

# GUILD WARS®

Eye of the North™

MANUSCRIPT



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Change During Online Play

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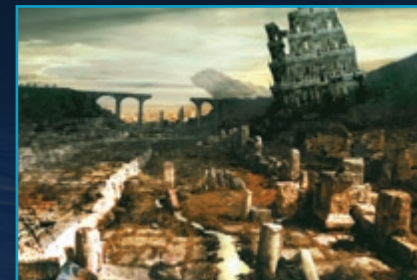


## THEN AND NOW

In the world of Tyria, landscapes are ever-changing. Ascalon, once a proud nation, has all but fallen entirely to the Charr. Cantha's emperor has been saved. Abaddon has been defeated. With each new adventure, the world is reshaped by the brave deeds of its heroes . . .

### Ascalon

The mighty kingdom of Ascalon has seen better days. Humbled under the relentless assault of the Charr, its cities ruined, its population scattered across the globe—Ascalon has become a conquered and savaged nation. Brave heroes have slowed, but not stemmed, the invading hordes. A large military force under the command of King Adelbern continues to defend the nation from incursion, but they slip farther and farther south as their battle lines collapse beneath the strength of the Charr forces.



In these dire times, brave cadres of Ascalonians—among them, the Ebon Vanguard—have taken up the fight to save Ascalon from the Charr and free it once more. These small units—many made up of humans who have escaped Charr enslavement—have slipped behind (and, in some cases, broken through) the Charr lines. They harry the invaders and divert supplies and troops away from Ascalon, leaving the Charr to gnash their teeth at human ingenuity and perseverance.



### Kryta

The White Mantle suffered losses when the veil of godhood was lifted from their so-called deities, exposing the Mursaat as powerful, yet mortal, creatures. The revelation of this manipulation and deceit fueled a revolt in Kryta, led by the Shining Blade—and Kryta fell into civil war. The strongest force for unification, the Shining Blade are scattered and losing power, forced to deal with too many enemies at once. It has become Blade against Mantle, royalists against warlords. All fight one another for control of Kryta.

In an attempt to find a way to turn the tides of war in their favor, both the Shining Blade and the White Mantle have sent agents across the reaches of Tyria, searching for powerful allies or magics. Each side has vowed to bring peace to Kryta—no matter the cost.



## Cantha

The defeat of Shiro Tagachi ended the plague that had afflicted Cantha. However, it took adventurers and members of the imperial guard a few grueling years to track down all of the Afflicted and the remnants of the Shiro'ken army that the Betrayer had unleashed in his final attempt to destroy the empire.

Over the past few years, life has begun to spring up in Echovald Forest as many areas have seen new growth take hold. Some even claim to have seen a change in the Jade Sea—small pools of water forming or even waves moving beneath the frozen surface—but these reports are unsubstantiated rumors at best.

Life has returned to normal for most Canthan residents. Kaineng still struggles under the burdens of bureaucracy, overpopulation, and crime, while the Kurzicks and Luxons remain locked in a never-ending battle over scant resources. Shing Jea Island remains an oasis of pristine valleys and beautiful vistas. Monks come to the island regularly for scholarly pursuits, while the general populace descends in droves for every festival held within the safe confines of Shing Jea Monastery.

Commerce returned to a brisk pace once the Affliction ended, and since then, many Canthans have sought to re-establish old trade routes to Elona and Kryta as well as locate new opportunities farther north. However, recent reports of earthquakes and giant cracks opening in the middle of urban Cantha have some believing this time of relative peace and prosperity has now come to an end.



## Elona

The Land of the Golden Sun has weathered a long night and lived to see a new dawn. It has been three years since Varessh Ossa's reign of terror nearly unleashed Abaddon upon the world, and the effects of that event still resonate throughout all three provinces.

Kourma, home of Warmarshal Varessh, was perhaps hardest hit in the aftermath. In addition to the dark lord's nightmares, which have yet to completely fade from the minds and memories



of its people, Kourma had to deal with a power vacuum after the loss of its leader and most of its military. The Sunspears, along with Morgahn, an ex-general of the Kourman armies, proved invaluable to its recovery.

