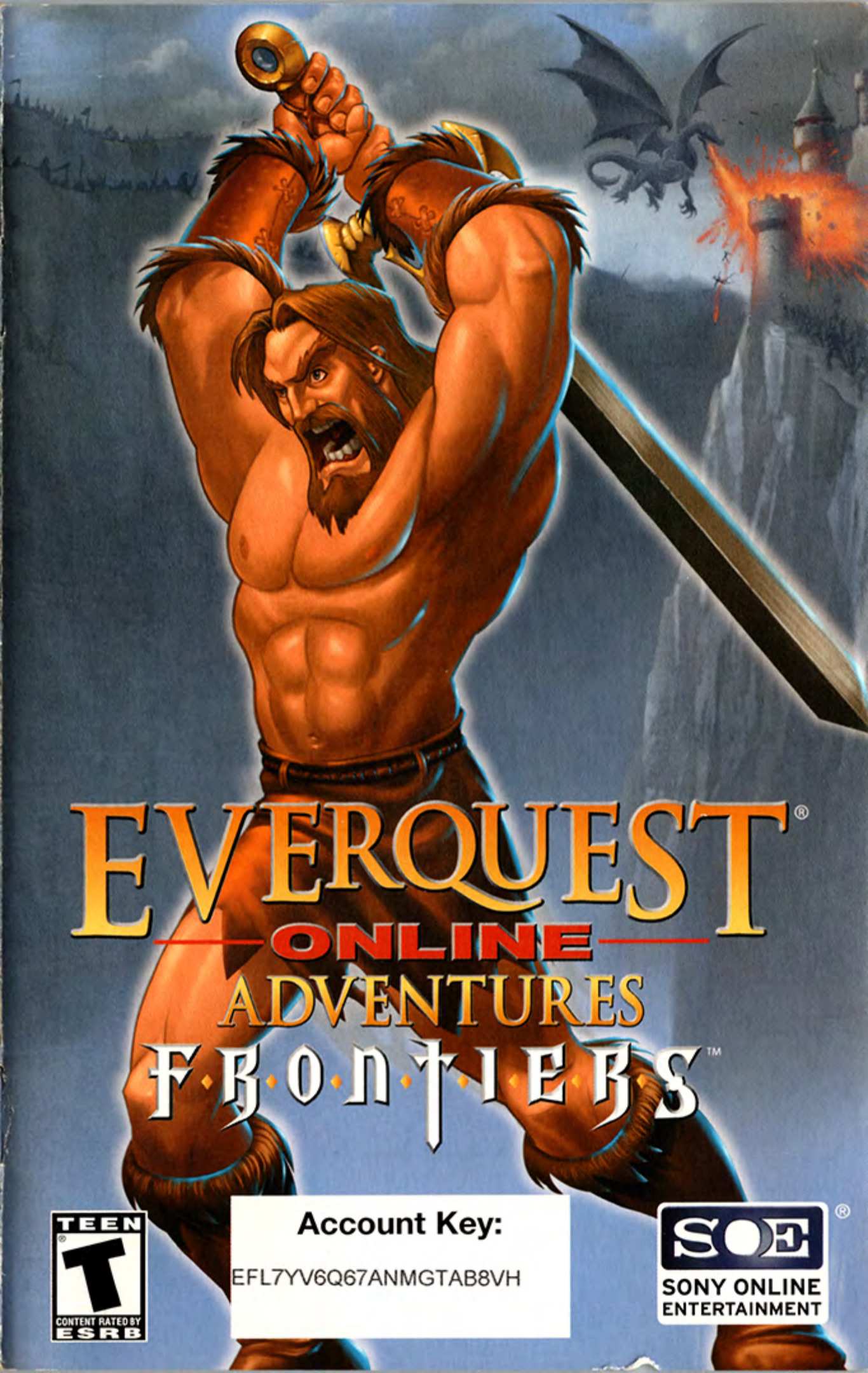


The background of the cover features a muscular, orange-skinned warrior with a beard and long hair, wearing a loincloth and arm bands. He is holding a large sword and a golden ring. In the background, a dragon flies over a castle on a cliff, with a tower on fire.

EVERQUEST[®]

— **ONLINE** —

ADVENTURES

F·R·O·N·T·I·E·R·S[™]



Account Key:

EFL7YV6Q67ANMGTAB8VH



the World of NORRATH

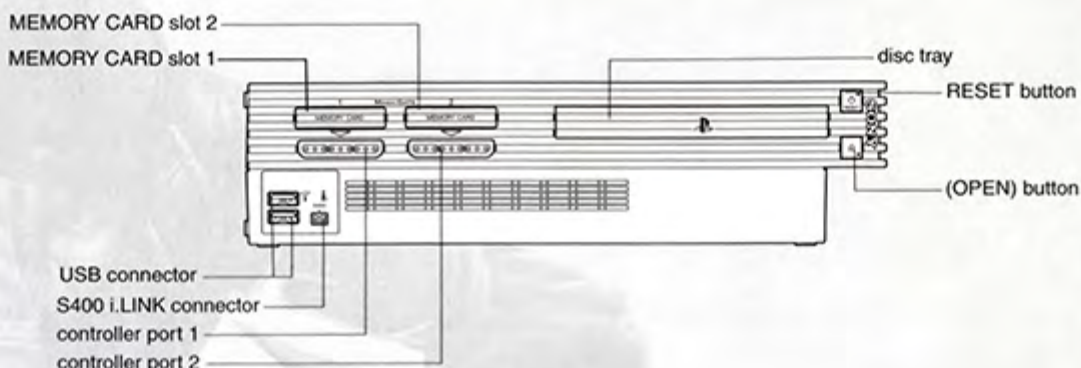


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Getting Started

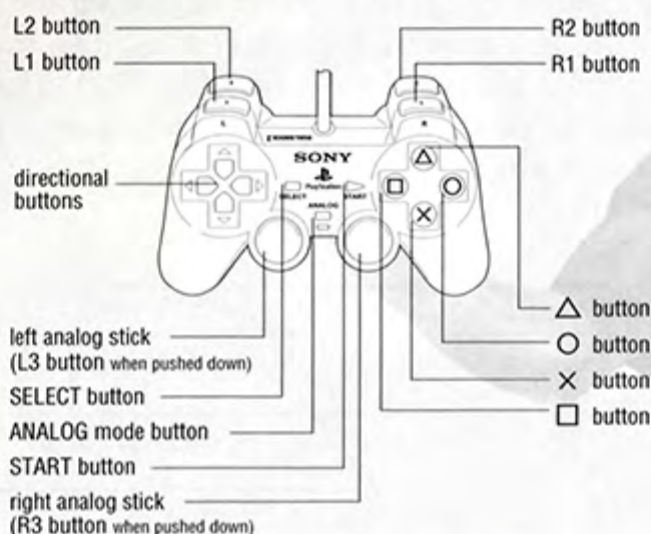


Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the open button and the disc tray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

EverQuest Online Adventures: Frontiers requires the use of a memory card (8MB)(for PlayStation®2) with at least 3 MB of free memory space to download game updates. If you do not have 3 MB of free memory space a display screen will relay this information to you. If you wish to edit your memory card (8MB)(for PlayStation®2) use the Browser by removing the EverQuest Online Adventures: Frontiers disc and restarting your PlayStation®2 computer entertainment system. This MEMORY CARD (8MB)(for PlayStation®2) must be located in memory card slot 1.

