

⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

CONTENTS

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INTRODUCTION 3

GAME SETUP 4
- Installation 4
- Account Management 4
  - If You Already Have a Funcom Account 4
  - Creating an Account 4
  - Canceling a Subscription 5
- Starting the Game 5
  - Patching Process 5
  - Logging In to the Game 5
- Customer Service 6
- Please Note... 6
- Family Settings 6

BASIC GAMEPLAY 7
- Selecting a Server 7
- Creating Your Character 7
  - Choosing Your Race 8
    The Aquilonians, The Cimmerians, The Stygians
  - Choosing Your Class 10
    Guardian, Conqueror, Dark Templar, Demonologist, Necromancer, Herald of Xotli, Bear Shaman, Priest of Mitra, Tempest of Set, Barbarian, Assassin, Ranger
  - Choosing Your Look 16
  - Choosing Your Name 16
- User Interface 16
  - Navigation Buttons 18
  - Shortcut Bar 18
  - Map and Mini-map 18
- Character Overview 19
  - Equipment and Inventory 19
    Equipping/Unequipping items, Item information
  - Attributes and Skills 20
    Attributes, Ratings and resistances, Skills
  - Spells, Combos and Abilities 21
    Combo moves, Magical spells, Other abilities
  - Feat Specialization 22
    Available feats, Unavailable feats
  - Quest Journal 23
    Quest information, Quest difficulty, Tracking quests, Sharing and canceling quests
  - Experience Points 24
- Communication 24
  - Chat Panel 24
  - Using Channels 25
  - Adding Channels 25
  - Social Emotes 25

GETTING STARTED 26
- Keyboard Map 26
- In-game Tutorial 26
- Moving Around 26
- Using the Camera 27
- Talking to NPCs 27
- Fighting Back 28
- Single Player/ Multiplayer Elements 28

ADVANCED GAMEPLAY 29

AOC_US MANUAL_ROUGH1_aoc g4w v 4/8/2010 9:01 PM Page 2

Game Purpose 29
Questing and Leveling 29
Advancing in Levels 29
Finding a Quest 30
Quest Assistance 30
Finishing a Quest 30
Acquiring New Equipment 30
Looting Enemies 31
Hyborian Currency 31
Buying and Selling 31
Trading with Other Players 32
Using Tradeposts 32
Buying from others, Selling to others
Equipment Types 33
Item Quality 35
Combat System 36
Targeting Enemies 36
Evaluating Targets 36
Hit Directions 37
Shields 38
Melee Fighting 38
Using Combos 39
Ranged Fighting 39
Using Magic 40
Summoning Pets 40
Pet Points 41
Death and Defeat 41
Resurrection spots, Headstones
Mounted Combat 42
Obtaining a Mount 42
Available Mounts 42
Riding into Battle 43
Disadvantages 43
Playing with Others 44
Searching for Players 44
Player Groups 44
Group benefits, Forming a group
Player Guilds 45
Instances 46
Player vs. Player 46
Quick mini-games, Siege battles
Exploring the World 47

ADDITIONAL INFORMATION 48
Advanced Features 48
Crafting 48
City Building 48
Siege Battles 48
Hyborian Codex 48
Nations of Hyboria 49
Aquilonia, Cimmeria, Stygia
Cities of the World 51
Tarantia, Khemi, Conarch, Tortage
Notable Characters 53
King Conan, Keaira, Kalanthes, Thoth-Amon and His Minions
Gods and Worship 54
Crom, Mitra, Set

KEYBOARD MAP 56

GAME SETTINGS 58

RISE OF THE GODSLAYER 59
Story 59
Land of Khitai 60
Alternate Advancement System 61
The Factions 63
New Mounts 64
Join the Community 65

CREDITS 66

LIMITED WARRANTY/
PRODUCT SUPPORT 70

INTRODUCTION

Know, O Prince, that between the years when the oceans drank Atlantis and the gleaming cities, and the rise of the Sons of Aryas, there was an Age undreamed of, when shining kingdoms lay spread across the world like blue mantles beneath the stars—Nemedia, Ophir, Brythunia, Hyperborea, Zamora with its dark-haired women and towers of spider-haunted mystery, Zingara with its chivalry, Koth that bordered the pastoral lands of Shem, Stygia with its shadow-guarded tombs, Hyrkania—whose riders wore steel and silk and gold.

But the proudest kingdom of the world was Aquilonia, reigning supreme in the dreaming west. Hither came Conan the Cimmerian, black-haired, sullen-eyed, sword in hand—a thief, a reaver, a slayer, with gigantic melancholies and gigantic mirth—to tread the jeweled thrones of the earth under his sandaled feet.

— The Nemedian Chronicles

Over 70 years ago, author Robert E. Howard created Conan and the world of Hyboria where he led a life of great adventure. Through the years since then, countless works based on the world's greatest fantasy hero have emerged, from books to comics, from movies to video games. Hyboria has grown to become a world of tremendous scale and unfathomable depth.

In **Age of Conan®: Hyborian Adventures** you get the chance to live out a life of daring adventure, just as the mighty barbarian himself did in Howard's legendary tales. By building upon the foundations laid down through all these years of great stories of Conan and his world, we have created an online version of Hyboria that you can experience on your own computer.

But beware, for death awaits the unaware. Hyboria is a world of conflict—between warriors, between guilds, and between entire nations. While demons rise from the darkest pits of hell, enemies are threatening to break down the walls of your own cities.

What will you do, where you will go? Your life will be riddled with such choices and **YOU** have to make the decisions!

GAME SETUP

Installation

1. Place the first **Age of Conan: Hyborian Adventures** DVD into your disc drive to start the installation.
2. If AutoPlay is enabled on your computer, a window will appear automatically, offering you various choices. Click the **Install** button to continue the installation.
   - If AutoPlay is not enabled on your computer, you need to run the installation application manually. Click the **Start** button in Windows® XP or Windows Vista® and type **D:\setup.exe**. (If your disc drive is assigned to a letter other than **D,** substitute the appropriate letter for your computer.)
3. An installer application will now start. Follow the on-screen instructions to complete the installation.

Account Management

In order to play **Age of Conan: Hyborian Adventures**, you need to have or create a game account with Funcom. A game account is your personal identification for the game servers.

IF YOU ALREADY HAVE A FUNCOM ACCOUNT

Please go to **https://register.ageofconan.com** and enter your Funcom account name and password. Your existing Funcom account information will appear whether or not you have a current subscription. Choose **Add a Game Subscription** and enter your **Age of Conan: Hyborian Adventures** game key.

CREATING AN ACCOUNT

To create a Funcom game account, open your Internet browser and go to the Funcom website: **https://register.ageofconan.com**. Follow the on-screen instructions to work through the process. Make sure you write down your username and password, as you will need these details when logging in.

After your free trial period has expired (if you were eligible for a free trial period), you will be charged according to the subscription plan that you chose when creating your account. You **will** be charged unless you cancel this subscription before your free period has expired. You can change your subscription plan at any time.

CANCELING A SUBSCRIPTION

You can cancel your subscription to the **Age of Conan: Hyborian Adventures** game service at any time. You will not be able to access the game servers once you cancel your subscription and after your pre-paid game time has expired.

- PS! Even though we aim for your characters to be available to you if you decide to subscribe later, Funcom can't guarantee that characters on inactive accounts will be preserved.

To cancel your account, access your account page via the Funcom website: **https://register.ageofconan.com**. Follow the on-screen instructions to complete your cancellation request.

Starting the Game

After you've installed the game and created a Funcom game account, run the game by double-clicking the **Age of Conan** icon on your desktop, or access it via the Windows start menu. If you are running Windows Vista®, you can access the game via the Game Explorer found on your Windows **Start** menu.

PATCHING PROCESS



The first thing you see after starting the game is the patcher window. This allows your **Age of Conan: Hyborian Adventures** game to be automatically updated when updates are available.

- When the patcher window appears, any available patch automatically starts to download. This may take some time, depending on the size of the patch and the speed of your Internet connection. During the wait, you can take a look at the patch notes available in the patcher window. These detail any changes or additions made to the game.
- New data may sometimes be downloaded while you're playing. If the game appears to be taking some time to load between regions, this might be the reason.

After the patching process is complete, a **Play** button highlights. Click this button to continue.

LOGGING IN TO THE GAME

After completing the patching process, the first screen you arrive at is the Login screen. Supply the username and password for your Funcom game account, and click the **Login** button to continue into server selection and ultimately the game world.

Customer Service

Funcom does not offer phone support for **Age of Conan: Hyborian Adventures,** but there are numerous ways to get assistance, both inside the game and from the official websites and forums.

- Should you run into any technical problems with **Age of Conan: Hyborian Adventures,** you can contact Funcom Customer Support by using the contact form at **https://register.funcom.com/support.**
- There will be a customer service knowledge base for **Age of Conan: Hyborian Adventures,** where all the most frequently asked questions are displayed (**http://support.ageofconan.com**).
- You can get aid on the official **Age of Conan: Hyborian Adventures** forums, where Funcom employees regularly report on any issues you may come across (**http://forums.ageofconan.com**).
- You can send an email to **support@ageofconan.com** (this is an automated mail service and will not be read by humans). The reply will cover general aspects of getting started with the game, and where to get additional help.
- You can get in-game help. Type **/petition** in the chat window and press **E**. Follow the on-screen instructions. Funcom will prioritize requests based upon urgency.

Please Note...

Age of Conan: Hyborian Adventures is a massively multiplayer online game– one that allows its developers to continuously update it, change it and add to it. Changes might have been made to the game in the period between documentation and the release of the game. Because of this, there may be inaccuracies between the gameplay and this documentation. If so, we apologize for the inconvenience.

Age of Conan: Hyborian Adventures is also a very deep and complex game with a multitude of different game mechanics. This documentation is meant to help **new** players get into the game, so, many of the game's more advanced features are not covered in this manual. For the latest updated documentation, please visit **http://www.ageofconan.com.**

Family Settings

Family Settings in Games for Windows – LIVE complement Windows Vista[fi] parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to **www.gamesforwindows.com/live/familysettings.**

BASIC GAMEPLAY

Selecting a Server

Before doing anything else, you need to select the game server where you will create a character and start playing. If you are planning to play with your friends, ask them what game server they will be playing on.

- You will only see players who are on the same server you have selected.)

Different server types may be available:

- **Player-versus-environment (PvE)** - Standard game servers using the standard gameplay rule sets.
- **Player-versus-player (PvP)** - Game servers with a looser approach to player-versus-player combat. These servers offer more challenge and may not be suitable for new players.
- **Role-playing (RP/PvP)** - Similar to the other game servers while providing a friendlier environment for playing in character.
- **Role-playing Player-versus-environment (RP-PvE)** - Similar to the other game servers with restricted player-versus-player gameplay. *(Only offered for the EU territory)*

The selection of servers available to you depends on what region of the world you bought your client in. For instance, North American clients cannot play on European game servers, and vice versa.

After choosing a server, choose an empty character slot and continue into character creation.

Creating Your Character



The story of your character's life begins on a Stygian slave galley somewhere in the treacherous waters surrounding the Barachan Isles. Without any memory of who you are–or who you were–you now have the chance to start anew.

During character creation, you decide on your character's physical appearance, what culture your character hails from, and what class your character will progress in throughout the game.

