guild's leader, and is often used to let everyone know about upcoming events. The guild MOTD appears in the chat window when you first enter the game.

Roster

The guild roster shows the total number of members in the guild, as well as how many are currently online. The roster lists member status (patron or follower), name, level, class, rank, points (points the character has contributed to the guild), the last time the character was logged in, and where the character is currently located.

You may sort the roster by clicking on any column heading, and you may filter the list to only show members currently online by clicking the "Show Online Only" checkbox below the roster.

Leader Functions

The guild leader has access to functions not shown to other members:

- **Edit MOTD**: The leader can set the Message of the Day by clicking the small "Edit" button located above the text. This will open a new window where the MOTD can be edited.

- **Change Member Status**: The leader determines who gets to be a patron and who is a follower. A guild can have any number of patrons, but there is a point of diminishing returns, so the leader should take care only to bestow this honor upon the most productive members of the guild.

- **Promote**: Promotes a non-officer member to officer rank.

- **Demote**: Demotes an officer to member rank.

- **Remove**: Removes the member from the guild.

- **Make Leader**: Transfers guild leadership to the selected member.

Guild Web Support: Station Players

As part of your *EverQuest II* subscription, guild leaders will have access to Web space for a guild page and administrative tools to help you organize your guild. You can find these at www.stationplayers.com.

DEATH

At some point in your character's life, you are likely to come face to face with his or her mortality. When your character dies, you suffer some setbacks, but nothing a brave adventurer cannot overcome.

COST OF DYING

Dying can be a tough process, and it takes its toll on your character. Several things happen when your character is killed:

- Your equipment suffers some damage from the ordeal.

- You accumulate experience debt.

- You leave behind a spirit "shard" where you died if you chose to revive.

- Your attributes, such as Agility and Health, are weakened.
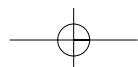
You have two options for continuing. You may wait for a friend to resurrect your character; or you can "revive," which returns your character to the game world in a designated location (in some cases you may choose the location where you revive), but you leave behind a Spirit Shard at your place of death.

RECOVERING FROM DEATH

You can bounce back from tragedy to overcome the effects of dying. None of the detriments suffered through death are permanent.

Equipment Damage

When killed, your character's equipment suffers damage. If left untended, enough damage accumulated in this manner can make your equipment unusable. Find a mender, often located in cities and towns, to repair your equipment from time to time and after you die. You can check the condition of your equipment at any time by right-clicking on an item in your inventory and examining it.

Experience Debt

After dying, your character accumulates experience debt. This appears as a red bar at the end of your gold experience bar. You do not lose experience you have earned, but the debt must be paid down out of a portion of the experience you gain going forward. As you earn more experience, some goes toward your new level, and some pays off your debt. When all your debt is gone, full experience once again goes toward attaining your next level.

When a group member dies, his/her experience debt is shared with all group members.

The Spirit Shard

If you choose to revive after death, you leave behind a ghostly image of your character, called your Spirit Shard. Leaving behind a Spirit Shard costs you a significant amount of experience debt and negatively impacts your attributes. Both of these can be remedied by reclaiming your shard.

Return to the location at which you died and double-click on your Spirit Shard. Your character will reabsorb the Spirit Shard, restoring your statistics to their natural state, and erasing a large portion of the experience debt accumulated after the death and reviving. Some experience point debt will remain, but it will be considerably less.

If at all possible, try to reclaim your Spirit Shard!

> "Use the Waypoint button in your Quest Journal under your Spirit Shard Recovery Quest to find your Spirit Shard quickly."

In some situations, you may be unable or unwilling to reclaim your Spirit Shard. In this case, after 72 hours of real-time, your character will automatically reabsorb the shard and your statistics will return to normal, whether or not you are logged in. Unfortunately, the experience point debt from the shard is not erased in this case.

You can only have a maximum of 10 shards existing in the world at one time. If you already have 10 shards in the world and your character dies again, a shard is not left behind. Your character will not suffer the statistic penalty normally associated with Spirit Shards, but will accumulate the full experience debt.

Revive Sickness

If you choose to revive after death, you will return to the game world with "revive sickness." This is a temporary weakened state that affects your character's statistics. It is represented by an icon in your effects bar. You will recover from revive sickness after a short period of time.

Resurrection

Priests and certain other professions can return your character to life through divine magic. You can only be resurrected if you have not yet chose to revive; resurrection spells cannot be cast on Spirit Shards. You do not leave behind a Spirit Shard if you are resurrected, and so do not suffer a statistic penalty. Also, your accumulated experience debt for the death is much lower than if you had left behind a Spirit Shard after reviving and did not reclaim it.

TRADESKILLS

Anyone can take up a crafting trade. Like adventuring, crafting is exciting and at times can be challenging. The rewards of tradeskill mastery can assure one a place in the history of Norrath alongside the world's greatest explorers. The creations of a master craftsman can achieve an almost mythical status.

CRAFTING PROCESS

To craft, you will need your recipe. You will start with basic recipes, and throughout your time in Norrath you will encounter a variety of manuals with additional recipes. You can add the recipes in a manual to your own repertoire by right-clicking on the manual in your inventory and selecting "Scribe" from the context menu.

Each recipe requires a particular crafting station and certain components, and you must have these available to start the process. Crafting stations include sewing tables and mannequins, workbenches, forges, chemistry tables, stoves, kegs, and more, and can be found in workshops throughout the world.

Double-click on the device called for in your recipe, or right-click on it and select "Create" from the context menu. A list of your recipes that use the chosen crafting station will appear. Select the recipe you wish to use and click the "Create" button. A window will open displaying the list of components required by the recipe and whether or not you have each.

Raw components are harvested from sources such as roots, felled trees, and unearthed stones around Norrath. Right-click on one and select "Harvest" to gather raw components. If all components are present, click the "Begin" button.

A window will open at the beginning of the process that will track the process. You will see two bars at the top of the box. These will track your overall crafting progress: The green bar displays the current item's durability and the blue bar displays the progress toward higher-level qualities of the item. The blue bar is marked along its length to indicate the levels of quality achievable with this recipe. The green bar is marked to show when you will lose a level of quality as durability drops.