Controls

DUALSHOCK®2 analog controller configurations



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

Virtual Keyboard Controls

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

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

Communicating With a USB Keyboard

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

Getting Into The Game

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

Network Settings

EverQuest Online Adventures: Frontiers is compatible with network configuration files from other PlayStation®2 online games. If you don't have a network configuration file on your memory card (8MB) (for PlayStation®2), you may use the network adaptor start-up disc to create new configuration files. You may also use the network feature in EverQuest Online Adventures: Frontiers to make a new configuration file.



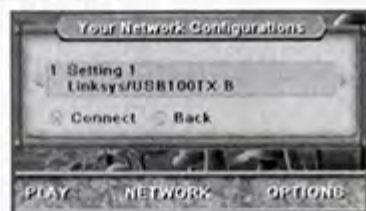
You will need to know the specific information to connect to your Internet Service Provider (ISP), such as your user ID and password if applicable. You may want to have the documentation from your Internet service provider handy when you begin.

To set up your Internet connection, select Network from the opening menu. This will open up the Network Settings Main Menu. Select Add Setting to create a new network setting. Follow the instructions and enter the information requested. When you are done, you will be able to connect your PlayStation®2 computer entertainment system to the EverQuest Online Adventures: Frontiers game servers and adventure with other players in the lands of Tunaria. The information for your ISP will be saved on your memory card (8MB) (for PlayStation®2).

Play Online

Select **PLAY** from the opening menu. You will be prompted to select from a list of available network configuration files. Refer to the Network Settings portion of this software manual if you don't have a network configuration file. Press left or right on the directional button to cycle through the available network configuration files. Press the X button to connect to the Internet with your current network configuration file.

Updating – When your Internet connection has been established, EverQuest Online Adventures: Frontiers will automatically check for updates. Choose **Play** when the update process is complete to begin playing the game. A memory card (8MB)(for PlayStation®2) is required to complete the update process. You may be required to restart your PlayStation®2 system to complete the update process.



EverQuest Online Adventures: Frontiers to Go

Please be aware that the network configuration settings saved on your memory card (8MB)(for PlayStation®2) are specific to the PlayStation®2 computer entertainment system on which they were created. If you want to play EverQuest Online Adventures: Frontiers on a different PlayStation®2 system using your memory card (8MB)(for PlayStation®2) (e.g., at your friend's house) you will need to recreate two files on that memory card (8MB)(for PlayStation®2): 1) the network configuration file, and 2) the EverQuest Online Adventures: Frontiers save game file.

Note that this will not affect your character profiles.

Getting Into the Game - Account setup

Important note for current EverQuest Online Adventures players! If you have an EverQuest Online Adventures account, you do not need to make a new username or account. At the Login screen, enter your username and password. You will be prompted to enter the Frontiers account key that is printed on the front of this software manual. After entering a valid Frontiers account key, you will be able to play EverQuest Online Adventures: Frontiers! Your account's billing status will not be changed.

Login screen - Once you have reached the login screen you will need to enter a username and password.

1. Your username and password are how we identify you and the account you wish to access. If you do not have a username and password, you may create one by using the "Create Username" option.



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

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

3. Once you have successfully created a Username and password, you may use the "Log In" option to continue.

Account Key - The first time you play EverQuest Online Adventures: Frontiers, you will need to authenticate your account by entering your account key. Your account key is located on the software manual cover.

It may also be possible to rent EverQuest Online Adventures: Frontiers. With the rental you will receive a rental key. This code will function as your account key.

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

Be sure to enter the account key exactly as it appears.

Billing - EverQuest Online Adventures: Frontiers requires a monthly fee to play.

After submitting your account key, please select a billing method. If you are paying with a credit card, please choose the credit card billing



option. You will be prompted for the name on the credit card, billing address for the credit card holder, the credit card type (Visa, MasterCard, etc.), the credit card number, and its expiration date.

If you are paying with a Game Card, please choose the Game Card billing option. You will then be asked to enter your Game Card number.

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

1. Change Password - This allows you to reset your password. Enter your current password, your new password, then reenter the new password for verification.

2. Update Billing Info - Here you may change your billing information or change your method of payment. Choose the payment option you would like to update or begin using, either credit card or Game Card. You will then need to enter the appropriate information (see Billing above).

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

4. Cancel Account - This allows you to cancel your EverQuest Online Adventures: Frontiers account.

Customer Support

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

If you find that you need assistance for in-game issues, press the START button to access the main menu and then select the support option to request help.

World Server Selection

Once you have logged into the EverQuest Online Adventures: Frontiers service, you will need to decide which of the EverQuest Online Adventures: Frontiers world servers you would like to play on. Each server is a virtual world. The characters you create in your chosen world will live and grow there. You will make friends, and their characters will become powerful adventurers in their own right. Once you create a character on your chosen world server, it will remain

on its home server and cannot travel to different servers. If you wish to play with your friends, it is important that you all choose the same server to play on. Also, remember which server your character is on so that you can locate it later--each character you create exists only on the server where it was created.

All world servers are created equal, and only the community of players present on each will differentiate them.

Character Creation

In EverQuest Online Adventures: Frontiers you will take on the role of a fantasy character living in Norrath, a magical world full of mythical creatures. To begin, you must first create a character. You get to choose the race, class and gender of your character, as well as decide how your character will appear in-game.

Look over the options listed below to learn more about each of the races and classes available.

Races

The races of Norrath are diverse and range from the diminutive but clever gnomes of Klick'Anon to the large and fierce trolls from the swamps of Grobb. Each race has their strong points and weaknesses, plus a varied selection of classes you may choose from.

Ogres: Ogres are a large and powerful race. Aggressive and warlike, they never hesitate to attack those who stand against them. The classes available to ogres are warrior, shaman, shadowknight, and necromancer.

Barbarians: These are the hardy Northmen from which the humans originated. The barbarians lead a rigorous lifestyle, making them nothing less than the fierce, steely warriors that legend portrays them as. The classes available to barbarians are rogue, shaman, and warrior.

Dark Elves: The dark elves are unrivaled in their cunning, wit, and malevolent drive to fulfill their unquenchable desire for personal power. The classes available to dark elves are alchemist, cleric, enchanter, magician, necromancer, rogue, shadowknight, warrior, and wizard.

Dwarves: Dwarves are a stout and hardy race whose temperament is jovial, though they can be stubborn and unforgiving when crossed. The classes available to dwarves are cleric, paladin, rogue, and warrior.

Elves: The elves of Tunaria are intelligent, wise, and charismatic beings that hold the delicate balance of the natural world as sacred above all things. The classes available to elves are alchemist, bard, cleric, druid, enchanter, magician, paladin, ranger, rogue, and wizard.

Erudites: Erudites, otherwise known as the High Men, are unmatched in their affinity and mastery of the arcane sciences. The classes available to erudites are alchemist, cleric, enchanter, magician, necromancer, paladin, shadowknight, and wizard.

Gnomes: The gnomes of Klick'Anon are a carefree race. They are unrivaled masters of ingenious design and creativity. The classes available to gnomes are alchemist, cleric, enchanter, magician, necromancer, rogue, warrior, and wizard.