AOC_US MANUAL_ROUGH1_aoc g4w v 4/8/2010 9:01 PM Page 8

CHOOSING YOUR RACE

The implications of choosing a race for your character go beyond mere physical appearance. Your choice also determines what classes you can choose from. The following races are available:

THE AQUILONIANS



The Aquilonians are a people divided behind a front of unity, and threatened behind a show of dominance. Their kingdom, the so-called Flower of the West, is the unrivaled jewel of Hyboria. It is a land of prosperous cities, great wealth and enlightened culture, with a king-sanctioned order of religious freedom where no faith shall be oppressed. Yet for all the kingdom's vaunted glories, and despite the actions of its popular monarch, King Conan I, it is a land where culture clashes and the chaos of unrest always threaten the populace.

Aquilonian fighters are disciplined and tough, often more soldier than warrior. The people value martial skill and admire any who stand against the nation's many enemies, especially the hated Picts. Aquilonians also value free-thinking and independence, so those who can make a living from their own self-reliance often gather respect. Sorcery is shunned as the pursuit of evil men, but Mitran priests practice their own magic, and earn great respect among the populace for their perceived favor in the light of the true god's grace.

THE CIMMERIANS

The Cimmerians are a barbarous people, with a culture so profoundly shaped by their harsh, dreary land that foreigners look askance at the tribes of the north and wonder if they ever sing any songs besides dismal dirges. The Cimmerians live hand to mouth in a hostile realm. It earns them the pity of other nations, but gives them a strength no training can teach. The Cimmerians believe that Crom gives them strength at birth– the strength they will need to meet the trials of life. After that, they're on their own, as it should be.



The barbarians have little in the way of writing or book-learning; instead, they pass on their lore verbally in fireside tales or whispered legends. They value martial prowess over their enemies, physical strength, and the ability to provide for oneself above all else. While they have their seers and shamans, the supernatural holds terror, not wonder or tempting appeal, for most barbarians. They pride themselves on working through life with strength, skill and cunning, never relying on the arcane mysteries that blacken the souls of the men of other nations.

THE STYGIANS



Dominated by a ruthless theocracy dedicated to the worship of the serpent-god Set, the Stygians are masters of occult secrets and diabolic lore. Their scholarship is legendary, and their mastery of the magical arts is without equal in the known world.

Unlike the Hyborian kingdoms, the Stygians care little for what goes on beyond their borders. The Stygians are an ancient people, born of a culture more than 1500 years older than any of their neighboring kingdoms to the north.

Stygians, as a people, favor cunning, intelligence and agility over brute strength. Swords and axes are the hallmarks of a barbarian, not a civilized person. For this reason, most Stygians found outside the borders of their kingdom are typically scholars or seekers of knowledge. This quest for knowledge appears in many forms, whether through the practice of sorcery, the study of the body and the healing arts, or the stealthy practice of assassination or thievery. Each pursuit is equally valid in a Stygian's eyes, because it requires intellect, education and discipline–qualities the Stygians believe to be lacking in the "lesser" kingdoms of the age.

AOC_US MANUAL_ROUGH1_aoc g4w v 4/8/2010 9:01 PM Page 10

CHOOSING YOUR CLASS

The class you choose for your character determines his or her skills in combat, the ability to equip specific types of equipment, and what feats your character can acquire when leveling up. Classes are divided into four archetypes: the **Soldier,** the **Rogue,** the **Priest** and the **Mage.** After you choose your character's race, the available class choices for that race will highlight in the character creation interface. The following classes are available:

GUARDIAN



- **Archetype** Soldier
- **Weapons** One-handed edged swords, one-handed blunts, polearms, crossbows, thrown weapons
- **Armor** Full plate, heavy armor, medium armor, light armor, shield

Guardians are the most heavily armored and well-drilled soldiers in all of Hyboria. Capable of withstanding punishment like no other, they also have an array of deadly attacks that deal devastating damage. There is no more imposing sight in battle than a phalanx of Guardians in full plate armor, bearing sword and shield or ranked behind an impenetrable wall of pikes.

Guardians are the sturdiest of all the soldiers. Their strength lies in their ability to mitigate damage with their heavy armor and shield. They do not use magic, but focus on fighting with sword and shield or wielding pole arms capable of sweeping through ranks of enemies. In addition to their daunting defenses, they are renowned for their devastating charges, capable of ripping through enemy lines and slaughtering opponents.

CONQUEROR



- **Archetype** Soldier
- **Weapons** One-handed blunts, two-handed blunts, one-handed edged swords, two-hand edged swords, crossbows, thrown weapons, dual wielding
- **Armor** Full plate armor, heavy armor, medium armor, light armor

Conquerors are a sword-wielding fusion of full plate armor and battlefield command, rare individuals rising from the ranks of Aquilonian generals and barbarous Cimmerian war-leaders. The conquerors' martial might is almost unparalleled; they manipulate those fighting around them, inspiring allies, demoralizing foes and drawing strength from the fury of battle.

Conquerors are capable soldiers, and their ability to augment their allies with battle cries and inspirational auras, as well as cause disarray and degrade the fighting capability of the enemy, make them unmatched masters of the battleground. They wield formidable two-handed weapons, and can dual-wield for even more offensive power.

DARK TEMPLAR



- **Archetype** Soldier
- **Weapons** One-handed edged swords, one-handed blunts, crossbows, thrown weapons
- **Armor** Full plate armor, heavy armor, medium armor, light armor, shields

Dark Templars combine full plate armor, martial prowess and blood-thirsty magic with an all-consuming desire for triumph. They are warriors who have sold their humanity for unholy might, the power to feed upon the life of their enemies, spells that can reflect enemy attacks, and unnatural powers of rejuvenation that have a darker, nightmarish twist.

Dark Templars wear full plate armor, have the lethal offensive capability of expert soldiers, and wield vile sorcery. Their spells can leech life to enable Dark Templars to heal themselves or their allies, conjure protective wards, and unleash occult energies against enemies around them. They can even sacrifice their own life-force to power their invocations.

DEMONOLOGIST



- **Archetype** Mage
- **Weapons** Daggers, crossbows, thrown weapons
- **Armor** Cloth armor, silk armor

Demonologists are the mightiest of Sorcerers, wielding the power of hell and earth, and capable of conjuring pillars of flame or titanic storms of electricity. So great is their occult knowledge that they can bargain a servant of hell–a guardian demon of warped beauty and terrible might–into doing their bidding.

Demonologists concentrate solely on sorcery. The potency of their spells is unmatched, as capable of eliminating a single enemy in a hellish inferno as destroying enemy lines with forks of lightning. They can sacrifice their own life-force in return for more occult power. They are most potent when they are devoting their spell energies solely to attack.

AOC_US MANUAL_ROUGH1_aoc g4w v 4/8/2010 9:01 PM Page 12



NECROMANCER

- **Archetype** Mage
- **Weapons** Daggers, crossbows, thrown weapons
- **Armor** Cloth armor, silk armor

Necromancers summon and command the undead, and they are legion. Their ghoulish minions are capable of tearing men apart, and casting their own death magic. The rotting corpses of the dead follow wherever the necromancer leads.

The dark magic wielded by necromancers ranges from the unholy to pestilent corruption and the freezing touch of death. Through careful study, necromancers can develop the ability to call corpses from the earth to rise up and surround a foe, and even attain lichdom, turning themselves into terrifying, undead, horrible creatures.

HERALD OF XOTLI

- **Archetype** Mage
- **Weapons** Two-handed edged swords, daggers, crossbows, thrown weapons
- **Armor** Cloth armor, silk armor

Heralds of Xotli are hybrids of the mage and soldier archtypes. They wield alien spells and two-handed weapons, making them formidable enemies on the battlefield. This class is for players who want to master both brutal swordplay and spectacular sorcery.

The result of demonology that went beyond the realms of hell and earth and out into the cold empty wastes beyond the realm of existence, heralds now faithfully serve Xotli, a demon-god of the Elder Night—and an entity even the Atlanteans learned to fear.





BEAR SHAMAN

- **Archetype** Priest
- **Weapons** Two-handed blunts, bows, crossbows, thrown weapons
- **Armor** Cloth armor, medium armor, light armor

The spirit of nature is strong in Cimmeria, and has begun to manifest itself among the barbarians of the north. Bear shamans can inherit aspects of the great bear, such as claws, savage strength, and adrenaline surges. They can use spirit totems that heal and counterattack enemy blows. They can also gain the power to heal and eventually resurrect fallen companions.

Bear shamans are able to equip the heaviest priest armor (medium), and are the sturdiest of all the priests. Capable of mighty attacks with their two-handed weapons and a complement of druidic enchantments, they are fearsome enemies in combat. In common with other priests, they also have many healing powers.



PRIEST OF MITRA

- **Archetype** Priest
- **Weapons** One-handed edged swords, one-handed blunts, daggers, crossbows, thrown weapons
- **Armor** Cloth armor, light armor, shields

Priests of Mitra wield divine power that can aid, heal and even bring the dead to life. Their god is one of justice, security and liberty —and their followers are ready to fight to ensure these freedoms and to battle against oppression, tyranny and villainy. Priests of Mitra have the strongest healing powers. They also have the ability to bombard the enemy with holy damage.

Priests of Mitra wear light armor and use martial weapons. Their powers to augment those around, heal wounds, and impair enemies make them indispensable to any party exploring Hyboria.

AOC_US MANUAL_ROUGH1_aoc g4w v 4/8/2010 9:01 PM Page 14

TEMPEST OF SET



- **Archetype** Priest
- **Weapons** One-handed edged swords, one-handed blunts, polearms, daggers, crossbows, thrown weapons
- **Armor** Cloth armor, light armor, shields

These priests wield the awesome destructive might of Set, the snake god of Stygia. This elder god, ancient when man was young, rewards his most faithful disciples with mighty powers– lightning strikes that can tear the tops from mountains or lay waste to entire regions.

These followers of Set are renowned for the obliteration and ruin that follow in their wake, but like other priests they have the power to heal en masse and restore life. As well as a variety of martial weapons, light armor and shields, they can also wield magical talismans in the form of ancient tomes and the hearts of slain monsters.

BARBARIAN



- **Archetype** Rogue
- **Weapons** One-handed edged swords, one-handed blunts, two-handed edged swords, two-handed blunts, bows, thrown weapons, dual-wielding
- **Armor** Cloth armor, light armor

Barbarians are one of the most dangerous and feared sights on the battlefield. Their combat style focuses on strength, aggression and relentless assault. Whether wielding two-handed weapons that sweep through enemy lines, or fighting with a weapon in each hand, when the opportunity to deliver that devastating killing blow comes, they are ready.

Wounding barbarians enrages them, making them stronger and deadlier in battle. Their varied array of powerful attacks can knock enemies senseless, immobilize them, or make the very ground shake around them.

Like other rogues, barbarians excel at sneaking and the arts of ambushing.

ASSASSIN

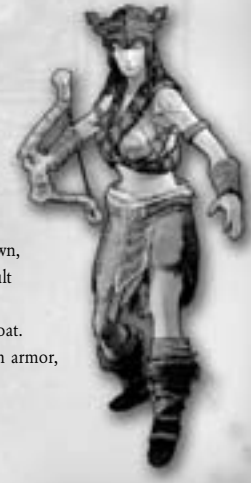


- **Archetype** Rogue
- **Weapons** Daggers, crossbows, dual-wielding
- **Armor** Cloth armor, silk armor

Assassins are the most lethal killers in Hyboria. Those aspiring to the top of this profession face the deadliest regime of training, discipline and study, and the ones who survive are executioners supreme. No other class can deliver blows as deadly as an assassins'. Their arsenal of lethal combos is complemented by their ability to slip past enemies unseen.

