DARK AGE OF CAMELOT

LABYRINTH OF THE MINOTAUR™

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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System Requirements

MINIMUM

Windows® XP (other Windows versions not supported)

Pentium® 4 2.0 GHz or AMD equivalent

3.5 GB free hard drive space

512 MB RAM

Requires compatible 3D acceleration card with 64 MB video RAM

DirectX® 9.0 or later

Shader 1.1 or higher

Internet connection required

RECOMMENDED

Pentium® 4 3.0 GHz or AMD equivalent

1 GB RAM

256 MB ATI X800 or NVidia GeForce 6800 series or higher video card

DirectX® 9.0 or later

Shader 2.X or greater support

Internet connection required

Activating the Expansion

Dark Age of Camelot: Labyrinth of the Minotaur requires a full installation of *Dark Age of Camelot* and all previous expansions (or just a single installation of the *Epic Edition*), plus an active account in order to play. If you are missing either of these, please refer to the primary *Dark Age of Camelot* User Manual for directions on how to create an account. If you have an active account, you can enter your account name and password into the login screen and proceed to the server select screen. If the expansion has not been activated, you should see an "Activate Expansion" button on this screen. To activate an expansion, click on the button, enter the expansion Key that you were given with your download in the dialog, and click the "OK" button.

Starting the Game

To start *Dark Age of Camelot: Labyrinth of the Minotaur*:

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 10 for more info).

2. Click the ▦**Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) **> Electronic Arts > Dark Age of Camelot - Labyrinth of the Minotaur > Dark Age of Camelot - Labyrinth of the Minotaur**.

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Labyrinth of the Minotaur

Long ago, the island now called Agramon was the home of the ancient race of called the Uruz. Their capital city was a marvel of architecture, a fair city above ground but an even larger and more mystical one beneath. The Uruz spread out from their home island to explore the world. In the neighboring lands of Midgard, Hibernia, and Albion they came in contact with the fledgling kingdoms of man. They left only vague impressions on the men they encountered, sparking tales of bull gods and horned men, but making no solid ties.

Though they preferred to live underground and limit contact with the surrounding areas, these outlying clans also began to lose touch with each other and with the central island. This worried the high Council. They proposed a great undertaking, a nexus that would unite the lands, not through conventional tunnels, but through dimensional magics.

The High Chief Maghras placed his three sons in charge of the construction, and made them each emissaries to one of the outlying lands. To Hibernia he sent his eldest son, Graoch. To Midgard he sent his second son, Deifrang. To Albion he sent his youngest son, Korazh.

The nexus project was an incredible triumph, and brought great glory to the sons of Maghras. Travel between the realms and the great city increased, and it seemed a golden age of Minotaur society had begun. Emboldened by the success of their first great magical undertaking, the Minotaur began to seek to test the limits of the powers that could be gained and manipulated through these magics.

The Uruz High Priests spoke of new, closer contact with their Gods, granting access to previously unknown mystical forces. They began working on a new undertaking, one even greater than the travel nexus. The capital began to produce relics of great power, items that would increase the power of the Uruz race and carry their legacy through the ages. But these advances had a darker side. The underground city became more of a fortress as the Uruz feared to lose these new relics. The tunnels dug deeper, the twists and turns became more disorienting, and the traps more fiendish. The relics which were meant to bring unity and strength brought only greed, paranoia, and violence.

Dissatisfaction and chaos began to build in the great capital. Some of the priests of Vartigeth, God of Knowledge and Survival, began to speak against the relics. There was immense distrust between those who worked closely with the relics and those who stood apart. Maghras began to sense that things were going very wrong. His priests no longer listened to his orders, and the trouble was no longer confined to the priests. It seemed that everyone who had any contact with the relics at all was becoming slightly mad. As this corruption grew the High Chief gathered around him those in the city he could still trust, but found them to be few in number.

