

WORLD



RLDS

THE OFFICIAL MAGAZINE

SPECIAL PREVIEW ISSUE

EVERQUEST II

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PLANETSIDE

Effects of the Aftershock

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ESRB: TEEN

NEWS AND EVENTS

PLANETSIDE: AFTERSHOCK



Battle for the Survival of the Empire

This summer, PlanetSide players survived The Bending, a global cataclysm that would change the world. Undaunted, the three empires continued their battle for supremacy, even as they were blasted with earthquakes and meteor showers.

The ten continents that once made up the planet Auraxis have found themselves separated on new worlds, connected across interstellar distance by the warp gates. But one region didn't survive. The desert continent of Oshur was blasted into oblivion and replaced by four new Battle Islands, expanding the field of play even further.

Now, the battle for control of ancient technology is even more dire than ever. Each of three empires, the Terran Republic, the Vanu Sovereignty, and the New Conglomerate, will stop at nothing to seize the power and territory that they feel is theirs to command.

YOU CAN TURN THE TIDE

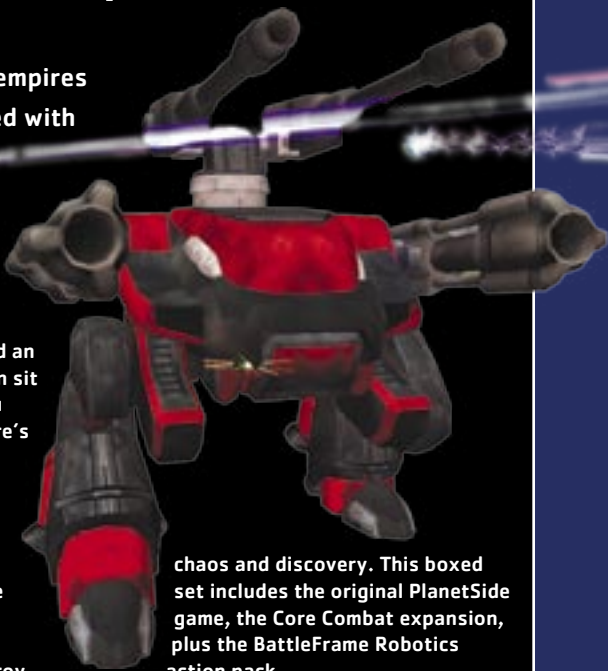
In October, BattleFrame Robotics (BFRs) added a whole new element of game play. These huge, customizable robots give you more power than ever before. Your skill and quick thinking will make you a powerful force on the battlefield and make the difference between victory and defeat.

The BFRs have configurable weapons, allowing you to customize your own robot to match the combat situation that you'll be facing. For example, you can put an anti-infantry weapon on one of the robot's arms and an anti-vehicle weapon on the other. Then sit back and watch the shrapnel fly as you carve your way through the rival empire's army.

As if that weren't enough, the BFRs also have targeted hit locations. Instead of just hitting your enemies in random areas and gradually wearing them down, targeted shots can disable them with more precision. Hit your enemy's torso to blow up their ammo supply, or tag them in the arm to destroy one of their weapons.

IT'S ALL IN ONE BOX

What's the result of all this upheaval? Enter PlanetSide: Aftershock, the aptly named and perfectly timed answer to this era of



chaos and discovery. This boxed set includes the original PlanetSide game, the Core Combat expansion, plus the BattleFrame Robotics action pack.

If you've been missing out on the fast-paced player vs. player action of PlanetSide, this is your chance to jump into the game with all the bells and whistles right at your fingertips. Your empire of choice needs you now more than ever. Are you up to the challenge?

THE WORLD'S EYE VIEW

Will you fall under our gaze?



AL`KABOR

The guild Temerity kicked off September by slaying the Thought Horror Overfiend in The Deep. Among those in the raid were Shylah, Kilu, Carladar, Corinth, Gnatzilla, Kyth, Careena, and Mangroas.

BRELL SERILIS

Vahaus from the guild Exemplar obtained a part of his epic 1.5 quest at the beginning of October. Bloodout and Joshuamathew came up with a new tactic that helped to defeat their foe in Dranik's Scar.

ANTONIUS BAYLE

Lady Brigid and Lord Landaas were married last month in the tropical paradise of the southernmost island in Timorous Deep. Omat Vastsea said that it was one of the most touching ceremonies he had seen performed there in some time.

BRISTLEBANE

Argavv, Harmonie, and Kayjaygee terrorized the spider population in Velkator's Labrynth so that lejax could get some crystalline threads for the Coldain Prayer Shawl quest. Many arachnids gave their lives so that their threads could be woven into this magical item.

AYONAE RO

Genamen, Celgone, and Airmanmeyer of the guild Mystic Heroes teamed up with some others to take on the denizens of Unrest. They did so well clearing out the torture chamber in the basement that everyone in the group leveled up.

CAZIC-THULE

The minions of Chardok cringed in fear when the guild Lords of Drakova struck deep into the heart of the castle, overpowering Overking Bathezid and his royal guards. Clerilady obtained a piece for her epic, and a warrior obtained an epic piece as well.

BERTOXXULOUS

Apotropacus of the guild Ancient Dragon Slayers is the brand new owner of a Coldain Prayer Shawl, thanks to Davy, Skadi, Hypatia, Ziksis, Dantrage, Tehuti, Kamdaru, Tholann, and Finial, who helped with the final steps to the quest.

DRINAL

The guilds Keepers of the Key and Final Fury agreed to a guild merger this fall. Much beer was consumed in celebration of this happy union, and monsters all over Norrath cringed in fear as they contemplated their fate at the hands of these new allies.

DRUZZIL RO

About a dozen individuals gathered in the Arena in September to take part in a team-based PvP battle to the death. Fur flew and spells scorched the air until Malikith, Saladas, Torriadore, and Aonanana emerged victorious as the winning team.

E`CI

The Truthseekers guild kicked off September with two raids in Luclin. First, Zareous led the merry band to Umbral Plains, and then they continued on to the Akheva Ruins, where they drove their enemies before them.

EROLLISI MARR

Is there love in Hate? Blarion, Ougmol, and Kliby helped Yoggee in the Plane of Hate as he quested for his elusive epic piece. In the end, this persistent troop from the guild Everlasting Chaos emerged victorious.

FENNIN RO

Vexxy of the guild Fangs of Wrath gathered up his friends Dahbit, Tabz, Cliel, Ruyntly, and Marriel, and descended upon Karnor's Castle. In a back room they defeated Venril Sathir himself to obtain a part for Vexxy's epic.

FIRIONA VIE

Meledi from the guild League of Honour would like everyone to know that Alavella recently helped 10 people complete their trials in the Plane of Justice. Alavella is also known for stopping by at graveyards and resurrecting everyone she can.

INNORUUK

Last month several members of the guild Warriors of Innoruuk spent four hours in Plane of Knowledge giving out free buffs to all comers. Several players were so grateful that they paid for their buffs anyway, and the proceeds went to the guild bank.

KANE BAYLE

The guild Legion of Legend spent September exploring the surprises and delights of the Plane of Mischief. Some of those who helped scope out this zone were Simoundu, Baff, Annubiss, Barli, Domonic, and Lumuden.

KARANA

Ggurdari recently let a successful raid for the guild Qeynos Guardians in the Ruins of Old Paineel, known as The Hole. Jinxzo, Sledghamer, and Nytedemon provided the pulling, tanking, and rezzing, while Solael provided the requisite Ranger death.

LANYS T`VYL

Recently a strange Gnome showed up in North Ro, looking for tarantula chitins. Toru and Conduit supplied the chitins and then were slain by the Gnome's faulty mechanized spider. Fortunately, the Gnome apologized for the trouble and rewarded his victims for their help.

LUCLIN

In a hotly contested debate, the inhabitants of Luclin recently discussed whether the name of their home should be pronounced "Luck-lin" or "Loose-lin." The lucky former pronunciation was the clear winner, garnering twice as many votes as its loose cousin.

MAELIN STARPYRE

Despite a few accidental drownings and a lingering fishy odor, the guild Tribe of Gypsies launched a triumphant raid on Kedge Keep. Phinigel Atropos kept a low profile, escaping with his life – this time, at least.