Assassins can dual-wield daggers with lightning speed. They can modify their attacks against specific targets, such as unholy attacks against heavily armored foes, or poison attacks versus mana users. Few can stand against an assassin in combat.

RANGER



- **Archetype** Rogue
- **Weapons** One-handed edged swords, one-handed blunts, daggers, bows, crossbows, dual-wielding
- **Armor** Cloth armor, medium armor, light armor, shields

Rangers are the finest marksmen of Hyboria, capable of stalking an enemy and delivering devastating shots with pinpoint accuracy. From the skilled woodsmen of the Bossonian Marches to the short-bow wielding horsemen of the Stygian desert, the Rangers' skills with a bow set them apart from other warriors.

With an arsenal of specialist shots that can pin an enemy down, start bleeding wounds or pierce an enemy's heart, they are difficult opponents. Knights fall to their fletched shafts, and all the magic in hell cannot save a Sorcerer with an arrow in his throat. They can fight in melee with swords and maces and wear medium armor, but their strengths lay with the bow.

CHOOSING YOUR LOOK

Age of Conan: Hyborian Adventures allows you to customize your character's physical appearance in detail. These choices are only cosmetic–they don't affect gameplay. Take your time and shape your character, or hit the **Random** button.
The choice is yours!

CHOOSING YOUR NAME

The last choice you have is finding a suitable name for your character. The only limit is your own imagination. Try to stay true to the spirit and setting of the game world. If your choice of name is rejected, it may be either because the name filter refused it, or because another player has taken that name. Try again till you find
a suitable name.

With your name choice completed, you are finally ready to take your first steps into **Age of Conan: Hyborian Adventures**!

User Interface



1	**Main view**	Where the action takes place. Manipulate this view by adjusting the camera.
2	**Navigation buttons**	Clicking these buttons takes you to various character overview windows. **(See page 18 for more information.)**
3	**Shortcut bar**	Use the shortcut bar to place combos, spells, items and abilities for easy access. **(See page 18 for more information.)**
4	**Chat panel**	All communications with other players are shown in this chat window. **(See page 24 for more information.)**
5	**Mini-map**	Shows your immediate surroundings. Use the controls next to the mini-map to zoom. **(See page 18 for more information.)**
6	**Hit directions**	These directional arrows appear when you're in combat, allowing you to strike in different directions. **(See page 37 for more information.)**
7	**Your vitals**	Shows your name, level and vitals such as mana, stamina and health. **(See page 20 for more information.)**
8	**Target vitals**	Shows the name, level, and vitals such as mana, stamina and health of your target. Icons may also appear next to this, allowing for different types of interaction (such as trading) with your target.
9	**Experience bar**	This progression bar shows how much experience you need to reach the next level. **(See page 19 for more information.)**
10	**Social buttons**	Click these buttons to access various Social windows, such as the Player Search window. **(See page 44 for more information.)**
11	**Active effects**	Any effects present on your character–magical or not–are shown here. **(Hold your mouse over any of the icons for more information.)**
12	**Quest tracker**	Shows the quest objectives for quests you've chosen to track (from the Quest Journal). **(See page 24 for more information.)**

AOC_US MANUAL_ROUGH1_aoc g4w v 4/8/2010 9:01 PM Page 18

NAVIGATION BUTTONS



These buttons open the Character Overview windows:

1 Equipment and inventory

2 Attributes and skills

3 Spells, combos and abilities

4 Feat specialization

5 Quest journal

For in-depth information on these elements, see Character Overview on page 19.

SHORTCUT BAR



The shortcut bar at the bottom of the game screen provides a location where you can place various items and abilities for easy access. You can drag certain elements from the Equipment and Inventory window and the Abilities window down to the shortcut bar at any time.

Many of the slots in the shortcut bar have a corresponding keyboard key. Pressing that key on your keyboard executes the action linked to that slot. This allows you to quickly access items or abilities without having to go through the windows to find them. For example, if you put a potion in the slot marked **9,** pressing the **9** key on your keyboard will result in your character attempting to consume that potion.

Press the **SHIFT** key and then **1** through **0** to access more shortcut bars.

MAP AND MINI-MAP

The mini-map appears in the top right corner of the screen. It shows your immediate surroundings. Use the controls next to the mini-map to zoom in and out. You can also access a bigger version of the map by pressing the **Map** key



Your mini-map may hold important information, such as the location of certain quest objectives, enemies and more.

Character Overview



EQUIPMENT AND INVENTORY

You can access the Equipment and Inventory window by using the navigation buttons at the top center of your screen **(see page 18)**. The Equipment and Inventory window shows the items you have equipped, and the items you are storing in your backpack. Slots surrounding your character's image in the Inventory window represent different locations on your character's body where you can equip items.

Your inventory is divided into the following categories, which filter and sort different types of items:

- **Bag**–This is your backpack, holding the items you have that don't belong in either of the other two categories.
- **Resources**–Holds all the resources you're carrying, such as those needed when using crafts.
- **Quest**–Holds all the items you're carrying that are related to quests, such as things you need to deliver to certain non-player characters.

Equipping/unequipping items

To equip an item in your Inventory, double-click it or drag it from the Inventory to the appropriate equipment slot. To unequip an item, reverse the process. Double-click the equipment slot or drag the item back to your Inventory.

Item information

To see information about an item, such as what sort of effect it has, hold your mouse cursor over the item for a short time.

KALANTHES'



TIP

Items backlit by an orange color cannot be equipped by your character. You may be missing a skill, feat or some other ability that you need in order to equip it.

ATTRIBUTES AND SKILLS



Access the Character Window by using the navigation buttons at the top center of the screen. This window provides information about your character's attributes, resistances, skills and more.

Attributes

Your character has a set of base attributes that are automatically increased when you gain new levels. Attributes have a direct impact on your character's abilities and powers.

Some of the most important attributes are:

- **Strength** - Grants you a bonus to Combat rating when using melee weapons (except daggers), bonus to your armor, and a bonus to your stamina. Strength also increases your Natural and Out Of Combat (OOC) stamina regeneration.
- **Dexterity -** Grants you a bonus to your Combat rating with ranged weapons and daggers. It also gives you a bonus to your Evade rating, a bonus to your Stamina, and to your Natural and Out Of Combat (OOC) stamina regeneration.
- **Constitution** - Grants you a bonus to your Health points by a number depending your class and to your Stamina points. It also gives you a bonus to your Natural and Out Of Combat (OOC) stamina and health regeneration.
- **Intelligence** - Grants you a bonus to your spell damage that are based on the Intelligence attribute and a bonus to your Mana. Intelligence also increases your Protection from Electrical, Fire, and Cold magic as well increases your Natural and Out Of Combat Mana regeneration.
- **Wisdom** - Grants you a bonus to your spell damage that are based on the Wisdom attribute and a bonus to your Mana. Wisdom also increases your Protection from Holy and Unholy magic as well increases your Natural and Out Of Combat Mana regeneration.

Armor and Protection Mitigation System

The Armor and Protection Mitigation system is for both physical and magical attacks. Your items (and some spells) will sometimes give you armor, which will mitigate damage from all physical damage types (i.e.: slashing, piercing, crushing, and poison damage). You can also get items and buffs that give you protection, which will mitigate damage from all spiritual and elemental damage types (i.e.: holy, unholy, fire, cold, electrical).

Skills

Depending on your character's class, you either have a set of skills that are working in the background while you play, or that you must activate yourself by using various abilities. When you gain a level, you can also gain a set of points that you can invest in these skills to improve them. You invest skill points through the Character Window.

Some of the most important skills are:

- **Perception** - Determines how well you observe the environment around you. Allows you to spot hidden enemies or even dangerous traps.
- **Bandaging** - Allows you to quickly heal outside combat. An enhanced skill heals you faster.
- **Renew Mana** - Similar to bandaging, but affects your mana pool.
- **Casting Concentration** - Determines how prone you are to having your spell canceled when you're distracted.
- **Hiding** - Allows you to hide and become invisible to others. A higher skill makes you more difficult to spot.
- **Climbing** - Determines the difficulty of objects (such as ladders) and slopes that you can climb. You climb by using climbing spots in certain areas.
- **Taunt** - The higher your taunting skill, the greater your chance of attracting enemy aggression.

The maximum number of points you can invest in a skill increases as you gain new levels.

SPELLS, COMBOS AND ABILITIES



Access the Spells and Abilities window by using the navigation buttons at the top center of your screen. This window lists the special abilities your character has, including combo moves, spells and other abilities.
Special abilities are sorted by the different tabs available in this window.

Combo moves

Your character can execute these special moves during combat, depending on the class you are playing. Combo moves must be dragged into the shortcut bar in order for you can use them.

Using combo moves consumes stamina. As you gain more levels, new combo moves become available, and appear in this window. What combos you can use depends on the weapon you have equipped. Combos not available for your currently equipped weapon will be grayed out.

Magical spells

If your character can master the awesome powers of Hyborian magic, acquired spells will be listed here. Spells are divided into different types, such as friendly spells and hostile spells.

Using spells consume mana. You can acquire spells by purchasing spell scrolls from vendors, or by finding them in the wild. Use a scroll to memorize the spell.

Other abilities

Abilities that fall outside the two previous categories are listed in the Spells and Abilities window under their own tab. These are abilities that become available as you progress in levels and acquire feats.

Abilities may consume mana or stamina. Other abilities can be anything from skills such as hiding to different stances used by your character during combat.

KALANTHES'



TIP

Remember to drag any ability you want to use—be it a combo move, a spell or any other ability—into your shortcut bar for easy access while you're playing!

FEAT SPECIALIZATION



Access the Feat window by using the navigation buttons at the top center of your screen. In addition to specializing in skills, you can choose to specialize in various feats by putting Feat points (gained through leveling) into basic feats. Feats are shown in a tree-like structure in the Feat window. Each feat grants you new abilities, or enhances previous abilities, attributes and so on.

There are several feat trees, and you must decide what you want to specialize in. You can put a a few points in many feats, or put all your limited points into one Feat to specialize deeper.

Unavailable feats

Feats that you cannot invest points in are grayed out. There might be many reasons why the feats are unavailable, but most likely they require you to gain other feats in order to unlock them.

Available feats

Feats that you can invest points in, provided you do have points, have a colored icon. Click on any available feat to put points into it. Some feats can take more than one point, making them more potent. Other feats must be maxed out before they unlock.

KALANTHES'



TIP

Having second thoughts? Regretting your feat specialization? You can always untrain to get your points back, but this will come at a cost—so be careful about your choices!

QUEST JOURNAL



Access the Quest Journal by using the navigation buttons available at the top center of your screen.

When you receive a new quest, the quest information is logged in your Quest Journal. Quests are usually listed according to what world region they take place in.

Quest information

Clicking a quest produces a general quest description. It also lists the different objectives each quest involves, and your progress toward meeting them. You will also see an overview of rewards that will be granted upon completion of the quest.

Quest difficulty

The Quest Journal shows the general level of difficulty for each quest. This allows you to plan whether or not you should wait a few levels before trying that quest. The color of the quest title tells you how difficult that quest will be for you to complete:

- **Gray** - No challenge.
- **Green** - A simple quest with little challenge.
- **Blue** - Doable.
- **Yellow** - A quest tailored for your current level.
- **Orange** - Difficult challenge.
- **Red** - Too difficult for you.