Both Istan and Vabbi fared much better after the death of Abaddon. The Istani, long supporters of the Sunspears, were lauded for the aid they provided in the campaign against Varessh. Attendance at Kamadan

festivals has seen a marked increase, as people from across the world come to the Sunsphear homeland to pay their respects. In Vabbi, the three princes spread their wealth copiously throughout the province to heal any wounds to their vaunted architecture as well as the rarified sensibilities of their people. Annual performances of *Norgu's Nightfall* in the Bokka Amphitheatre draw huge crowds . . . if not rave reviews.

All of Elona has prospered from increased trade with Cantha and Kryta in recent years, and many Elonians have begun traveling the world, for both pleasure and adventure. But as word spreads of strange rumblings from beneath the ground, adventurers are likely to return to Elona to investigate.

## The Great Dwarf

*The Great Destroyer has been cast down into the Depths. Never again shall its name be uttered, let it rise up and bring ruin down upon the world.*

—Tome of Rubicon



Every Dwarf knows the tale of the Great Dwarf and the Great Destroyer. While most Dwarves with any spiritual leanings still believe their race was forged upon Anvil Rock by the Great Dwarf in an age before men, few actually put much stock in the myth of a titanic struggle between their Dwarven deity and a mystical creature of vast destructive power and limitless evil. That all changed, however, when the Tome of Rubicon, an ancient Dwarven artifact supposedly created by the Great Dwarf himself, was found buried deep within Sorrow's Furnace.

After quashing repeated attempts by the Stone Summit Dwarves to retrieve the tome and call forth the Great Destroyer, High Priest Alkar led a group of excavators into the rubble of the Stone Basilica to bring the ancient relic home. In his translations, Alkar has found that the tome contains more than just an account of the earliest days of the Dwarven race. It also provides specific details about a final conflict between the Dwarves and minions of the Great Destroyer who will "swarm up from the bowels of the earth and spread across the world." The battle between the Great Dwarf and the Great Destroyer is fated to play out once again, it seems. The tome does not foretell the entirety of the outcome, nor predict a victor. It only mentions that the Dwarves will be "forever transformed" by this final battle.

## The Depths of Tyria

The Dwarves have provided limited information about the mysteries they have uncovered beneath the earth. Initial reports describe an immense, interconnected underground complex they call "the Depths of Tyria." These natural caves and excavated areas house structures left behind by civilizations dating back to a time before the arrival of humans in Tyria. The Depths are connected by a series of magical gateways that allow swift travel through miles of earth and stone.

These gateways were created by a race known as the Asura, who use them for mining, research, and other jaunts across great distances. Most of the gates are guarded by Asuran golems, for the Depths teem with threats—both animal and geological. Those who dare to travel below realize the risk they take in doing so, and those who return tell wild stories of monsters made of fire and stone that move in the Depths.



# ALLIES AND ALLEGIANCES

## Deldrimor Dwarves

The Dwarves remained neutral during the great Guild Wars that waged between humans, but after the Searing everything changed. Mired in their own civil war, the Deldrimor extended the hand of friendship to Ascalonian refugees . . . to the betterment of both races. Since the end of their civil war, the Dwarves have re-entered the Depths in search of their destiny, and sought out alliances with races both above and below ground.

### King Jalis Ironhammer

Patient, thoughtful, and wise—all are attributes commonly ascribed to King Jalis Ironhammer, except by the rebellious Stone Summit Dwarves, of course. When Ascalonian refugees sought passage through the Shiverpeaks, King Jalis recognized the advantages of helping potential allies during their time of despair. This wise decision was more than repaid when the adventurers he had aided returned and helped defeat the leaders of the Stone Summit Dwarves, restoring order to the Shiverpeaks.

Once the immediate threat of civil war was gone, King Jalis turned to rebuilding Deldrimor society. But the discovery of the Tome of Rubicon has pointed the Dwarves toward a new destiny—one that will test the mettle of this great king as he attempts to lead his people through the greatest trial the Dwarves have ever faced.