In the lower part of the box are displayed the levels of quality. If this is the first time you have attempted this recipe, these will be listed as "Unknown"; as you practice with the recipe and reach higher levels of quality, they will change to display the quality.

Each of the quality levels has two bars next to it. These are similar to the two at the top of the window. As you craft, the green durability bar is reduced. If it disappears, that level of quality is not reached in this crafting attempt. Progress will continue until you fill the blue progress bar of last quality level, or you stop the process at its current level.

You can halt the crafting process at any point by clicking the Stop button. If the status has not reached the first level of quality, your components are returned to you, but your fuel component is consumed. At quality levels after that, your components will be consumed and you will receive a completed item of the quality at which you halted the process.

Workshops

There are several locations in both Qeynos and Freeport to access the crafting stations. If you complete the tradeskill quest for Dreak on the Isle of Refuge, he will give you a note listing the names of these workshops:

Freeport

> The Ransacker's Annex
> The Brokerage of Nepeta Cataria
> The Circle of Vaniki
> Ring of Wanderlust
> The Dark Bargainers
> The War Hagglers

Qeynos

> The Elusive Commonwealth
> The Luminary Cache
> The Stalwart Township
> Charter of the Truthbringer
> Wayfarer's Stockpilers
> The Deductive Directory

TRADESKILL ARTS

As you grow in skill as an Artisan, you will gain reactive arts and professional arts that can influence crafting. They can even push your crafting skill to new heights of excellence to create true masterpieces.

Reactive and professional arts will appear in your Book of Knowledge, and their use is similar to spells or combat arts. You can drag-and-drop the icons into your hotkey bar for easy use during the crafting process.
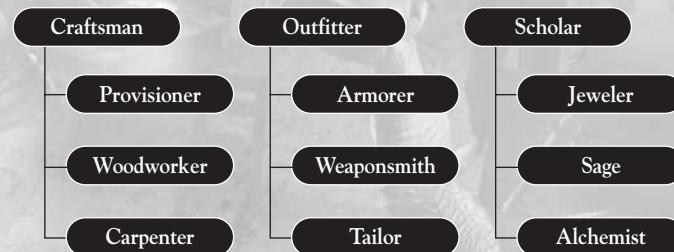
TRADESKILL ADVANCEMENT

Successful crafting earns you tradeskill experience points, as do certain quests. Tradeskill experience works the same as adventuring experience. On your persona screen you will see the tradeskill experience bar. When this fills completely, your level as an artisan will increase.

"Use your tradeskill arts when crafting just as you would use your spells or combat arts when in battle. They are the keys to superior craftsmanship!"

Throughout the world you will discover manuscripts especially for your pursuits as an Artisan. They contain tradeskill recipes of greater complexity. Each manuscript's complexity increases with each volume number. The level at which you can scribe the recipes corresponds to the volume number of the book (for example, you can scribe volume three of the artisan essentials at third level).

Craftsman	Outfitter	Scholar
Provisioner	Armorer	Jeweler
Woodworker	Weaponsmith	Sage
Carpenter	Tailor	Alchemist

Over your life as an Artisan, you must find a skilled craftsman who can help you reach the next level of expertise in your craft. Seek out the individuals below to become certified in a more advanced trade. "Level to Start" indicates the level your character should be before visiting the craftsman. "Level Boundary" is the level beyond which you cannot progress until you are certified:

Tradeskill Class Selection — Qeynos
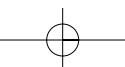
> Level to Start: 9
> Level Boundary: 10
> Seek Out:
>
> Alfred Ironforge — Qeynos Habor

Tradeskill Class Selection — Freeport

> Level to Start: 9
> Level Boundary: 10
> Seek Out:
>
> Alethea Augustine — West Freeport

Tradeskill Subclass Selection — Qeynos

> Level to Start: 19
> Level Boundary: 20
> Seek Out:
>
> Devona Ironforge — Qeynos Harbor

Tradeskill Subclass Selection — Freeport
    Level to Start: 19
    Level Boundary: 20
    Seek Out:
                    Matthias Zoe — West Freeport

ARTISAN CLASSES AND SUBCLASSES

Craftsman
The Craftsman makes brews and beverages, food, wooden weapons and shields, and furniture

Provisioner
The Provisioner specializes in brews, beverages, and a great variety of foods.

Woodworker
The Woodworker specializes in wooden creations such as staves, bows, shields, arrows, and instruments.

Carpenter
The Carpenter specializes in many different types of furniture and fixtures used to decorate player houses.

Outfitter
The Outfitter makes metal weapons and armor, as well as leather and cloth armor.

Armorer
The Armorer specializes in metal armor, such as platemail and chainmail.

Tailor
The Tailor specializes in cloth and leather armor.

Weaponsmith
The Weaponsmith specializes in metal weaponry, such as swords, axes, daggers, and hammers.

Scholar
The Scholar deals in spell upgrades, combat art upgrades, jewelry, talismans, potions, and poisons.

Jeweler
The Jeweler specializes in the creation of talismans and jewelry.

Sage
The Sage specializes in scrolls that upgrade spells and combat arts.

Alchemist
The Alchemist specializes in the creation of potions and poisons.

STATION PLAYERS ™

Included with your subscription to *EverQuest II* is a membership to Station Players, the online service that connects players to the EQ II community! Station Players offers an array of free and premium features that merge the Web and your *EverQuest II* experience in exciting
new ways!

What is Station Players?
Station Players links you to the *EverQuest II* community and gives you access to a wealth of information about the evolving world of Norrath. *EverQuest II* subscribers may get access to some of these great features:

• **Guild Websites**
As a subscriber to *EverQuest II*, you automatically receive access to your guild website.

• **Server and Class Community Areas**

Your server has its own community area that will keep you up-to-date on news and events, and offers special features like Characters of the Day and Guilds of the Day.

• **Character Profile Page**

Want More? Try Station Players Advanced Features
Station Players takes Web and game integration to an unprecedented level. Pick and choose optional advanced features at an additional fee to get access to these extensive tools and resources:

• **Advanced Character Profiles**
Your character's history is tracked by Station Players. View your achievements, advancement, and items, and even allow others to witness your greatness!

