

EVERQUEST

DRAGONS OF NORRATH

M A N U A L



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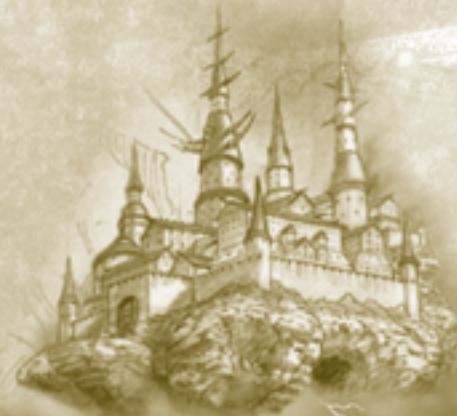
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Introduction

The Dragons of Norrath are angry. The meddling and arrogant beings of Norrath have stumbled upon the ancient nesting grounds of dragonkind in the fiery land of Lavastorm, and now the curious, the greedy, and the power hungry converge on the sacred grounds where mortals were never meant to tread.

But something is happening within the ancestral nests of dragonkind, and the consequences of the intrusion could imperil all of Norrath, good and evil, dragon and mortal alike...



Features

New Guild Features

Dragons of Norrath adds several new features for guilds and their members, as well as those seeking to join a guild.

Guild Membership Tools

Guilds seeking members and prospective guild applicants can connect more easily with one another using new search tools. Located on the Plane of Knowledge in the Guild Lobby, posting boards will allow you to search effectively:

Looking for Guild Tool: If you're looking for a guild to join, you can advertise yourself to guilds seeking new members. List your important character details and talents, from basics such as class and level, to your usual play time zone (EST, PST, GMT, etc.).



Looking for Players Tool: Your guild can post openings in membership to attract new recruits. Specify the class or classes you need, player level range, the minimum AA points a player should have, and the time zone the player is in. You may also include comments further defining what your guild is looking for in prospective applicants.



Search Guilds: You can search among the guilds which have posted openings in their membership using this tool. Submit your level, class, and AA count to return a list of guilds that are seeking new members that fit these criteria.



Search Players: You can search for players seeking to join a guild who have posted their interest in the "Looking for Guild" tool. Refine your search by specifying the class or classes you need, player level range, the minimum AA points a player should have, and the time zone the player is in to return a list of candidates that fit your criteria.



Corpse Summoning Altar

Located in the guild lobby on the Plane of Knowledge, these altars and the attending Priests of Luclin can assist you with recovery from a disaster by summoning all your corpses en masse from the world.

To summon corpses, the priest requires an appropriate soulstone that can be purchased from the Disciple of Luclin, located in the same area. There are several levels of soulstone available, and each has a corresponding level of player corpses up to which it can summon:

- Minor Soulstone - Summons player corpses up to level 20
- Lesser Soulstone - Summons player corpses up to level 30
- Soulstone - Summons player corpses up to level 40
- Greater Soulstone - Summons player corpses up to level 50
- Faceted Soulstone - Summons player corpses up to level 55
- Pristine Soulstone - Summons any level player corpse

Give the soulstone to the Priest of Luclin to have all your corpses in the world summoned immediately before you.

Note: Corpses summoned this way will deteriorate at an accelerated rate, so loot them quickly. Otherwise, they will decay but will be retrievable in Shadowrest as normal.

Guildhalls

All guilds will have a meeting place from which to plan and prepare for raids, and recuperate after adventuring. Individual guildhalls are accessible from the guild lobby, located on the Plane of Knowledge.

Guildhalls provide many benefits to guild members. These include:

Guild Bank: Guild members now have access to storage for items. The bank is located in the guildhall itself with 200 slots for storage, and 20 slots for deposits. The guild leader has access to all areas of the guild bank, and may designate other members to have access as well by using the Guild Management Tool and selecting the "Banker" checkbox next their names. Any guild member, however, may view all contents of the guild bank.

Right-click on the guild bank NPC to open the bank window.



There are several vaults in the guild bank offering different levels of access to guild members:

Public Vault: This is an area where items may be withdrawn by any member of the guild, regardless of guild banker status. Guild bankers can place items in the public slots to make them available to all members. A banker may also flag items to be withdrawn only by those members that can use them.

Personal Vault: This area holds items designated for a specific guild member only. Items placed in this vault may only be withdrawn by the character designated by the vault. This allows bankers to transfer items to a particular member without that member being online at the same time.