### Kilroy Stonekin

When foreigners think of Dwarves, most picture a stereotypical image of a drunken brawler, rushing headlong into battle, screaming a strange battle cry and fighting to the death over age-old grudges, uncollected debts, or ancestral vendettas. Kilroy Stonekin is that Dwarf. A veteran of glorious battles against the Stone Summit and campaigns deep within Sorrow's Furnace, Kilroy has traveled north looking for new adventures and new battles.

## Ebon Vanguard

The Ebon Vanguard—originally made up of an official unit, the Ascalon Vanguard—operates behind Charr lines. As the unit pressed north, it picked up human refugees, exiles, and escaped prisoners from the Charr work camps. Together they forged a new organization, toughened by their experiences and more flexible than a traditional military unit. They endured much hardship on the march through the harsh northern climes, but upon finding the Eye of the North, the Ebon Vanguard established a base of operations for their covert campaign of disruption.

### Captain Langmar

A career in the Ascalon military provided Captain Langmar a crash course in fighting the Charr and dealing with the loss of home, comrades, and loved ones. An expert at shutting down her emotions, Langmar never hesitates making tough decisions or sacrifices if it means dealing a blow to the enemies of Ascalon—the Charr. King Adelbern recognized Langmar's stoicism and ability to lead in the face of death and despair. He gave her the command of the Ascalonian Vanguard and ordered her north, behind enemy lines, on a mission of desperation. If she is not found at the Eye of the North, it is only because she is out slaughtering Charr, fulfilling her mission no matter the cost.



### Artificer Mullenix

More than the glorified record keeper (as many of his fellow Vanguard see him), Mullenix is a man of many talents as well as a storehouse of information about the Ebon Vanguard, their mission in the north, and the current state of affairs in Ascalon. Stationed at the Eye of the North, Mullenix works closely with Captain Langmar's aide, Gwen, taking care of the base when the captain is out on missions.



## The Norn

The Norn are a race of nine-foot-tall warriors who live in the northernmost Shiverpeaks. They revel in the harsh climes, leading dangerous lives among savage beasts. These mighty hunters are not organized into a single nation. Instead, those who display exceptional strength and prowess in battle establish homesteads, though they are certainly not considered “rulers.” They often spend years at a time tracking a particularly strong or clever quarry; they never give up on a battle, a pursuit, or a friend.

The Norn revere the spirits of nature—from the wolf to the snow lynx—but the most powerful of these is the Bear Spirit, who, according to myth, blessed the Norn with the ability to change shape and “become the bear.”

### Olaf Olafson

An archetypal Norn, Olaf is a warrior, a sojourner, and a hunter who prays to the spirits of nature and has been given the gift of transformation by the Bear Spirit. Like most Norn, he values freedom and individuality, and continually seeks to challenge himself. For Olaf, there is no greater point in life than to hunt and master the creatures of the wilderness. Olaf has seen many winters and hunted many beasts. As the seventh Olaf in his family line, he bears the name with great pride—pride that is diminished by the fact that he has only a daughter of his own. He is the last Olaf Olafson, seventh of that name in a direct line, and unless his deeds are legend, the name may be forgotten forever.

### Sif Shadowhunter

Sif is a Norn hero who makes her homestead in the chill northern reaches of the Far Shiverpeaks, far north of Drakkar Lake. She is a legendary figure who has established her name through her love of the hunt. Sif prefers to take down the greatest of the fell creatures that roam through that wintry range, for nothing else is a sufficient challenge. She will on occasion take on lesser hunters as pupils, but those would-be students must be gifted, experienced hunters in their own right.

## The Asura

The Asura are a race of diminutive but incredibly intelligent humanoids who live beneath the surface of Tyria. They see the world as a complex magical machine, and their philosophy of “Eternal Alchemy” touches everything they do. Inventors, scientists, and spellcasters of every stripe, the Asura consider many other races beneath them—and are not afraid to tell them so at every opportunity.

It has been centuries since Asura were seen aboveground. In fact, until recently, many humans thought they were a myth. However, recent reports have confirmed their existence.