• **Advanced Item Lists**
Both Artisans and adventurers discover incredible items everyday in *EverQuest II*, and Station Players displays detailed statistics of each while immortalizing the discoverer by name!

• **Advanced Guild Tools**
Your guild is as close as the Web: Chat directly with your guild and see who's online right now through the Web. Plus, follow your guild's successes in your guild Wall of Fame.
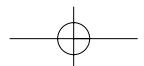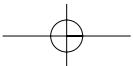
• **Screenshot and Image Storage**
You can store your own visual records on StationPlayers.com. With the optional advanced features subscription, you can upload up to 50 images and screenshots or 10 MB for others to view.

The tools and services on Station Players are unmatched when it comes to immortalizing your characters and guild and bringing players together.

Please visit www.stationplayers.com for more detailed information and pricing options and to try out the future of online gaming on the Web!

CUSTOMER SUPPORT

If you encounter a problem in-game while playing *EverQuest II*, left-click the *EQ II* Menu button and select "Help." You may also left-click the question mark in the top right corner of most windows. This will open the *EverQuest II* Help window that will answer many questions you may have about the game.

You can access additional help information from our Knowledge Base of common questions and answers.

Using the Knowledge Base

The Knowledge Base is a collection of answers to frequently asked questions, and it may give you the immediate answer you seek. To use it, open the Customer Service window and select the Knowledge Base tab:Type in one or more keywords in the "Find articles about" line, and click Search. This will find any articles about the keywords you enter. You can view an article by selecting it in the list. You can also access the Knowledge Base on the Web at www.station.sony.com/kb or by using the "Search the Knowledge Base" field at the top of most Station Web pages.

Creating a Customer Service Ticket

If you can't find the answers you seek in the Knowledge Base articles, you can send your question to a customer service representative.

To create a customer service ticket, click the button at the bottom of the Knowledge Base tab. This will open a window where you can select the general category of your specific question, and then enter a detailed description in the text area below.

A customer service representative will answer your ticket as soon as possible. Remember you need to search the knowledge base for the answer to your question before you submit a ticket.

Viewing Your Tickets

To see if you have received a reply to a previously submitted ticket, check the Tickets tab on the Customer Service window. Select your ticket to view any responses from customer service.

You may add additional comments to a ticket by clicking the Add Comment button. When your questions are answered, you can close the ticket by selecting it and pressing the Delete button.

For the latest information on updates and events, please visit the official *EverQuest II* website at www.everquest2.com.

EMAIL, PHONE, AND LIVE CHAT SUPPORT

YOU MAY CONTACT SONY ONLINE ENTERTAINMENT REGARDING TECHNICAL AND BILLING ISSUES BY EMAIL OR TELEPHONE FOR SUPPORT AND WE WILL RESPOND TO YOUR ISSUE AS QUICKLY AS POSSIBLE; HOWEVER, RESPONSE TIMES MAY VARY DEPENDING ON THE VOLUME OF EMAILS AND CALLS. YOU MAY ALSO UTILIZE OUR LIVE CHAT OPTION MONDAY THROUGH FRIDAY (EXCEPT HOLIDAYS) TO CHAT WITH A CUSTOMER SERVICE REPRESENTATIVE LIVE. TO VIEW CONTACT INFORMATION FOR OUR CURRENT SUPPORT OPTIONS, PLEASE VISIT WWW.EVERQUEST2.COM/SUPPORT.

CREDITS

EVERQUEST II IS DEDICATED
TO THE MEMORY OF :
RICHARD JOHNSON 1960 — 2003
We would like to first credit our friends and families — without their support and understanding we would not have been able to create this game.

PRODUCTION MANAGEMENT

Senior Producer
John R. Blakely
Producers
Andrew J. Sites, Bruce A. Ferguson
Art Directors
Joe Shoopack, Stuart Compton
Associate Art Director
Daniel Lewis
Audio Director
Heather Sowards
Design Director
Rich Waters
Technical Director
Scott Hartsman
Community Manager
Steve Danuser

PRODUCTION LEADS

Lead Artists, Characters
Bill Yeatts, Derek Benson
Lead Sound Designer
Mike Smith
Lead Game Designer
Chris Cao
Lead Mechanics Designer
Joe Russo
Lead Programmer, Client
Richard A. Baker
Lead Programmer, Server
Jonathan L. Davis
Associate Producers
Steve George, Jose Araiza, Oliver J. Smith
Assistant Producer
Glenn Snyder

ART

Artists, World Builders, and Animators
Sarah Bailey, Francesa Castellanos, Matt Chavis, Brad Constantine, Rosie Cosgrove, Diane Covill, Maria Del Casino, Steven Ekholm, Laurie Fuller, Ryan Gibson, Chad Haley, Kacey Helms, Timothy Heydelaar, Patrick Ho, Richard Johnson, Arash Keissami, Steve Kim, Sung Kim, Benjamin Lazzaro, Kevin Lydy, Joseph Marullo, Amanda McCarter, James McClure, Brandan McDonald, Kelsey McNair, Tom Moon, Vu Nguyen, Tim Petty, Hans Piwenitzky, Richard Randolph, Josh Robinson, Evan Sampson, Forrest Shepard, Rich Sjoberg, Nathan Temple, Ivaylo Vaklinov, Daniel Valey, Brad White, Dok Whitson, Edwin Williamson
Additional Art
Christian Akesson, Thad Clevenger, Niraj Desai, James Doyle, Lee Harker, Jeff Jonas, Martin Karlsson, Stone Perales.