Halflings: Agile and fleet of foot, halflings are a friendly, lighthearted race that has an oftentimes dangerous thirst for mischief and adventure. The classes available to halflings are cleric, druid, rogue, and warrior.

Humans of the East: Humans of the east tend to be drawn to the paths of the shadow, often binding themselves to the dark arts. The classes available to eastern humans are alchemist, bard, cleric, enchanter, magician, necromancer, rogue, shadowknight, warrior, and wizard.

Humans of the West: Humans of the west are the most versatile of the races in their innate knowledge of magic, faith, and the sword. The classes available to western humans are alchemist, bard, cleric, druid, enchanter, magician, monk, paladin, ranger, rogue, warrior, and wizard.

Trolls: Trolls are vile creatures ruled by feral and vicious instinct, making them the wholly unpredictable and savagely cruel predators of Norrath's swamps. The classes available to Trolls are shadowknight, shaman, and warrior.

Class

A character's class is akin to his or her profession. The skills your character can learn will be determined by the class you choose.

Alchemist: Alchemists are an eccentric and inventive lot. They emerge from their laboratories with powerful and explosive potions.

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

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

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

Enchanter: Scholars of magic, enchanters focus on imbuing both objects and creatures with arcane properties. They are also adept at influencing the minds of others and even outrightly dominating the wills of others.

Magician: The masters of conjuration draw on the four primal elements of Norrath and have no peers when it comes to the summoning of powerful servants and allies.

Monk: Monks are dedicated to the discipline and unification of mind, body, and spirit. Through their great focus, they are able to use their bodies a lethal weapons.

Necromancer: Necromancers are the masters of the life force, controlling and animating their undead minions with siphoned off and corrupted life energy.

Paladin: Paladins are holy knights that fervently uphold the purest of righteous virtues and crusade to vanquish the corrupting darkness in Norrath.

Ranger: These soldiers of the wilderness are unique experts with the bow and are unrivaled in their keen perceptions. They wield natural magics similar to those of the druids.

Rogue: The dextrous rogues live in the shadows, using cunning and stealth to accomplish their goals.

Shadowknight: These dark, callous, and malevolent knights passionately wield their evil blades in the service of the cruelest and wickedest of the gods.

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

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

Wizard: Wizards are arcane masters with unparalleled ability to tap into and wield the mightiest of offensive magics.

Characters may be male or female. There are no penalties or rewards for choosing one over the other, so pick whichever you prefer.

Attributes

Each character has seven attributes which define their effectiveness in both physical and mental endeavors. As these numbers increase, your character's performance will improve.

Each class has two primary attributes. Primary attributes will flash while you are assigning training and bonus points during the game. However, you may find many reasons to increase other attributes of your character. Each attribute is described below.

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

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

Agility - Agility defines the character's quickness and footwork. Agility affects your character's defensive ability in combat.

Dexterity - This represents your character's hand-eye coordination.

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

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

Intelligence - This represents your character's intellect and problem-solving ability. Intelligence will factor into how likely you are to execute a special effect granted by certain spells in the game. An additional 1% is added for every 10 points of intelligence to the base chance for a special effect to occur.

Charisma - This is your character's physical beauty and personal charm. Charisma is useful when using certain spell effects (such as a charm spell). Healing spells also receive a bonus based on your character's charisma. Depending on your class, two of these attributes are influential in the amount of Power your character possesses.

Power - This is the amount of energy your character has available to perform abilities. It is derived from your character's two primary attributes.



Playing The Game



- | | |
|----------------------------|---|
| [1] Compass | [8] Status effects |
| [2] Hit Point gauge | [9] Group information |
| [3] Power gauge | [10] Alert Status Effects/
Experience Debt |
| [4] Experience gauges | [11] Ability list/tool belt |
| [5] Target reticule | [12] Chat window |
| [6] Target information bar | |
| [7] Disposition indicator | |

[1] **Compass** - The compass shows you which direction you are facing. The positions of group members are displayed as dots on the edge of your compass.

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

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

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

[5] Target reticule - The target reticule is the colored circle that surrounds your target. Many of your actions will be directed at your current target including spells and attacks. Press the R1 button to cycle through available targets. You can also press and hold L1 or R1 button to manually select a target. Use the right analog stick to select targets with the reticule. Release L1 or R1 button when you have selected your target.

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

Green = Very weak (will not yield experience)

Light Blue = Weak

Dark Blue = Weaker than your character, but dangerous

White = About the same level as your character

Yellow = More powerful than your character and very dangerous

Red = Deadly



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

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

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

Red = Ready to attack (angry face)

White = Neutral (mild face)

Blue = Friendly (happy face)



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

[9] Group Information - The status of your group members and pets is displayed in this area. You can see the name of the group member or pet, their health status, and any effects on them, such as poison or



disease. If you can't see a group member's health bar, that means he or she is very far away from you. Press the L1 button to target members of your group.

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



• **Poison**



• **Disease**

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

• **Experience debt** - Your character has some experience debt to pay off. Other Alert Status effects will be made known only to you.



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



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

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

[12] Chat window - The chat window pops up to display commentary from other characters as well as messages from the game. Text will disappear from the window after a while. If no new text appears, the window itself will disappear. Keep your eyes open for important messages from other players here. If you miss a message, press and hold the R2 button and use the directional button to scroll through your old messages.

Main Menu

You can access the main menu by pressing the START button at any time during gameplay. Use the directional button to navigate up or down through the main menu options on the left side of the screen (see below for sub menu options). Press the X button to select a sub-menu.

You can also see some information about your character on the right side of the screen when you access the main menu.



- **Community** - Guild, Group, Buddy list, Chat Modes, Message, Mail, Trade, Privacy, Customize, Show Shouts, Ignore, Who and Hide Shouts (see page 24).
- **Character** - This is where you can allocate training points as you increase in level. You can also view all your Faction standings here.
- **Inventory** - Magic items, Equipment, Tradeskills, and Misc.
- **Ability** - This is where your spells and abilities will be once you have "used" them in your inventory.
- **Tradeskills** - View your recipe book, or experiment with Trade Skill items.
- **Auction** - Search for items, watch your current bids or check up on your auctions.

- **Class Mastery** - Browse current class masteries and purchase new masteries.
- **Pet** - Commands include passive, defensive, neutral, aggressive, and dismiss, attack, and back off.
- **Quest** - This is a log of incomplete quests.
- **Support** - Allows you to submit a service request to our customer service department
- **Options** - Change camera, control, audio, and other options. Select Save Changes to apply the changes and exit the Options menu.
- **Quit** - Exit the game

Chat

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

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

Tell - A "tell" is a message sent directly to the character you choose. Only the intended recipient will see the message. You can send a "tell" to anyone on your server, no matter where they are in Tunaria.

Reply - This timesaving feature sends a "tell" reply to the last person to send you a "tell" message.

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

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

Navigation

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

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

Follow camera - Pushing the left analog stick up or down moves your character forward or backward. Pushing the left analog stick to the left or right will slide or strafe your character in that direction. Moving the right analog stick left or right turns your character left or right. Push up or down on the right analog stick to tilt the camera.