## Oola

Oola is a brilliant Asura who specializes in creating constructs—humanoid magical creations, of which golems are one. She is aware of her own abilities and, like many Asura, gets frustrated when others disturb her research. To that end Oola has squirreled herself away where she can work in peace. She has few assistants and welcomes no visitors, treating them all as inferiors and interlopers. Her security measures are said to be among the finest, and her fierce ability to keep her haven safe has gained the respect of many of her peers (and more than a few attempted infiltrations—all of which ended poorly).

## Gadd

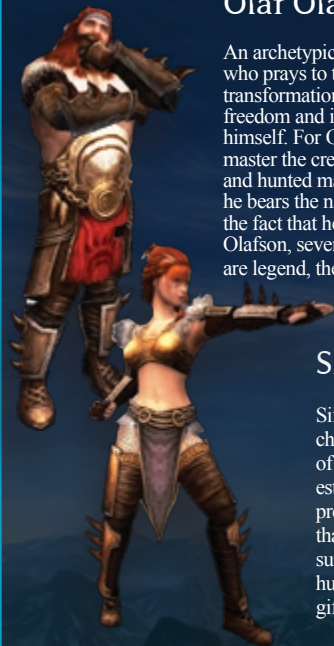
Gadd is a cantankerous, demanding old Asura, who prefers to hire “disposable humans” to help him in the lab with his experiments. Though he won’t admit it, this is partly due to necessity, as many of his own race won’t work for him. Many unfortunate “accidents” have befallen Gadd’s past assistants, and though one is likely to learn much in his employ, most Asura prefer to live a long life.

Gadd has recently employed a group of humans willing (or stupid enough) to assist him. They claim to be members of a rebel group fighting to restore peace and order to their homelands, which Gadd could care less about. He gives them the “privilege” of testing his inventions, and if they survive, he’ll let them purchase a few. Gadd is respected by other Asura but is given a wide berth even by his associates. You never can tell when he’s going to wake up on the wrong side of the bed . . . and use you in his next experiment.

## Golems

Constructed out of stone, vegetation, and other semi-natural materials, golems are massive creatures whose strength (and completely empty minds) perfectly complement the small-stature but incredible intellect of their Asuran masters.

Often used for defense as well as general tasks, golems are difficult to make and even more difficult to control. The Asura work on just one golem for years at a time, unleashing it only when absolutely necessary. If the work goes wrong, the golem could destroy its creators rather than their enemies. Those are risks the Asura are willing to take in order to combat threats. They put their trust in superior intelligence . . . and superior firepower.





# HEROES

## Gwen

*Female Human Mesmer*

Born in Ascalon, Gwen has witnessed horrible things in her young life, seeing both her country and family destroyed by the Charr. After the Searing, she was captured and enslaved by the Charr, but escaped and fled north, where she found other human exiles.

Since then, Gwen has become an adventurer. She makes her home in the Eye of the North, the headquarters of the Ebon Vanguard, where she serves Captain Langmar. She is one of the fiercest defenders of Ascalon, determined to exact vengeance against those who destroyed her home. Gwen has survived on the edges of Charr territory for years, watching them tear apart her childhood dreams and her beautiful homeland. Now she has nothing but memories—and anger—to sustain her. She is not the girl she once was . . .



## Vekk

*Male Asura Elementalist*

Vekk is an eager young Asura. He and his people have been driven to the surface recently, and he is curious and interested about this new development. Of late, Vekk has been working with another underground race, the Dwarves, on maintaining a set of magical gateways through the Depths.



Although he may not seem daring or even outgoing, his clever mind and agile fingers can create amazing magical items and explosive assistance when his companions are in need. If you can overlook his grouchy and slightly condescending nature . . . he's actually a very good friend.

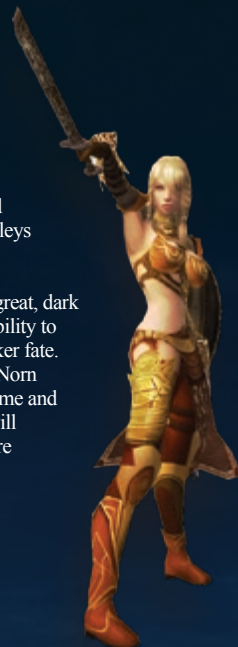
As with all Asura, Vekk believes in the Eternal Alchemy, the world's universal flow of energy and purpose. He is considered one of the finest minds among his people, and is always looking to perfect his craft. Of course, it's not easy being perfect when you're surrounded by idiots . . .

