

CD Srat: Dark Age of Camelot

Intro: Massively multiplayer games like DAoC can be a bit overwhelming for first-time players... First-time players who don't read PCG that is! This strategy guide will give you all the information you need to play the game like a pro in no time flat!

- Colors play a huge role in *DAoC*. The color chart that applies to enemy strength also applies to weapons and armor. So, no matter what level you are, look for yellow weapons and armor; continue to use them through blue, then once they turn green, get rid of 'em and look for some more yellow!
- Pick a character that you will have fun playing. Each character type in the game has been given abilities that tend to focus to group play, but some, like fighter classes, should be able to hold their own from time to time. Of course, some characters will be weak by themselves, but these "weaker" characters can be a lot of fun when used properly in a group setting. Here's a basic, bare bones party to illustrate the group dynamic:

Archer: These are the guys who attack from a distance with ranged weapons. Their job is to lure the enemy in close so that the melee fighters can close in for the kill.

Fighter: These are the guys that wear the cool armor and sport all the great weapons. In combat situations it's their job to run in and take on the enemy right up close so that it (or they) can't attack the weaker members of the party.

Healer: A physically weak character, healers are *extremely* important to have in your group because there are no healing potions in *DAoC* -- no other ways to regain health in a hurry. A healer's primary job is to sit back away from the fight so that he can cast healing spells on the Fighters up front.

Mage: The magic users. While they tend to be physically weak, as long as the fighters, or "tanks" as their often called, keep the enemy at bay, mage characters will be able to cast powerful, long-ranged magical attacks that do every bit as much damage (if not more) than the fighters up front.

- Remember, all characters in the game can be valuable to a group of adventurers if they're played properly. The "Minstrel" in Albion is an example of a character a lot of people might scoff at initially and not want to play. Not so fast! This character can increase the speed of the entire party and can help mages and clerics by regenerating their power. He also has a "group heal" spell, and is even okay in melee combat situations as long as he's got some backup.
- Right from the very start of the game, try to concentrate on one type of attack and stick with it. For example, a Fighter can opt to inflict slashing, crushing, or thrusting damage. If you pick more than one, your character won't be nearly as powerful as he will be if you picked only one.
- Go out and start killing beasties right off the bat; it's fairly easy at first and you'll gain levels quickly. Get your first few levels out of the way before you go on any

quests in order to give yourself time to get a handle on the controls. Remember: only go after blue and green monsters and stay close to your starting base.

- Good news: there are no penalties for dying during your first five levels of character progression, so go crazy and test the extent of your abilities right at the start of the game.
- Always use compass and the included printed map -- they really help! Shift+c pulls up the compass.
- Start joining groups at around level 6 or 7 -- after you've got a good grasp of the game and have decided you like the character you're playing.
- Use the in-game group finder utility. You don't need to have any friends in the game in order for people to want to play with you if you're a character type they're interested in.
- Always play your character correctly. Don't try to use a magic use as fighter -- you'll die very fast and so will your teammates who are depending on you.
- Experienced players will expect you to know how to handle monster aggression. What is "monster aggression?" Put simply, the player that pisses a monster off the most is the one it's going to attack -- and that focus can shift a lot during the course of a battle, so pay attention and always know your role. Example: if a monster turns away from your fighters and goes after a healer, the healer should not attack the monster and risk upsetting it more. Instead, he should be able to trust his melee fighters and archers to do their jobs and pull the enemy away. Knowing your role and managing monster aggression will make you very desirable as a group player.
- Here are some common acronyms you're likely to see people using in *DAoC*:

INC -- Incoming monster; be prepared!

ADD -- If during the battle, a new monster joins the fray, "ADD" alerts everyone in your party to the new presence.

OOM -- Said by mages and clerics, "OOM" lets the group know that they are "Out Of Manna" (power); no more spells or heals until they recharge, so be careful!

LFG -- Looking For Group. Example: "lvl 20 LFG" -- "I'm a level 20 player looking for a group."

WTS -- Used in towns as a broadcast message when a player "Want(s) To Sell" something. Example: "WTS short sword."

WTB -- Used in town as a broadcast message when a player "Want(s) To Buy" something. Example: "WTB short sword."

WTT -- Used in towns as a broadcast message when a player "Want(s) To Trade" something. Example: "WTT short sword for axe."

- All three realms have horse routes that allow you to move from place to place very quickly. Five silver buys a ticket for a one-way trip to a specified destination.
- Things are closer than they appear; the world is fairly small. Never be afraid to go somewhere “far away” because it probably isn't as far away as you think.
- It's all fun and games up until level 5. At level 5 you need to pick your specialized path. For example, an Elementalist can become a Wizard (physically weak but *a lot* of magic power) or a Theurgist (creates small earth- and air-based "pets" and "servants" that attack the enemy). A Fighter can become a Paladin, Armsman, or Mercenary -- each with its own unique characteristics. And a Rogue can become an Infiltrator (an assassin), a scout (good with a bow and scouting without being seen), or a Minstrel. This is make or break time for your character, so don't leap into a career without any thought!
- At level 5, once you've picked your career path, you're presented with a series of specialization paths to pick from. You can flub a few points and still be okay, but try to focus once you know what sort of character you want to be.
- Trade crafting is a great way to make money, and everyone can learn trade skills to a varying degree. Once you've got around 50 silver, go to the major city in your realm (Camelot in Albion; Tir na Nog in Hybernia; Jordheim in Midgard) since it will have all the resources you need. Find the master of the trade you want to follow (weapon crafting, armor crafting, tailoring, etc.) and follow his instructions. You'll get better at a skill by using it, so use it! Focus and specialize -- don't spread your skills too thin.
- Player-made weapons are almost always better than anything sold by NPCs. If you're looking to buy something, don't be afraid, just go into town and ask people what they've got!
- You lose constitution when you die in player vs. monster combat (assuming you haven't been resurrected by another player), and the more you die during a level, the more of it you lose. To get it back, you must pay an NPC healer (usually found in towns) to heal you. Don't forget to do this! Unlike health, constitution will not replenish on its own.
- When you finally have a buff enough character and/or party to try realm vs. realm combat, the only penalty for death at the hands of another human player is temporary resurrection sickness, so go out there and kick some butt!
- Helpful *DAoC* Websites:

<http://daoc.catacombs.com>: Great character builder that will allow you to map out your character progression right from the very start.

www.darkageofcamelot.com: The official site. It offers a little bit of everything.

<http://daoc.warcry.com>: Very good for general information and specific quest info.
www.daotradeskills.com: Excellent trade skills and crafting information.