Darren Robb, Rick Schmitz, Tom Tobey, Ian Wall, William Wat, Eric Webster, Ryan Zimmerman

AUDIO

Sound Design
Chad Mossholder, Catherine C. Neri
Copy Editor
Joy Kosenski
Voice Integration Specialist
Fryda Wolff
Audio Apprentices
Ryan Bacalski, Juan Cardenas, Chris Johnson, Jesse Knapp, Suzanne Owen, Michael Wagner
Script Writers
Keith Baker, Brian Quinette, Scott Stein, Anne Waltz
Music Composed, Conducted and Orchestrated By
Laura Karpman
Music Performed By
Prague Symphony Orchestra assisted by Adam Klemens
Orchestral Score Recorded and Mixed By
John Timperley
Electronic Score Mixed By
Greg Townley

GAME DESIGN

Design Supervisors
Jason Roberts, Erik Theisz
Game Designers
Jeremy Albert, Ryan Barnard, Paul Carrico, Peter Chang, Tony Garcia, Jeremy Gess, Matthew Higby, Kyle R. Hill, Steven Kramer, E. J. Moreland, Nels Nelson, Stephen M. Pierce, Shawn Pitman, Mario Rizzo, Tracy A. Seamster, Ben Skelly, Jared Sweatt, Jacob Thornley, W. Roger Uzun, Noel Douglas Walling, Thomas Wells, Joel White, Jason A. Zimmerman
Additional Game Design
Bill Coyle, Steve Danuser, Amanda Flock, Jake Sones, William Trost

PROGRAMMING

Programming
John Abad, Paul Balon, Mark H. Cieslar, Todd Fiala, Robert Hanz, Neal Kettler, Robert Mitchell, Douglas (Drew) Powers, Ryan Smith, John Tessin, Robert Trickey, Gordon Wrinn
Additional Programming
Nate Blomberg, Mark Botta, Eric Cosky, Christian Ebbecke, Jim Hicke, Don Neufeld, Jeff Petersen
Support Programming
Jordan Albert, Ben Cole, Chad Folz, Steve George, Graeme Ing

COMMUNITY MANAGEMENT

Community Representatives
Caroline Amiguet, Sherisa Notmeyer, Taskin Sayilir

STUDIO MANAGEMENT

Vice Presidents, Development
John Donham, Rod Humble
Executive Assistant
Fannie Gunton

VOICE-OVER TALENT

Voice Talent
Brad Abrell, Grant Albrecht, Jamie Alcroft, Leigh Allyn Baker, Michelle Arthur, Robin Atkin Downes, Susan Balboni, Nicole Balick, Robert Beckwith, Gregg Berger, Susanne Blakeslee, Steve Blum, Susan Boyd, Amy Brassette, Kimberly Brooks, Julianne Buescher, Scott Bullock, Corey Burton, Joey Camen, TC Carson, Megan Cavanaugh, Larry Cedar, Cam Clarke, Robert Clotworthy, David Cooley, Chris Cox, Stephan Cox, Kat Cressida, Alan Dale, Charles Dennis, Melissa Disney, Sean Donnellan, Christine Dunford, Chris Edgerly, Paul Eiding, Greg Ellis, Gideon Emery, Tom Fahn, Mel Fair, Bill Farmer, Erin Fitzgerald, Quinton Flynn, Nika Futterman, Brian George, David W. Goldstein, Barbara Goodson, Michael Gough, Wayne Grace, Julianne Grossman, Dan Hagan, Heather Halley, Saffron Henderson, Victoria Hoffman, Amber Hood, James Horan, Richard Horvitz, Kim Hoy, Tina Illman, Lara Jill Miller, Bob Joles, Daniel Joseph, Michael Keenan, Jeffery Knight, Wendee Lee, Katie Leigh, David Lodge, Kim Lores, Peter Lurie, Jessica Lynn, Kim Mae Guest, Debi Mae West, Dave Marcus, Susan Marque, Mona Marshall, Vanessa Marshall, Bill Martin, Masasa, Drew Massey, Andi Matheny, Dawn Maxey, Anndi McAfee, Michael McConnohie, Joel McCrary, Pam McCullough, Danica McKellar, Aspen Miller, Jamie Mortarello, Mark Mosley, Julie Nathanson, Darran Norris, Nolan North, Colleen O'Shaughnessey, Jentle Phoenix, Pat Pinney, Renee Raudman, Salli Saffioti, Lloyd Scherr, Liane Schirmer, Charlie Schlatter, Dwight Shultz, Christopher Smith, David Sobolov, Andre Sogliuzzo, Michael Soritch, Kath Soucie, Pete Spunuk, Stephen Stanton, Mindy Sterling, Terrence Stone, Karen Strassman, Kristoffer Tabori, Fred Tatasciore, Courtenay Taylor, James A. Taylor, Paula Tiso, Brenda Varda, Brett Walter, Jim Ward, Audrey Wasilewski, Wil Wheaton, Mae Whitman, Joe Whyte, Adrienne Wilkinson, Wally Wingert, Jim Wise, Dave Wittenberg
Special thanks to:
Heather Graham as Antonia Bayle
Christopher Lee as Lucan D'Lere

CUSTOMER SERVICE AND QUALITY ASSURANCE

Vice President of Customer Service and Quality Assurance
George Scotto
Director of Quality Assurance
Tony Rado
Quality Assurance Manager
Ed Hocking
Quality Assurance Supervisors
Jason Boone, Rob Thompson
Technical Liaison
Jennifer Gerull
Quality Assurance Lead for EverQuest II
David Bryson

Quality Assurance Analysts
Brian Alesna, Athena Anderson, Ben Babeshkin, Marlon Barroquillo, Charles Bryant, Cavan Bunting, Alan Colon, Ed Concepcion, David Counts, Larry Cummings, Patrick Esteves, Matt Gardiner, Steve Gersztyn, Jason Good, Shaun Greenslade, Heather Guthridge, Shad Halsey, Jay Harrison, Rodney Haza, Ellery Jones, James Karras, Caroline Kingwell, Jay Lauterwasser, Chris Maus, Kevin Moyer, David Nichols, Nathan Rickey, Bethany Rockey, Ryan Shwayder, Eric Simpson, Jason Stone, Matt Sullivan, Shea Takacs, Rian Trost, Ryan Wells, Quinn Zimmerman
Compatibility Lab Supervisor
Ryan Antonelli
Compatibility Lab
Gary Binkley, Chris Johnson, Todd Luttmers
Platform Quality Assurance
Carl Flaherty, Emily Smith, Adam Stevens
Executive Director of In-Game Support
D. Scott Mattson
Customer Service Manager
Richard A. Schmelter
Lead GM / Customer Service Supervisor
Joe Paolinelli
Game Masters
Sarah Airington, Ryan Bacalski, Joel Calland, Jesse Knapp, Suzanne Owen
CS/QA Office Manager
Brandie Brody
CS/QA Coordinator
Allison Needham
Training Specialists
Justin Allen, Patrick Horne, Sean Michael, Robert Nelson
Director of Customer Service
Thom Terrazas
Customer Service Manager
Victor Ramirez
Technical Support Supervisors
Gordon Dapkus, Nate Wright
Senior Technical Support Representatives
Dan Clifford, Timothy Zarza
Customer Service Localization Manager
Ima Somers
Customer Service Localization Specialists
Ryan Robinson, Douglas Wright