## Jora

*Female Norn Warrior*

Jora is a younger Norn, beset by tragedy. Like most of her generation, she has been seeking to establish her name and reputation. Only the hunters of the greatest prey are considered worthy among her people, and as such, she and her brother Svanir trekked through the icy uplands and valleys seeking the most challenging prey.

On one of their hunts, Jora and her brother encountered a great, dark power, and were transformed by it. She lost her Nornish ability to shapeshift into bear form, while her brother suffered a darker fate. Now without a family or homestead, she hunts across the Norn lands of the Far Shiverpeaks seeking redemption of her name and forgiveness by the Bear Spirit. To achieve her goals, she will undergo any ritual, achieve any quest, and seek any treasure needed. She will even accept the help of humans.



## Ogden Stonehealer

*Male Dwarf Monk*

Ogden's talent as a healer surfaced early in life, marking him as a chosen of the Great Dwarf from a very young age. As a child, he had the uncommon ability to cheer his fellow Dwarves with simple things: a helping hand to those in need, a kind word to ease suffering. He was a boon to his family and a blessing to his friends. Yet as he grew older, the very gift that set him apart became a burden to the young Dwarf. Empathy can be terrible, and it is a cruel thing on the battlefield. Ogden has retreated into himself, hiding within a shell of determination as strong as mountain rock.

Ogden is loyal to his Deldrimor king and is a true believer in the Great Dwarf. He knows the ancient prophecies of the Great Destroyer, having studied them from childhood, and there are few Dwarves alive who understand their implications quite as well. He realizes the enemy has come at last—fighting in the depths of the earth, boiling up in great numbers, freed by the recent earthquakes. His goal is to fight them, and he will—with any resources available . . . until the last Dwarf falls on the battlefield.



## Xandra

*Female Luxon Ritualist*

Xandra is the daughter of Juno, leader of the Turtle Clan, from the lands of the Luxon people. Trouble in her homeland forced Xandra to leave the area at her mother's behest, traveling to the far lands of Ascalon on what was called an ambassadorial tenure—but which Canthans know to be exile.

Xandra thinks well of her mother despite the unexpected travel, realizing that an intricate web of politics is what keeps her so far from home. Juno, suspected of killing the previous captain of the Turtle Clan, has sent her daughter into exile to keep her safe—or, some say, to prevent a repeat of the same scenario. Either way, Xandra is determined to make the best of the situation, and to honor her clan with brave actions in these strange, wild lands.

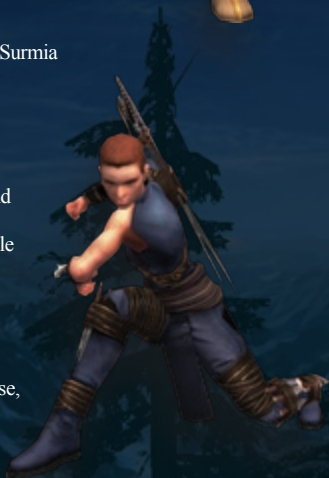


## Anton

*Male Ascalonian Assassin*

Anton has come far since his days as a prisoner in Surmia awaiting execution. While others curse the Charr, Anton privately blesses their invasion—without it, he would never have escaped Surmia and fled north. He survived for many years by raiding the Charr, eventually leading to his capture. Freed by Captain Langmar, he joined the Ebon Vanguard and now serves them as a scout, utilizing his Assassin skills—for once—for the betterment of more people than just himself.

Although he does not consider himself a brave individual, Anton does feel a certain amount of loyalty to the Ebon Vanguard, and has no plans to betray them. Should Captain Langmar die, of course, that situation could change quickly—and the last they will see of Anton is a sheathed blade vanishing into the darkness.