MITHANIEL MARR

Jondai, Silverveil, Tommahowk, and Aola were the center of attention in a double wedding ceremony held in the Plane of Tranquility this fall. The nuptials were presided over by Baggil, who almost choked up a few times at the sight of the happy couples.

MORDEN RASP

Indiigo recently ventured into Lower Guk in search of his Dark Elf illusion mask. Ailinu and Warmound from the guild Avendesora were there, working on faction. The pair allowed Indiigo to join them, and cheered him on when he looted his mask.

MORELL-THULE

Ephexian, Drewit, and Veter helped Wratherion of the guild Faveo Sulum Ipsemet Ascio (known as The Edgers) obtain his Loyalist Shield of Honor from the Vampire Troubles quest in Katta Castellum and the Tenebrous Mountains.

POVAR

Congratulations to Ezmeraulda from the guild Beliaqn on the completion of her Cleric epic quest. Many members of the guild helped her to pull off this feat.

STORMHAMMER

This summer Paxton Pi transferred to Legends. On his first day he participated in a GM event in The Grey, and was thrilled to see a major upgrade drop. Parricide of the guild Fie of Nobility won the roll, and made Paxton's day by gifting him with the item.

PREXUS

The guild Noble Rage recently killed the Construct of Nightmares in the Hedge Maze in the Plane of Nightmares. Those who helped included Beowolv, Nosfurato, Retsin, Bindara, Ydnas, and Quinnidor. Reportedly, Terris Thule was not pleased.

STROMM

The guild Subliminal Realm, which is only a few months old, kicked off October by meeting its first goal: Taking on the zone Vex Thal and dominating its denizens. Can the elemental planes be far away now?

QUELLIOUS

A poor Gnome named Bofas was shipwrecked in the Overthere. He needed to find his brother, and then deliver a note to Firiona Vie. Lucky for Bofas, a group of passers-by helped him to complete his tasks, and they were well rewarded for their trouble.

SULLON ZEK

Kills lived up to his name by having the greatest number of kills one recent weekend. Kerridwen had the second highest number of kills, making the Good team the clear leader in the first two spots. In third place was Dirmainian from the Neutral team.

RALLOS ZEK

Last month the guild Imperial Forum celebrated Buffhuff's successful completion of her Journeyman's Boots quest. Zelyin, Hexster, and Xafar were instrumental in helping her fend off player killers who were trying to stop her from reaching her goal.

TALLON ZEK

Eudare from the guild Celestial Forces helped guild mates stock up on weight-reducing bags by conducting weekly raids to places like Permafrost and the Tenebrous Mountains. Guild members said this sure lifted a weight from their shoulders!

RODCET NIFE

Gasraik just started playing EQ, and after a month or two of traveling the lands, would like to thank those who have taken the time to help a true newbie. Among those who offered assistance were Kellrak, Druzil, and Zorcx.

TAREW MARR

Darkpetal of the guild Wayfarers of Myth held a language fair on September 30 in North Ro. Laury was able to master all of her language skills, so now she can get the most out of her Tainted Heartstone charm.

SARYN

Zypp discovered a talent contest being held by five Bards in West Freeport. The crowd of spectators voted for the winners: Sebilean in first place, Kendrin in second place, and Danielle in third. Other participants were Mage, Bluen, Makina, Lindalli, and Ramsly.

TERRIS-THULE

In mid September, Fargon, Denvovin, and Branuyanae were in Butcherblock when they noticed a basilisk whimpering and sniffing for her lost eggs. They killed several creatures, and received rewards for returning the lost eggs to the relieved lizard.

SOLUSEK RO

The guild Lords of Prophecy took some time out from exploring Omens of War to kill King Tormax and the Avatar of War in Kael Drakkal. Among those who received loot were Grimpond, Krushor, Dicek, Zoetrope, Eiddon, Rabbud, Unique, Vigormortis, Galidon, and Ravensday.

TEST SERVER

A dozen members of the Magician's Tower got together on the test server for a picnic this fall. They created new Magician characters, and after test buffing, they had a good time in Steamfont, the Great Divide, and LDoN adventures.

THE NAMELESS

Dello and Zerosra came across a tiny but mightily distressed bunny at the orc fort in the Eastern Wastes. Apparently the mean orcs had stolen the bunny's carrots! These two adventurers killed the orcs, and returned the carrots to the hungry hare.

VALLON ZEK

Cowsok, Judasmaximus, and Plagebinder were the winners of a recent PvP event run by the guild Infectus. The second place team consisted of Norknug, Meamor and Dummis, while third place went to Dalawah, Targrog, and Vilse.

THE RATHE

When Wood Elves and High Elves meet in the heart of Greater Faydark, beautiful things can happen, as evidenced by the recent wedding of Danniell and Vasula. Much cake and ale was consumed in the celebration.

VAZAELLE

The guild Shadows of the Ebon Moon recently held an "Aid Station" night, buffing, curing, and healing players in Paludal Caverns, the Great Divide, and Everfrost. Among those who participated were Kammron, Anucrabriem, Bartel, and Crathsor.

THE SEVENTH HAMMER

Thanks to the guild Mystical Moonlight, Gillia Brissok has been freed from captivity in the Temple of Droga. As a result, casters are now able to visit Gillia in her home in Firiona Vie to embark on their quest for the Copper Medal of Rapture.

VEESHAN

After being plied with ale, Groo recently led a raid of adventurers from the guild Company of the Stalking Wolf deep into the Fungus Grove. There they were ambushed by wave after wave of Fungalbeasts, many of whom were slain before the party was finally overwhelmed.

THE TRIBUNAL

Runaway and the guild Vis Veres killed Khati Sha the Twisted in the Acrylia Caverns in September. This victory was a result of many attempts while this valiant guild worked out just the right strategy to use to take down this foul creature.

VENRIL SATHIR

Dorokusai led members of the guild Turning Point on a raid in Grieg's End. Among those who hastened the demise of the Servitor of Luclin were Ronthorn, Sirin, Vlastic, Benbian, Carmel, Lemmon, Slandaro, Cattalina, Yuggoth, Fliznax, and Tedi.

THOLUXE PAELLS

A huge bazu named Bone Cracker met his demise at the hands of the guild Eternal Sovereign as they made their way through the new lands of Discord. Participants included Sakharra, Newbrow, and Tudana.

XEGONY

Mbeni, Nomanor, Sielahn, Tinar, Mysticat, and Sindace from the guild Torva Spiritus terrorized the wildlife in the Overthere in September. Some of those sabertoothed tigers turned out to be pretty vicious, but a good time was had by all.

TORVONNILOUS

Quate and the guild Northstar Legion hunted down and killed Grummus in the Plane of Disease a short while ago. Members of the guild Legions of Blackwatch helped in the slaughter as well.

XEV

Rumblecrush in Umbral Plains fell to the combined might of the guilds Dragons of Xev and Intense. Some of those in attendance were Axeme, Ssariz, Naji, Hankiee, Beastlie, Vahpurr, and Octavasio.

TUNARE

In late September we spied a group of drunken adventurers lurching across the bridges of Kelethin. Further investigation revealed that the guild Tunare's Forsaken Few had inebriated its members and then goaded them into a race through the town.

ZEBUXORUK

About 15 people tried to help out a hapless drake in Greater Faydark when they learned that someone had snuck up to her nest and stolen her eggs. Kundron, Greylimb, and Gruffon all helped to retrieve the purloined eggs.

Want to express your opinion on a controversial subject? Write to us at: letters@soeworlds.com

MY WAY/HIGHWAY

Two Players Stand Off and Speak Out

SOLOERS DESERVE CAMPS TOO

By Magnifica

Okay you soloers out there, how many times has this happened to you? You carve out a good camp for yourself, you're handling the spawns with no trouble, when up comes some group of lowbies who want your spot. Maybe they even invite you to join them.

Let's do the math. I'm soloing here just fine. I'm getting 100% of the experience and loot from this camp. Why in the world would I want to split it with four or five people I don't even know? If I wanted to be in a group, I would be in one already.

Now comes the whining. They say I'm being selfish, that all the spots in the zone are taken, that it isn't right for one person to dominate an area when a whole group of people could profit from it instead.