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

Combat

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

Each hit with a weapon will reduce the target's hit points. Your target will die when it runs out of hit points. It is important to note that different types of attacks affect some creatures in a variety of ways. For example, some creatures have natural protection against blunt weapons, while others are more resistant to blades.

- **Auto attack** - Auto-attack will allow you to focus on special abilities and communication while your character continues to fight an enemy. You can enable auto-attack mode from the Options menu. When auto-attack is enabled, simply press the X button while standing near an enemy and your character will begin to attack it. Press the X button again to stop attacking.



Protect Yourself!

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

You may find items and spells to protect you from magical damage as well. How well you resist magical damage is based on your resistances. There are six kinds of magical damage resistance: fire, ice, lightning, arcane, poison, and disease.

Using abilities in combat

Abilities can also be used during combat. Target the enemy or friend (depending on the type of ability you are using), then push the ● button to activate the ability.

Looting

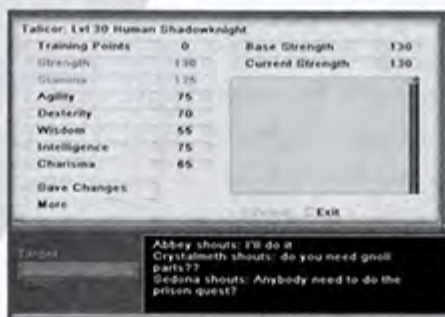
Once you defeat an NPC in combat you should take a moment and see if they carry any valuables. To loot a defeated opponent, target the opponent and use the X button. This will bring up a list of the items on the enemy, if any. Use the directional button to scroll up and down, target the item you wish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

Characters And Character Advancement

Experience

As your character adventures, he or she learns from experiences. Characters earn experience in two ways: defeating monsters and completing quests. Once a character earns a certain amount of experience, a level is gained. As a character increases in level, he or she becomes more powerful, gaining more hit points, more power, and access to better abilities.

Your character will also earn training points as he or she gains experience points. You can use training points to increase your character's attributes. You will see a message when your character earns training points. Your character can achieve a maximum level of 60 in EverQuest Online Adventures: Frontiers.



Class Mastery

You can create powerful and unique characters by purchasing Class Masteries. Masteries are purchased with mastery points, which are earned through combat and quests. Before you can earn mastery points, you must designate a portion of your earned experience points to be converted to mastery points. To do so, select the Class Mastery menu option and press the ■ button. This will adjust the percentage of experience points that will be converted to class mastery points from the experience you earn. You may adjust this percentage at any time.

You may view lists of masteries that you own and that you can purchase in the Class Mastery menu. You may have to unlock a mastery before you can purchase it. To unlock a mastery, you must meet the mastery requirements, which can be seen by inspecting it. If the mastery is unlocked, press the X button to inspect it. To buy a mastery, inspect it and press the X button again to buy it.

You cannot have more than 1500 points total invested in masteries. If you would like to change your choices in masteries, you may get rid of any of your masteries. This is done by inspecting the mastery and choosing the remove option. Note: One does not regain mastery points spent on that mastery. The points must be earned again.

Hit Points And Power

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

Power represents your character's magical strength and is displayed in the blue gauge in the upper left corner of the screen. A character must expend power to fuel most abilities. Each time you use an ability that requires power, your power points will be reduced. Your character will regain hit points and power over time, so it may be a good idea to rest for a moment after a particularly difficult battle. Food and drink can help with the regeneration of hit points and power. Healing abilities can also restore lost hit points.



Abilities

The ability book is accessed from the Main Menu. All of the abilities that your character has ever learned are available in the book. The abilities that your character can memorize are on the left side of the screen, and the list on the right side of the screen shows all of the memorized abilities.



Abilities are sorted by level, and you can search through the level ranges by pressing left or right on the directional button.

Abilities are skills or magical powers that your character can use while adventuring. Characters "use" abilities from scrolls. Abilities can be purchased from merchants or earned through quests. Most abilities are restricted; you may need to be of a certain class, race and/or level to use them. Make sure to inspect any ability scrolls that you plan to buy to be sure that your character can use it before handing your Tunar coins to the vendor!

Use ability scrolls to add them to your ability book. The scroll vanishes once it is used. In order to perform an ability, you must memorize it first. You can memorize any ability in your ability book. To memorize an ability, select it from the list, push the X button, and choose Memorize from the menu. Next, choose one of the memorized ability slots on the right and place the ability in that slot by pushing the X button. Once you have memorized the ability, you will be able to use it from the ability list. If you select an ability in your book, you will be able to see its attributes. There are seven aspects for each ability: Scope, Cast, Recast, Power, EquipReq, Level and Range.

Scope - This tells you what the valid targets of the ability are. For example, if it says "TARJET" then the ability affects whatever you have targeted at the time you use it. If it says "SELF" the ability will only affect you. If it is a "GROUP" scope then it will only affect members of your group. Spells can also be listed as "PET" and will only affect your pet.

Cast - This is the time before the ability takes effect after activated.

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

Power - This indicates the amount of power that this ability will consume when used.

EquipReq - If there is an item type here, then your character must possess that item to use the ability. If a weapon is indicated, that weapon must be equipped for the ability to be used.

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

Range - This indicates the range of the ability.

Fishing

You can catch valuable food and items while fishing at the edge of a stream, lake or ocean. Try fishing in different areas to discover different items.

- **Fishing rods:** You'll need to buy a rod in order to go fishing. You can buy a rod from NPC merchants in towns and villages throughout the world. When you equip a rod, the fishing ability will be added to your ability list. Face a body of water and use this ability to cast your line.
- **Bait:** You will also need bait in order to go fishing. Equip the bait that you would like to use before you go fishing.

Death

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

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

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



Inventory

Everything that your character carries is kept in his or her inventory. Your inventory is divided into four categories:

- **Magic** - Scrolls, magical food, gems and other enchanted items.
- **Equipment** - Anything that your character can wear. Items in your inventory that are highlighted in green are equipped and in use by your character. Items that are highlighted in dark grey can not be used by your character because of race, class, or level restrictions.
- **Miscellaneous** - Assorted items that cannot be used for specific purposes but may have value or significance in a quest.
- **Tradeskills** - These items are used as components in the Tradeskill system.



Tunar

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

Equipment And Items

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

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

Equipment such as clothing, armor and weapons may be worn or carried. Obviously you can't carry two swords in the same hand. When you equip an item that goes into a location where you already have an item, the item you are currently using is replaced by the new item, and the old item is placed into your inventory.

Equipment Locations

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

Item Damage

Your character's armor, weapons, clothing, and jewelry will wear down with use. When you inspect an equipment item you will see a listing for the HP (Hit Points) of the item. The number before the slash is the item's current hit points; the number after the slash is its maximum hit points. Items never actually break. **If an item's hit points get low enough, it will become ineffective.** If you see an equipment icon with an X on it in your inventory, the item needs to be repaired.

Most cities have blacksmiths that can repair your equipment for a fee. It is a good idea to check your weapons and armor for damage and have them repaired at regular intervals.

Quests

The folk of Tunaria have busy and dangerous lives they lead. Often they find themselves in need of a little assistance. They may ask you to do something for them (or, for yourself). Press the ■ button when you have a NPC targeted to see if it has any quests. Completing quests will earn experience for your character, and sometimes the person you help out will offer some Tunar or even an item. Completing quests may even raise your faction with the person or group that gave you the quest.