Guild Storage Vault: This is the main storage of the guild. Only guild bankers may add or remove items from this area.

Any guild member may deposit items into the guild bank by dragging-and-dropping them into the Deposit area of the guild bank. All deposits are logged with the name of the person making the deposit. Once deposited, an item may only be moved or withdrawn by a designated guild banker.

All items in the guild bank, except for stackable items, will have the name of the depositor associated with them.

Buff Timer Suspension: While inside your guildhall, all beneficial spell effects will cease to decay.

Regeneration Area: Within each guildhall is an area where members of the guild can gather and have their health and mana regeneration dramatically increased, shortening downtime.

Guild Stone: A guild stone allows you to teleport to specific locations in the world from your guildhall. Within your guildhall is a gnome merchant near a teleportation pad. Purchase from him a stone appropriate to the location you wish to go to. Hand the stone back to the gnome merchant to attune the teleporter to your selected destination, and then enter the teleportation area. A confirmation box will appear asking if you wish to travel to your selected destination. Left-click "Yes" to teleport.

The teleporter will remain attuned to the location set by the stone until the zone instance goes down or a different stone is handed to the gnome merchant (re-attuning it to the new location).

Guild Portal: Your guild will have access to a guild portal, a transportation device that can teleport you to specific locations in the world from your guild hall.

The gnome attendant sells a variety of focus items for destinations in the world. Purchase the appropriate focus item and give it to the gnome. Then, step onto the crystal platform. A confirmation box will appear; left-click "Yes" to be whisked away to your chosen destination.

Tradeskill Objects: Guildhalls have workstations for easy access by guild members.

New World Maps

New interactive color maps of the world have been added to improve navigation through the world. Change from a full world view, to a regional view, to zone views by left-clicking on areas of the map. The map will also allow you to locate group members or friends from your friends list.

Press the [Backspace] key to bring up the in game atlas system. At the top of the window are tabs for quickly moving from the atlas view (world and regional views) to the current zone map.

Zoom in on labeled regions on the atlas map by left-clicking the region name.



Potion Belt

The potion belt allows you to place certain items such as potions or throwing axes flagged as usable in the potion belt into a set of special slots. These potions or items may then be activated for use, and the potion belt will automatically draw from anywhere in your inventory the item to use. So no matter if your potions are scattered throughout your bags and backpacks, the potion belt will help you use them quickly and easily.

Open the potion belt by pressing the [Shift] + [P] keys. Place potions into the belt by left-clicking one in your inventory, and then left-clicking to place it in the Potion Belt slot.

To use potions through the Potion Belt, right-click on the potion. Alternately, you may use the `/potionbelt activate` command.

You can remove potions from the Potion Belt by using the `/potionbelt delete <slot number>` command, or by dragging a new potion over the potion you want to remove.



Bandolier

The bandolier feature allows your character to quickly change weapon sets. For example, you can establish a set of gear for ranged attacks, such as a bow and arrows, in your bandolier and quickly switch between it and melee gear as needed.

To open the bandolier window, press the [B] key.

To create a new weapon set, equip the weapons you want to use in the set. Open the bandolier window and click the Add button. You will be prompted to name the set. On the left side of the bandolier window are four slots corresponding to your Primary, Secondary, Range, and Ammo slots. These are just representations of the items you want to swap in this weapon set; the actual items are still in your inventory.

To switch to a weapon set you've created in your bandolier, highlight the name of the set in the center box and left-click the Activate but-



ton. You may also create a hot button by left-clicking the Hot Button button and placing the icon attached to your mouse pointer into your hot button window by left-clicking in an open slot. You can then press the corresponding number key to quickly swap to this assigned weapon set. Alternately, you may use the `/bandolier activate` command.

By selecting the "Auto Swap" checkbox, your weapon sets will automatically be swapped when you highlight a weapon set from the list.

Equipment switched out for a new weapon set will be placed into open slots in your inventory automatically.

You can clear a weapon set by selecting the name in the center of the window and left-clicking the Delete button.

Barter System

If you're looking for specific items, you may now barter for them. In the Plane of Knowledge is the Barter Hall where you can set up your character to buy specific items by offering items and/or coin for them. The barter system works somewhat like a reverse bazaar. Others can see what you're in the market for, and if they have it, transact with your character.

Creating Buy Lines

To set your character up as a buyer, use the `/buyer` command to bring up the Barter Buyer Window.

