

Press Release. Paris, September 26, 2001

GOA.com and MYTHIC ENTERTAINMENT have announced the forthcoming release of Dark Age of Camelot, due to be launched in January 2002t

After the success of The Fourth Prophecy, GOA.com is happy to announce a publishing and distribution partnership for the massively multiplayer role-playing game, Dark Age of Camelot, which was developed by the American company, Mythic Entertainment.

For the first time in Europe, the game (plus instructions, etc.) will be completely localized and will be operated (including the server, community management, technical support, etc.) in French.

Set at the crossroads between the legendary world of the Knights of the Round Table, the Scandinavian myths and the Celtic culture of Ireland, Dark Age of Camelot plunges players into a universe inhabited by colorful mythological and historical characters.

The game begins after the death of King Arthur. His kingdom, Albion, suffers desperately from the lack of firm authority and lies open to marauding attacks by the magical Celts from Hibernia, a wild island to the west, and the Vikings, from the frozen landscape of Midgard far away to the north. The objectives of these raids are the precious and magical relics that are guarded at the heart of each of the three realms.

The player begins by choosing one of the three realms: each possesses a choice of races (Trolls, Elves, Kobolds, Dwarves...) and a unique class system (Mage, Elemental, Druid, Warden...), as well offering the possibility to develop many different skills and forms of magic.

Many challenging adventures lie ahead...

Battling with monsters, defending the realm, undertaking quests to find fantastic objects and making jewelry or clothing as well as siege weapons... these are just a few of the many quests offered by the Dark Age Of Camelot.

...in addition the game features an unprecedented a multi-player combat system.

Experienced players are able to join forces under the wing of a guild to launch strategic attacks against their enemies in large-scale battles. Using the revolutionary PVP (Player versus Player) combat system, the characters of DAOC can also fight against each other in order to defend the relics of their realm or in an attempt to seize those of their enemies by besieging their opponents' fortresses.

With over 3,000 players per server and a highly-sophisticated 3D graphics system, Dark Age of Camelot brings together all aspects of a fantasy role-playing game that actively encourages acts of gallantry from within a massively multiplayer environment. Available on PC for beta-testing from November 2001 then by subscription from January 2002