The Quest Log will help you keep track of the tasks you have undertaken. You can refer to it at any time to jog your memory. If you delete a quest log, you will need to start that quest over from the beginning in order to complete it. Deleting a quest log is also the only way to restart a quest.

Factions

There are many competing factions in Tunaria. Dark elves fight humans, humans fight ogres, and nobody really understands what dwarves want. Each of these groups has their own list of friends and allies as well as enemies. These are called factions.

When you create your character, his or her relationship with the

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

When your faction standing changes, you will see a message in your chat window. The message will tell you which faction changed and how much. If the number is negative then the faction likes you less. If it is positive, they like you more.

Socializing

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

Community

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

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

Guild - The guild menu helps you organize and communicate with your guildmates. You can get a list of your guild members, send messages to the guild, invite new guild members (if you are the guild leader or an officer), and show or hide guild chat. Creating a guild requires a group of four people and 5,000 Tunar. Once the necessary requirements have been met, simply access the community menu / guild menu to create the guild.

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

Buddy List - This feature is a great way to keep in contact with

friends. Simply target the person you wish to put on your buddy list and choose Invite. If they accept, you will be able to use the buddy list to find out when they are online or send messages or mail (push the X button with a list member selected).

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

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

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

Check your mail inbox for new messages frequently.

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

- **Ignore** - Adding people to your ignore list will block any messages that they send, including "tells," as well as publicly broadcast messages such as "shout" or "say." You can add/remove players from your ignore list whenever you like.

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

Pets

Some characters can have pets. Pets can take many forms, such as elementals that obey the will of the summoning magician, or creatures that are temporarily charmed by an enchanter. If your character has a pet, that pet's information will be added to your group list. You can target your pet by tapping the L1 button. If you have your pet targeted you can discover some information about your pet by holding down the ■ button.

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

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

Defensive - Pet will only attack if you or the pet are attacked and will remain close to you (20 meters), even if it is in combat.

Neutral - Pet will attack if you or the pet are attacked, or if you attack or cast a harmful spell on a target. Pet will travel (up to 20 meters) if it is in combat.

Aggressive - Pet will act as if neutral, but will travel up to 30 meters in order to attack.

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

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

Non-Player Characters (NPCs) & Objects

In EverQuest Online Adventures: Frontiers you are playing a game with other real players. However, there are also many characters in Tunaria that are not controlled by real people. These characters are run by the game and are called non-player characters (or NPCs). Many of these non-player characters have quests that they need you to perform for them. Others, like those listed below, can provide services for you.

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

Spiritmasters - Spiritmasters have learned to link the spirit to the land. They can bind your character to the land that you are standing on, making it the place where you are reborn if you die. There are

many Spiritmasters in Tunaria, and most cities have several. It might be a good idea to visit a Spiritmaster and ask them to bind you if you are exploring far from the place of your last binding point.

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

Bankers - Most cities have a bank. A banker can store your items and Tunar in their vaults for safekeeping. Your character has one bank account, and can access that bank account from any banker in any city. If you want to sell an item through an auction, you'll need to place it in the bank first. You'll need to visit the bank to pick up items that you have won in auctions as well.

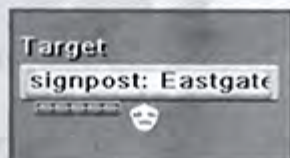
Blacksmiths - These stalwart individuals can repair your worn items. They charge a small fee to do this for you, but it is certainly cheaper than purchasing a new weapon when the old one gets too worn out.

There are also a few objects in Tunaria that you should be aware of.

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

Treasure chests - You may discover treasure chests during your adventures. You can target them using the R1 button and attempt to open them.

Tradeskills - Your characters can create powerful items using Tradeskills. Each tradeskill requires you to equip a specific type of tool. Better tools will allow you to create more powerful items. The EQUIP TYPE of the tool will tell you which tradeskill it can be used with. Success with tradeskills is determined by your trade level. As you successfully create items, you will increase your trade level with a specific skill. Visit the Tradeskill menu to use your Tradeskills.



- Experiment: Select components to combine. When you successfully create an item, you can add it to your recipe book.



- **Recipe book:** View the recipes that you have learned. Select a recipe to make that item. If you have the required components in your inventory, you can attempt to create it.

Quitting The Game

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

Saving The Game

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

Options

The Options Menu is available through the Main Menu. To save your new option settings, make changes and then back out to the Options Menu using the **▲** button. Select "Save Changes" and press the **X** button to confirm your options. The Options Menu contains the following choices:

Game:

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

Interface:

- Auto Attack (on/off)
- 3rd Person Camera (Tether/Follow)
- Camera Pitch Axis (Normal/Inverted)
- Soft Keyboard (Standard/Compact)
- Vibration (on/off)

Sound:

- Battle Music (songs 1-8), Random or None
- FX Volume
- Music Volume
- Sound Output (Stereo/Mono)

Save Changes

Other Commands

Alarm:

The alarm feature can help you to track your time in the game. Type /alarm in a chat dialogue to prompt the alarm dialogue. You may enter time as minutes or hours. Times should be entered according to the following example:

HH:MM (H = Hours, M = Minutes)

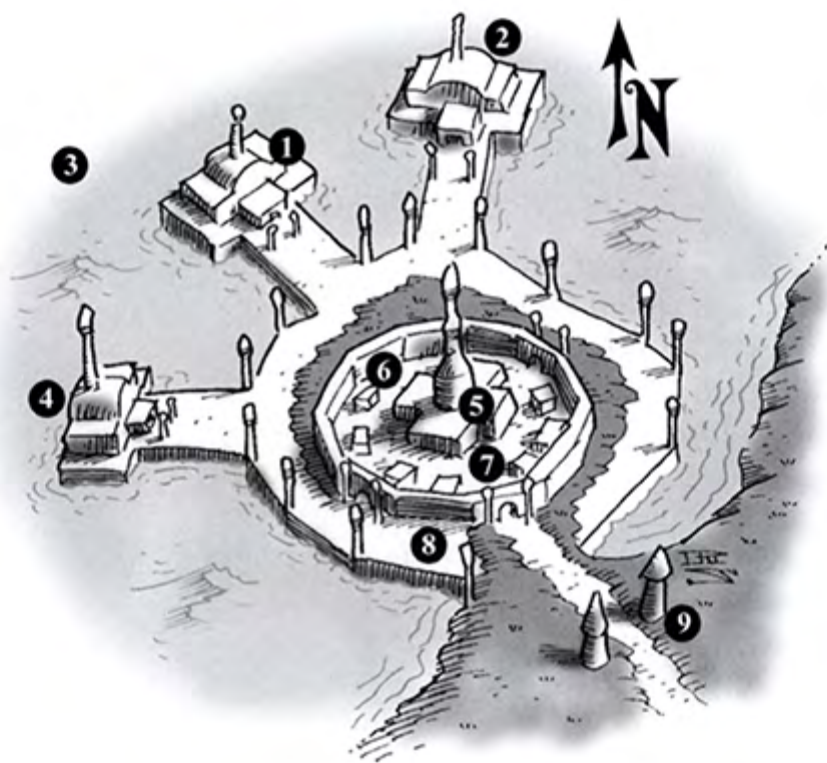
Time of Day:

Type /time in a chat dialogue to display the current time from your PlayStation®2 computer entertainment system.