"...If they're complete nerds, they pull out the 'Play Nice Policy'..."

If they're complete nerds, they pull out the "Play Nice Policy," which says you have to share. That's when the big argument starts. Even if I say, "Fine, I kill one, then you guys kill one, then I kill one," inevitably their answer is "No, there are 5 of us.

You kill one, then we kill 5, then you kill one."

Arrrgh! I might as well give them the whole camp right there. Which is, of course, what they want anyway.

Worst-case scenario, they just waltz in and kill-steal everything, leaving me no choice but to pull up stakes and find another camp. How rude and lazy can you get?

Get it straight, all you groupies out there. We soloers have as much right to camp as you do. If we're there first, then we win, and you lose. Go somewhere else. There are plenty of other zones and camps out there for you to fight in. Let me play my way in peace.

IT'S ONLY FAIR TO SHARE

By Tarello

I think it's great that some classes can solo. Bully for you. But for the majority of us, soloing isn't an option. Either you group, or you die. There's nothing that frosts me more than a single person who monopolizes an entire area with their elitist "Too bad I'm more uber than you" attitude.

Let's face it, there are plenty of places where you can kite and solo to your heart's content. So why do you go to the crowded group zones? Go kite in Timorous Deep or Great Divide, or someplace that groups just don't go.

"Go kite in Timorous Deep or Great Divide..."

Which brings me to another thing. Raise your hand if you've ever had a kiter drag a train of mobs through your group, only to have them agro on your meditating Cleric. Wow, that's a lot of hands out there. This is another good reason why people who solo ought to stick to the less crowded zones.

At least with kiting accidents most soloers try to get their mobs back. Even worse is when an Enchanter or Druid charms a big pet, dies, and then the freed pet wreaks havoc all over everyone in the area. With the soloer dead, it's up to the rest of us to clean up their mess.

If a zone has a lot of people in it, that means there are a lot of people who need experience and loot. It's not whining to say that it's selfish for a soloer to take over a spot that a group needs – it's a fact. So join our group and share, or move along to someplace where you're not getting in the way of the rest of us. If you're already so uber that you're too good for groups, then you simply don't need the experience and loot as much as we do.

WHY STATION PASSSM?

Get more value from your Station membership

The Sony Online Entertainment Station Pass provides gamers with an incredibly inexpensive but rich gaming experience quite unlike anything else on the Internet. From futuristic tank combat to multiplayer war games to exciting space battles, there is something for every type of action-craving player.

The Station Pass consists of three different game platforms that are loaded with a variety of sub-games and play modes, which provide you with a large variety of play experiences. Since the games are online and played against live opponents, they can constantly evolve and develop over time. And because the games run well on very modest hardware, users can enjoy them regardless of whether they have an older PC or cutting-edge hardware.

Infantry provides players with a number of different tactical combat and action games, as well as sports-themed

“...all the speed and action of the real thing, but without the cleat marks and sweat.”

games that are like nothing else out there. Skirmish provides players with a large unit combat experience like no other, with huge numbers of players in combat at once and an array of multi-user vehicles. Infantry: CTF is a unique version of classic Capture-The-Flag that is fast-paced and intense. Sports zones like Gravball and Soccer Brawl provide different and interesting variations on classic soccer, with all the speed and action of the real thing, but without the cleat marks and sweat. The Arcade group of zones provides many different arcade-style games with a multi-player slant, while the ever-evolving RPG zone provides gamers with tons of character customization and many ways to play.

Cosmic Rift is an arcade space shooter with a skill-based gaming experience and an interesting mix of shoot-'em-up and objective-based games using a common set of ships, weapons, and items. The unique physics and incredible variety of tactical options make Cosmic Rift a sure winner to gamers wanting some fast action

gaming. Whether you're just looking to get some kills in Chaos zone, or to make the winning goal in Rift Ball, or to prove who's the best in the Dueling Zone, there's something for every action gamer to sink their teeth into.

An oldy but a definite goody, Tanarus has been around a long time. The game is one of the first online-only 3D action games, and it is still incredibly popular. Players take control of one of several futuristic

tanks in a variety of different game types that range from free-for-all slug fests to team based games with objectives. The variety of weapons and vehicles opens up endless combinations of tactics for a savvy player to devise on their way to domination!

The Station Pass is inexpensive (\$6.95 per month) and easy to obtain. Go to <http://www.station.sony.com/>, head down to the bottom of the page for links to your choice of Station Pass titles. Once there, a simple creation process will set up your free Station Pass ID, while a quick download process will install individual game clients. Soon, you'll be on your way to hours of action game enjoyment with players from all over the world!

COSMIC RIFT



TANARUS



INFANTRY ONLINE



JUST WHAT IS IT ABOUT EVERQUEST?

Musing on the gaming phenomenon

Alan Crosby, Community Relations Manager

Often when I'm perusing the boards and considering answers to the many questions of Norrathian life that EQ players throw my way, I ponder what it is about EQ that makes this game so unique and so successful. Could it be the depth of content and many places to visit? Is it the immersion of the game, the fact that you feel as though you are part of a living world? Perhaps there is some strange mojo that has yet to be recognized, some mystical EQ stew of things that brings us all to the game.

Inevitably, after far too much thought on the subject, I am led back to the old adage of "Keep It Simple, Stupid." It's then that I realize that, much like Brenlo's hairy feet, the answer was right in front of me all along. It's the community that makes this game so great.

"...fighting for a common goal and sharing our adventures and lives..."

I mean you, the guy lounging around the computer while munching on a sandwich and dual-boxing a Plane of Time raid. And you, the Cleric playing Gems between your turn on the complete heal rotation while your guild is clearing its way through Tacvi; and you, the Ranger who logs in once a week to do an LDON adventure with her friends and family from out of state. I mean all of us – the EverQuest community.

EQ is the great game it is because of all of us. We travel together throughout Norrath, fighting for a common goal and sharing our adventures and lives along the way. We come together weekly and often nightly to share our days, to share our lives with Norrath as a backdrop. We build guilds of folk and gather lists of names that become as close as any friend we may have outside of our rich fantasy world.

People surround us that we come to care for – not just for the Paladin who may be the life of the party during a raid, but for the person beyond the armor and Elf ears that we get to know, typing on the other keyboard, often hundreds and sometimes thousands of miles away.

This game inspires passion in us, its community. It brings out that passion in everyone it touches. When we, the community, play the game, we are passionate about our characters, our class, our race, our gear. We are inspired to great feats within the world of Norrath and we share all of this with people

we may not have ever met other than in group, guild or raid channels.

Each time I attend a Fan Faire, I get to share in the first meetings of folk who have been friends for years and yet are meeting each other for the first time. No longer are

they just the short Dwarf with the beard and axe, but a person with whom we readily share a smile and our time. We reminisce about things we have done together. The words come easily and the bonds naturally, as we often already know each other in a meaningful way. It is always a pleasure to see and be



part of, as I too meet folks for the first time that I know of or have spoken to within the enchanted world of Norrath.

We have a common bond, we share a passion. For us, EverQuest is not only a game, it is not only a hobby, but even more – it is our gathering place. So I say, let other folks keep their coffee shops and bars, let them meet in crowded places and attempt to have conversations over the noise.

Me, I will meet you in Norrath. My friends will be there waiting to start another grand adventure and whisk me away into the fun and camaraderie that we Norrathians can take part in anytime we choose.

That, my friends, is the secret to EverQuest.



STAR WARS GALAXIES

State of the Game – And What the Future Holds

Gary Gattis, Senior Producer

I'm thrilled to have the chance to catch you up on some of the things that have been going on behind the development curtain at SOE's Austin Studio.

First and foremost, I have to tell you about Jump to Lightspeed! It's a revolutionary extension, never before attempted in any MMOG. Essentially, we have created a brand-new game, with entirely new types of gameplay, and seamlessly combined it with the existing "ground" game. This will truly be a second coming for Star Wars Galaxies.

I've been playing a lot, and though I still get smoked repeatedly in space combat by the designers, I'm having a total blast!

Other improvements include finishing a massive overhaul to the Jedi system. The first step is becoming Force Sensitive. We have put a mechanic in place whereby people who just play the game, and do things that a Jedi may normally do, become more and more attuned to the Force. Eventually this culminates with a visit from a mysterious old man.