Some quests are tagged as group quests, suggesting you should bring some friends on your adventures.

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Tracking quests

You can choose to track certain quests via your Quest Journal. Selecting a quest for tracking displays that quest's objectives on your main screen. Tracking quests is a great way to avoid having to open your Quest Journal to check on the status of your objectives.

Sharing and canceling quests

You can share a quest with your fellow players. To do that, target a player and click the **Share** button. If that player is eligible for that quest, the quest will be noted in his or her Quest Journal.

To remove a quest from your Quest Journal (and effectively abandon it), click the **Remove** button. All your progress in that quest will be lost.

EXPERIENCE POINTS



You advance your character by gaining experience points. These are gained through questing and killing monsters. Getting enough experience points will result in your leveling up. You can see how many experience points you have via your Attributes and Skills window, or by looking at the progression bar at the bottom of your screen.

Communication

When you first begin playing **Age of Conan: Hyborian Adventures,** you won't have to communicate with other players until you get further into the game (but you can if you want to). The first half hour of your experience is completely single-player. Sooner or later, you'll want to start talking to other players. This is done via a text-based Chat Panel.

CHAT PANEL



All communication with other players is handled through the Chat Panel. Activate the Chat Panel by pressing the **Enter** key, type a message, and then press **Enter** again to send the message to its recipients. You control who should see the messages by communicating in different Chat Channels.

You can resize and customize the Chat Panel. Your Chat Panel has different tabs, each identifying a specific channel. To manipulate a channel, select it and then click the symbol in the top left corner of the Chat Panel.

USING CHANNELS

Understanding channels is the key to successful communication with other players in **Age of Conan: Hyborian Adventures.** Some of the most important chat channels are:

- **Vicinity** - Messages appear to everyone in your character's general surroundings, and in a speech bubble above your character's head.
- **Playfield** - Messages appear to everyone in the same world region as you.
- **Tells** - Messages from other players specifically to you appear here.
- **Group** - Messages sent and received will only be displayed to members in your group.

KALANTHES'



TIP

You can send messages directly to another player by typing `/tell` in any chat channel, followed by the target player's character name and the message. This message will only be displayed for that player.

ADDING CHANNELS



You can add more channels by clicking the symbol in the top right corner of your Chat Panel. You can also add more Chat Panels, and have multiple channels visible at a given time. To do that, **right-click** a chat channel tab, then move it to another location on the screen. A new Chat Panel using that channel will appear. To change the visual appearance and other settings of a channel, click the symbol in the top left corner of the Chat Panel.

SOCIAL EMOTES

You can use the Chat Panel to make your character express emotions–either in text or by using actual character animations. Type **/emote** followed by an emotion or expression to display it for other players in your general vicinity. For instance, typing **/emote smiles happily** will show as **Alaric smiles happily** to others (if your character's name is Alaric).

You can also type simply **/** and then press the **Tab** key to access a list of pre-made emotes and expressions. Some of these have animations.

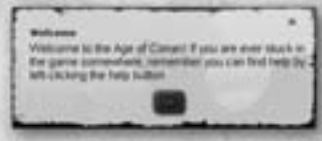
GETTING STARTED

You're done with character creation—and suddenly you find yourself on the white beaches of Tortage Island. Your newfound existence can be complicated, so you'll need some help. This section aims to teach you the basics of **Age of Conan: Hyborian Adventures** to help you get started.

Keyboard Map

Please refer to the keyboard map on page 56 in this manual, and to the keyboard map packed in your retail copy of **Age of Conan: Hyborian Adventures.**

In-game Tutorial



To smooth your transition into the world of Hyboria, an in-game tutorial automatically starts once you complete your character creation. An on-screen box will pop up with information. This help box will appear at different times throughout your early gameplay to assist you with you various game mechanics. (You can choose to cancel the tutorial if you like.)

KALANTHES'



TIP

When you first arrive on Tortage Beach, I will be there to help you on your journey.

Moving Around

There are a lot of keys to press in **Age of Conan: Hyborian Adventures**. Depending on your playing style, you can move your character around in various ways, such as:

- **WASD keys** - Typical first-person-shooter way of moving around. Use the keys **W**, **A**, **S**, and **D** to move around on the beach.
- **Arrow keys** - You can also use the **arrow keys** to move around.

- **Mouse** - By alternately holding down the **right and left mouse buttons,** you can make your character move. Use the **mouse** to change direction.
- **Spacebar** - When moving around, press the Spacebar to make your character jump.

Using the Camera

You can manipulate the camera in different ways by using a combination of the **mouse buttons** and **mouse wheel.**

- Use the **mouse wheel** to zoom in and out. This allows you to go from well behind your character all the way into first person mode when you want to play in that perspective.
- Hold down the **left mouse button** and move your **mouse** around to change the camera angle in any way you want.

Talking to NPCs



Early in the game you will communicate with characters that are controlled by the game itself, and not by other players. These are known as non-player characters, or **NPCs.** Communication with NPCs uses a separate interface. (It does not take place in the Chat Panel.)

To talk to an NPC, click the character with your **right mouse button.** This opens the NPC dialogue interface, where you will see text spoken by the character you are talking to, along with various lines of dialogue you can say back to that character.

KALANTHES'



TIP

Beware what you say! Certain dialogue options may lead to certain results. You'll never know what sort of quests you'll end up on —or what you are saying no to!

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Fighting Back

In the harsh, brutal world of Hyboria, it won't be long before you have to fight something or someone. Combat in **Age of Conan: Hyborian Adventures** is significantly different from combat in other massively multiplayer games. In **Age of Conan: Hyborian Adventures**, combat emphasizes action and movement.

Before fighting something, you need to enter combat mode by pressing the **Combat Mode** key. Your character enters a combat stance and draws his or her weapon (if equipped). Use the shortcut bar keys **(see page 18)** or the directional arrows near the center of the bar to strike in different directions with your weapon. This will cause you to attack.

KALANTHES'



TIP

Combat in the world of Hyboria can be a challenge to master. Refer to Combat System on page 36 to learn more about fighting the enemies you meet.

Single Player/Multiplayer Elements

The first thing you should do, after familiarizing yourself with the basics of the game, is approach the captured woman screaming for help, just above the beach. She will give you a quest. Soon you will be on your way toward the city of Tortage on the other side of the island. Once you reach the city, the gameplay changes notably due to the introduction of single-player and multiplayer elements.

By talking to your trainer, you can alternate between night and day, offering different results:

- **Night time–**During night time, you are in a single-player environment and do not play with other players. This part of the game emphasizes storytelling and your experience alone in the world.
- **Daytime–**During daytime, you are in a multiplayer environment. Here you can see other players, quest with them and communicate with them. This part of the game emphasizes group experiences.

Gameplay only takes place while you are on the island of Tortage. Once you head for the mainland, the day/night cycle becomes dynamic (you cannot affect it), and you are always in a multiplayer environment. There are certain exceptions to this rule. Even on the mainland, you might find yourself visiting areas of the world where you are either alone or with a limited number of other players.

ADVANCED GAMEPLAY

Game Purpose

Age of Conan: Hyborian Adventures is a role-playing game; this means that you will spend a lot of time advancing your character in numerous different ways. But it is also an online massively multiplayer game; this means that a lot of the gameplay is centered around playing with other players and helping each other reach your goals!

In the end, only you can decide how you want to play.

Questing and Leveling

Advancing your character means gaining new abilities and feats, increasing your skills and making a name for yourself.

ADVANCING IN LEVELS

There are 80 levels of experience in **Age of Conan: Hyborian Adventures**, all reached by gaining experience points through questing and destroying enemies. Usually questing will be the primary way for you to gain experience. This allows you to see the world and experience the stories of Hyboria while you advance your characters. But simply destroying enemies also gives you experience points, depending on how challenging the enemy is.

Every time you gain a new level, you have to make a range of decisions that impact your character's future:

- **Attributes** - These are raised automatically when you gain new levels.
- **Skills** - You gain a certain number of skill points that need to be invested into your various skills.
- **Feats** - You gain a certain number of feat points that can be used to unlock new feats or strengthen feats you've already unlocked at an earlier stage.
- **Items** - Reaching a new level may automatically unlock opportunities for you to use more advanced equipment.
- **Combos** - Depending on your character's class, a combo might be unlocked when leveling up.



For more information on attributes, skills, feats and equipment, see Character Overview on page 19.

FINDING A QUEST

Quests are given out by NPCs. Talking to them is the best way to discover if they have a quest for you. Once you accept a quest from an NPC, it will be logged in your Quest Journal **(see page 23)**. Quests vary in level of difficulty, and some quests might not be available to you until you reach a higher level of experience **(see page 29)**.

QUEST ASSISTANCE



To make the questing easier, make sure you make full use of the quest tracker and the mini-map.

- In your Quest Journal you can tag a quest to be tracked. Doing so causes the objectives in that quest to display in the quest tracker next to your mini-map.
- Depending on the quest, a waypoint will be marked on your mini-map, showing you where to go to further your quest. Not all quests offer this assistance, though.

KALANTHES'



TIP

Asking someone for help is no shame! If you're ever in doubt about what to do, or simply need assistance with completing the quest, try asking another adventurer for help.

FINISHING A QUEST

When you complete all the objectives in a quest, the final objective will normally finish the quest. Read the quest description to find out how to finish it. In some cases, you only need to return to the character who gave you the quest in order to finish it, while other quests will end differently. Once you complete a quest, you will usually receive a reward. Sometimes you can even choose your reward!

Acquiring New Equipment

One of the most interesting aspects of developing your character is finding new equipment and mastering advanced weaponry and armor.

There are several ways of acquiring new equipment and items.

LOOTING ENEMIES



Whenever you defeat an enemy, there is a small chance that enemy will drop something you can pick up. This is called **loot.**

Loot will drop in some sort of container. Depending on the value of the contents, the containers will have varying appearances, ranging from bags to entire chests. Open the loot container to see what's inside. You can then choose to pick up any or all items available.

HYBORIAN CURRENCY



Like most worlds, Hyboria also has its share of materialistic values. Hard cash can be just as persuasive as the sharp end of a sword. You will soon learn to value it greatly.

Currency in **Age of Conan: Hyborian Adventures** is divided into gold, silver, tin and copper. One hundred units represent one unit of the next currency value. For instance, one hundred silver equals one gold, while nothing is more valuable than gold. You earn cash by completing quests, defeating enemies, and selling items to other players or NPC vendors.

BUYING AND SELLING



One of the ways to purchase items and equipment is from NPC vendors who specialize in trading certain types of good.

Scattered around the world of Hyboria, though mostly in settlements, these vendors specialize in selling things like weapons, armor, potions and more. Interacting with these vendors opens up a Trade window.

Here you can see a list of items they offer. You can also choose to offer your own items to them in exchange for cash. Move your **mouse cursor** over an item to learn more about it before making the final purchase.

KALANTHES'



TIP

If you act too quickly, or if the vendor simply is too convincing and you sell something you wish you had kept, you can always undo it!

TRADING WITH OTHER PLAYERS



You can also trade with other players. To do this, target a player, **right-click** his or her name that appears above your shortcut bar, and choose **Trade.** Or click the **Trade** icon next to the player's name and vitals above your shortcut bar.

This opens a Trade window divided into two areas: one showing the items you're giving; the other showing the items the other player is offering. When you're satisfied with the trade items, click the **Accept** button. As soon as both players accept, the trade is completed.