Through this you can establish your Buy Lines-the items you're looking to buy.

Find the item you're looking for by entering the name or partial name in the Search field in the lower left of the window and left-clicking the Search button. A list of item's matching your search will appear in the left box of the window. Highlight the item you are seeking by left-clicking on it.



Next, determine what you will offer for the item. In the center of the Barter Buyer Window you will see items from your inventory that you can barter with. Left-click an item you want to offer in trade to highlight it, and then click the Add but-

ton. The item (or stack of items) will be moved to the Compensation box immediately below it. You may add up to 10 items to the Compensation box. To offer coins as compensation, left-click the denomination (platinum, gold, etc.) and enter the amount you wish to offer.

Finally, specify the quantity of the item you are seeking by entering the number in the "Qty" field below the Compensation box. This is how many of this Buy Line you are willing to pay for. NOTE: Your character will offer the entire contents of your Compensation list for each item sold to your character, up to the quantity you entered.

You cannot specify as compensation items that are NODROP or ATTUNED. Containers must be empty and items with charges must be fully charged to be offered.

You may enter the text displayed to prospective customers when they right-click you in the "Welcome Text" field.

Left-click the Create Buy button when you are satisfied with what you are offering as compensation. The new Buy Line will appear in the right "Buy Lines" box of the window. An "X" will appear next to the Buy Line when it is active. If you no longer have the compensation available for the item, it will cease to be active.

You must be standing on a buyer platform to start bartering. These are located within the Barter Hall. When in position, left-click the Start Barter button to enter buyer mode and submit your Buy Lines to the server. While in buyer mode you may modify Buy Lines and move around the barter area; however, if you move outside of the barter area, you will leave buyer mode.

Modifying Buy Lines

To change an established Buy Line, left-click on it to select it. The compensation you established will appear in the Compensation area where it can be modified. Left-click the Modify button to make the change (no changes will occur until this button is clicked).

Selling in the Barter Hall

When you want to sell an item quickly without setting yourself up as a seller in the Bazaar, the Barter Hall is the place to go. First, open the Barter Window using the /barter command.

In the bottom left-hand side of the window is a search field. Enter the name or partial name of the item you are looking to sell. On the left-hand side of the window is a list of items in your inventory. Select an item you wish to sell and the name will automatically populate in the Search field below. Left-click the Search button and any current matching Buy Lines will appear in the Matching Buyers box to the right.

You will see the item name, buyer name, quantity to be bought, and any coin compensation. Items offered as compensation will appear in the box below this one when a Buy Line is selected in the search results.

The Hide Buyers button will hide all characters who are buyers in the Barter Hall, except for the buyer of the Buy Line you have highlighted.



As the seller, you may do any of the following:

- * Highlight an item offered in the Item Compensation window and left-click the View Item button to examine that item.
- * Highlight a Buy Line and left-click the Find Buyer button to get a glowing trail that will lead you to the buyer.
- * Right-click on a Buy Line to immediately face the direction of the buyer.
- * Sort the buyers list by left-clicking on any of the column headers.

When you have located the buyer of the item you wish to sell, right-click on him or her. This will bring up a merchant window. Highlight the item from the buyer's list and left-click the Sell button to complete the transaction.

New Spells

Dragons of Norrath adds new spells for players. There are also new special spells and abilities that can be obtained through quests.

Bard

Song of the Storm (Level 61)

Storm Blade (Level 69)

Imbues weapons of the all bard's group members with the power of storms, providing a chance to strike their enemies with electrical energy during combat.

Beastlord

Crowl of the Leopard (Level 61)

Crowl of the Panther (Level 69)

Imbues the beastlord and his warder with feral savagery, increasing melee damage and maximum hit points, while regenerating its wounds.

Berserker

Destroyer's Volley (Level 69)

Rage Volley (Level 61)

Launches a volley of axes at the berserker's target.

Cleric

Ward of Vengeance (Level 61)

Ward of Retribution (Level 69)

Envelopes the cleric in vindictive energy. The ward will periodically damage creatures that attack the cleric.

Druid

Serpent Vines (Level 61)

Mire Thorns (Level 69)

Causes entangling vines to slither out of the ground and entangle the druid's target, slowing their movement rate.

Enchanter

Rune of Scale (Level 61)

Rune of Rikkukin (Level 69)

Swathes all members of the enchanters group in a protective, damage absorbing rune.