This opens up an adventure to the hidden Village of Aurilia, a place where Force Sensitive individuals can gather and thrive well away from the prying eyes of the Empire. Unfortunately, there are those who do not have the best interests of the village in mind, as they seek the darker side of the Force ...

The saga of Aurilia will take several weeks, but eventually those that persevere can progress to the rank of Padawan. The

"The player graduates from Padawan to full-blown Jedi, and here is where things get really interesting!"

Padawan Trials are a challenging set of adventures, designed to hone the Force Sensitive skills the player acquired while helping out the village of Aurilia.

The player graduates from Padawan to full-blown Jedi, and here is where things get really interesting! Their power and abilities continue to increase, but now if they're not careful, they can be tracked down by Bounty Hunters. In addition, expect other enemies of the Jedi to arise within the world as the numbers of Jedi increase.

A Jedi must undergo several trials to become a Jedi Knight. This tier of the Jedi



population is quite powerful, but also the most dangerous. The hunt intensifies, as Bounty Hunters are well rewarded for bringing Jedi Knights in, dead or alive. Mostly dead.

The top tier of the Jedi experience is the Force Ranking System (FRS). This is an elite group of players, limited to 101 Light Side and 101 Dark Side per server cluster. The Jedi in the FRS have access to amazing Force abilities and skills, and they need every bit of them just to stay ranked! Competition is fierce, and heated battles are constantly taking place at the exclusive Jedi Enclaves, where only FRS Jedi are allowed.

After Jump to Lightspeed, our next big game initiative is a comprehensive Combat Balance. This is a complete overhaul of how combat is accomplished within the game. We recently had our first Correspondent's gathering, where player representatives from all areas of the game came to our Austin office to work out the details of how the Combat Balance will affect each individual profession.

The goal is to make combat as much fun and as balanced as possible. Every profession has a specific role to fill, and they all complement each other so that the

most effective players are those that group together. Of course, there will always be soloable content in the game, but we want to continue to hone the inter-profession cooperative philosophy that SWG was founded upon.

Looking forward, there are a few basic design tenets that we are preaching to the entire team. First and foremost, we want to continue to put the Star Wars into Galaxies. We have an amazing license to work with, one that resonates emotionally with a huge number of people. We want to leverage those memories of the movies to make sure the player feels like a hero in the larger story.

We are also developing shorter, more rewarding gameplay experiences. We want to have Star Wars Galaxies become more accessible to everyone, so that you can get in and start enjoying the game immediately. Finally, we want the game to be as much fun as possible. Every aspect of the game is being designed to be a total blast.

I love working on and playing this game. I have the distinct pleasure of seeing the things we have in the development pipeline, and how they will affect the overall game. I am completely psyched about what this game is, and for what it is becoming every day. Stop in, check it out, and see for yourself what it is like to live in the Star Wars Galaxies universe!

Thanks, and may The Force be with you!

Developer: Sony Online Entertainment ESRB Rating: Teen Players: Massively Multiplayer

STAR WARS GALAXIES™: JUMP TO LIGHTSPEED™

The Galaxy just got a whole lot bigger



If you want the full Star Wars experience, you've got to reach for the stars. While Star Wars Galaxies has populated ten planets of terra firma, the massive expansion, Jump To Lightspeed (JtL) is really the second half of the Galaxies equation, adding a whole space flight game and bringing the experience of space combat to the universe.

Now there's no waiting for interplanetary shuttles as you jump into your own private starfighter or freighter. Once you're off the planet's surface, you leave the semi-turn-based combat in the dust, grab hold of your



joystick, gamepad, or keyboard, and launch

into full-fledged space battles where survival depends on reflexes and piloting skills.

But what is survival if you don't stop and smell the roses? It's been five long years since the last X-Wing game, and watching some of the prettiest spaceships you've ever seen explode into some of the most spectacular fireballs you've ever seen is a beautiful example of the leaps and bounds game graphics have made in that time. Star Wars space combat has never looked this

good, and will no doubt attract non-Galaxies players to experience the thrill of the dogfight. The gameplay of the space mode is geared somewhat less towards simulation and more towards arcade style than the legendary X-Wing series. You still have control over options like shifting your shield power fore or aft and switching between blasters and missiles or torpedoes, but sim-like mechanics such as power distribution and recharge rates are now controlled by the quality of the upgradeable parts that make up your ship.

You are rewarded for destroying enemy ships with pilot experience, faction points, and loot like credits and occasional ship parts that are automatically retrieved from the wreckage of your adversary's burning hull.

EXPLORE HUGE NEW ZONES

JtL gives you ten enormous space zones to explore, filled with gorgeous-looking phenomena like asteroid belts where tiny bits

of debris pelt your hull as you weave between giant and deadly chunks of rock. Colorful nebula let you hide your ship from enemies while slowly inflicting damage to your shields – just watch out for the lightning.

Most zones are the areas of space around the established worlds of Naboo, Tatooine, Lok, Dathomir, Dantooine, Endor, Corellia, and Yavin, but two are unknown regions known as Wilderness Zones where you can expect to run into plenty of hostile ships.

And just because space is a vacuum doesn't mean there's nothing to do there. More than 100 space missions will be available, ranging from your standard search-and-destroy to escort and



reconnaissance. You'll even get the chance to fly missions to destroy large capital ships like Corellian corvettes and Nebulon B frigates.

Larger ships like the Lady Luck can carry up to 20 players at once. When you're not in the pilot's seat, you can wander the ship and decorate it just as you would any house on



CUSTOMIZE YOUR SHIP

More than 20 ships are promised to be available at launch. Rebel players can choose from the standard Alliance lineup, featuring the standard A, B, X, and Y-Wing fighters. On the Imperial side you'll find every imaginable flavor of TIE fighter, including the Interceptor, Bomber, Advanced, Aggressor, and Oppressor. Any player can fly neutral ships like the Z-95 Headhunter, KSE Firespray (made famous by the Fett family ship, Slave One), YT-1300 freighter (a standard unmodified version of the Millennium Falcon), and original designs like light, medium or heavy versions of Hutt and Black Sun fighters.

Better yet, the development team at SOE has been allowed to offer modifications to player ships – even the iconic X-Wing – that drastically change the way they look. You can customize everything from the paint job's color and pattern to the weapons, engines, and astromech droid, giving your personal ship as individual a look as your ground character.

Because of all the work that will go into personalization, spaceships will never actually be destroyed, unlike their more fragile ground-based alter-egos. If you're shot down, you will appear in the nearest cloning facility with a severely damaged ship in your datapad. Repairs can be expensive, so it's generally a good idea to avoid getting blasted.





a planet. Perhaps the coolest part is that as you pass the cockpit or other window you see everything that's happening, giving you a sense of truly being in the ship as it moves through space. And if your ship has turrets installed, you and your friends can climb into them and join in the battle, blasting away at passing fighters.

IT ALL FITS TOGETHER

In order to blend the space and ground games together, a new profession is being added to the ground-based game. As a shipwright, your character will be able to craft new ships and upgrade parts from raw materials, as well as repair damaged ships.

Three other professions – Rebel Navy Pilot, Imperial Navy Pilot, and Privateer – grant space-based skills that increase your abilities as a pilot. Fortunately for advanced players, your character will not have to use up precious skill points from your main pool to fill these skills, which will draw from a separate space-only pool.

Though spacefarers will get the biggest treats, landlubbers will get a few goodies to enjoy. There are two new Species players can choose from: the distinctive



hammerhead aliens from the original Star Wars: A New

Hope cantina scene, called Ithorians, and the Species of Lando's Millennium Falcon co-pilot in Return of the Jedi, Nien Nunb, known as the Sullustans. While only owners of JtL can create these characters, vanilla SWG players will be able to see and interact with them.

The loyalty of SWG players who've been holding out for the full Star Wars RPG experience is about to pay off big-time. In fact, it won't be surprising to see a lot of people who had left the game for greener pastures come running back just in time to purchase and customize their new ship, fire up their brand-new hyperdrives and jump to lightspeed.