Maghras sent his sons to the lands they had visited before, to raise reinforcements. By the time they returned the Uruz nation had erupted in full-scale civil war. While originally they fought united, during the course of the war the brothers grew apart. Each strove against the other for Maghras' approval, seeking credit for any victory and blaming the others for any defeat. After a while they began to conceal more and more from each other, and cooperate less and less.

This loss of cohesion spelled defeat for Maghras and his sons. Without all three bands working together, the corrupt forces won battle after battle. Realizing there was no way to achieve victory, the High Chief instead made a plan for survival. Maghras sent his sons into dimensional rifts with their remaining forces. To each son he issued one final command: if he failed, they must prevent the relics from doing any more harm. The sons could not disobey and departed, while the High Chief remained to sink the city and seal the ways behind them.

This was the last straw for Graoch, Deifrang, and Korazh. Each blamed the other for the loss of their city and the death of their father. During their exile, these once loose war-parties have become real clans. With no true name to call themselves, they adopted the names of their founders. Through the generations the names have been passed down, inherited by each chief in succession.

The historians of Vartigeth have been diligent in preserving the history, though the version each possesses is colored by the individual memories of the clan's founding members. Each clan tells the tales of the betrayal by the other brothers; rumors and suspicion have turned into legacy. The Last Command has survived the ages, along with a hundred other instructions and tales, fragments of old spells and old languages. The history of the great island city is mingled with the histories of the other lands where Uruz once wandered.

New Race—Minotaur

During the civil war and the ensuing exodus, some of the Uruz were cut off from their clans and left behind. One such individual was Minos. During the war, a massive section of the Labyrinth he was attempting to secure collapsed, destroying the only obelisk that could reunite him with his people. Trapped with nothing but the creatures and vermin his people used to thwart invaders, Minos resigned himself to his fate to protect the single relic that had become trapped with him, the Ptoryx (later to be known as the Wings of Icarus).

Though physically untouched by the passage of time, Minos' isolation eventually cost him his sanity and all sense of self. In fact, when he realized that he was losing his identity, he wrote his name on the wall so that he would remember who he was. Over time, all that mattered to him was caring for and protecting the Ptoryx.

Eventually, humans found their way to Minos' Labyrinth. What they discovered was a massive, savage creature with the head of a bull and the body of a man. The humans who were not killed by his enraged onslaught caught glimpses of his name sprawled on the wall. The humans mistook his name for the name of the island beneath which the Labyrinth was located. From that point forward, the island was called Minos, and he became the Minotaur, the Bull of Minos. The story of Minos became a famous myth, though it changed with each generation who told it.

Educated on history and legends, the kings of Midgard, Hibernia, and Albion, their advisors, and scholars were all familiar with the current version of the Minotaur myth. When the Uruz approached each Realm, the bull-headed men were uniformly referred to as Minotaurs. Despite the Uruz attempts to correct the humans, the name Minotaur stuck.

Non-Minotaurs have never seen Minotaur females, and only the males journeyed to the human lands. Rumor and speculation have circulated among the humans and other races as to why this might be. Based on the indirect comments made by a few Minotaurs who had a little too much to drink, it is believed that the females are exceptionally beautiful and somehow look nothing like the males of the race.

Meet the Clans

While there were many Minotaur clans, three stood out amongst the rest. They began as clans founded by three brothers, all sons of the High Chief Maghras, the ruler during the time of the civil war that destroyed the empire. The three brothers became bitter enemies and the blood feud between the clans persists to this day. These three clans were named after the three brothers, and distinct physical traits continued along those family lines with each passing generation. The leader of each clan also takes on the name of that ancestor.

Midgard—Deifrang

The dark fur and sharp horns of the Deifrang make these Minotaurs seem meaner than they actually are. Village folk in Mularn discovered that a number of the Deifrang have a soft spot for children and kittens, both of which they will fiercely defend.

Hibernia—Graoch

Some individuals originally mistook the Graoch's white fur, ornately curved horns, and sleepy-eyed expressions for passivity. Following some broken bones and bloodied faces, that mistake was corrected.