Cities

Fayspire

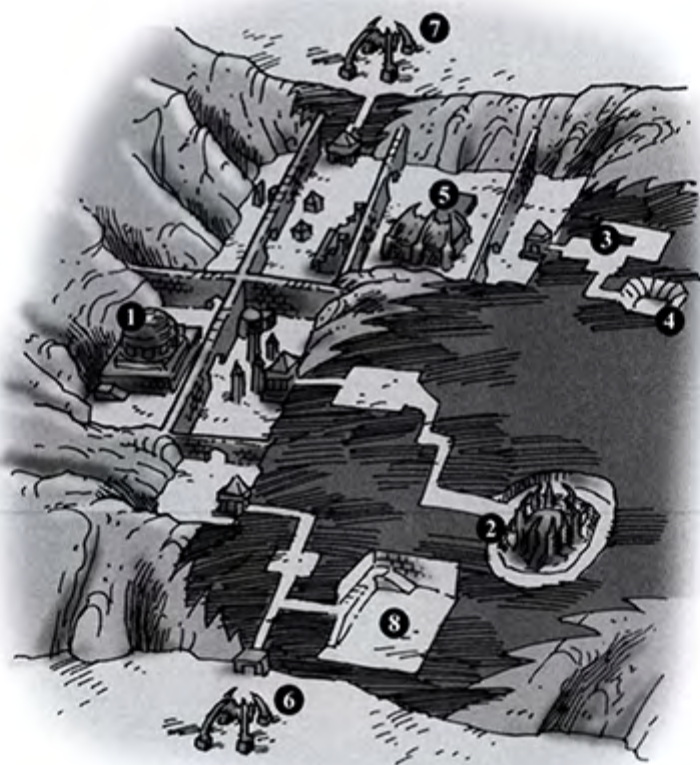


1. Keep of the Paragon
2. Church of Tunare
3. Winter's Deep Lake
4. College of High Magic
5. The Fayspire

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



The City of **Orsk**

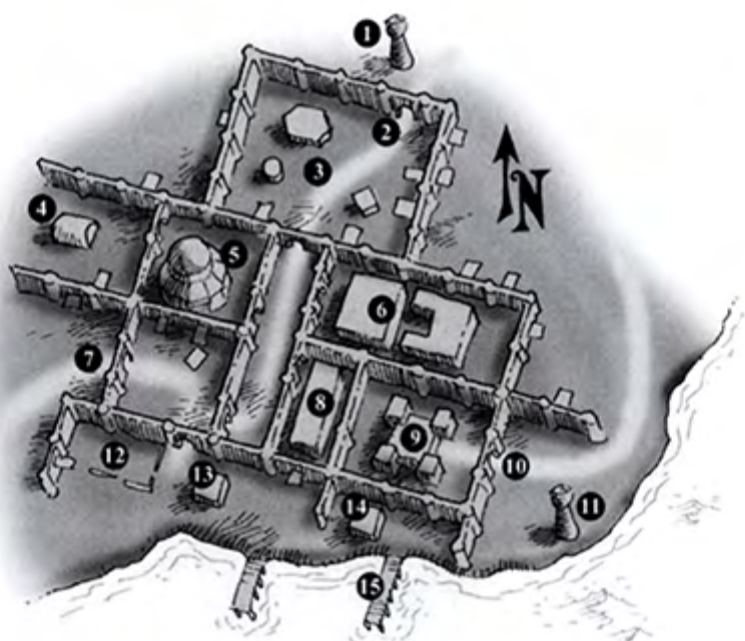


1. Throne of Gunthak
2. Craknek Keep
3. Temple of the Greenblood
4. The Pit
5. Hall of Broken Armor

6. South Gate (to the Feerrott)
7. North Gate
(to Greenblood Lake)
8. Da Market

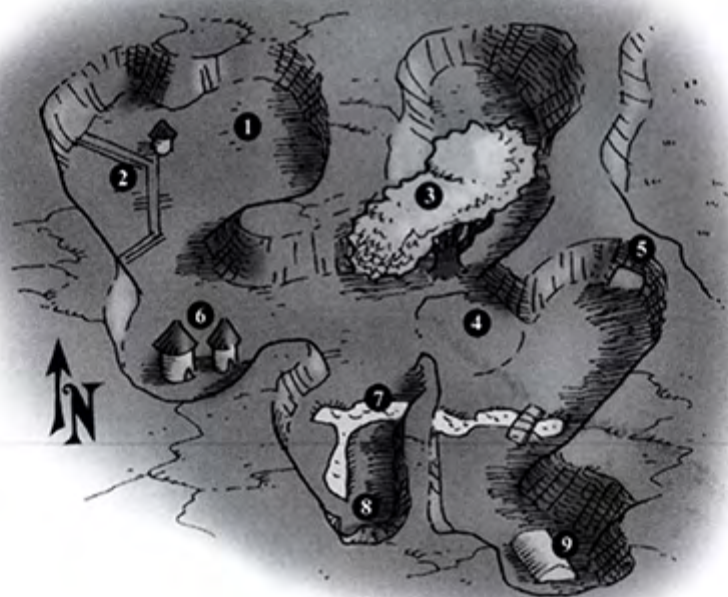


Freeport



- | | |
|------------------------------|-------------------------------------|
| 1. North Watchtower | 9. Shining Shield Mercenary Company |
| 2. North gate | 10. East Gate |
| 3. The Bazaar | 11. East Tower |
| 4. House Northard | 12. Desert Wind Stables |
| 5. Academy of Arcane Science | 13. House Tilsteran |
| 6. Freeport Militia | 14. House Slaerin |
| 7. West Gate | 15. Freeport Landing |
| 8. Smiling Serpent Inn | |