Diverse Druids

EVERQUEST

How three Druids shaped their futures and fortunes

Here was the challenge: Profile three characters, all of the same level and class, but each played by a different player on different servers. The criteria seemed simple. Their main character must be level 40. They must deem themselves a casual player. They can't be horribly twinked. The assignment was just a little more difficult than we imagined, and along the way we met many wonderful people.

The purpose of this adventure is to introduce you to the different ways that people can approach the same class, as well as to give you an overview of the different kinds of items you can pick up along the way. No matter what class you play, this story should

give you some ideas about how to make money, as well as some insights into the choices that we all make as we progress through the game.

Our journey eventually led us to the calm glade where the Druids dwell. The Druids are a versatile class that can be played in many different styles. If you prefer to take on mobs one on one, make sure that your melee skills are always maxed. A good tip is to carry a set of "tank" armor as well as a set of "wisdom" armor. If you like to "kite" (snaring several mobs and having them chase you in a bunch while you cast waves of spells on them from afar), then gear up with wisdom items to improve your mana pool for spell casting.



Trade Skills Pay for Gear

Meet Wilderose Springwater, a Wood Elf Druid of Tunare, played by Genevieve of New Jersey on the Stromm server. Genevieve has only been playing since April 2004, and she loves to shop in the Bazaar. She got started in trade skills with fishing, which inevitably led to baking.

"Once I got good at fishing," she explains, "I caught some very nice fish. This allowed me to bake wonderful things like Lemon-Buttered Crab Souffle, which gives great stat buffs, including 8 wisdom. Other fish like Cobalt Cod sell for up to 40pp each in the Bazaar, and at 70 fish per expedition, I can make lots of cash in an evening."

She enjoys trade skills so much that she founded her own guild, the Master Crafters.



Brewing for Friends

Melluny Mistlemint, a Karana-worshiping Druid on the Morden Rasp server, is played by Rachel of Canada. She belongs to the guild Chaos Ritual, and enjoys raiding for the excitement it brings to the game.

A Grand Master Brewer, she makes stat-enhancing drinks for friends and guild mates, such as Grobb Liquidized Meat and Qeynos Afternoon Tea. Currently she is working on her tailoring, and wants to do the Coldain Prayer Shawl Quest.



Gather ye Armour While ye may

Played by Chris of Oklahoma, Truid is a Halfling Druid on the Xev server. He hasn't leveled as quickly as the other members of his guild, Chevaliers de la Lune, so sometimes he asks for guild mates to play twinks of his level. He obtained his armor through a combination of purchases in the Bazaar, gifts from his guild mates, and old-fashioned looting.

"Druids are a versatile class that can be played in many different styles."

Wilderose's Gear

Melluny's Gear

Armor Slot	Item Name and Where it Drops	How Obtained	Statistics	Item Name and Where it Drops
Head	Batfang Headband <i>Dragon Necropolis</i> <i>Timorous Deep</i> <i>West Karana</i>	Bazaar	AC+3, Wis+3, Int+3, Focus Effect: Extended Enhancement II	Othmir Fur Cap <i>Crafted</i>
Face	Tobrin's Mystical Eyepatch <i>Permafrost</i> <i>Skyfire Mountains</i>	Purchased from a stranger.	Wis+15, Int+15, Effect: See Invisible	Iron Mask of the Wise <i>City of Mist</i>
Ear 1	Xanthe's Earring of Nature <i>Quest</i>	Trade skill Quest	AC+5, Str+8, Sta+8, Wis+10, HP+55, Mana+55, Save vs Fire+7, Save vs. Magic+7, Effect: Circle of the Combines	Abalone Ear Stud <i>Dulak's Harbor</i>
Ear 2	Earring of the Solstice <i>Quest</i>	Trade skill Quest	AC+5, Sta+5, Wis+8, Int+8, HP+55, mana+55, Save vs Fire+5, Save vs Cold+5, Save vs Magic+5, Mana Regen+1	Jasper Gold Earring <i>Crafted</i>
Neck	Velium Polished Quartz Necklace <i>Crafted</i>	Bazaar	AC+5, Wis+8, Int+8, Mana+25	Large Smoothmetal Torque <i>Plane of Innovation</i>
Chest	Boiled Leather Cuirass <i>Plane of Innovation</i>	Bazaar	AC+18, Str+10, Sta+5, Wis+10, HP+25, Mana+25, End+25	Ulhork Hide Tunic <i>Eastern Wastes</i>
Back	Acrylia Studded Cloak <i>Crafted</i>	Bazaar	AC+7, Str+3, Dex+5, Wis+10	Acrylia Studded Cloak <i>Crafted</i>
Shoulders	Hate Forged Pauldrons <i>Crypt of Nadox</i>	A gift from a stranger	AC+5, Dex+8, Wis+8, Int+8, Save vs Dis+5, Save vs Pois+5, HP+20	Krode's Shawl <i>Warrens</i>
Arms	Acrylia Studded Sleeves <i>Crafted</i>	Bazaar	AC+5, Str+4, Sta+5, Wis+4	Diamond-Dusted Arm Band <i>Takish'His LDoN</i>
Wrist 1	Serpentine Bracer <i>Lower Guk</i>	Bazaar	AC+1, Dex+3, Agi+9, Focus Effect: Burning Affliction II	Golden Jaded Bracelet <i>Crafted</i>
Wrist 2	Runed Mithril Bracer <i>Nagafen's Lair</i>	Bazaar	AC+4, Str+3, Wis+5, Focus Affect: Reagent Conservation III	Golden Jaded Bracelet <i>Crafted</i>
Hands	Gauntlets of Iron Tactics <i>Kael Drakkal or Quest</i>	A gift from a friend	AC+2, Str+7, Dex+7, Cha-5, Wis+7	Split Paw Hide Gloves <i>South Karana</i>
Finger 1	Moonstone Ring <i>Lower Guk</i>	Bazaar	Str+3, Mana+30, Focus Effect: Extended Range II	Ring of Lunacy <i>Grieg's End</i>
Finger 2	Fine Antique Ring <i>Quest</i>	Quest	AC+3, HP+30, Mana+20, Focus Effect: Mana Preservation II	Fine Antique Ring <i>Quest</i>
Waist	Chitinous Belt <i>Fungus Grove</i>	Bazaar	AC+13, Str+5, Sta+5, Wis+5, Save vs Disease+10	Fine Antique Corset <i>Quest</i>
Legs	Ripped Leggings of <i>Mistmoore Catacombs (LDoN)</i>	Bazaar	AC+18, Str+7, Dex+7, Wis+7, HP+40, Mana+40	Brown Chitin Leggings <i>Fungus Grove</i>
Feet	Golden Efreeti Boots <i>Nagafen's Lair</i>	Bazaar	AC+5, Wis+9, Int+9, Save vs Pois+1, Focus Effect: Enhancement Haste II	Repugnant Leather Boots <i>Dulak's Harbor</i>
Primary	Delightful Orb of Forgotten Magic <i>Miragul's Menagerie (LDoN)</i>	Bazaar	1HB, Dmg19, Delay30, Wis+12, Int+12, Agi+6, HP+45, Mana+35, Save vs Pois+7, Effect: Ice Shock	Dark Ember <i>Eastern Wastes</i>
Secondary	Book of Impracticality <i>Grieg's End</i>	Bazaar	AC+20, Cha+10, Wis+10, Int+10, HP+20, Mana+40, Save vs Dis+5, Save vs Pois+5, Focus Effect: Spell Haste III	Testament of Veneer <i>Quest</i>
Range	Compass of Khati Sha <i>Acrylia Caverns</i>	Bazaar	AC+9, Str+5, Sta+7, Wis+12, Agi+5, HP+35, Mana+45, Skill Mod: Alteration +5%	Small Wisdom Deity <i>Crafted</i>
Ammo	Small Green Drum <i>Gulf of Gunthak</i>	Purchased in Gunthak	Summon Drogmor	Bookworm <i>Foraged - Plane of Knowledge</i>
Charm	Magenta Talisman <i>LDoN Merchant</i>	Purchased with LDoN favor points.	Wis+5 while in an LDoN zone	Kobold Skull Charm <i>Tutorial</i>