Albion—Korazh

People step lightly around the Korazh. Their brown hide, thick, wide horns, and overbearing presence command respect wherever they go. Even an unskilled Korazh standing guard would make someone think twice before starting trouble.

New Class—Mauler

A priestly caste named after its former leader Maulatous, the Maulers serve in the name of the Minotaur deity, Laresh. This fierce but benevolent deity governing the spheres of virility and physical prowess bestowed upon his followers the knowledge and ability to channel the elemental forces of the earth, such as gravity, magnetism, and auras. While grounded and in harmony with those forces, Maulers can channel them through their hands and fists, adding the power of the earth to their own. They can also manipulate the auras that surround everything in our world, auras that most people are unable to see or even detect. Maulers, greatly respected among all Minotaurs, use their hands and feet in combat as effectively as any weapon of metal or wood.

The Labyrinth

Easily the largest dungeon ever seen in the world of *Dark Age of Camelot*, the Labyrinth is a giant maze of spacious corridors and massive rooms, perfect for anyone who may encounter enemy forces. In this case, the enemy may be one of a variety of monsters or it may be a player from another Realm. The true purpose of the Labyrinth, however, lies beyond a simple place to adventure and fight. Within the confines of this maze rest sixteen relics of enormous power, which until recently were protected by powerful magic seals. With the seals now broken, each realm, at the behest of the Minotaur clans, are leading their forces to secure the relics before they can fall into enemy hands.

How to Get There

Players from all Realms have two means with which to access the depths of the Labyrinth. The first option requires you to travel from your borderkeep to the Island of Agramon. Among the ruins on Agramon is a stairwell that leads down to a protected area of the Labyrinth.

The second entrance to the Labyrinth can be found in each Realm's frontier homeland section. This entrance will bring you to an unprotected section of the Labyrinth. You cannot use this second entrance until you have located its whereabouts from inside the Labyrinth.

Obelisks

Obelisks are found throughout the Labyrinth. They allow you and monsters to move from different areas, sometimes covering great distances, with relative ease.

Areas of the Labyrinth

This immense complex has served many purposes in its lifetime, acting as home, capitol, fortress and prison to the Minotaur race. Much of its architecture was shaped by the relics, first designed for their protection and later twisted by their dark power. Sealed for centuries, corruption and chaos now rule these echoing halls.

Clockwork Section

Ancient devices of clockwork and dark magic maintain this portion of the Labyrinth, making constant repairs and guarding against intruders. The Minotaur Construct is the greatest of these creations, maintaining unblinking watch over the relics it was created to protect.

Collapsed Section

In these halls are the remnants of what was once a great city. Destroyed in the sealing of the labyrinth, time and the movement of earth have contributed further to the ruin of the old Minotaur capital. Lost relics may be buried in the rubble; perhaps the cause of the cataclysm can be found there as well.

Flooded Section

In the deepest tunnels, flooding has been rampant. Here the whirring of clockwork is absent. Instead the hiss of falling sand and the dripping of water is audible everywhere. The smell of decay grows thicker as you descend. Somewhere in the depths a monster waits, guarding its treasured relic.

Minotaur Relic System

To enhance elements of the popular Realm vs. Realm™ combat system and to bring new elements of entertainment to the Realm war, *Dark Age of Camelot: Labyrinth of the Minotaur* introduces the Minotaur Relic System (MRS). These relics provide temporary bonuses to the wielder and/or the group, but in order to keep the Minotaur Relics in play, the wielder must actively participate in Realm vs. Realm through killing other players or taking over keeps and towers. The relics cannot be stored in keeps or towers, but rather, they must be kept on a player within the defined Realm vs. Realm areas at all times. If the player who wields the relic dies, logs out, leaves the area, etc., the Minotaur Relic will become available for other players to pick up. Additionally, if a player does not "feed" the Minotaur Relic fast enough, it may find its way back in to the Labyrinth, back on its protective pedestal.