Magician

Lava Orb (Level 61)

Molten Orb (Level 69)

Summons a magical orb of molten lava that the magician can use to launch streams of fire at enemies.

Monk

Leopard Claw (Level 61)

Dragon Fang (Level 69)

Infuses the monks fists with energy, allowing the next attack to cause magical damage to the target.

Necromancer

Dark Orb (Level 61)

Shadow Orb (Level 69)

Steals the target enemy's life force, sealing it in a shadowy orb. The captured energy can then be used to heal a companion.

Paladin

Guard of Humility (Combat Ability - Level 61)

Guard of Righteousness (Combat Ability - Level 69)

Shields the paladin from attacks, reducing the damage taken from melee attacks for a short time.

Ranger

Earthen Embrace (Level 61)

Earthen Shackles (Level 69)

Encases the target enemy in living earth, slowing its movement rate.

Rogue

Rogue's Ploy (Level 61)

Assassin's Feint (Level 69)

Attacks the opponent's eyes, causing them to briefly lose track of their enemies.

Shadowknight

Soul Guard (Combat Ability - Level 61)

Soul Shield (Combat Ability - Level 69)

Envelops the shadowknight in a protective shield that reduces the damage taken from melee attacks for a short time.

Shaman

Spirit of the Leopard (Level 61)

Spirit of the Panther (Level 69)

Fills the target with the spirit of the panther, granting a chance to deliver a savage claw attack against enemies during combat.

Warrior

Whirlwind Blade (Combat Ability - Level 61)

Cyclone Blade (Combat Ability - Level 69)

Allows the Warrior to execute a whirling attack with his weapon, striking all nearby enemies and causing extreme hatred towards the warrior.

Wizard

Claw of Frost (Level 61)

Claw of Vox (Level 69)

A powerful cold attack that makes efficient use of the wizard's mana.

Exploring Dragons of Norrath

The discovery of the dragons' nesting grounds has attracted a host of Norrathians. Some have arrived to explore, some to exploit, but none are prepared for the fury they are poised to unleash on the world.

In the scorched land of Lavastorm, three camps have been established to penetrate the secrets the lie within the uncovered nest. Each has tasks it needs completed to push further into nest, and each has very different motivations. You may choose which to aid.

The Camps

The Dark Reign

Lanys T'Vyl, the repudiated child of Innoruuk the god of hate, seeks vengeance against the enemies responsible for her downfall, especially the chosen of Tunare,

Firiona Vie. But her thirst for dominance knows no bounds. After years of torture in the realm of her father since her disgrace, she has gathered her followers and builds a new army-The Dark Reign--setting her sights much higher than the mere destruction of her enemies. Lanys believes the ancient nest of the dragons holds the power she can use to depose her father and claim his mantle to rule all!

Norrath's Keepers

Firiona Vie has returned to stand against the spreading evil. Having recently recovered her precious staff, the Lifeguide, and with the balance between good and evil now threatened, she has pledged to restore it and oppose Lanys T'Vyl by gathering the forces known as Norrath's Keepers. Norrath's Keepers seek to explore the nest to determine if it poses a threat to Norrath. Distrust of the dragons is high, and though she is hesitant, if it is found that this place is indeed a danger to the balance, Firiona has vowed to destroy it if necessary.

Wayfarers Brotherhood

Though Taelosia still occupies the Wayfarers Brotherhood, Morden Rasp keeps a careful eye on the growing strife between good and evil on Norrath. This latest news from Lavastorm, however, has piqued his interest enough for him to dispatch a contingent of his Wayfarers to the area. If there is profit to be made in this situation, all the better to continue funding the Wayfarers' work in Taelosia. The Wayfarers' camp stands between the two opposing sides of good and evil, where profit is highest. They offer tasks that can improve player faction with either of the other two camps.

Dragons of Norrath has several instanced zones that are accessible through tasks accepted from these camps. Some of these zones are reached only after completing a series of tasks. As you gain favor with a particular camp, tasks of greater importance will be assigned to you, bringing you ever closer to the hidden truth of what has happened in the dragons' nest.

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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 (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 an Internet connection (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.

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

4. Upon registration, you must select a password. You may not disclose your password to any third party. We never ask you for your password by telephone or email, and you should not disclose it this way if someone asks you to do so. Although we may offer a feature that allows you to "save" or "remember" your password on your hard drive, please note that by using this feature third parties may be able to access your computer and thus your Account.