Truid's Gear

How Obtained	Statistics	Item Name and Where it Drops	How Obtained	Statistics
Bazaar	AC+3, Dex+3, Wis+6, Agi+2, Save vs Cold+4, HP+7	Othmir Fur Cap <i>Crafted</i>	Bazaar	AC+3, Dex+3, Wis+6, Agi+2, Save vs Cold+4, HP+7
Gift from guild mate	AC+5, Str+3, Cha+2, Wis+10, HP+25, Mana+20, Save vs Magic+5	Durable Silver Mask <i>Mines of Nurga</i>	Bazaar	AC+4, Wis+6, HP+ 15, Mana+25, Save vs Fire+3, Save vs Cold+3, Save vs Magic+3, Save vs Pois+3
Looted	Wis+5, Agi+3, HP+15, Save vs Fire+3	Earring of Madness <i>Grieg's End</i>	Bazaar	AC+2, Cha+10, Wis+3, Int+3, HP+60, Save vs Frie+5, Save vs Cold+5
Bazaar	Wis+3	Abalone Ear Stud <i>Dulak's Harbor</i>	Looted	Wis+5, Agi+3, HP+15, Save vs Fire+3
Bazaar	AC+6, Wis+5, HP+25, Mana+45, Save vs Fire+5, Save vs Cold+5	Golden Trinket <i>Gulf of Gunthak</i>	Looted	AC+4, Str+7, Sta+7, Wis+7
Looted	AC+13, Cha-5, Wis+3, HP-35, Mana+35	Elder Spritist's Breastplate <i>Old Sebilis</i>	Gift from guild mate	AC+17, Dex+6, Wis+9, Agi+6, Mana+80, Effect: Chloroplast
Bazaar	AC+7, Str+3, Dex+5, Wis+10	Acrylia Studded Cloak <i>Crafted</i>	Bazaar	AC+7, Str+3, Dex+5, Wis+10
Bazaar	AC+3, Wis+2, Int-2, HP+15	Hate Forged Pauldrons <i>Crypt of Nadox</i>	Bazaar	AC+5, Dex+8, Wis+8, Int+8, HP+20, Save vs Dis+5, Save vs Pois+5
Looted	AC+8, Cha+2, Wis+3, HP+15, Save vs dis+4	Hate Forged Pauldrons <i>Crypt of Nadox</i>	Bazaar	AC+5, Dex+8, Wis+8, Int+8, vs Dis+2, Save vs Cold+2
Bazaar	AC+2, HP+15, Mana+15	Bracelet of Sense <i>Umbral Plains</i>	Bazaar	AC+12, Wis+15, Save vs Fire+6, Save vs Dis+6, Save vs Cold+6, Save vs Magic+6, Save vs Pois+6
Bazaar	AC+2, HP+15, Mana+15	Chipped Bone Bracelet <i>Timorous Deep West Karana</i>	Bazaar	AC+4, Wis+5, Focus Effect: Affliction Efficiency II
Looted	AC+4, Dex+3, Wis+2	Nathsar Gauntlets <i>Chardok</i>	Looted	AC+8, Dex+4, Wis+4, Save vs Cold+2, Save vs Magic+2
Bazaar	AC+5, Cha+10, Wis+5, HP+35, Mana+70	Ring of Lunacy <i>Splitpaw Lair</i>	Bazaar	AC+5, Cha+ 10, Wis+5, HP+35, Mana+70
Quest	AC+3, HP+30, Mana+20, Focus Effect: Mana Preservation II	Moonstone Ring <i>Lower Guk</i>	Bazaar	Str+3, Mana+30, Focus Effect: Extended Range II
Quest	AC+6, Save vs Dis+15, Save vs Pois+15, Focus Effect: Spell Haste II	Cobalt Drake Belt <i>Crafted</i>	Bazaar	AC+8, Sta+5, Wis+8, Mana+5, Save vs Cold+4
Bazaar	AC+12, Str+5, Wis+4, HP+25, Mana+25, Save vs Dis+8	Nathsar Leggings <i>Chardok</i>	Bazaar	AC+12, Cha+4, Wis+4, Agi+4, Save vs Magic+2, Save vs Pois+2
Looted	AC+6, Dex+6, Wis+6, HP+20	Repugnant Leather Boots <i>Dulak's Harbor</i>	Looted	AC+6, Dex+6, Wis+6, HP+20
Gift from a friend	1HB, Dmg13, Delay32, Dmg Bonus13, Str+2, Wis+5, HP+20, Mana+20, Save vs Fire+7, Effect: Burn	Bone Handed Scimitar <i>The Grey</i>	Gift from guild mate	1HS, Dmg12, Delay24, Dmg Bonus 13, Bane Dmg Undead +1, AC+5, Wis+8
Quest	Wis+10, Mana+10, Focus Effect: Mana Preservation I	Tanglewood Shield <i>Wakening Land</i>	Gift from guild mate	AC+25, Str+10, Wis+14, Agi+10, Effect: Ensnares
Bazaar	Wis+2	Tarnished Bronze Idol <i>Mines of Nurga</i>	Bazaar	AC+6, Wis+5, HP+20, Mana+40
Foraged	Skill Mod: Fishing +2%	None		
Tutorial Quest	Str+5, Sta+5, Wis+5, Int+5, HP+10, Mana+10	None		

Player Statistics

Stats	Wilderoose	Melluny	Truid
Hit Points	1089	1092	985
Mana	2087	2064	2046
Endurance	1065	1060	981
Armor Class	685	455	690
Attack	762	334	629
Strength	124	88	93
Stamina	111	100	97
Dexterity	108	100	129
Agility	113	107	126
Wisdom	234	198	245
Intelligence	140	70	77
Charisma	78	57	68
Resistances:			
Poison	29	35	36
Magic	34	30	38
Disease	34	47	36
Fire	34	39	41
Cold	34	33	55

Melluny Mistlemint
<Chaos Ritual>



Wilderoose



Different Choices

As you can see, most of Wilderoose's armor was bought in the Bazaar. She was able to accomplish this by using the proceeds from her fishing and baking skills. A savvy shopper, she has outfitted herself well. Her favorite item is the Delightful Orb of Forgotten Magic, not only for the stats, but for the melting pink droplets of magic that flow from her hand when she carries it.

Wilderoose looks for armor based on wisdom, followed by strength. Wisdom is an important statistic for any Druid, since it adds to their available supply of mana. Wilderoose has concentrated more on strength items than Melluny and Truid, since she likes to solo and melee.

In addition, Wilderoose has done a great job collecting items with Focus Effects. Effects like Extended Enchantment and Mana Preservation help to save her mana, while Burning Affliction helps her to do additional damage. She also has a See Invisible item, and an item that helps her with her trade skills.

Unlike Wilderoose, Melluny hasn't gotten any armor doing LDoN adventures. Instead, she and Truid have looted several of their items directly from NPCs who they have fought. Similar to Wilderoose, Melluny has also used quests to enhance her gear.

Melluny



More Traditional Play Styles

Melluny plays mostly with friends and guild mates, and looks for gear based on Wisdom and Mana. These statistics are important to her because she plays her Druid in the traditional style, using a combination of healing and damage spells from a distance, rather than making her fights up close and personal.

Melluny's Armor Class and Attack are significantly lower than Wilderoose's and Truid's. Because of her play style, these statistics are not important to her because she and her enemies rarely swing at one another directly.

Truid says, "I am particularly proud of my Bone Handed Scimitar and Tanglewood Shield. They were gifts and I doubt I will ever part with them, even after I get my epic." Not one for questing, Truid has none of the quested items worn by Wilderoose and Melluny.

Although Truid keeps his melee skills up, he looks mostly for wisdom items, similar to the other two. However, he is also concentrating on resist gear in preparation for raiding with his guild. He is currently in the process of questing for the Testament of Vanear, which gives 10 wisdom and 10 mana.

Truid



Similarities Outweigh Differences

Remarkably, despite different gear obtained via different methods, these three adventurers all have many similar stats. Wilderoose has higher strength due to her fondness for meleeing, Truid has some higher resistances as he prepares for raiding, and Melluny has lower AC and Attack because she doesn't melee. Most of their other statistics don't vary significantly from each other.

"They were gifts and I doubt I will ever part with them..."