SALES AND MARKETING

Senior Vice President of Sales
Don Vercelli
Vice President of Marketing
Michael Lustenberger
Director of Public Relations
Chris Kramer
Product Marketing Manager
Laura Naviaux
Public Relations Manager
Sean Kauppinen
Marketing Coordinator
Casey Dickinson
Sales & Marketing Team
Jen Belfield, Christina Greenberg, Kirsten Kinney, Mike Meyer, Brian Patience, Tamara Sanderson, Christopher E. Sturr, Thomas Taylor, Katie Thomas, Lauren Zeiger, Ari Ziegel
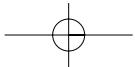
BUSINESS DEVELOPMENT

Business Development
Cindy Armstrong, Louis Figueroa

TECHNICAL OPERATIONS

Executive Director
Michael Bowen
Project Management
Cameron Enfinger, Marie Harrington
Director of Production Systems
Mark Preston
Production Systems Team
David Corning, Bryan Glogowski, Sid Jaffee, Kirk Lightfoot, Kevin Ying
Director of Network Engineering
Dani Roisman
Network Engineering Team
Brett Hawn, Geoff Wade
Director of SOE Security
Bryan Blank
Manager of Office Operations
Jeff Bolaris
Office Operations Team
Lisa Doleshal, Michael Hardman, Jonathan Rad, Domenico Scaduto, Jeremy Siprelle, Loren G. Skeels
Manager of Operations
Jeremy Johnson
Operations Team Leads
Steven Davis, Thomas Delzer, Greg Herzbrun, Rob Matzker, David Prestin
Operations Team
Ben Cole, Eric Flynn, Anthony Gervais, Rob Matzker, Robert Maul, Chris Richard, Roger Sewell, Chris Trichel, Jesus Zarzosa
Manager of Operational Engineering
Wilson Yeung
Operational Engineering Developers
Jordan Albert, Timothy Arland, Chad Folz, Ted Garrington, Dan Gorman, Jeff Jones, Patrick McCuller, David Taylor, Gordon Tetlow, Matthew Reynolds, Casey Winn
Installer
Patrick McCuller, Casey Winn
Launchpad
Dan Gorman

PLATFORM SERVICES

Vice President of Technology
Christopher Yates
Director of Platform Engineering
David Dhunjishaw
Project Management
Bonnie Davison, Wayne Kao, Jenne McPherson
Manager of Application Engineering
Mick Giles
Application Engineering Team
Pierce Courtney, David Keene, Devon Kim, Duy Le, Grant Olson, Jason Parrott, Michael W. Tucker II, John Van Roekel
Manager of Systems Engineering
Thomas Farthing
Systems Engineering Team
Brian Buhr, Ron Grierson, Pablo Herrero, Graeme Ing, Bob Kline, Tavish Margers, Jose Rodriguez, Chris Rosa, Rick Smith

Creative Director, Web Presence
Nathan Pearce
Director of Operations, Web Presence
Greg Short
Project Manager
Steve Fuller
Content Team
Elliot Feldman, Adam Stevens
Web Production Team
Travis Ball, Tim Cox, Nick Davison, Tim Dunn, Monte Greene, Dan Jones, Jacob Robinson, Paul Tighe
Director of Database Services
Deepak Thapliyal
Database Services Team
Natik Ameen, David Green, John McGovern, Archana Pansuria, Taylor Steil, Aaron Valdes, Stefan Ward
Station Store Management
Bonnie Davison

INTERNATIONAL OPERATIONS

Director of International Operations
Matt Sivertson
Localization Managers
David Kim, Stacey Sofia-McDaniel
Technical Lead for International Operations
Bill Mauer
Localization Team
Stacy Griebel, Christopher Lee, Robert McEntee, Jason Polk, Steven Riley

PRODUCT DEVELOPMENT

Director of Technology
Rich Lawrence
Project Management
Mike Gaylord
Senior Editor
Clayton Kroh

LEGAL DEPARTMENT

Executive Director, Legal and Business Affairs
Rick Herman
Staff Counsel
Kelly Conway
Legal Administrator
Kate Estok-Wiesman

EXECUTIVE STAFF —
SONY ONLINE ENTERTAINMENT

Chairman of the Board
Yair Landau
President
John Smedley
Chief Operating Officer
Russell Shanks
Chief Financial Officer
John Needham
Chief Technology Officer
Adam Joffe
Chief Creative Officer
Raph Koster
Senior Vice President of Legal and Business

Affairs
Andy Zaffron
Executive Assistants
Krista Benson, Marsha Gygax, Christine Lena
Very special thanks to the EQLive Team for creating a great franchise and supporting our development efforts throughout the years.