KALANTHES'



TIP

Trust no one, at least not until you know the player well enough! To prevent players from cheating, making changes after accepting a trade will reset the trade. You don't want anyone to change the terms of the trade

USING TRADEPOSTS



There's another way to buy and sell items and equipment. Players can gather at tradeposts and easily buy and sell items and equipment with each other.

Tradeposts can usually be found in major settlements. Interacting with a tradepost brings up a comprehensive window that allows you to put items up for sale, or buy items other players have put up for sale.

You can also store items and equipment at a tradepost for safe-keeping, without putting the things up for sale. You can also access your in-game mailbox here, and use it to write to other players.

Buying from others

Click on the relevant tab in the Tradepost window to access a comprehensive search tool that allows you to find exactly what you're looking for. You can filter your search by item categories, item types and much more. Select an item and click the **Buy** button to purchase it. There is no bidding process involved.

Selling to others

Click on the relevant tab to open the list of items you're storing at a tradepost. **Right-click** on an item to put it up for sale, and specify the amount you want it to sell for. Your item will now be viewable by other players visiting the tradepost. You'll be notified when one of your sale items is sold to another player at the tradepost.

EQUIPMENT TYPES

During your travels in Hyboria, you'll discover a wealth of different item types: weapons, armor, food, drink, potions and much more. Following are some examples of what's available.

Weapons

Here are some of the most important weapon types.



Edged weapons - Generally used to categorize various types of swords—weapons designed to slice, cut and make your enemy bleed! Can be used in one hand, two hands or dual-wield.

Blunt weapons - Used to categorize various types of clubs and maces—weapons designed to smash your enemies to a pulp! Can be used in one hand, two hands or dual-wield.

Daggers - Used to categorize various types of daggers—weapons designed to strike at your enemy swiftly! Can be used in one hand, two hands or duel-wield.

Bows - Used to categorize various types of bows and crossbows—weapons designed to hit your target from a reasonably safe distance! These always require both hands.

Thrown weapons - Used to categorize weapons that your character can throw, such as knives and even some spears. Can be thrown from a distance, but its range is nowhere near as far as a bow's!

Polearm weapons - Used to categorize various types of polearms, lances and such—weapons designed to create some distance between you and your enemy! Always requires both hands.

Armor

Succeeding in battle takes more than just a good weapon. It also requires that you have the right outfit to defend yourself from enemy attacks. Armor is divided into different types such as cloth, leather, plate and more. Some armor types are explained below:



Cloth/Silk armor - Provides the least amount of protection, but allows the wearer more freedom of movement. Mostly used by Casters and in various types of social clothing.



Light armor - Used to categorize armor types such as leather and hide that is stronger than cloth, but still fairly weak. Some Casters can use this, and most if not all melee-oriented characters.



Medium armor - Used to categorize armor types such as chainmail and splintmail. Considerably stronger than the armor types above, and mostly reserved for melee-oriented characters.



Heavy armor - Used to categorize armor types such as halfplate and fullplate. This is some of the strongest armor you can find, and it can only be used by skilled melee-oriented characters.



Shields - Some character classes can equip a shield to aid them in battle. Shields can be heavy and hard to manage; only the most able fighters have the skill use them when fighting enemies.

Consumables

Sooner or later you'll find yourself hurt and in need of a quick fix-me-up. Consumable items might be your salvation. Consumables include everything your character can consume, such as food, drink and potions. Consuming something
often gives you a bonus effect that benefits your character.

Most consumables work over time. For instance, one potion might grant you
a health effect that heals you slightly over time. It's advisable that you drag consumables you'll want to use from your Inventory into your shortcut bar.
That way you can quickly access them in times of need (such as in combat).

KALANTHES'



TIP

Generally, food and drink work best between fighting, while potion is what you consume when actually in combat!

Other items

There are literally thousands of different items in **Age of Conan: Hyborian Adventures,** and not all are easily categorized. Some will have no functionality whatsoever other than being valuable for trade. Different items can be used in crafting, while others are key components for various quests. For many items, you'll have to figure out their usage for yourself!

ITEM QUALITY

Items and equipment often come in different levels of quality, ranging from poor all the way up to legendary. Items with a higher quality may provide additional bonuses, do more damage, and offer more protection. Higher quality items are more difficult to come by. Item quality is recognized by color:

- **Gray**–Poor quality.
- **White**–Standard quality.
- **Green**–Good quality.
- **Blue**–Superior quality.
- **Purple**–Epic quality.
- **Orange**–Legendary quality.



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Combat System

The way you fight in **Age of Conan: Hyborian Adventures** is fundamentally different from how you fight in other games of its genre. Please take the time to familiarize yourself with all of its combat features.

TARGETING ENEMIES

There are several ways to target an enemy. With default auto-targeting turned on, you can just run up to someone or something and start hitting it. Your target will change depending on who or what you are facing.

- **Tab-targeting** - Press the **Tab** key to cycle through available targets in the nearby vicinity.
- **Auto-targeting** - If auto-targeting is turned on in your Interface settings, you always target whatever is right in front of you, even if you turn or move around.
- **Cone targeting** - Turn on Cone View to see the area of effect in front of your character. Certain spells may affect everyone within that cone, either negatively or positively.
- **Click-targeting** - Target characters by clicking them with the **mouse cursor.**

Once someone or something is targeted, a targeting circle appears on the ground around the target. Your target's name, level and vital information also appear above your shortcut bar.

KALANTHES'



TIP

When hitting an enemy, you might end up damaging enemies standing next to them as well. You'll always do more damage to your primary target, but be careful who else you hit!

EVALUATING TARGETS

Throwing yourself at anyone or anything will eventually lead to your demise. You need to know your enemy before attacking!

Once enemies are targeted, their targeting circle will give them away. The color of their targeting circle will tell you how much of a challenge they will be to your character. This is based on sizing up your enemy's potency against your own.



Here's how to interpret the different target colors:

- **Gray** - This enemy offers no challenge to you.
- **Green** - A simple match that you will win.
- **Blue** - You should win unless you perform badly.
- **Yellow** - An even match, so be careful!
- **Orange** - A challenge, but you can win.
- **Red** - Too difficult; bring some companions!

There are always exceptions to these rules, so be careful. Some things you just need to learn by experience. You will also find that the target circle's design will change on some enemies. These are enemies of special significance, such as group enemies, minions, mini-bosses and bosses.

HIT DIRECTIONS

Once you've identified a target, go into combat mode by pressing the **Combat Mode** key. Depending on the weapon you have equipped, you generally now have access to different hit directions such as left, right, and forward. More directions may become available as you reach higher levels, depending on your character's class.

Use the shortcut bar keys **(see page 18)** or the directional arrows near the center of the bar to strike in different directions with your weapon. This will cause your character to attack. Depending on your character's class, the **Attack Down Left** and **Attack Down Right** attacks may unlock for you as you get further into the game."

KALANTHES'



TIP

Always try to use combos moves. Click a combo move to start it, then follow up by hitting in the directions indicated by the lit direction arrows. Executing a combo move results in greater damage and possibly other effects! See page 39 for more information on how to set your combo moves.

SHIELDS



What direction you hit in is not trivial. Your enemies will focus their defense from certain directions you might be hitting in.

You can see the directions they are shielding themselves from by a set of icons that surrounds your enemy. The more of these icons that can be seen on one side, the more defenses your enemy is putting there. Here's how it works:

- **0 Shield icons** - You will do extra damage.
- **1 Shield icon** - You will do normal damage.
- **2 Shield icons** - You will do less damage.
- **3 Shield icons** - You will do very little damage.

Enemies will constantly shift their defense focus around, depending on where you hit, so you need to think dynamically. Your combo attacks are also affected by this defense system.

Not all enemies use this defense system, though, and some may use it less than others. It largely depends on the type of enemy you are fighting, and his or her defense abilities.

MELEE FIGHTING

Weapons such as swords, clubs, daggers and polearms are classified as melee weapons. They require that you get up close and personal with your enemy in order to do damage with them.



When doing melee fighting, you should keep a few things in mind in order to bring your enemy down:

- **Blocking** - Hold down the **Active Blocking** key to block incoming attacks. Your character will take less damage this way, but it will drain your stamina.
- **Dodging** - Double-tap the movement keys to quickly try and evade your enemy.
- **Combos** - Remember to execute combos (drag them to your shortcut bar from your Spells, Combos and Abilities window) to do extra damage. Click a combo move, and then follow up by hitting in the directions indicated on the direction arrows to finish it.
- **Abilities** - There are other abilities you might want to use, such as attacking and defensive status that give you advantages in different situations. These are also found in the Spells, Combos and Abilities window.

- **Equipment** - When you're up close and personal in melee fighting, it pays to have the proper armor so you can take more damage from your enemy.

Remember that **Age of Conan: Hyborian Adventures** features collision detection between players, meaning that you can't just run through enemies or friends. This feature opens up new strategic opportunities in battle!

USING COMBOS

Combos are instrumental in battle, especially for melee characters (but also for those using ranged weapons and magic). Open up your Spells, Combos and Abilities window and drag available combos down to your shortcut bar. Move your **mouse** over a combo to see the details for that combo, such as its effect.

To use a combo in battle, click the icon in your shortcut bar or press the corresponding key. Your directional arrows will now light up, and you must hit in the direction specified. Performing combos can result in considerably more damage being dealt, as well as other effects such as stunning and more.

RANGED FIGHTING



Weapons such as bows, crossbows and throwing daggers are classified as ranged weapons. By using these in combat, you can deal damage to your enemy from a distance. Fighting with a ranged weapon differs from fighting with a melee weapon, but it still uses some of the same functions.

You still use the directional keys and arrows to shoot or throw in different directions. Shooting in different directions causes you to aim for the enemy's left side, right side, or head. You can also perform combo moves when using ranged weapons. Enemies employ the same defense system as described on page 38, so be careful about where you shoot!

You can use traditional targeting when using ranged weapons, and you can also zoom into first-person mode. Doing this allows you to shoot a longer distance than you would otherwise!

KALANTHES'



TIP

Ranged weapons are great to attract an enemy's attention, like pulling him out of his camp. If you are alone and he goes right up to you, perhaps you should switch to a melee weapon! Ranged weapons are exactly that—ranged.

USING MAGIC



Characters who use spells can do so both in combat and outside combat. Open the Abilities window and drag the spells you want to use down to your shortcut bar for easy access. Execute a spell either by clicking its icon or pressing the key corresponding to its shortcut slot. Using magic requires mana, and casting spells depletes your mana. Depending on the spell, you need to use different types of targeting. Sometimes you choose a target, others not.

- **Target spells** - Some spells requires you to click a target before you cast it.
- **Area of effect spells** - Some spells affect players and enemies around the Caster, or around the area the spell was cast.
- **Cone spells** - Some spells affect targets standing in front of you, in a so-called cone-shaped area.
- **Personal spells** - Some spells only affect the Caster, and no one else.

Magic in the world of Hyboria is deep and mysterious. Many of its most elusive sides are yours to discover.

SUMMONING PETS

Some classes employ minions, or pets, to do their bidding. Such classes include the demonologist. who can summon demons, and the necromancer, who can summon other minions.

Pet control is relatively simple in **Age of Conan: Hyborian Adventures.** After you summon one or more pets, a control panel becomes available in the top left corner of your screen. Some of the commands you can give your pet include:

- **Assist** - Your pets attack anything that you attack.
- **Guard** - Your pets guard you by attacking anyone who attacks you first.
- **Follow** - Your pets follow you wherever you go, but remain passive.
- **Wait** - Your pets stop and cease all actions.