These similarities show that whether you choose to buy items in the Bazaar, make items yourself, quest for gear, or loot the gear out in the wild, any play style can provide you with everything you need to succeed at your chosen play style.

If you have any questions about how to complete the quests for the items listed, or you want to find out which creatures drop them, you can find everything you need at fan sites like Allakhazam.com. EQTraders.com is also a great source of information about trade skilling, including how to make your own Earring of the Solstice or Lemon-Buttered Crab Souffles.

15 Things You Need to Know About EverQuest II

Why say “If I knew then what I now know” if you can actually know it now! Take these advanced EQII tips and run with them.

As you level up in a new game and talk to the people around you, it’s inevitable that you will learn new things that make the game even more fun—and EverQuest II is no exception. Here’s a list of the top 15 helpful hints that we wish we’d known about EQII when we started playing it.

1. Target your friends to defeat your enemies.

If you turn on attack or use an offensive spell while targeting another player in your group, it will affect the NPC that group member is targeting. This means that healers can keep the main tank targeted and cast offensive spells as well as heals without switching back and forth between targets. It also means that if your group is attacking a group of NPCs and you have to go AFK, you can target the main tank and hit attack, and you will continue to attack each NPC in the group as each one dies and the main tank switches from one NPC to the next.

Similarly, beneficial spells cast on an NPC will affect the player the NPC is targeting. This means, for example, that a player who has aggro can heal or buff themselves without switching targets (and, of course, the NPC won’t be healed).

2. Before you affect the area, know how the area might affect you.

Some AE spells and abilities affect only mobs in the group you are fighting, but some affect all the NPCs in the area. This distinction can be critical. If there are other, non-aggressive NPCs nearby that are not engaged in the fight you’re currently in, you need to know whether the spell you’re about to cast is going to cause them to add into the fray. Luckily, it’s easy to tell the difference.

Every spell and ability icon has a color in the background. Icons with a blue background indicate spells and abilities that will affect every NPC within its area of effect, including NPCs that may be above or below you. Icons with a green background affect NPCs in the group of NPCs that you’re currently targeting, no matter how close other NPCs may be.

3. A custom paint job can hot-rod your cons.

As a default, mobs that are trivial to you (easy to kill and drop no treasure chests) con as grey, and mobs that are your level (reasonably hard to kill) con as white. It can be easy to mistake a white con for a grey con, which could have dire consequences, especially if the NPC you’re casually walking past is a double up arrow group NPC and you’re all alone. As a result, we highly recommend that you change either the grey color of trivial mobs or the white color of even con mobs to a different, easily distinguishable color, such as brown.

You can change your con color by clicking on the EQII button and choosing Options, User Interface, Game Colors. Don’t forget to change both “Con” and “Con Target.”

4. You can get a full refund for mistaken purchases—if you’re quick.

Merchants believe in the motto “Buy low, sell high.” Usually, if you buy something from an NPC merchant and then sell it back to them later, it’s a losing proposition because they will buy it back at a lower price than you paid them for it. As a result, it can be particularly distressing if you buy something by mistake that you don’t need or can’t use.

If you do purchase something in error, don’t close the merchant window! As long as you sell the item back while the merchant window is still open, you will get the full price back.

5. Get an F in interaction.

Double-clicking on things all the time—it’s *so* strenuous! But there’s a hidden hotkey that can help. Simply put your cursor over the object or character you want to double-click and press the F key. This can be a quick and easy way to interact with merchants, to open doors, and to harvest, to name just a few examples.

6. Stick your nose into other people’s business.

When you’re in a group, you can see what quests your group mates have by hitting the J key. Click on the tab at the top that says “Group.” Double-click on the name of the player whose quests you want to see, or look under “Shared” to see which quests two or

more of the people in your group are working on. You can use this feature to help choose what targets your group will be most likely to go after at the present time. It can also be a handy way to discover what quests you don't have yet but may want to pick up later.

7. Fix up that dump you call home—and lower your rent.

Although you pay for your starter apartment with just cash, you can upgrade to bigger and better homes. You can pay for some of these homes with a combination of cash and Status Points. If you have one of these homes, you can reduce the cost of your home by adding furniture and pets. The higher the quality of the item you place in your home, the lower the amount of Status Points you need to pay.

8. Your Name Here, Destroyer of Nasty Things

Killing certain creatures will allow you to add titles to your name. You can kill fays, goblins, undead, gnolls, and orcs to earn a special suffix to add to your name. You earn the "Hunter of" title by killing 500 of one of the creatures listed above, the "Slayer of" title by killing 5,000 of them, and the "Destroyer of" title by killing 10,000 of them. For example, if you have killed 500 goblins and your name is Duncan, you can make your name appear as the much more majestic "Duncan, Hunter of Goblins."

Once you have earned your title, add it to your name by clicking the EQII button, choosing Persona, and clicking on the drop down arrow where it says "Choose Suffix Title." Check out how far you have to go by looking at the slayer poster in North Qeynos near the Antonica gate, or in West Freeport near the North Freeport gate.



9. Knowing your Heritage makes you special.

Similarly, completing certain quests will allow you to add titles to your name. If you do five Heritage quests, you earn the title "The Treasure Hunter." If you do 10 Heritage quests, you earn the title "Lore Seeker."

10. Are you experienced? And if so, how?

You can switch your experience bar between adventuring experience and trade skill experience. By default, your experience bar shows your adventuring experience. To see your trade skill experience, right click on the experience bar and select "Show tradeskill XP." To switch back, right click on the experience bar and select "Show adventure XP."

You can also download custom UIs that will show both your trade skill and your adventure experience at the same time.

11. Send messages to alternate dimensions.

You can send a /tell to friends who are playing EQII on another server, or who are playing another SOE game. Use the following commands:

- Send a /tell to someone playing EQII on another server: /tell server.charactername message
- Send a /tell to someone in EQ: /tell eq.server.charactername message

- Send a /tell to someone in SWG: /tell swg.server.charactername message

12. Store your extra stuff in boxes.

You can expand the room in your bank exponentially by making boxes or purchasing them from artisans, either directly or through a Broker. At a weight of 100 each, they are too heavy to carry around with you, but there is no weight limit to what you put in your bank or house vault. Regular versions of the boxes normally have one fewer slot than the pristine version.

Type of Box	Number of Slots
Pristine elm strong box	8
Pristine maple strong box	12
Pristine ash strong box	16
Pristine briarwood strong box	20

13. It's okay to be moody.

Use the /mood command to set your mood in the game. Doing so will create a message in game such as "Soandso appears happy!" and will change your facial features. Use the I key to watch your face change in the paperdoll image as you try out the different moods. To change your mood, type followed by one of the following:

- None
- Angry
- Sad
- Afraid
- Happy
- Tired

14. Add a personal touch to your conversations without actually learning anybody's name.

It can be easy to insult someone by spelling their name incorrectly, or mistaking their gender or race. Below is a list of commands that will help to make your emotes, conversation, and hot keys more accurate, easy, and convenient. Simply type in these commands, and you'll never make the above mistakes again. For instance, if you are targeting a female player named Gloria and you type in "Doesn't %t have a fine gleam in %p eye today?" when you hit the enter key it will come out as "Doesn't Gloria have a fine gleam in her eye today?" To use these commands, make sure there is no space between the percent symbol and the letter following it.

- %g will substitute the gender of your current target
- %m will substitute the name of your current target's pet, or just the word "pet" if they don't have one
- %o will substitute the gender object of your current target (him, her, it)
- %p will substitute the possessive pronoun of your current target (his, her, its)
- %r will substitute the race of your current target
- %s will substitute the gender pronoun of your current target (he, she, it)
- %t will substitute the name of your current target

15. Try a little Feng Shui, EQII style.

When placing furniture in your house or apartment, there are two ways to rotate it so that it is facing in the direction you want. Move your mouse wheel toward you or use the + key to rotate the object in a counterclockwise fashion. Move your mouse wheel away from you or use the - key to rotate the object in a clockwise fashion.

GLOSSARY

BELOW IS A LIST OF COMMONLY USED TERMS AND ACRONYMS, FOR PLAYERS WHO ARE NEW TO EVERQUEST.