A SPECIAL THANKS FROM
THE EQ II TEAM TO:

Amy, Joseph, Noreen, Steve Albert, Alex, Jesus Araiza Gutierres, Ashley Ayon, Elizabeth Ayon, Karen Ayon, Brandon Bailey, Elaine, J.P., Paul, Patty, Roger, Elizabeth, Robin Black, Evan Blakely, Ian Blakely, Julia Blakely, Robert L. Blakely, Sean Blakely, Deborah Boyer, Jack Brightman, Jason Brightman, Rebecca Brightman, Wendee Brightman, Scot Brocklehurst, Brothers Family Restauraunt, Bonnie Chavis, David Chavis, Vim Chinsomboon, Brennan Cieslar, Brooklynn Cieslar, Jenn Cieslar, Freddy Cooper, Julianne Danuser, Dave, Michelle Davis, Jodie Delvey, Nick Desgrey, Sir Lucan D'Lere, Keri Eckhart, Eddie, Erika, Toni Fenn, Donna C. Fisher, Cheryl Friedlander, Jeff Friedlander, Abel Garcia, Bobby Garcia, Brenda Garcia, Christine Garcia, Christopher Garcia, Danielle Garcia, Danny Garcia, Janie Garcia, Lawrence Garcia, Letty Garcia, Mark Garcia, Monica Garcia, Ricky Garcia, Tina Garcia, Vanessa Garcia, Gary, Dennis Gaudinez, Jennifer Gelle, Marsha Gibson, Janine Gillot, Maria Gordon, William Gordon, Sara Grabinski, Miranda Groomes, Sophia Habl, Adaline Haley, Nisha Haley, Duane Hanson, Christopher Heydelaar, Geena Heydelaar, Sushi Heydelaar, Stina Hill, Travis Hock, Teresa Holmquist, Nicole Huntley, The Ienergizer Team, Jack & Carolyn, Jeri, Barbara Jonas, Barnaby Jones, Sarah Keissami, Sasha Keissami, Cailey Kettler, Christy Kettler, Benny Kim, Young Kim, Clayton Kroh, Nan Law, Christopher Lazzaro, Theresa Lazzaro, Beth Lewis, The Lewis Family, Shawn Lord, Lucas & Logan, Jeffrey Lucas, Cindy MacGibbon, Danielle MacGibbon, Andrea Mann, Mason, Frankie Matos, Chris Mauer, Harmony, Tim Mauer, Tyler Mauer, Christina McClure, Evan McDonald, Heather McDonald, Shealy McDonald, Trevor McDonald, Mike, Milo, Bob Moreland, Carol Moreland, Cindy Moreland, Brad Mossholder, Fred Mossholder, Pat Mossholder, Casey Muratori, Ray Na, Carmen Nasser, Gisele Nelson-Gillot, John Neri, Louise Neri, Andy Padilla, Mark Parkinson, Patty Peters, Lisa Petty, Robert Pfister, Kim Pham, The Pierce Family, Alta Pitman, April Powers, Jacobi Powers, Malibu Powers, Perla Preciado, Brandon Randolph, Emily Randolph, Ian Randolph, Julie Randolph, Max Raney, Victoria Raney, Yvonne Raney, Chris Rappaport, David Rappaport, Michael Rappaport, William Rappaport, Red Bull, Bernardo Rizzo, Jeff Roberts, Leah Ruben, Sam, Sammy, Bryce Sand, Dr. Kate Sand, Robert Seamster Jr., Chris Sequeira, Philip Sequeira, Ashleigh Shoopack, Julie Shoopack, Natasha Shoopack, Nicholas Shoopack, AnnaBelle Sites, Steven Sites, Brett Smith, Jennifer Smith, Michael D. Smith, Michael Sowards, Wayne Sowards, Dawn Spolidoro, Corrie

Spruill, Dan Spruill, Starbucks, Jean Steward, Streamline Technology, Gavin Sullivan, John Sweatt, Sue Sweatt, Shannon G. Templeton, Cheryl Tessin, Nathaniel Tessin, Sally Tessin, Cheryl Theisz, Kristian Theisz, Ronnie Theisz, John Troy, Peter Ume, John Uribe, Ivaylo Vaklinov, Viscous, Elizabeth Waldman, Roger Waldman, Bob Walker, Brendan Walker, Stayce Walker, Mark Wells, Norm Werthmann, Renee Werthmann, Sharon White, Ann Whitson, Evalin Whitson, Nick Whitson, Tom Whitson, Anyce Williams, David Williams, Sylvia Williamson, Mark Zartler, ZB , Edward Zimmerman, Lula Zimmerman, The EverQuest II Beta Testers, the millions of people who've enjoyed EverQuest over the years. We would also like to extend thanks to the staffs at EQ II.com, EQ2 Vault, EQ2 Stratics, EQ2 Fantasy, EQ2 Ogaming and OGR, Kingdoms of Norrath, EQ2 Arena, EQ2 Warcry, Caster University, EQ-Squared, the Druids Grove, EQ2 Traders, the Runes, Graffe's, and the many other fansites that have contributed to the growth of our community.

VENDORS

hOuse of mOves (Los Angeles, CA)

Executive in Charge of Production
Tom Tolles
Executive Producer
Jarrod Phillips
Chief Operating Officer
Matthew Lawrence
Motion Capture Production Manager
Christopher Bellaci
Production Coordinator
Greta Anderson
Technical Director
Garry Gray
Technical Director
Dennis Hauck
Lead Motion Capture Artist
Jennifer Becherer
Senior Motion Capture Artist
Brian Doman
Senior Motion Capture Artist
Josh Ochoa
Motion Capture Artist
Michael Jantz, Steve Olsen, Darin Velarde
Motion Capture Director
Johnny Ravenna
Motion Capture Video Assist
Louis Gonzalez, Bobby Moynahan, Brian Wilson
Stage Manager
Scott Webster
Performers
Michael Chaturancabut, Richard Dorton, Mary Chris Wall

Please remember to review the current terms and conditions of the EverQuest II User Agreement and Software License. Thank you.

EVERQUEST® II USER AGREEMENT AND SOFTWARE LICENSE

THIS AGREEMENT DESCRIBES THE TERMS ON WHICH SONY ONLINE ENTERTAINMENT INC. ("SOE") OFFERS YOU ACCESS TO AN ACCOUNT (THE "ACCOUNT") TO PLAY THE EVERQUEST II FANTASY ONLINE ROLE PLAYING COMPUTER GAME AND ITS EXPANSION PACKS (INDIVIDUALLY AND COLLECTIVELY, THE "GAME"). BY PRESSING THE "I ACCEPT" BUTTON, YOU ACCEPT THE TERMS AND CONDITIONS BELOW. BY PRESSING THE "DECLINE" BUTTON, YOU DECLINE OUR OFFER, IN WHICH CASE YOU SHOULD CONTACT YOUR PLACE OF PURCHASE REGARDING ITS RETURN POLICY FOR THE APPLICABLE PRODUCT. If you have any questions regarding these terms and conditions, please contact customer service at eq2support@soe.sony.com.