The true meat of this expansion, the Minotaur Relic System introduces 22 Minotaur Relics in to the world, each guarded by a small encounter, some within the Labyrinth and others outside. All but two of the Minotaur Relics are designed to be used in the New Frontiers zones. Of those two, one is restricted to Cathal Valley and another is confined to the Labyrinth itself. Note to Gaheris Players: As a non-Realm vs. Realm server, Gaheris will not have use of the relics. All of the encounters that would normally guard the relics, however, will be available to Gaheris players as new content.

The Minotaur Relics were made in honor of the Minotaur pantheon of gods. As such, each has a proper name, a deity it represents, a specific visual appearance, and particular abilities it bestows upon the player.

Minotaur Relics

Relic Name	Deity	Description	Abilities	People Affected by the Relic Bonus
Aphanizo	Teragani	Pulsing Crystal	Efficient Healing	Group
Apollumi	Thivek	Flaming Anvil/Hammer	Fault Finder	Group
Arasthai	Laresh	Bracers	Hit Point Bonus	Wielder Only
Arrektos	Thivek	Sacred Flames	Style/Spell Cost Reduction	Wielder Only
Atakan	Perizor	Charging Minotaur Status	Style/Spell Cost Reduction	Area Effect
Benun	Tegashirg	Horned Shield	Siege Protection	Group
Bulent Bora	Nurizane	Storm Globe	Area of Effect Healing	Wielder Only
Euren	Nurizane	Orrery	Experience, Realm Point, Champion Point Bonus	Area Effect
Farsia	Nethuni	Waterstone Amulet	Bonus to Healing	Wielder Only
Golden Gear	Tegashirg	Animated Gear	Style/Spell Cost Reduction	Group
Igorn	Februstos	Death Mask	Endurance Drain AE Aura	Wielder Only
Izzethin	Perizor	War Horn	Siege Protection	Area Effect
Larimorn	Teragani	Cow Bell	Self Damage-Add with Defensive Snare Proc, Optional Shapechange	Wielder Only
Mahir	Vartigeth	Shaman Staff	Experience, Realm Point, Champion Point Bonus	Group
Nazinath	Februstos	Obsidian Blade	Damage Add	Wielder Only
Orseo	Laresh	Bronze Statue	Hit Point Bonus	Area Effect
Parepeche	Teragani	Runed Obsidian	Efficient Healing	Wielder Only
Sactious	Februstos	Obsidian Blade	Super Stealth	Wielder Only
Temel	Vartigeth	Scroll	Experience, Realm Point, Champion Point Bonus	Wielder Only
Thatanu	Nethuni	Brazier	Bonus to Healing	Group
Tiagorot	Februstos	Runic Skull	Area of Effect Weaponskill Debuff	Wielder Only
Ton Amon	Laresh	Crown of Laurel	Hit Point Bonus	Group
Unver	Perizor	Trident	Siege Damage Bonus/Protection from Siege Damage	Wielder Only

Mythirian

Minotaurs have always had close ties to the earth, its forces, auras, and spirits, the latter of which tend to find their way in and around Minotaur civilizations, structures, and dwellings. Long ago, masterful Minotaur artisans coaxed thousands of those spirits out of the magical fires of their forges and bound them to small, decorative metallic objects. The objects, called Mythirian, contain bits of magical energy which may be called upon by one who has chosen to bind a Mythirian to his or herself. Non-invasive but noticeable, the Mythirian will remain with its host until the host chooses to end the bond. Because the Mythirian will never take another host, the spirit within it will die once the connection has been severed.

To support the presence and use of Mythirian within *Dark Age of Camelot: Labyrinth of the Minotaur*, all characters on an expansion-activated account will have a special Mythirian slot. So that players do not have to sacrifice other item slots, any Mythirian that a player finds may be equipped in that slot.

