

Paris, July 2004

**This autumn, *Dark Age of Camelot* pushes the envelope with the European release of *New Frontiers*, the second free expansion of the game that revolutionises player confrontations.**

After *Shrouded Isles*, *Foundations*, and *Trials of Atlantis*, *Dark Age of Camelot*, the unique world developed by Mythic Entertainment and published by Wanadoo in Europe, benefits from a redesign of its frontiers, with two purposes:

- **Accessibility:** beginners as well as experienced players can now take part in the realm wars, and
- **New emotions:** the players are dropped in the middle of epic scale battlefields

This autumn, all players will be invited to download for free the fourth add-on, *New Frontiers*, from [www.camelot-europe.com](http://www.camelot-europe.com).

On the MMORPG market (massively multiplayer roleplaying games), ***Dark Age of Camelot* is the only game to offer the RvR system (Realm versus Realm combat).**

To better establish and prove the worth of this original gameplay, Mythic Entertainment has completely revamped the system to make it **more accessible and much more epic.**

This exclusive add-on offers players the opportunity to engage in great battles, **no matter their skill or experience.**

9 'Battlegrounds' have been created to enable the players to learn the rules of combat. The goal of these training grounds is to better prepare for the final assaults in the new frontier zones. In addition, user friendly tools have been added: a map of the conflict updated in real time, the possibility to teleport along a supply line to get faster to the front line, the reorganized siege engine system now available to all...

Moreover, the mass battles between realms are **made even greater by the four major advances introduced in *New Frontiers*:**

- A new configuration system for the keeps enable the players to **personalize the fortifications** and **see the modifications in game.**
- Guard towers now flank the big keeps, offering **challenges adapted for both the small groups of players and the massive armies of the big guilds.**
- The geography of the zones has been redesigned to **intensify the strategic challenges:** deep valleys, cities in ruins, frightening swamps, dark forests, as many dangerous and exciting environments to discover.
- Besides their simplified interface, **the siege weapons now benefit from major new features:** the player will be able to pour cauldrons of boiling oil on the besiegers, trigger catapults, watch their boulders cross the skies to finally crash on the walls of the enemy keep, and even mount siege engines on battleships to bring death and destruction in the heart of the enemy territory.

To complete these new features, *Dark Age of Camelot : New Frontiers* offers once again a new state-of-the art and spectacular graphical and audio environment, where the heroes rushing toward death or glory will fight their fears and carry on battling, in the clash of combat.

In 2002, *Dark Age of Camelot* revolutionized the genre with its RvR system. In 2004, the revolution continues!

***"Dark Age of Camelot: New Frontiers" is only playable online with both the original game *Dark Age of Camelot* and a valid subscription.***



On the occasion of the release of Dark Age of Camelot : New Frontiers, **2 new packs are proposed for all those that have yet to give in to this mythic game:**

A **DAoC “Starter” pack** including the original game “Dark Age of Camelot” and its first expansion “Shrouded Isles” at a never seen before price

Selling price: 19.95 euros – with one free month of subscription \*

Availability: September 2004

A new **“Classic” pack** (the original game “Dark Age of Camelot” and both its retail expansions “Shrouded Isles” and “Trials of Atlantis”) including the exclusive add-on “New Frontiers”

Selling price: 34.95 euros – with one free month of subscription

Availability: September 2004

**\*For more information concerning the game:** <http://www.camelot-europe.com>

### **“Dark Age of Camelot” the European leader in massively multiplayer roleplaying games**

“Dark Age of Camelot” is a second generation massively multiplayer roleplaying game (MMORPG) in full 3D. With more than 350,000 units already sold in Europe and a dynamic community of 160,000 registered players, the game is enjoying a real success since its release in February 2002.

*Dark Age of Camelot's* universe, inspired by The Knights of the Round Table and Scandinavian, and Celtic mythologies, plunges the player into an epic world of historical and mythological creatures.

The player begins by joining one of the three nations: Albion, Midgard or Hibernia. In each nation, the player is presented with the choice of various races of beings (Trolls, Elves, Kobolds, Dwarves...), individual classes of characters (mage, thane, druid, warden...); each of these populations possesses different levels and forms of magic.

### **About Wanadoo**

Wanadoo, a subsidiary of France Telecom, is one of Europe's leading Internet and directories companies with, at March 31, 2004, more than 9.3 million Internet Access customers and at December 21, 2003, more than 641,000 advertisers in Directories. Wanadoo is a leading Internet media services provider in France and the U.K., and the n°2 in Spain and in the Netherlands. Wanadoo has more than 2.9 million ADSL and cable subscribers.

Wanadoo recorded EUR 2.6 billion in revenues in 2003 and has approximately 6,700 employees. Wanadoo is listed on Euronext Paris. Further information on Wanadoo can be found on the company's web site at: [www.wanadoo.com](http://www.wanadoo.com).

Wanadoo is present in the game domain with its department GOA, which manages and runs the French multiplayer game site: [GOA.com](http://GOA.com), as well as the Dark Age of Camelot game in three languages: English, German and French.

### **About Mythic Entertainment**

Mythic Entertainment is one of the most successful developers and publishers of massively multiplayer online role-playing games in the world. Credited with 15 online games, including the award winning “Dark Age of Camelot®,” Mythic's success is based in proprietary technology, superior game design and exemplary customer service delivered by a talented staff of more than 150 people. “Dark Age of Camelot®” is played by more than 250,000 subscribers in almost every country in the world, and has been translated into four languages.

In March 2003, TA Associates completed a \$32 million investment in Mythic, the largest ever granted to any independent game developer. Mythic has been recognized for their business achievements by the Inc. 500, Deloitte and Touche's Fast 500, and as a 2004 finalist in the Dell Small Business Awards. In addition to “Dark Age of Camelot®” expansions, Mythic is currently developing “Imperator™,” a next-generation Sci-fi MMORPG, scheduled for release in winter of 2005. More information about Mythic Entertainment is available at [www.mythicentertainment.com](http://www.mythicentertainment.com).

### **About MC2**

Born from the fusion of Microïds' and Wanadoo Editions' activities, MC2 is a leader of the European video games market. With its publishing and distribution facilities in France and Italy as well as a publishing and development studio based in Montreal, MC2 has established a worldwide market presence. Today MC2 leads the adventure segment of the video games Industry and enjoys international praise for hits such as Amerzone and the Syberia series.

### **Press contacts:**

UK & Ireland

Bastion

Charlotte Fox & Lee Skittrell

Phone: +44 (0) 20 7490 1323

Fax: +44 (0) 20 7490 1350

e-mail: [Charlotte@bastion.co.uk](mailto:Charlotte@bastion.co.uk)

e-mail: [Lee@bastion.co.uk](mailto:Lee@bastion.co.uk)

Scandinavia

Toptronics

Jenni Sten

Phone: +46 (0) 8 33 05 35

Fax: +46 (0) 8 32 32 81

e-mail: [jenni.sten@toptronics.fi](mailto:jenni.sten@toptronics.fi)

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