

# SUPPORT AND CREDITS

## *Need Help?*

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There may be times during play where you find yourself in need of some help, whether it comes in the form of information, assistance, or the occasional divine intervention. During these times, your best bet is to turn to *EverQuest's* battalion of Game Masters.

GMs are not there to help you if you become lost, to resurrect your character if you die, or to provide any sort of special favors. The purpose of the Game Masters is to make sure that everyone playing has an enjoyable experience without the hindrance of unforeseen problems. Some GMs will have greater or lesser powers, depending upon their status within the game and may have to refer your problem to someone higher up.

## *Contacting a Game Master*

To seek help, type /petition, followed by a brief message.

Since thousands of players may be online at the same time, GMs may be swamped responding to other players' calls. Your petition is received and noted as soon as you send it, and a GM will help you as soon as he or she can. This may take a few moments, so please be patient. Do not send repeated petitions, as you may anger the gods.

When you are contacted, explain your situation. The GM will ask for more information if necessary. You can help the GM by conducting yourself in a calm, rational manner and by editing your problem down to the relevant details. Be patient and your problems will be solved if they fall within the rules of the game.

## *Special Game Master Commands (" / ")*

/petition

Speak to a Game Master.

/who gm all

View list of all Game Masters who are currently in the game.

## Obtaining Technical Support

Due to variations in today's hardware and software, please check the following before you attempt to contact Customer Service:

- ◆ Your computer meets or exceeds the *EverQuest* **System Requirements** (or [www.everquest.com](http://www.everquest.com)).
- ◆ You've installed the proper version of *DirectX* and all hardware drivers (such as sound/video cards).
- ◆ You're using supported sound and video cards (see **System Requirements** or [www.everquest.com](http://www.everquest.com)).
- ◆ You're properly connected to the Internet through your Internet Service Provider.

### E-MAIL

You may contact Verant Interactive regarding technical support by e-mailing Verant Technical Support at **EQMAIL@station.sony.com**. For billing or account problems, e-mail the Station Customer Service Department at **account@station.sony.com**. A technical support representative will respond to your question as quickly as possible, however, response times may vary depending on the volume of e-mails received by the Customer Service department.

### TELEPHONE

For technical problems, contact EverQuest Technical Support at **(858) 537-0898**, Monday - Friday from 8:30am to 5:30pm PT (11:30am to 8:30pm ET), except holidays.

### STANDARD MAIL

**SOE/Verant Interactive**  
Attn: EverQuest Technical Support  
8928 Terman Court  
San Diego, CA 92121

## Game Help

The following web sites have a broad collection of official game information:

<http://www.eqhq.com>

<http://www.station.sony.com/everquest/>

Support and  
Credits

## Game Credits

### EverQuest: The Scars of Velious

EverQuest designed by Brad McQuaid, Steve Clover, Bill Trost, and the EverQuest Team

**Executive Producer**  
Brad McQuaid

**Producer**  
Jeff Butler

**Associate Producer**  
Gordon Wirin

**Programmers**  
Steve Clover, Roy Eltham, Todd Schmidt, and Roger Uzun

**Additional Programmers**  
Milo D. Cooper, Jason Polk, and Nathan Hill (Creative Labs)

**Art Director**  
Rosie Cosgrove

**Lead Artist**  
Scott McDaniel

**Lead Character Artist**  
Rick Schmitz

**Indoor Zone Team Lead**  
Vu Nguyen

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**Additional Artists**  
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**Lead Game Designer**  
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John Capozzi, Lynn Carrick, Bill Coyle, Dan Enright, Bill Fisher, Javier Jimenez, Lawrence Poe, Jason Polk, Tyler Sargent, and Eugene Wells

**Additional Game Designers**  
Marlon Barroquillo, Steve Burke, Jeremy Ellis, Joe Russo, Kayvan Simantob, Oliver Smith, and Thomas Wells

**Sound and Music**  
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**Community Relations**  
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**QA Manager**  
Jose Araiza

**Lead Tester**  
Ester Ann Sauter

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**Director of Operations**  
Adam Joffe

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Michelle Butler

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**Game Masters**  
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The EverQuest team would like to thank (in no particular order):  
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## **EverQuest: The Ruins of Kunark**

EverQuest designed by Brad McQuaid, Steve Clover, Bill Trost, and the EverQuest Team

### **Producers**

Brad McQuaid & Andrew Sites

### **Assistant Producer**

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Meridian 59, Asheron's Call, all the great MUDs out  
there, the EverQuest Guides, the EverQuest guilds,  
the EverQuest fan sites (that don't post spoilers),  
the EverQuest beta testers, and of course all the  
EverQuest fans out there for the unwavering support  
that began over a year before release and continues  
onward, and the countless others whom we've  
unintentionally forgotten yet have contributed  
nonetheless.

## **SONY ONLINE ENTERTAINMENT CREDITS**

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## ORIGINAL EVERQUEST CREDITS

**EverQuest designed by**  
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**P.R. & Promotions**  
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 Torrie Warren, Thomas Wells, Nathan Wilson

**Intro FMV Graphics**  
 Vision Scape Imaging

**Intro FMV Music**  
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 Conducted by Harvey Sollberger  
 Performed by the La Jolla Symphony Orchestra  
 Recorded at Warren Studios, UCSD  
 Recording engineered by Josef Kucera

**The EverQuest team would like to thank**  
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 Wilson Lee, Jim Dobson, Adam McMahon,  
 Kevin Lydy, Rich Sjöberg, Chris 'Ozymandius'  
 Pinckard, Pam Pinckard, Gordon Wrinn, Karla  
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 Buckmaster, Josh Olson, Brian Weikert, Kris and Susan  
 Jones, Alan VanCouvering, Tyler Sargent, Brandon  
 Justice, Tanok the Troll, B.J. Derose, Leo Leontides,  
 Tawn Kramer, Richard Garriot, Rich Vogel,  
 JRR Tolkien, CS Lewis, Robert Jordan,  
 Roger Zelazny, David Eddings, Terry Goodkind,  
 M:TG, AD&D, all the great MUDs out there,  
 (especially Sojourn), 3DFX, EQVault,  
 EQ Express and all the other EQ fan sites,  
 #everquest people, the EverQuest Guides,  
 the EverQuest guilds, the EverQuest beta testers  
 and of course all the EverQuest fans out there  
 for the unwavering support that began over a  
 year before release and continues onward,  
 and the countless others whom we've unintentionally  
 forgotten yet have contributed nonetheless.