1. Accounts are available only to adults or, in their discretion, their minor child. If you are a minor, your parent(s) or guardian(s) must complete the registration process, in which case they will take full responsibility for all obligations under this Agreement. By clicking the "I Accept" button and providing us with a credit card number, you represent that you are an adult and are either accepting this Agreement on behalf of yourself or your child. You may not transfer or share your Account with anyone, except that if you are a parent or guardian, you may permit one child to use the Account instead of you (in which case you may not use that Account). You are liable for all activities conducted through the Account, and parents or guardians are liable for the activities of their child. Corporations and other entities are not eligible to procure Accounts.

2. To play the Game, you must (a) purchase or receive through an SOE-authorized promotional offer (such as an authentic disc bundled with a game magazine) the Game CD-ROM or DVD-ROM (the "CD-ROM") or applicable files which we may make available for direct download, which includes software required for the Game (the "Software"), (b) have a fully paid Account, and (c) have at least the minimum system requirements to operate the Game and an Internet connection (both of which we do not provide) to access your Account. 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, 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, without paying applicable charges. 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. You understand that online games evolve over time and, accordingly, system requirements to play the Game may change over time.

3. We may amend this Agreement at any time in our sole discretion. Amendments shall be notified to you at the time you log into your Account. Such amendments shall be effective whenever we notify you and make the amended terms and conditions 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, in-game communication, live-chat 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 hard drive, please note that by using this feature third parties may be able to access your computer and thus your Account and we will not be liable therefor.

5. We describe our fees and billing procedures at a hotlink located at www.everquest2.com, which are incorporated by reference and are subject to change at any time. All fees are stated in U.S. Dollars unless otherwise specified. All fees are prepaid and non-refundable except as expressly stated in section 6 below. Upon your acceptance of these terms, we have the right to automatically charge your credit card the Account fee plus 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 except as expressly stated in section 6 below.

6. We may terminate this Agreement (including your Software license and your Account) and/or suspend your Account immediately and without notice: (i) if you violate any provision of this Agreement; (ii) if you infringe any third party intellectual property rights; (iii) if we are unable to verify or authenticate any information you provide to us; (iv) 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; or (v) upon any violation of the Station Terms of Service and/or the Game Rules of Conduct – both of which are posted at a hotlink at "http://www.everquest2.com" www.everquest2.com and are subject to change at any time. 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 Account fees.
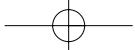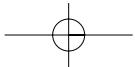
7. Subject to the terms of this Agreement, we hereby grant to you a non-exclusive, non-transferable, revocable license to use the Software solely in connection with playing the Game via an authorized and fully-paid Account. You may not copy (except to make one necessary back-up copy), distribute, sell, 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, digital or electronic materials accompanying the Software unless we expressly permit you to do so in writing, and then only to the extent permitted. You may not reverse engineer, disassemble or decompile the Software, nor permit any third party to do any of the foregoing, except as expressly permitted by any applicable law and then only to the extent permitted. The Software may contain license management software that restricts your use of the Software.

8. We and our suppliers shall retain all rights, title and interest, including, without limitation, ownership of all intellectual property rights relating to or residing in the CD-ROM, the Software and the Game, all copies thereof, and all game character data in connection therewith. You acknowledge and agree that you have not and will not acquire or obtain any intellectual property or other rights, including any right of exploitation, of any kind in or to the CD-ROM, the Software or the Game, including, without limitation, in any artwork, music, character(s), item(s), coin(s) or other material or property, and/or any compilation or copyrightable arrangement of any of the above (collectively, "Rights"), and that all such property, material, items and Rights are exclusively owned by us.

9. You may not use any 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 decrypt or modify any data transmitted between client and server and you may not use, post, host or distribute macros, "bots" or other programs which would allow unattended game play or which otherwise impact game play. 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 account, characters, items, coin or copyrighted material or any other intellectual property owned or controlled by us or our licensors without first obtaining our express written permission.

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, in-game posts and chat, 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, profane, 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 rights of any kind or nature associated with your Content, including, without limitation, all intellectual property rights, and all ancillary and subsidiary rights thereto, in any languages and in any media now known or not currently known.

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 relating to the Game. Furthermore, if you request any technical support, you consent to our remote accessing and review of the computer you load the Software onto for purposes of support and debugging. You agree that we may communicate with you via telephone, 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 "http://www.everquestlive.com" www.everquest2.com, www.station.sony.com, or other SOE web sites if such web sites offer services such as an EverQuest II game themed chat room or other services of interest to you. You are subject to the terms and conditions, privacy customs and policies of SOE 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 and/or Software and ensuring the integrity of the Game, you hereby grant us permission to (i) upload Game-related file information and data 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 us or our agents, you have no expectation of privacy in any such communications and expressly consent to such monitoring of communications you send and receive. You specifically acknowledge and agree that we may transfer Game and your Account information (including your personally identifiable information and personal data) outside the European Union, including transferring your personal data to the United States or other countries. You should be aware that these countries may not have laws to protect your information. We may also share such information with our licensees and agents in connection with the Game.

13. WE PROVIDE THE CD-ROM, THE SOFTWARE, THE ACCOUNT, THE GAME AND ALL OTHER SERVICES "AS IS", AND THE EXPRESS TERMS OF THIS AGREEMENT ARE IN LIEU OF ALL WARRANTIES, CONDITIONS, UNDERTAKINGS, TERMS AND OBLIGATIONS IMPLIED BY STATUTE, COMMON LAW, TRADE USAGE, COURSE OF DEALING OR OTHERWISE ALL OF WHICH ARE HEREBY EXCLUDED TO THE FULLEST EXTENT PERMITTED BY LAW. WE AND OUR SUPPLIERS EXPRESSLY DISCLAIM ALL WARRANTIES OR CONDITIONS OF ANY KIND, EXPRESS, IMPLIED OR STATUTORY, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF TITLE, NONINFRINGEMENT, MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. Without limiting the foregoing, we do not ensure continuous, error-free, secure or virus-free operation of the CD-ROM, the Software, the Game, your Account or continued operation or availability of any given server.