5. We describe our fees and billing procedures at a hotlink located at www.everquestlive.com, which are incorporated by reference. All fees are stated in U.S. Dollars unless otherwise specified. All fees are prepaid and non-refundable. Upon your acceptance of these terms, we have the right to automatically charge your credit card the Account fee plus any applicable taxes we are required to collect, and you authorize us to do so. Thereafter, each time your Account comes up for renewal, we have the right to charge your credit card the then-current renewal rate plus any applicable taxes we are required to collect, and you authorize us to

do so. If we are unable to process your credit card at a renewal period, your Account may be immediately terminated. If we make a Game Card available and you use a Game Card to pay for your Account, the Game Card shall activate your Account for the period stated on the Game Card and, thereafter, you will either need to provide a valid credit card (in which case your credit card will subsequently be charged as referenced above) or purchase another Game Card for subsequent subscription periods, or your Account will be closed. You may terminate your Account at any time through the Account registration process. If you terminate your Account during your initial free period, if any, your account will be closed at the end of the free period and you will not be billed. If you terminate your Account during any subscription cycle, your Account will be closed at the end of the then-current cycle and you will not be billed again unless you affirmatively reopen the Account. We do not give full or partial refunds for subscription periods that you have purchased.

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

7. Subject to the terms of this Agreement, we hereby grant to you a non-exclusive, non-transferable, revocable license to use the Software solely in connection with playing the Game via an authorized and fully-paid Account. You may not copy (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 materials accompanying the Software. You may not reverse engineer, disassemble or decompile the Software except to the extent that this restriction is expressly prohibited by applicable law. The Software may contain license management software that restricts your use of the Software.

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 character(s), item(s), coin(s) or other material or property, and that all such property, material and items are exclusively owned by us.

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

10. To obtain an Account, you will be required to choose both a login name and a player name. While you are encouraged to use a pseudonym, especially if you are a minor, you may not pick a name that violates

anyone's trademarks, publicity rights or other proprietary rights.

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

12. We cannot ensure that your private communications and other personally identifiable information will not be disclosed to third parties. For example, we may be forced to disclose information to the government or third parties under certain circumstances, or third parties may unlawfully intercept or access transmissions or private communications. Additionally, we can (and you authorize us to) disclose any information about you to private entities, law enforcement or other government officials as we, in our sole discretion, believe necessary or appropriate to investigate or resolve possible problems or inquiries. Furthermore, if you request any technical support, you consent to our remote accessing and review of the computer you load the Software onto for purposes of support and debugging. You agree that we may communicate with you via email and any similar technology for any purpose relating to the Game, the Software and any services or software which may in the future be provided by us or on our behalf. You may choose to visit www.everquestlive.com or www.station.sony.com, SOE's web sites ("The Station") if such web sites offer services such as an EverQuest 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, you hereby grant us permission to (i) upload Game file information from the Game directory and (ii) download Game files to you. You acknowledge and agree that we may transfer Game and your Account information (including your personally identifiable information and personal data) to the United States or other countries or may 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." 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, NON-INFRINGEMENT, 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. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights which vary from state to state.

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.

14. IN NO EVENT SHALL WE, OUR PARENT, OUR AFFILIATES OR OUR SUPPLIERS BE LIABLE TO YOU OR TO ANY THIRD PARTY 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, THE SOFTWARE OR THIS AGREEMENT. OUR LIABILITY TO YOU OR ANY THIRD PARTIES IS LIMITED TO \$100. 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, 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 is governed in all respects by the laws of the State of California as such laws are applied to agreements entered into and to be performed entirely within California between California residents. The UN Convention on Contracts for the International Sale of Goods is expressly disclaimed. Both parties submit to personal jurisdiction in California and further agree that any cause of action relating to this Agreement shall be brought in the County of San Diego, State of California (if under State law) or the Southern District of California (if under federal law). If any provision of this Agreement is held to be invalid or unenforceable, such provision shall be struck and the remaining provisions shall be enforced. Our failure to act with respect to a breach by you or others does not waive our right to act with respect to subsequent or similar breaches. You may not assign or transfer this Agreement or your rights hereunder, and any attempt to the contrary is void. This Agreement sets forth the entire understanding and agreement between us and you with respect to the subject matter hereof. Except as provided herein, this Agreement may not be amended except in a writing signed by both parties.

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

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

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.

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