## Livia

*Female Shining Blade Necromancer*

While the war between the White Mantle and the Shining Blade tears apart her Krytan homeland, Livia risks everything to keep her people safe. She joined the Shining Blade to protect them; she killed to defend them. Now freed from the control of the deadly Mursaat, Kryta struggles to survive, its leaders destroyed and its population beset by civil disorder.

Tasked by her superiors with finding a way to end the civil war, Livia has traveled into the Depths. She seeks a weapon of power—anything that will keep Kryta safe. And she is willing to give her life for it . . . as well as the lives of those around her.



## Kahmu

*Male Elonian Dervish*

Kahmu is an Elonian Dervish, a native of Vabbi, who seeks wisdom through combat. Over the years, he has drifted farther and farther north, matching his skills against all manner of challenges, considering no fight too small—or too large.

Once Kahmu arrived in Norn territory, he challenged—and bested—some of the Norn's greatest warriors, and his name became legend around the campfires. Some claim he is a spirit, others that he has been blessed by the spirits of his homeland, and still others that he is a Norn born in the wrong body. Kahmu only laughs to hear these whispers. When the hunting here grows stale, he will simply move on.





## Hayda

*Female Shining Blade Paragon*

Hayda is a young, vain, and impulsive Paragon who travels simply for the fun of it. Supremely confident in her abilities, she believes her position as a Paragon sets her apart from others. There is no situation so perilous where her innate charm, skill, and natural abilities will not carry the day.

Hayda joined the Shining Blade after the Mursaat were revealed as the “unseen gods” of the White Mantle, and she now dreams of becoming a legendary hero. She bristles against restrictions, particularly those set by Livia or Bartalos. Following their orders was necessary to gain permission to travel with them to the Tarnished Coast—and there's so much to be learned here. She will not let this opportunity pass no matter what her orders.



## Pyre Fierceshot

*Male Charr Ranger*

Pyre is an outcast, persecuted by the Charr Shamans for daring to speak out against their ways. After his warband killed a Shaman and destroyed a temple, Pyre and his companions fled the ruling Shaman caste. Pyre hates them with a fury that only one raised to worship false gods can understand; he has been betrayed, tricked, and deceived, and he has sworn never to fall under the spell of the Shamans again.

Pyre celebrated the demise of the Titans, those whom the Shamans called gods, and now watches with rising anger as the priests continue to deceive his people. At every step, the Shamans seek to tighten their grasp, bringing the Charr once again under their false rule—enslaving them to powers who do not deserve respect, much less worship. The cycle of dominance and slavery must be broken—and the Charr must be free . . .



## ENEMIES

### Jellies

Disgusting creatures of fluid and membrane, jellies live in all environments and subsist on just about anything. Even in lava, deep underwater, or within truly toxic areas, jellies can mutate enough to adapt and survive. This survival tactic does more for them than just allow them to adapt—they actually feed, on a very deep level, from the creatures they ingest. Jellies have been known to develop magical abilities and spell-like powers simply by defeating adventurers and feasting on them.



This makes older jellies far more dangerous than younger ones; the ingested abilities of a hundred adventurers may linger within the jelly, giving them access to an incredibly large variety of powers stolen from many years worth of such prey.

### Fleshreavers

Fleshreavers are horrible, fleshy monsters with an unusual method of evolution. A young fleshreaver is born as barely more than a small skeleton; the parents assure the survival of their young by layering muscle, tissue, and flesh over the delicate newborn.

Sewn together by older fleshreavers, they use only the finest musculature and bone from prey to flesh out the body and wings of their young, carving horns from the discarded bone fragments. Once a fledging fleshreaver has been fully created, it must continue the handiwork of its parents, acquiring new flesh pieces and better musculature to attach to its skeletal structure in order to supplant its rapidly growing form.



### Minotaurs

An old folk legend states the only reason dolyaks were domesticated instead of minotaurs is because minotaurs would rather be beaten to death than obey a command. Dolyaks, simply put, were less stubborn. Minotaurs are one of the oldest species in Tyria and are very much prized by the Norm for their warm, furry coats. They were once extremely populous throughout the Shiverpeaks but now reside solely in the northern regions, where they have sheltered valleys and caves to make their homes.