You may have one or more pets active at one time, depending on your class and level. Pets are summoned via spells. You can remove pets through the Pet control panel.

PET POINTS

Pet points determine the number of pets you can summon. Some pets require more points than others, and the number of points available depends on your level. When summoning a pet, that pet will take up points that will not become available again until you abandon the pet.

While one pet might only require one point, others might require all your points, so you choose wisely which pets to use!

DEATH AND DEFEAT



Sooner or later you will find yourself on the losing side of a battle, and the clutches of death will grasp at your throat.

Luckily, death in **Age of Conan: Hyborian Adventures** is not permanent. You can dust yourself off and try again, but keep in mind that certain penalties are involved when dying. These penalties impact you as a negative effect, which appears as a skull symbol over your character's vital stats on-screen.

Resurrection spots

When you discover a new area of the game world, you will come across resurrection spots. As you discover these, your character will remember them. When you die, you get to choose where you want to resurrect in that region of the world. Some player characters can resurrect you. If they do, your character will wake up where you died. Make sure you know who in your group can resurrect before going into battle!

Headstones

To remedy the negative effect placed on you when you die, you can go back to the place where you fell and interact with the headstone there. This will ease your death penalties. There is no limit to how many times you can die in the game, so don't worry about losing your character permanently.

KALANTHES'



TIP

When you die, try resurrecting at a location as near to where you died as possible, so you don't have to run for a long time to return to the action. The distance between you and the resurrection spot is shown in the Resurrection window.

Mounted Combat

In addition to fighting on foot, you can acquire a mount to ride into battle. Far from being just a means of transportation, a mount gives you some advantages in battle. But there are also some disadvantages!

OBTAINING A MOUNT

You must reach a certain level to acquire a mount. Mounts are sold by various NPC vendors, and have different benefits. If used correctly in the right situations, a mount can give you an advantage in battle. It also gives you a speed boost, helping you in your journeys.

AVAILABLE MOUNTS

There are many different types of mounts available, from basic horses to war-horses and even mammoths and rhinos. Not all mounts may be available to you. Some mounts have restrictions on where in the world and in what situations they can be used.

Here are some of the mounts you might find in Hyboria:



Horse

- **Skill** The quickest mount you can get.

A reliable mount, the horse is the most common companion an adventurer can have in Hyboria. Horses are found in many different varieties, from armored giants to quicker steeds.



Mammoth

- **Skill** Can destroy player-made buildings.

Gigantic and fearsome, these mounts can cause utter havoc on the battlefield. They can also be hard to navigate,



Rhino

- **Skill** Can destroy player-made buildings.

Ferocious beast known for its mix of speed and strength, the rhino is a feared opponent in any battle it takes part in. Easier to navigate than the mammoth, but not as quick as the horse.

RIDING INTO BATTLE



Once mounted, you ride into battle by going into Combat mode, in the same way as you would on foot,

Depending on the mount you're using, combat will unfold in different ways. If you are mounted on a horse, you will usually attack with your own weapon. When mounted on a mammoth, you'll use the mount itself as the weapon.

Should you get killed, you and your mount will both die at the same time. You both share the same health status, but a mount might also give you a health and defense bonus as well.

Using your own weapon

Hitting in the left or right direction will cause you to attack on that side of your mount. Sometimes you can also attack in the front with you mount.

You can also charge with your mount. That means building up speed, holding your weapon high, and releasing just as you pass your enemy. The momentum will cause your hit to inflict much more damage. Not all mounts support this feature.

If you're using magic or ranged weapons, it works in a similar way to combat on foot–aim and fire! However, there are certain disadvantages. **(See below.)**

Using your mount as a weapon

If you are using a mount such as the mammoth, you can use the beast itself as the weapon. This involves facing your enemy and hitting in different directions as you would in melee combat. These mounts may have different types of attack that you can discover by getting to know your mount.

DISADVANTAGES

There are both advantages and disadvantages to fighting while mounted. This creates balance between those who are mounted and those who are not. Some of the disadvantages in mounted combat are:

- **Precision** - When controlling a mount, you might end up having less precision than you would on foot.
- **Combos** - Combos will usually not work when you're mounted.
- **Spells** - Several restrictions apply as to what spells you can cast while mounted.
- **Dismounting** - Enemies can knock you off your horse, suddenly rendering you much more vulnerable.

AOC_US MANUAL_ROUGH1_aoc g4w v 4/8/2010 9:01 PM Page 44

Playing with Others



SEARCHING FOR PLAYERS

Playing with others can make your gaming experience more enjoyable. Also, sometimes you need to team up with others. You can find other players in several ways. You can run around looking for them, and then communicate when you see them. Or, you can use the social tools in the game to quickly search for a certain type of player.

Open up the Social window to search for players. Supply the needed criteria for your search, then click the **Search** button. This produces a list of players whose characters match your search criteria. All you need to do is contact them by sending a direct message.

To make yourself visible for player search, click the appropriate button in the Player Search window. To turn it off, click it again.

KALANTHES'



TIP

Keep a list of friends! Target a player, then right-click that player's name above your shortcut bar and select `Make Friend`**. To access your list of friends, click one of the icons near the Social window button.**

PLAYER GROUPS

Creating a group of players can be instrumental in helping you succeed on various quests and in different areas of the world.



Group benefits

- **Shared rewards** - Experience is shared within the group, for instance when you kill enemies.
- **Communication** - Send messages that everyone in your group, and only those players, can see.

- **Instances** - Some areas of the world are **instanced,** meaning that players outside your group are not visible. Those areas create copies of themselves for your group. **(See page 46.)**
- **Keeping track** - Group members are more easily spotted on the mini-map.

Forming a group

A group can have from two to six players. Every group needs a **leader**–the one who first invites someone into the group, and the only one who can invite other players to join after the group has been formed.

To form a group with someone, either target the player and **right-click** the player's name when it appears over your shortcut bar, or type **/invite** followed by the player's name. Once you've formed a group, a list of players in the group, including their classes, displays in the top left corner of your screen.

To leave the group, right-click your name in the list and then click **Leave.**

PLAYER GUILDS

While player groups are easily formed and disbanded, guilds are more permanent. A guild is a collection of players, with no limit to the number of players allowed.

Guild benefits

- **Communication** - The Chat Panel offers a guild channel that guild members can use to communicate with each other.
- **Organization** - The guild leader and officers can establish rules that the members have to follow, giving members different ranks.
- **Privileges** - Each rank has a certain set of privileges tied to it.
- **Settlements** - A guild can choose to build its own city, including battlekeeps.

Forming a guild

Creating a guild is free, but you must achieve at least level 20 to do so. Open the Social window; from here you can form a guild. To join a guild, use the Social window to search for potential guilds, then send a request to the guild officials.

KALANTHES'



TIP

Player guilds are allowed to build entire cities of their own! Walls, towers—everything! They can even build battlekeeps and conquer the battlekeeps of other guilds! For more information, see `Siege Battle` **on page 48.**

AOC_US MANUAL_ROUGH1_aoc g4w v 4/8/2010 9:01 PM Page 46

INSTANCES

Some areas of the game world are **instanced.** This means that a unique copy of that area is made for you or your group, giving you the opportunity to explore it and face its challenges without being disturbed by other people. Areas that typically use this feature are dungeons restricted for solo or group gameplay.

Sometimes there are so many people in one public area that the server will instance that area to provide you with a smooth gameplay experience. To switch between instances (for example, to meet up with a friend in another instance), click the appropriate icon near your mini-map.

PLAYER VS. PLAYER

There is more to **Age of Conan: Hyborian Adventures** than just slaying computer-controlled enemies. Perhaps the one ultimate challenge is actually killing other players!

This gameplay is called **player-versus-player**, or **PvP**. If you play on a PvP server **(see** `Selecting a Server` **on page 7)** you may be constantly under threat of being killed by other players. On the other hand, if you play on a normal PvE server, you can only take part in such activities in designated areas or if other players agree to participate.

There are several ways to engage in these additional activities.

Quick mini-games



For a quick round of fun, try the player-versus-player mini-games. These quick matches last a limited period of time, and take place in special areas of the game world. To play, open the Social window and click the **PvP** tab.

Some of the mini-games you can choose from are listed below. Please refer to the online guide for the latest details on PVP content.

- **Capture the flag** - Join one of two teams with the goal of capturing the enemy's flag as many times as possible.
- **Team annihilation** - Join one of two teams with the goal of killing as many players as possible on the opposing team.

Select a mini-games and click the **Apply** button. Doing this places you in a queue of people also searching for that mini-game. When the required number of people have applied, the mini-game will start automatically. After you have applied, you can close the window safely and go about your business. You will be notified when the game starts.

KALANTHES'



TIP

On an ordinary server, you don't have to worry about getting killed by other players as long as you stay out of the Border Kingdom!

Siege battles

Perhaps the most epic player vs. player experiences comes from participating in siege battles between entire guilds, where you break down your enemy guild's battlekeep and slaughter their members on the bloody battlefields of Hyboria.

EXPLORING THE WORLD

You should now be more than capable of going out into the world of Hyboria and seeking out your destiny. Finally, there are some things you should know about traveling in Hyboria.

- The in-game world of Hyboria in **Age of Conan: Hyborian Adventures** is separated into regions (also called **playfields**). Each region has a name and unique environment.
- You travel between regions either by talking to NPCs offering transport, or by interacting with certain objects (such as a gate).
- Traveling between two regions is a quick affair.



AOC_US MANUAL_ROUGH1_aoc g4w v 4/8/2010 9:01 PM Page 48

ADDITIONAL INFORMATION

Advanced Features

What we have covered in this documentation is the basics of **Age of Conan: Hyborian Adventures,** including most of the information you need to get off the ground and succeed in the game.

What we have not told you about is the wealth of more advanced features that the game has to offer. These are gameplay features that you will not encounter until you are fairly well into the game. The documentation for these features is available at **http://www.ageofconan.com**.

CRAFTING

There is more to Hyboria than just killing. You can also pick up a craft—such as weaponsmithing or alchemy—and produce goods that you can both use and sell to other players.

CITY BUILDING

Player guilds can create their own cities. You do this by gathering resources, and constructing walls and various buildings. Watch your city thrive and become legendary throughout the lands!

SIEGE BATTLES

A player guild can also create a battlekeep. These battlekeeps can be conquered by other guilds, resulting in massive warfare between players, where both lives and buildings are destroyed!

Hyborian Codex

Age of Conan: Hyborian Adventures is built upon the literary works of author Robert E. Howard, first written in the 1930s.

Since then there has been a wealth of books, comics, movies and games that have reinforced the world of Hyboria. The result is a massive world, rich and deep in lore and culture.

NATIONS OF HYBORIA

Here are some of the nations of Hyboria.



AQUILONIA



Aquilonia is nestled east of the savage Pictish Wilderness, west of militant Nemedia, north of cutthroat Zingara, and south of the Cimmerian tundra. It has pleasant weather and rich, arable farmable lands interwoven and fed by some of the largest rivers in the world. Game hunting is common and plentiful, and wilderness paths and civilized roads are patrolled by Aquilonian forces. At first glance, it is a peaceful kingdom of plenty built on a very pleasant stretch of Hyborian land.