AC	Armor Class – the higher your AC is, the harder it is for you to be hit, or Ancient Cyclops (an NPC)
AF	Auto Follow – used to automatically follow another group member
AE	Area Effect (for spells or songs)
Agro	Aggression – If you have agro from an NPC, it will attack you
BB	Butcherblock or Black Burrow (zone names)
Birdbath	The container at Adventure Camps used to add or remove augments
BP	Breastplate or Bind Point
BS	Back Stab
Buff	A spell that is helpful to a player
BW	Burning Wood (zone name)
C or C1	Clarity (Mana regeneration buff)
C2	Clarity 2 (upgrade to Clarity)
Camp	An area where players are fighting
Camp check	Request to know what area(s) others are fighting in
Camp out	Exit the game
Caster	Character that can cast spells
CC	Crystal Caverns (zone name) or Crowd Control
Con	Consider an NPC to determine its level and your faction with it
CP	Copper Piece or Chestplate
CR	Corpse Retrieval
Crawl	To move through a dungeon, killing NPCs as you go
DD	Direct Damage – damage that a spell does all at once
Debuff	To remove buffs
Ding	Announcement made when someone gains a level
DKP	Dragon Kill Point – a system to accumulate points to spend on loot obtained in Raids
DL	Dreadlands (zone name)
DoT	Damage over Time
DPS	Damage Per Second
Drop	Item that one can loot from an NPC
DS	Damage Shield (buff)
DSP	Dawnshroud Peaks (zone name)
EB	Enduring Breath – ability to breathe under water
EC	East Commonlands (zone name)
EE	Evil Eye, or Essence Emerald – Item Necromancers use to cast resurrection spells
EF	Everfrost (zone name)
EK	East Karana
Faction	How much a particular NPC likes or dislikes you
Farm	Killing NPCs for items rather than for experience
FD	Feign Death – appear to be dead so that an NPC won't attack you
Fear Kite	To snare and then cast a fear spell on an NPC so that it can be attacked without it attacking back
FoB	Field of Bone (zone name)
Focus Item	An item that helps casters in one of several ways, such as reducing the amount of mana a spell uses
FM	Frontier Mountains (zone name) or Full of Mana
FS	Fine Steel
FT	Flowing Thought – mana regeneration
FV	Firiona Vie (zone name and god name)
GFay	Greater Faydark (zone name)
Ghetto Mez	To root an NPC away from the Group while the Group fights another NPC
Ghost	When a player or NPC seems to be some place it isn't
GM	Game Master – Customer Service person who works for SoE and who answers Petitions for help (tickets)
Goon	Dragoon –Dragoon
GP	Gold Piece
Guide	A volunteer who runs quests and veents
Haste	Buff that makes players attack faster
HH	Highpass Hold (zone name)
HHK	High Hold Keep (zone name)
Hot Key	A key that allows a player to do something by pushing a button rather than having to type something on the keyboard
HP	Hit Points – the amount of health that a player has
Hybrid	A class that is a mix of two other classes
IG	Ice Giant
IVU	Invisible to Undead (buff)
Kite	To kill 1 or more NPCs by snaring them and casting spells on them while they chase you
KoS	Kill on Sight
KS	Kill Steal – to kill an NPC that rightfully belongs to another person, group, or raid
Lag	A delay in communication between the player's computer and the game server
Lag Spike	A brief period of lag which is worse than normal
LD	Link Dead – a player's computer has lost connection with the server
LDoN	Lost Dungeons of Norrath – name of expansion, refers to adventures made available in that expansion
LFA	Looking For an Adventure –looking for groups for LDoN adventures only
LFay	Lesser Faydark (zone name)
LFG	Looking For a Group
LG	Lower Guk (zone name)
LoH	Lay Hands (Paladin ability) or Low on Health
LOIO	Lake of Ill Omen (zone name)
LoM	Low on Mana
Lore	You can not have more than one particular Lore item at the same time
LS	Lavastorm (zone name)
Mez	Mezmerize – makes an NPC (or player in PvP) stand still and not attack

MGB	Mass Group Buff – a buff that benefits all players within a certain radius
ML	Master Looter – player who loots all of the NPCs killed by a group or raid, and then distributes the loot afterward
MM	Mistmoore (zone name)
Mob	Mobile object (NPC)
Mod Rod	Modulation Rod – an item which trades HPs for Mana
MoTD	Message of the Day – seen by all players when they log in, if a GM has posted one
MQ	Multi Quest – When two or more players turn in items for a single quest
MT	Main Tank – The player in a Group or Raid who is meant to take the most hits from the NPCs being fought, or Mistell – when someone sends a tell to someone else by mistake, or when they say something in the wrong chat channel by mistake
Named	An NPC with an uncommon name which usually drops uncommon loot
NBG	Need Before Greed – An agreement that any special items looted will go to the character in the group or raid that needs it the most, rather than it being distributed by other means
Nerf	A change to any aspect of the game that players perceive makes things harder for them
Ninja Loot	When a player loots one or more items that they are not entitled to loot
NK	North Karana
No Drop	An item that cannot be dropped on the ground, cannot be sold to a vendor, and cannot be handed to another character
No Rent	An item that will disappear 30 minutes after a character camps out or loses connection with the server. All items in a No Rent container will disappear when the container does
NPC	Non-Player Character – characters controlled by the game
NRo	North Ro (zone name)
Nuke	Direct Damage spell
OOM	Out of Mana
OOR	Out of Range
OOT	Ocean of Tears (zone name)
OT	Overthere (zone name)
PC	Paludal Caverns (zone name) or Price Check – to determine the fair price for an item
Petition	A system for submitting requests for help to a GM
PH	Placeholder – an NPC that spawns in the place of a Named
PL	Packet Loss – information being lost between the player's PC and the server or Powerlevel – when a higher level character helps a lower level character get more experience faster
PNP	Play Nice Policy – A policy which outlines how to behave in the game
PoK	Plane of Knowledge (zone name)
Pop	Expression used to tell others that an NPC has just spawned
PP	Platinum Piece or Pickpocket
Proc	Process – refers to a weapon's spell going off
PST	Please Send Tell
Puller	Player who brings NPCs to the group or Raid to fight
PvP	Player vs. Player
Raid	7 or more players working together to kill one or more NPCs
RL	Real Life – life outside of the game
RM	Rathe Mountains (zone name)
Roll	To use the game's random number generator using the command /random
RTA	Ready to Attack
RV	Rivervale (zone name)
SF	Steamfont or Skyfire (zone names)
SG	Surefall Glade or Siren's Grotto (zone names), or Sand Giant
SH	Shadowhaven (zone name)
SK	South Karana (zone name) or Shadowknight
Sol A	Solusek's Eye (zone name)
Sol B	Nagafen's Lair (zone name) – near Sol A
SoNH	Swamp of No Hope (zone name)
SoW	Spirit of Wolf – a spell that makes you run
SP	Silver Piece
Spawn	Term used to indicate when or where an NPC appears
Splitting	Tactics used so that the Puller only brings one NPC at a time
SRo	South Ro (zone name)
Tank	Character that can take a lot of hits
Tash	A series of spells that reduce the resistances of those it is cast on
TD	Timorous Deep (zone name)
Tick	6 seconds
TL	Translocate
ToFS	Tower of Frozen Shadow (zone name)
TP	Teleport – a spell that moves a player from one zone to another
Train	Several mobs chasing a fleeing player
Twink	To give equipment from a higher level character to a lower level character
Twist	When a Bard sings two or more songs at once
Two box	One person playing two characters on two different computers at the same time
UG	Upper Guk (zone name)
UI	User Interface – The windows and buttons on your screen which allow you to interact with the game
Vendor Loot	Loot that is sold to merchants
Warp	When an NPC suddenly moves from one place to another for no apparent reason
WC	West Commonlands (zone name)
Wipe	When the entire Group or Raid dies
WK	West Karana (zone name)
WMP	When Mana Permits
WTB	Want to Buy
WTS	Want to Sell
WTT	Want to Trade
WTTF	Want to Trade For
WW	Warsliks Woods or Western Wastes (zone names)
XP	Experience
Yard Trash	NPCs that con green or light blue, and therefore give little or no experience
ZI	Zone In – entrance to the zone
ZO	Zone Out – exit from a zone