## Ice Wurms

Distant cousins to the sand, chaos, and desert wurms, the great ice wurms are particularly unusual members of the species, making their home in the frigid marches of the Shiverpeaks rather than the warm territories their brethren favor. A thick layer of blubber beneath their tough skin helps insulate them from the cold. These wurms are significantly stronger and more deadly than their southern counterparts, able to burrow through upper layers of stone, as well as dirt or sand. Such abilities, of course, make them much more formidable opponents.



## The Great Destroyer

The Tome of Rubicon tells of a titanic struggle between the Great Dwarf and the Great Destroyer, hinting at an apocalyptic time when this battle will once again be rejoined. The Dwarves believe that time is nigh. Hordes of creatures with hearts of flame and skin as black and as hard as obsidian have welled up from the Depths, pulling the Dwarves into a vicious war that threatens their very existence. While the face of the Great Destroyer has never been gazed upon by any mortal creature, the Dwarves do not doubt that these swarms of Destroyers are merely the spawn of the Great Destroyer, which will soon rise.

## Hierophant Burntsoul

Like most Charr Shaman, Hierophant Burntsoul rose to power claiming his authority came directly from the Titans. In the years following the death of these Charr “gods” at the hands of mere humans, the Shaman caste fought hard to maintain control over their race. Burntsoul’s cruel nature served him well, propelling him to high standing. His ruthless pursuit of human insurgents and heretical Charr—whom he tortures and sacrifices as a warning to others—is legendary, as is the enormous headdress he wears, fashioned from the sharpened bones of his enemies, and the numerous chains of diminutive skulls that drape his enormous frame.



## Krait

Found along the Tarnished Coast, the Krait rival even the Charr for viciousness and cruel ingenuity. These semi-intelligent creatures are vicious and xenophobic, attacking all other species on sight. Little is known about the elusive krait, but a few witnesses describe an army of slithering, serpentine warriors that seem able to transform in the middle of battle into numerous—and much more dangerous—forms. The reports are incomplete at best, as survivors of these encounters are often too hysterical to recall any salient details.

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- Peter Tran
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- Matt Weatherly
- Tom Wiggin

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- Samuel Bragg
- Michael Hradek

### SCREENSHOTS & TRAILERS

- Joey Kite



## AUDIO AND SOUND

Omni Interactive Audio

## MUSIC

Artistry Entertainment

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- Ben Furtado
- John Garcia
- Donovan Kennedy
- Michael Lafond
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- Daniel Betsinger
- Jeff Lewis
- Sean Neil
- Jimmy Prescott
- Dylan Servantes
- Keith Quinn

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If you have warranty questions, you can also contact our Customer Support department via email at: support@plaync.com.

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For customer support, account support, and technical support questions, please visit the support section of the *Guild Wars* website at <http://support.guildwars.com>.

At this site you will find a searchable knowledge base containing useful answers to frequently asked questions, solutions to common issues, and detailed information regarding additional contact methods if your answer or solution is nowhere to be found.

### PHOTOSENSITIVE SEIZURES

#### SEIZURE WARNING — Please Read Prior to Playing

A very small percentage of individuals may experience seizures when exposed to certain light patterns, flashing lights, or flashing images. Children and teenagers are more susceptible to seizure than adults, but even those with no history of seizure or epilepsy could experience them while playing or watching video games.

Symptoms of seizures include: lightheadedness, altered vision, jerking or shaking of the extremities, loss of awareness, confusion, twitching, or full convulsions. Convulsions can lead to other injuries by causing an individual to fall off of a chair and/or strike objects nearby.

If you or anyone in your family has an epileptic condition or history of seizures, consult your physician prior to playing this game—you could have an undiagnosed condition. If you experience any of the aforementioned symptoms of a seizure while playing, STOP PLAYING and CONSULT YOUR DOCTOR IMMEDIATELY. Parents should ensure their children are not experiencing symptoms.

In order to reduce the risk of photosensitive epileptic seizures, you should play NC Interactive games in a well-lit room while you are alert and awake. Avoid poorly lit rooms and playing when fatigued.





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