We are not liable for any delay or failure to perform resulting from any causes beyond our reasonable control. Further, we cannot and do not promise or ensure that you will be able to access your Account whenever you want, and there may be extended periods of time when you cannot access your Account. You assume the entire risk as to the results and performance of the Software and the Game in connection with your hardware and software, and you assume the entire cost of all servicing, repair and/or correction of your hardware and software.

14. EXCEPT FOR LIABILITY ARISING OUT OF DEATH OR PERSONAL INJURY CAUSED BY OUR NEGLIGENCE OR FRAUD, IN NO EVENT SHALL WE, OUR PARENT, OUR LICENSORS, OUR AFFILIATES OR OUR SUPPLIERS, AND EACH OF OUR AND THEIR RESPECTIVE OFFICERS, DIRECTORS, EMPLOYEES AND AGENTS, BE LIABLE TO YOU FOR ANY LOST PROFITS OR SPECIAL, INCIDENTAL, INDIRECT OR CONSEQUENTIAL DAMAGES (HOWEVER ARISING, INCLUDING NEGLIGENCE) ARISING OUT OF OR IN CONNECTION WITH THE POSSESSION, USE, OR MALFUNCTION OF THE SOFTWARE, YOUR ACCOUNT, THE GAME, OR THIS AGREEMENT, INCLUDING, WITHOUT LIMITATION, DAMAGE TO PROPERTY, EVEN IF WE, OUR LICENSORS AND EACH OF OUR RESPECTIVE AFFILIATES, OFFICERS, DIRECTORS, EMPLOYEES AND AGENTS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. THE MAXIMUM LIABILITY OF SOE, OUR LICENSORS OR ANY OF OUR OR THEIR RESPECTIVE PARENT OR AFFILIATED COMPANIES TO YOU IN CONTRACT, TORT (INCLUDING NEGLIGENCE), STATUTORY DUTY OR COLLATERALLY OR OTHERWISE ARISING OUT OF OR IN CONNECTION WITH THIS AGREEMENTIS LIMITED TO $100, OR THE SUBSCRIPTION SUMS PAID BY YOU TO US TO PLAY THE GAME THROUGH YOUR ACCOUNT IN RESPECT OF ANY TWELVE MONTH PERIOD, WHICHEVER IS GREATER. NOTHING HEREIN SHALL PRECLUDE SOE AND/OR ITS LICENSORS FROM SEEKING ANY INJUNCTIVE RELIEF. Some states do not allow the foregoing limitations of liability, so they may not apply to you.

15. You shall comply with all applicable laws regarding your use of the Software, the CD-ROM, 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.

16. This Agreement shall be governed by and construed in accordance with English law and both parties submit to the exclusive jurisdiction of the English courts. 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 out the entire understanding and agreement between us and you and supersedes all prior agreements, understandings, arrangements (whether oral or written) with respect to the subject matter hereof. Both parties acknowledge that they have entered into this Agreement in reliance only on the representations, warranties and promises specifically contained or incorporated in this Agreement and, save as expressly set out in this Agreement, neither party shall have liability in respect of any other representation, warranty or promise made prior to the date of this Agreement unless it was made fraudulently. Except as provided herein, this Agreement may not be amended except in a writing signed by both parties.

17. All services hereunder are offered by Sony Online Entertainment Inc., located at 8928 Terman Court, San Diego, California 92121, USA. Our phone number is +1 858 537-0898. Current rates for using the Game may be obtained from a hotlink at www.everquest2.com, and such rates are subject to change at any time.

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, USA or by telephone at +1 800 952-5210.

Parental control protections (such as computer hardware, software, or filtering services) are commercially available that may assist you in limiting access to material that is harmful to minors. If you are interested in learning about these protections, information is available at http://www.worldvillage.com/wv/school/html/control.htm or other similar sites providing information on such protections.

**Choose your side,
sharpen your weapons,
and embark on your journey
with the power of an
Intel® Pentium® 4 Processor
with HT Technology.***

**Runs
great
on**

NOTES

WARRANTY

Ubisoft offers a Technical Support service which details are indicated in the text of the manual relative to Technical Support.

When you (the "User") contact Technical Support, please be as specific as you can be about the problem you are experiencing and have the below details available:

• The name of the manufacturer of your computer system
• The brand and speed of the processor
• How much RAM you have
• The version number of windows you are using (if you aren't sure, right-click on the my computer icon on your desktop and select 'properties')
• The manufacturer name and model number of your video card, modem, and sound card.

Ubisoft guarantees to the original buyer of the multimedia product that the compact disc (CD) supplied with this multimedia product shall not show any fault during a normal-use period of one hundred and eighty (180) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product by registered letter to: Technical Support together with this manual and your registration card if you have not already sent it to us. Please state your full name and address (including postcode), as well as the date and location of purchase. You may also exchange the multimedia product at the place of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Ubisoft will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

The User recognises expressly that he uses the multimedia product at his own risk.
The multimedia product is provided as is, without any warranty other than what is laid down above. The User is responsible for any costs of repairing and/or correcting the multimedia product.
To the extent of what is laid down by law, Ubisoft rejects any warranty relating to the market value of the multimedia product, the User's satisfaction or its capacity to perform a specific use.
The User is responsible for all risks connected with lost profit, lost data, errors and lost business or other information as a result of owning or using the multimedia product.
As some legislations do not allow for the aforementioned warranty limitation, it is possible that it does not apply to the User.

OWNERSHIP

The User recognises that all of the rights associated with this multimedia product and its components, its manual and packaging, as well as the rights relating to the trademark, royalties and copyrights, are the property of Ubisoft and Ubisoft's licensors, and are protected by French regulations or other laws, treaties and international agreements concerning intellectual property. Documentation should not be copied, reproduced, translated or transferred, in whole or in part and in whatever form, without prior written agreement of Ubisoft.