Alas, it cannot be so. Although the barbarian King Conan of Cimmeria has gone to great lengths to keep his kingdom safe from outside threats and domestic squabbles, Aquilonia sees its share of unrest. Aquilonia has become a kaleidoscope of intrigue and hand-on-hilt politics. There are many peoples who call this land home, carving several invisible borders within the kingdom itself. Bossonians, Poitanians, Gundermen and others lay claim to lands that now all exist under King Conan's rule.

AOC_US MANUAL_ROUGH1_aoc g4w v 4/8/2010 9:01 PM Page 50

CIMMERIA



A hard region of tundra, mountains and wooded fields seated beneath a cold, gray sky are the lands of Cimmeria. This nation is surrounded by those who would aim to either kill or conquer the native barbarian clans that have thrived here since the time of the Atlanteans. The hard terrain is often softened with blood-churned mud of Pictish invaders, Vanir raiders, Hyperborean Gurnakhi, or foolish would-be conquerors from the Border Kingdoms. But no one man could possibly claim these unconquerable people—or the lands in which they struggle daily to survive. Cimmeria is a harsh place of clan wars and tightly-knit families, where strength and cunning are key to survival.

Cimmeria, the land of Crom, may not be peaceful, pleasant, or easily survived, but it makes a tough people even tougher and sends the foolish to an early grave. It is a difficult place that lays low the weak and heralds the strong. There is a saying among the clans of the southern border: "Make peace with your gods before you come to Cimmeria, as it will not be found here."

STYGIA



The desert kingdom of Stygia, possibly the most infamous nation in the Hyborian mainland, is the birthplace, home, and wellspring of the priesthood of Set—serpent god of darkness. The entire kingdom is ruled by the clergy, with the closest devotee or disciple of Set having the single most influential hand throughout the Stygian territory. From the coast of the Western Sea to the shores of the River Styx, the power of Set's snake-worshipping acolytes is supreme.

A dark shadow has been cast across Stygia for centuries, taking many shapes as time progresses. Rulers, warlords, beasts and demons have risen up between the dunes to make Stygia their rightful home. While the faithful control and hold mastery where walls built by slaves will keep the wilderness at bay, there are countless stretching miles of sandy wastes that give Stygia a thousand and one places to hide treachery, death, and—for the bravest of souls—adventure!

CITIES OF THE WORLD

Here are some of the cities in Hyboria.

TARANTIA



Called the "most princely city of the world's West" by chroniclers far and wide, Tarantia is a sprawling city of wonders and the capitol of Aquilonia. Its skyline is dotted with towers of blue and gold, and many of its buildings are clean and dazzling to behold. Created in layers, like rumpled cloth against the cliffs of the Khorotas River, Tarantia has several distinctive areas separated by walls and tiers both physical and societal.

With King Conan on the throne of Aquilonia, the brilliant beacon of civilization that is Old Tarantia might just attract these enemies like vultures to a corpse. The shining towers of the palace rise high into the sky, overlooking the rest of the city and, some might say, the rest of Aquilonia.



KHEMI

Sitting on the south shore of the River Styx joining with the Western Sea, Khemi is a stark vision of black walls and looming citadels. It is the priestly capitol of Stygia, making it essentially the most powerful city in the entire nation. The city itself is barred from ocean travelers by the rocky island port of Akhet, or Tortoise Island. It is used as a barrier to the rest of the city.

It is a major seaport for the serpent kingdom, but keeps only a sparse navy in its docks. Few would ever try to war with Stygia from the sea, as their connection with the dark god Set is paramount and fear-inspiring. Even those who question faith think twice about crossing the priesthood. Khemi is a massive reminder that the dark god Set truly rules Stygia through the ironclad coils of his powerful clergy.



CONARCH

Typical for Cimmeria, Conarch Village lies in a deep valley surrounded by steep mountains and cut by a cold river running through its center. Positioned between the controversial Venarium and the battle-torn Conall's Valley, it has its share of travelers simply "passing through" to reach other parts of Cimmeria beckoning to their sense of adventure.

Some may come just to see the stretch of land that gave birth to King Conan himself, and the rest of Clan Conarch. Those who choose or are chosen to stay here are likely to have adventure thrown upon them. The mountains surrounding the village are home to many dangers—some human others not.

TORTAGE



Off the coast of Hyboria, on one of the largest of the volcanic Barachan Isles in the Western Sea, lies a haven of smugglers, thieves, and pirates called Tortage. Carved out of the black, rocky cliffs of the island of the same name, the city of Tortage is the single most infamous port off the mainland of Hyboria.

Once both the city and the island have claimed you, your freedom will depend on cunning, strength of will, and what allies you choose. Or, Tortage can be your grave.



KING CONAN

Having dethroned the late King Numedides III and claimed his crown to rest on a troubled brow, Conan of Cimmeria now sits upon the throne of Aquilonia. His tales are known as legend and fable all over Hyboria. Except in the darkest reaches of the Black Kingdoms or the savage tribes of the Pictish Wilderness, there is not a soul who has not at least heard of the life of Conan, and there is not an adventurer whose life does not mirror his own in some way. Today Conan is the King of Aquilonia.

KEAIRA



She is a close ally of Conan. When he saved her from a camp of raiding Vanir invaders in years past, she formed an unbreakable bond of loyalty to the powerful barbarian. Or so it seems. Through the years this bond has grown to become a professional relationship, and she now leads an underground network of spies, thieves and murderers. Don't be fooled by her voluptuous appearance; she is as deadly as she is wild in the bedroom. Suffice it to say she will go to any length to secure the info she craves and needs, involving both pleasure and unspeakable pain for the poor victims.



KALANTHES

Always a powerful enemy to the worshippers of Set, Kalanthes has a long history that spans Hyboria. An old man now, he commands a powerful combination of will and magic that arguably rivals that of any other soul on the continent. There are many rumors and folktales about the high priest, some spanning many years, which tell of his faith's war with the dark god. The very hand of Ibis, Kalanthes has battled the darkness for a very long time.

AOC_US MANUAL_ROUGH1_aoc g4w v 4/8/2010 9:01 PM Page 54



THOTH-AMON AND HIS MINIONS

Earth's most powerful sorcerer, Lord of the Black Ring and the speaker of Set, this imposing dusk-skinned man leads the snake god's cult in Stygia. Though a master sorcerer, it is the horrifying powers of Set that help raise him above his Stygian brethren to his unassailable position of power. His dominating will and lust for power is bolstered by his fervent faith and fed by his insidious god.

His face is unknown to most, and is here illustrated by one of his minions.

GODS AND WORSHIP

The array of deities is rich and diverse in the world of Hyboria, and their agendas much the same. There are many of them, but here some of the most important ones.

CROM

Crom is the head of the Cimmerian pantheon of cruel gods, sending forth dooms and death from his seat on the great mountain of Mount Crom, the holiest place in Cimmeria. Nominally, every Cimmerian is a follower of Crom, but there is no established clergy devoted to him, he doesn't inspire any rituals, and the people proffer him no sacrifice besides using the strength he granted them to take what they want from life and to cleave the skulls of their enemies. To pray to Crom is a pointless task, as it will only invoke his anger. Prayer is a sign of weakness, and Crom has little patience for the weak. Cimmerians prefer not to attract his attention. If his name is muttered, it is invariably in the form of a curse.



MITRA

Mitra is the god most commonly worshipped in Hyboria, and is the chief deity in almost all Hyborian kingdoms, including Aquilonia, Nemedia, Brythunia, Corinthia, and even Zingara. The worship of Mitra is a monotheistic one. There is a host of saints, but there must be no other god than Mitra. His followers are fervently suspicious toward other gods and religions, especially the worship of Set and the Pictish animal gods. As opposed to Crom and Set, Mitra is a kind god, although he holds his followers to high standards. The theology is based on justice and a very strong sense of right and wrong. His followers are expected to strive for justice and are encouraged to forgive.



SET



Set, the Old Serpent, is Mitra's arch-enemy. He is the ancient god revered and worshipped mainly in Stygia, and is known and worshipped as Damballah in the Black Kingdoms. He is a cruel, jealous god who demands constant sacrifice from his subjects, and his priests are only too willing to comply as they bring naked virgins screaming to his altar to appease his blood-lust. In Stygia the snake is holy and to kill a snake is a mortal sin. If a snake slithers into the cities or the streets, Set's subjects will lay prostrate before him, hoping to be found worthy of his bite.

His priests are almost as frightening as the god himself, and they terrify their own people almost as much as they terrify their enemies. Stygia is a theocracy, and the mad and corrupt clergy run the country on fear and wonder, as well as an indiscriminate willingness to sacrifice their own people.

KEYBOARD MAP

Move forward	**W, Up arrow**
Move backward	**S, Down arrow**
Turn left	**A, Left arrow**
Turn right	**D, Right arrow**
Toggle Run/Walk	**Backspace**
Toggle Sit/Stand	**/**
Jump	**Spacebar**
Sprint	**Shift**
Strafe left	**Z, right mouse button + A**
Strafe right	**C, right mouse button + D**
Target Hostile Next	**Tab**
Target Hostile Previous	**Shift + Tab**
Target Friendly Next	**Ctrl + Tab**
Target Friendly Previous	**Ctrl + Shift + Tab**
Enter/Exit Combat Mode	**~ (tilde)**
Attack left	**1**
Attack front	**2**
Attack right	**3**
Attack down left	**Q**
Attack down right	**E**
Toggle Left Shield	**Ctrl + 1**
Toggle Front Shield	**Ctrl + 2**
Toggle Right Shield	**Ctrl + 3**
Toggle Even Shields	**Ctrl + 4**
Shortcut Bar 1-9	**Shift + 1-9**
Shortcut Bar 0	**Shift + 0**
Assist	**F**
Toggle Targeting Cones	**V**
Show Shields	**Ctrl**

Active Blocking	**X**
Show Mouse in First Person	**Alt**
Cycle Vicinity Tag Modes	**Shift+N**
Autorun	**NumLock**
Select Self	**F1**
Select Team Member 2-6	**F2-F6**
Game Menu	**Esc, F10**
Screenshot	**F11**
Sneak	**H**
Camp To System	**Alt + F4**
Camp To Login	**Alt + F10**
Use	**U**
Climb	**U (at climbing point)**
Turn GUI on/off	**Alt + Z**
Inventory	**I**
Character Skills & Attributes	**P**
Combo & Spellbook	**B**
Feats	**N**
Map	**M**
Quest Journal	**J**
Trade Skills	**Shift-T**
Friends	**Shift-F**
Chat Config	**Shift + C**
Show Lootbags	**G**
Invert Right Mouse Button	**Ctrl + M**
Reset Camera	**B**
Swap Weapons	**Shift-R**
Reply	**R**
Tell	**T**
Alternate Hotbar	**Alt**

AOC_US MANUAL_ROUGH1_aoc g4w v 4/8/2010 9:02 PM Page 58

GAME SETTINGS



To make your gaming experience as enjoyable as possible, settings are available for you to tweak in order to change both technical elements and gameplay elements. Covering all the different setting reaches far beyond the extent of this manual, so we invite you to play around with the different settings. If something doesn't produce the desired result, you can always revert to the default settings.