New Champion Levels

With regard to Champion Levels, *Dark Age of Camelot: Labyrinth of the Minotaur* begins where *Darkness Rising* left off, extending the number of Champion Levels from five to ten. Champion levels allow you to mold your character's skills and abilities beyond the standard 50 levels of advancement. They are a method of cross-class training referred to as sub-classing. Sub-classing allows your class to learn and use some of the basic skills or spells of other classes in your realm.

For more information on sub-classing, please visit:
http://www.camelotherald.com/article.php?id=173.

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Special Thanks
Dark Age of Camelot Team Leads
Labyrinth Beta Testers

Performance Tips

System Requirements

It is essential that your PC meets the Minimum Requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your system hardware supports the requirements.

Background Tasks

In some cases programs that are running on your system can monopolize resources that the game needs in order to install, load, and run properly. Not all of these programs are immediately visible. There are a number of programs, called "background tasks," that are always running on your system.

Important Note: While shutting down background tasks will optimize your system for running *Dark Age of Camelot: Labyrinth of the Minotaur,* these background tasks' features will be unavailable once shut down. Be sure to re-enable background tasks after playing *Dark Age of Camelot: Labyrinth of the Minotaur* by restarting your computer.

If your system is running anti-virus or crash guard programs you will need to close or disable them to run *Dark Age of Camelot: Labyrinth of the Minotaur*. To do this, find the icon for the program on the Windows Taskbar and then right-click the icon and select "close," "disable," or the relevant option. Please note that these programs will be reactivated the next time you restart your computer.

Once anti-virus and crash guard programs have been disabled, you should end all unnecessary general background tasks.

To view and close background tasks (Windows XP):

1. Hold down CONTROL and SHIFT and then tap ESC. Select the Windows Task Manager.
2. Click the **Processes** tab. This tab displays a list of all background tasks running on your system.
3. Click the **User Name** column heading. This sorts all the processes together by user name.
4. Select an item with a user name, but DO NOT select one from the SYSTEM, LOCAL SERVICE, or NETWORK SERVICE groups. Also, DO NOT select the *explorer.exe* or *taskmgr.exe* items.
5. Click END PROCESS. You may receive a warning message, if so click YES. The selected item disappears from the list.
6. Repeat steps 4 and 5 until only *explorer.exe* and *taskmgr.exe* remain in the user name group.

To view and close background tasks (Windows Me or 98):

1. Hold down CONTROL and ALT and then tap DELETE. The Close Program window appears. This window displays a list of all background tasks running on your system.
2. Select an item, but DO NOT select the *Explorer* or *Systray* items.
3. Click END TASK. The Close Program window closes and the task is ended.
4. Repeat steps 1 through 3 until only *Explorer* and *Systray* remain.

Video and Sound Drivers

An outdated video or sound driver can lead to slow and choppy gameplay, or in some cases can prevent the game from running at all. To ensure an enjoyable experience with *Dark Age of Camelot: Labyrinth of the Minotaur,* be sure that you have the most recent video and sound drivers installed. These drivers are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of video or sound card you have, or you don't know how to update the drivers on your system, please refer to the documentation that came with your system or peripheral.

Internet Performance Issues

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

Dark Age of Camelot: Labyrinth of the Minotaur uses the following TCP and UDP port(s) for Internet play:

TCP Ports: 1280, 10500-10510, 10622

UDP Ports: 1024-65535

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

Technical Support

If you are experiencing difficulties with *Dark Age of Camelot: Labyrinth of the Minotaur*, EA Mythic Technical Support can help.

To contact EA Mythic Technical Support via the Internet, please go to http://support.darkageofcamelot.com/help/ and fill out our online support form.

To contact EA Mythic Technical Support via e-mail, please e-mail us at support@darkageofcamelot.com from the e-mail address linked to your *Dark Age of Camelot* account.

Technical and Billing Support can be reached via telephone at (703) 934-0169. Please note that our hours of operation are from 11:00 am - 8:00 pm Eastern Time, Monday through Friday.

Limited 90-Day Warranty

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Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1900

EA WARRANTY MAILING ADDRESS

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