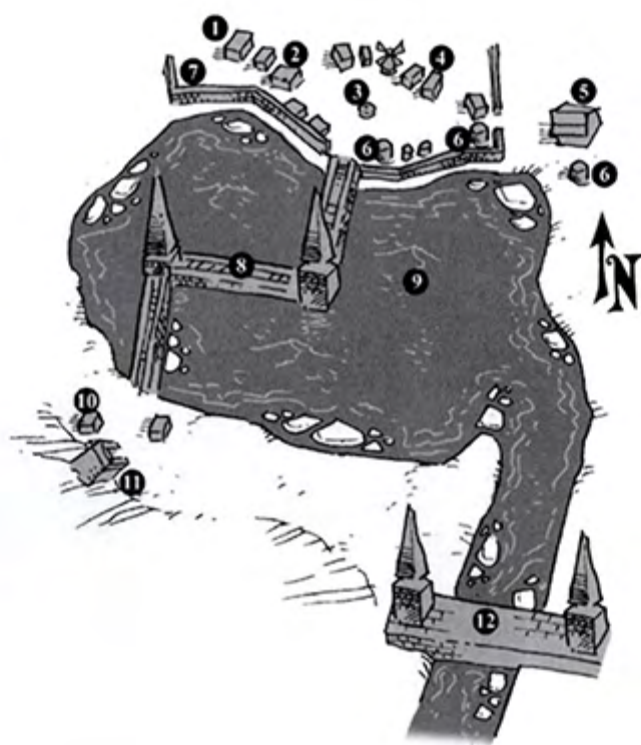
GROBB



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

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

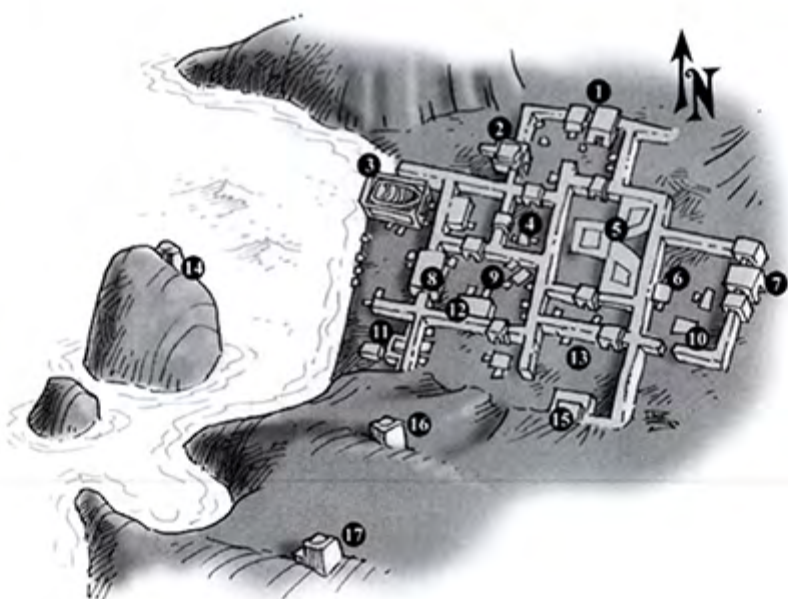
HALAS



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

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

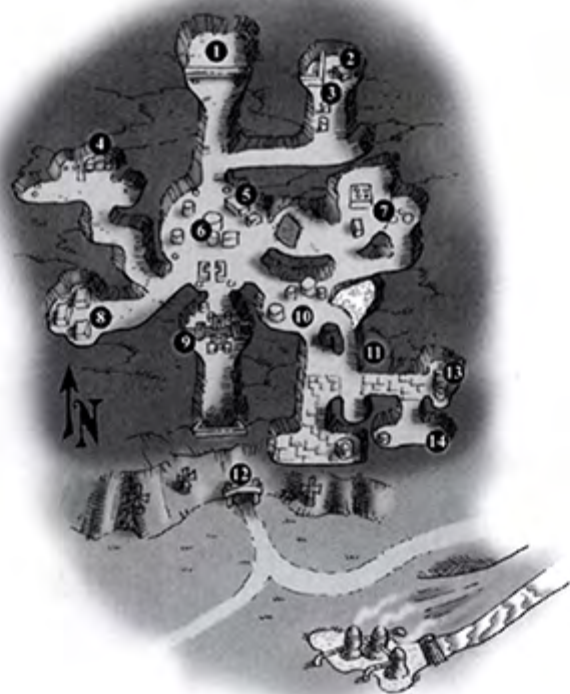
Highbourne



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

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

KLICK 'ANON



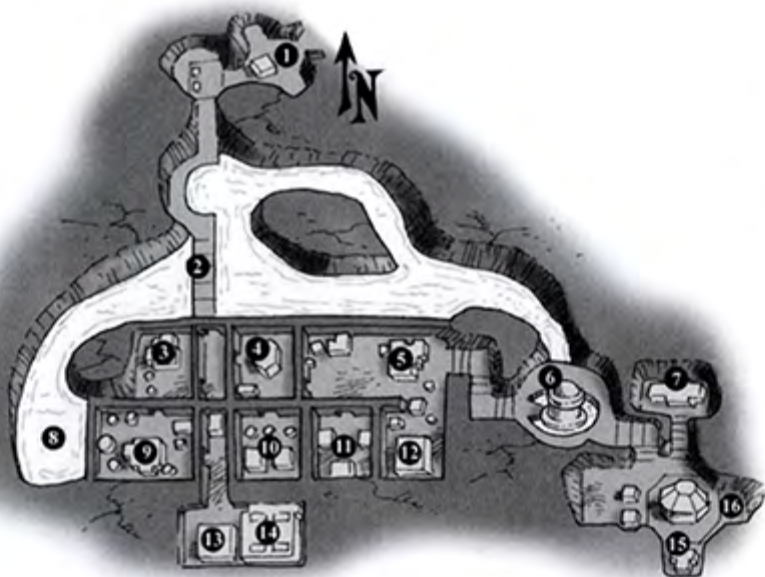
- | | |
|------------------------------|---|
| 1. Mechanamagic College | 9. Drawbridge of Spectacular Impracticality |
| 2. University of Andelfoof | 10. Klick'Anon Dump |
| 3. Junkyard | 11. Hovel's |
| 4. Church of Brell | 12. Entrance Gate |
| 5. Brell's Table Inn | 13. Church of Bextoxulous |
| 6. Market | 14. Necrological Society |
| 7. Mushroom Farms | |
| 8. Klick'Anon Gunnery School | |

MORADHIM



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

Neriak



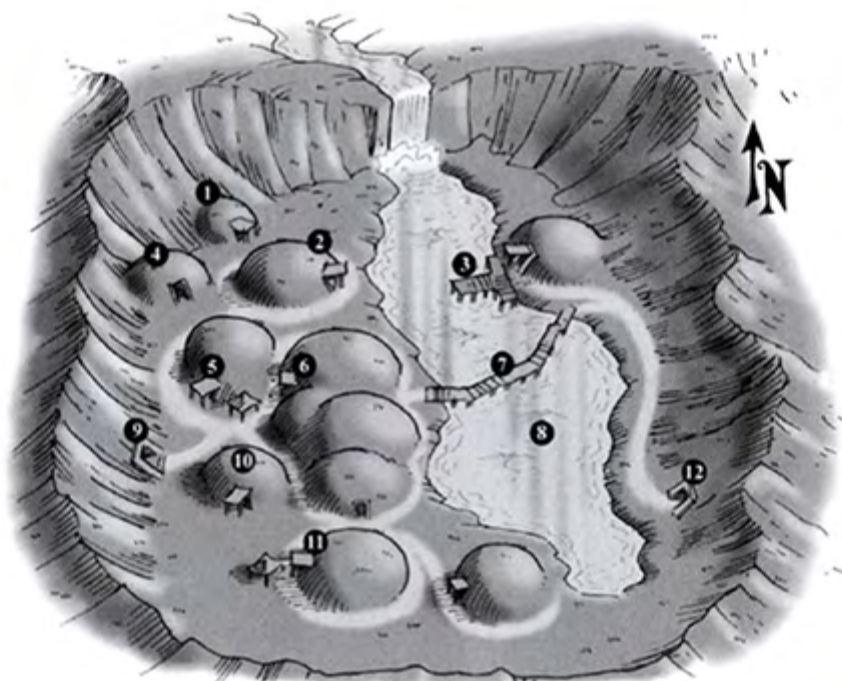
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|-----------------------------|----------------------------|
| 1. Neriak Gateway | 9. Double Daggers Inn |
| 2. Bridge of Sacrifice | 10. House J'Narus |
| 3. The Distinguished Palate | 11. House U'Dedne |
| 4. The Blue Flame Forge | 12. Enclave of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