Press the **Game Menu** key to open the in-game menu. Following is a quick explanation of the different settings categories, including:

- **Visual settings** - **Age of Conan: Hyborian Adventures** is a demanding game for your computer hardware, but you can tweak the visual settings to make the game perform better. You have three auto options (low to high). If you experience framerate issues and/or graphical lag, we advise you to go to a lower graphical setting. Advanced users are asked to further tweak individual settings to tailor performance to their hardware. You can also allocate more resources to the game by turning off or disabling other programs on your PC. We advise you to go to the Conan forums or the Conan community site (**www.ageofconan.com**) for additional information on how to tweak game settings.
- **Sound settings** - Tweak the volume levels on different sound systems, such as sound effects, music and voice.
- **Interface settings** - Tweak different variables to alter your interface, such as whether or not to show health bars over enemies, or to display player names.
- **Controls settings** - Tweak different settings for how you control the game, such as how the mouse will behave, and what button combinations will lead to different actions.

For more information on game settings and how to get the maximum performance from **Age of Conan: Hyborian Adventures**, please visit **http://www.ageofconan.com**.



Age of Conan: Rise of the Godslayer is the first expansion pack for Age of Conan: Hyborian Adventures. In this section, we will provide you with some information on our exciting new expansion!

Story

Far to the east, beyond the devil-haunted towers of Zamora and the wind-tossed waves of the Vilayet Sea, the Empire of Khitai spirals slowly into chaos. The tendrils of darkness spread through the lands, tainting them. The Hyrkanians, kept at bay for thousands of years by the Great Wall, now spill across the Northern Grasslands in a wave of savage slaughter. The once beautiful lands of Chosain Province burn as power-hungry warlords fight to control every inch of the land.

And behind the scenes, sorcerers play games of power for stakes that would shrivel the soul. The desert of black sand known as Kara Korum seethes with alien creatures, bizarre and twisted forms of life that cry out human voices yet attack with demonic fury. And deep in the vine-choked jungles of Paikang, the heart of the corruption beats to the rhythm of another world.

Now, the slave who became a liberator must walk the dark roads of the empire and rise against the darkness that dwells there.

Let the rise of the Godslayer begin!



Land of Khitai



Khitai is the mysterious land to the East. It is the home of powerful sorceries, ancient mysteries and an empire that is slowly spiraling into darkness. And at the heart of the empire, Yah Chieng, the powerful God-Emperor explores a power out of time and space.

The Khitans

The Khitans are people who have merged into a homogeneous race over the centuries. Some regional variation exists, but the distinctions are almost invisible to Westerners. The ruling class tends to be slightly taller and have the alien caste to their features that identifies them as having some proto-stygian blood somewhere in their past.

The Khitan's behavior is wrapped in complex ceremonies. Each member of the Khitan society has a place in the structure and codes of behavior, which must be followed. These codes do not prevent personal initiative. The Khitans believe that those who best obey the codes will be rewarded by the gods. From this, they deduce that "the winner was right," and this success-oriented approach gives them a penchant for treachery and double-dealing, which would cause a Hyborian noble to blanch.

- **Classes**: Guardian, Dark Templar, Bear Shaman, Assassin, Ranger, Demonologist, Herald of Xotli and Necromancer



The Alternate Advancement System

The Alternate Advancement System provides a more in-depth and customizable progression without raising the level cap. The system will allow you to push your characters in a new direction and will allow you to grow as well develop your characters further than ever before. The Alternate Advancement System gives all your characters, level 20 to 80, a new way of progressing or earning new combos, abilities, spells, and passive increases.



New Skill Trees

The Alternate Advancement System features three new character trees and dozens of new abilities that contain five ranks for all classes in Age of Conan. The Alternate Advancement System is broken down into three trees called:

- **General**: First 3 Rows - Available to all classes starting at level 20.
- **Archetype**: Middle 3 Rows - Available to classes of the same archetype at level 80.
- **Class**: Last 3 Rows - Available to members of a class at level 80.

You must spend 5 points in the General Tree in order to access the Archetype tree. You also must spend 10 points total in the General Tree and Archetype Tree to access the Class Tree.

Alternate Advancement Points (AA-XP)

In order to unlock new abilities within the Alternate Advancement System, you will need to acquire Alternate Advancement Points. The Alternate Advancement Points are broken down into 3 categories based on your gameplay experience:

- **Mastery**: Rewarded when you gain PvE Experience from mob kills and quests. Some items also reward Mastery Points throughout your PvE Experience. Each time you fill up the Mastery bar you will be granted 3 Mastery Points and 1 Expertise Point.
- **Prowess**: Rewarded when you gain PvP Experience from killing another player, completing a mini-game, or participating in various objectives in Shrines of Bori. Each time you fill up the Prowess bar you will be granted 3 Prowess Points and 1 Expertise Point.
- **Expertise**: Rewarded when you gain a Mastery or Prowess level. These points can be used in place of Mastery or Prowess points for purchasing Feats and Perks.

** Note that you cannot have more than 100 of any type of point at any time.*

AOC_US MANUAL_ROUGH1_aoc g4w v 4/8/2010 9:02 PM Page 62

Feats and Perks

Alternate Advancement Feats and Perks can be purchased in two different ways:

- **Point System**: Utilizing this system uses your accrued Mastery, Prowess and Expertise points to purchase Feats and Perks.
- **Training Mode**: Utilizing this system allows you to select a Feat or perk to be trained over time. Selecting this mode, then selecting a Feat or Perk will start a countdown to appear on the selected Feat or perk. When the timer expires, the Feat or Perk is increased by one rank. Only one Feat or Perk can be trained at any one time. Training Mode is only available at level 80.

There are three different types of borders for Feats and Perks that signify the following:

- **Bronze**: Feats with Bronze borders give passive bonuses that are always active upon purchase. These feats do not need to be equipped to the Perk Bar to gain their effects.
- **Silver**: Perks with Silver borders give Minor Perks that must be equipped to gain their bonuses and effects. These perks occupy one Perk Bar slot and must be equipped to the corresponding section on the Perk Bar to gain their Affects – Blue for General Perks, Red for Archetype Perks, and Grey for Class Perks.
- **Gold**: Perks with Gold borders give Major Perks that must be equipped to gain their bonuses and effects. These perks occupy two Perk Bar slots and must be equipped to the grey colored Class Perk section of the Perk bar to gain their effects.

The Perk Bar

There are two new GUI tabs available and a new GUI element – the Perk Bar:

- **Perks**: This tab appears on the left panel of the "Combos, Spells, and Special Abilities" window that's divided into three sub-categories – General, Archetype, and Class. After purchasing a Perk, it will be located in the corresponding sub-category based on which tree it was purchased from. When viewing the Perks tab, the lower left hand hot bar is automatically changed to display your Perk Bar.
- **AA**: This tab appears on the right panel of the "Combos, Spells, and Special Abilities" window and is divided into three sub-categories – Combos, Abilities, and Spells. After purchasing a Perk, that gives a Combo, Ability, or Spell, the new Combo, Ability, or Spell will be located in the corresponding sub-category.
- **Perk Bar**: The Perk Bar is accessed by a new button on the left hand side of the left-most default hot bar. Clicking this button swaps this hot bar to the Perk Bar. The Perk Bar has six slots, two of each color – Blue, Red, and Grey. These colors correspond to the different sections of the Alternate Advancement tree and signify which Perks are allowed to be equipped to which slot. General corresponds to Blue, Archetype to Red, and Class to Grey.

Using Your Perks

Once you have purchased a Perk, it must be equipped to the Perk Bar to gain the bonuses:

1. Open your Combos, Spells, and Abilities window (shortcut key: B).
2. On the left hand pane, select the Perks tab, and then select the category of Perk you wish to equip to see which Perks of this type are available.
3. Click and drag the Perk you wish to equip to the corresponding slot on your Perk Bar. Available slots will light up if they are empty.
4. Once the Perk is equipped, you now have the benefits it grants. If the Perk you have equipped enables a Combo, Ability, or Spell, you may also want to assign this new power to a location on your hot bar. To do so, continue to step 5. If the Perk you have equipped does not grant a Combo, Ability, or Spell, you are finished with the equip process and you are benefiting from the effects of your Perk.
5. If the Perk you have equipped enables a Combo, Ability, or Spell, and you wish to assign a hot bar location for this new power, first, you must open your Combos, Spells, and Special Abilities window (shortcut key: B).
6. On the right hand pane, select the AA tab, and then select the category of power you have gained, be it a Combo, Ability, or Spell.
7. From this new tab, you can click and drag your new power to a hot bar slot of your choosing and then activate it from there.

The Factions

The expansion introduces ten new interactive factions and two secret interactive factions. You can join, work or betray factions in an ever-changing political climate. Depending on which factions you choose to align with, other factions may come hostile or friendly. Different factions also provide quests and new lines of gameplay. Completing quests with specific factions will allow you to rise within the ranks of the faction. A new graphical user interface helps track your standings and progress with each faction. As you rise in rank, each faction will also offer a series of new tier armors found on a vendor with the faction representatives.



AOC_US MANUAL_ROUGH1_aoc g4w v 4/8/2010 9:02 PM Page 64

New Mounts



The Wolf

The new wolf mount can only be attained through a series of quests in which the wolf will grow with each completed quest. You must prove yourself to the pack in order to fully command a wolf from a cub to a fully-grown wolf. This will take some time and effort in order to train your wolf before it's strong enough to either be used as a damage pet or mount.

The Wolf mount comes with two special abilities – firstly to be able to scent nearby enemies and warn their master of stealth attacks. Secondly, to be able to dig for buried treasures in the landscapes of Khitai. Additionally, the wolf mount has the longest endurance of any mount in the game.

The Tiger



The tiger, known to the Vendhyans as the Vaaghasan, is closely linked to the Tamarin's Tiger faction. To be eligible to ride the tiger, a player must become a member of the Tamarin's Tigers. You will also have to complete a series of tasks in order to show your worth for such a companion. Once completed, you will be given a tiger cub that you must help train into the predator they were always meant to be.

Tamarin will be the judge to see if the bond is strong enough that the Vaaghasan will consent the beast for riding. But first, there is a matter of the saddler for the Tiger that must be assembled by the one who wishes to ride it. You may also choose to keep the tiger as a damage pet or full mount. If you choose to mount the tiger, you will be given the ability to stealth around playfields without being seen. Additionally, the tiger mount holds the fastest sprint speed in the game.

Join the Community!

Log on to community.ageofconan.com and join an enthusiastic community of online Conan gamers. Discuss with like-minded adventurers, find detailed information about the game, and not to mention the very latest news.

Need a good reason to join the community? How about:

- **Letter from the Game Director** – We ensure the heads themselves keep the community up-to-date on the top development efforts once a month.
- **Community Updates** – Every Friday we update the forum communities with exclusive information on what's going on in the community and behind the scenes at the studio.
- **Developer Blogs** – Our community team maintains a developer blog covering more behind the scenes exclusives and changes coming into the game.
- **News & Updates** – We keep our community update with an extensive community portal that features the current news, updates and guides surrounding our award winning game.

Also make sure to join our Facebook page (www.facebook.com/ageofconanhyborianadventures) and follow us on Twitter (www.twitter.com/funcom_conan).



AOC_US MANUAL_ROUGH1_aoc g4w v 4/8/2010 9:02 PM Page 66

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AOC_US MANUAL_ROUGH1_aoc g4w v 4/8/2010 9:02 PM Page 68

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Wang Xiao - Erhu
Cheng Yu - Pipa
Sun Zhuo - Guzheng
David Corkhill - Taikos and Chinese/Japanese percussion
Chris Terian - Taikos and Chinese/Japanese percussion
Cameron Sinclair - Taikos and Chinese/Japanese percussion

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