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

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

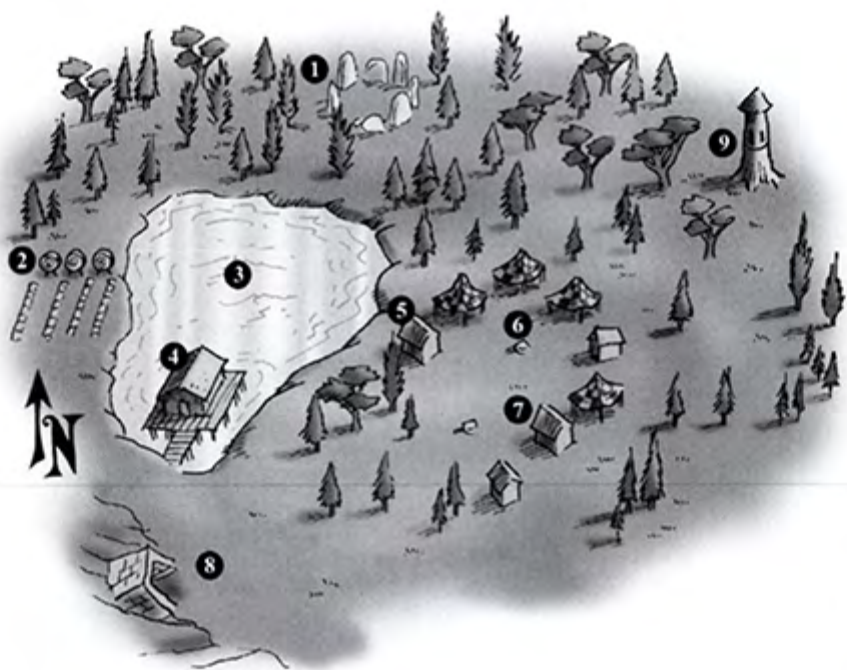
Rivervale



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

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

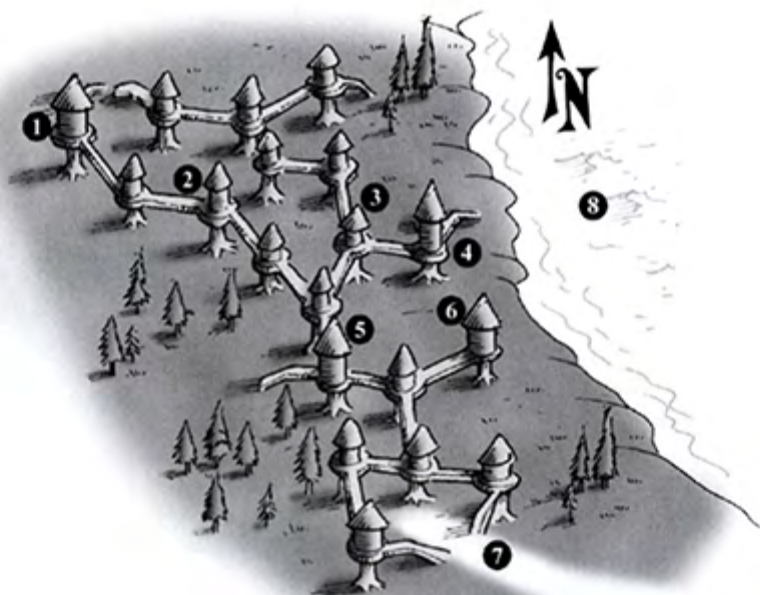
SUREFALL *Glade*



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

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

Tethelin



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

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

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2. To play the Game, you must (a) purchase the Game DVD (the "DVD"), which includes software required for the Game (the "Software"), (b) have a fully paid Account, (c) have an Internet connection (which we do not provide) to access your Account, and (d) have all applicable or required hardware and software to operate the Game (including, without limitation, memory card (8MB)(for PlayStation®2), network adaptor (Ethernet/modem) (for PlayStation®2) and PlayStation®2 computer entertainment system, which we do not provide). In addition to any fees described herein, you are responsible for paying all applicable taxes (including those we are not required to collect) and for all hardware (including, without limitation, memory card (8MB)(for PlayStation®2), network adaptor (for PlayStation®2) and PlayStation®2 computer entertainment system) software, service and other costs you incur to access your Account. Neither this Agreement nor your Account entitles you to any subsequent releases of the Software, nor to any expansion packs or similar ancillary products. You understand that we may update or otherwise enhance the Software at any time and in doing so incur no obligation to furnish such updates to you pursuant to this Agreement.

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

4. Upon registration, you must select a password. You may not disclose your password to any third party. We never ask you for your password by telephone or email, and you should not disclose it this way if someone asks you to do so. Although we may offer a feature that allows you to "save" or "remember" your password on your memory card (8MB)(for PlayStation®2), please note that by using this feature third parties may be able to access your system and thus your Account.

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

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

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

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

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

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

12. We cannot ensure that your private communications and other personally identifiable information will not be disclosed to third parties. For example, we may be forced to disclose information to the government or third parties under certain circumstances, or third parties may unlawfully intercept or access transmissions or private communications. Additionally, we can (and you authorize us to) disclose any information about you to private entities, law enforcement or other government officials as we, in our sole discretion, believe necessary or appropriate to investigate or resolve possible problems or inquiries. Furthermore, if you request any technical support, you consent to our remote accessing and review of the system you load the Software onto for purposes of support and debugging. You agree that we may communicate with you via email and any similar technology for any purpose relating to the Game, the Software and any services or software which may in the future be provided by us or on our behalf. You may choose to visit www.everquestonlineadventures.com or www.station.sony.com, the web site of Sony Online Entertainment Inc. ("The Station") if such web sites offer services such as an EverQuest Online Adventures game themed chat room or other services of interest to you. You are subject to the terms and conditions, privacy customs and policies of Sony Online Entertainment Inc. while on such web sites and in connection with use of your Account and the Game, which terms and conditions, policies and customs are incorporated herein by this reference. Since we do not control other web sites and/or privacy policies of third parties, different rules may apply to their use or disclosure of the personal information you disclose to others. Solely for the purpose of patching and updating the Game, you hereby grant us permission to (i) upload Game file information from the Game directory and (ii) download Game files to you. You acknowledge that any and all character data is stored and is resident on our servers, and any and all communications that you make within the Game (including, but not limited to, messages solely directed at another player or group of players) traverse through our servers, may or may not be monitored by our personnel and, accordingly, you have no expectation of privacy in any such communications and expressly consent to monitoring of communications that you send, receive and store. You acknowledge and agree that we may transfer such information to the United States or other countries or may share such information with our licensees and agents in connection with the Game.

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

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

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

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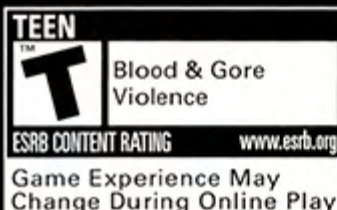
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