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## 1.0 GETTING STARTED

### 1.1 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 - Nemedias, 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 seventy 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 will get the chance to live out a life of daring adventure just as the mighty barbarian did himself 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!

### 1.2 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 on the Install button to continue the installation.  
*If AutoPlay is not enabled on your computer, you need to run the installation application manually. Click on the Start button in Windows XP or Vista and type D:\setup.exe (if your disc drive is assigned to another letter than D, please substitute this with the appropriate letter for your computer)*
3. An installer application will now start. Follow the on-screen instructions to complete the installation.

#### FAMILY SETTINGS

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

### 1.3 Account management

In order to play *Age of Conan* you first need to create a game account with Funcom. A game account is your personal identification for the game servers, and should be treated as highly confidential personal data. Should you need to contact Funcom about your account please note that Funcom will NEVER ask for your password.

#### 1.3.1 Creating an account

Open your Internet browser and go to the Funcom website <https://register.ageofconan.com> to create an account. Follow the on screen instructions that will take you through the entire process. Make sure you write down your user name 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 you created your account, and you will be charged unless you cancel this subscription before your free period has expired. You can change your subscription plan at any time.

#### 1.3.2 Canceling a subscription

You may at any time choose to cancel your subscription to the *Age of Conan: Hyborian Adventures* game service. Doing so will prevent you from accessing the game servers 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 not guarantee that characters on inactive accounts will be preserved.*

You may cancel your account by accessing your account page via the Funcom website. Follow the on-screen instructions to do this.

## 1.4 Starting the game

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

### 1.4.1 Patching process

The first thing you will see after starting the game is the patcher window that allows *Age of Conan: Hyborian Adventures* to be automatically brought up to date if updates are available.



Any available patch will automatically start to download and 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.

Note that new data may also sometimes be downloaded while you are playing. If the game appears to be taking some time to load between regions, this might be the reason. After the patching process is completed, a **Play** button will become highlighted. Click this button to continue.

### 1.4.2 Logging into the game

After completing the patching process, the first screen you will 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.

## 1.5 Customer service

Funcom does not offer phone support for *Age of Conan*, 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* you can contact Funcom Customer Support by using the contact form at <https://register.funcom.com/support>

There will also be a customer service knowledgebase for *Age of Conan* where all the most frequently asked questions are displayed (<http://support.ageofconan.com>).

You can also get aid on the official *Age of Conan* forums, where Funcom employees ongoing informs about any issues you may come across (<http://forums.ageofconan.com>)

You may also send an email to [support@ageofconan.com](mailto: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 also get in-game help. Simply type `/petition` in the chat window and hit **ENTER**. Follow the on-screen instructions. Funcom will prioritize requests based upon urgency.

## 1.6 Please Note

You should understand that *Age of Conan: Hyborian Adventures* is a massively multi-player online game, something that allows the 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.

As such, there may be inaccuracies between the gameplay and this documentation. 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, and as such, many of these features are not covered here.

For the latest updated documentation, please visit: <http://www.ageofconan.com>

# 2.0 BASIC GAMEPLAY

## 2.1 Selecting a server

Before doing anything else, you need to select which game server you will create a character and start playing on.

Choose a server carefully. If you are planning to play with your friends you might want to ask them what game server they will be playing on. You will not be able to see players in the game that have chosen to play on other game servers.

Different server types may be available:

**Player-versus-environment (PvE):** These are the standard game servers using the standard gameplay rule sets.

**Player-versus-player (PvP):** These game servers have a more liberal approach to player-versus-player combat. These game servers offer more challenge and may not be suitable for new players.

**Role-playing (RP/PvP):** Similar to the PvE/PvP game servers, but provides a more role-playing friendly environment.

Understand that 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 upon European game servers and vice versa.

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

## 2.2 Creating a 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 must decide on your character's physical appearance, what culture to hail from and what class your character will progress in throughout the game.



### 2.2.1 Choosing your race

The implications involved with choosing a race for your character goes beyond the mere physical appearance. It will also determine what classes you can choose for your character.

These races are available for you to choose from:

#### 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 unrivalled 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 off the backs of 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 shaped by their harsh and dreary land to the point where foreigners look askance at the tribes of the north and wonder if they ever sing any songs beyond dismal dirges. The Cimmerians live hand to mouth in a hostile realm. It earns them the pity of the other nations, but it gives them a strength no training can ever 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 are on their own, as it should be.

The barbarians have little in the way of writing or book-learning, instead passing 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 over all else. While they have their seers and shamans, the supernatural holds terror for most barbarians, not any wonder or tempting appeal. They pride themselves on working through life with strength, skill and cunning, and never relying on the arcane mysteries that blacken the souls of the men in 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 anywhere 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 fifteen hundred 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 can come 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 they require intellect, education and discipline; qualities they believe to be lacking in the 'lesser' kingdoms of the age.



### 2.2.2 Choosing your class

What class you choose for your character determines his or her skills in combat, the ability to equip specific types equipment and what feats they can acquire as they level up. Classes are divided into four archetypes: the Soldier, the Rogue, the Priest and the Mage. After clicking on the race you want to be, the available class choices for that race will be lit up in the character creation interface.

These classes are available for you to choose from:

#### GUARDIAN

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.

The guardian is the sturdiest of all the soldiers and 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. As well as their daunting defenses they are renowned for their devastating charges, capable of ripping through enemy lines and slaughtering their opponents.

**Archetype:** Soldier

**Weapons:** One-handed edged, one-handed blunts, polearms, crossbows and thrown weapons

**Armor:** Full plate, heavy armor, medium armor, light armor and shield



#### CONQUEROR



Conquerors are a sword-wielding fusion of heavy 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 and they manipulate those fighting around them, inspiring allies, demoralizing foes and drawing strength from the fury of battle.

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

**Archetype:** Soldier

**Weapons:** One-handed blunts, two-handed blunts, one-handed edged, two-hand edged, crossbows, thrown weapons and duel wielding

**Armor:** Heavy armor, medium armor and light armor

#### DARK TEMPLAR



Dark templars combine heavy 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 to them.

Dark templars wear heavy battle armor, have the lethal offensive capability of an expert soldier and wield vile sorcery. Their spells can leech life to enable a dark templar 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.

**Archetype:** Soldier

**Weapons:** One-handed edged, one-handed blunts, crossbows and thrown weapons

**Armor:** Heavy armor, medium armor, light armor and shields

#### DEMONOLOGIST

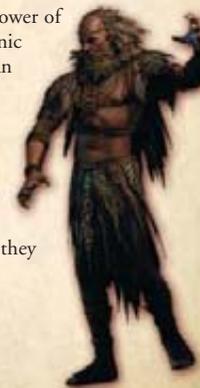
The demonologist is the mightiest of sorcerers, wielding the power of hell and earth and capable of conjuring pillars of flame or titanic storms of electricity. So great is their occult knowledge they can bargain a servant of hell into doing their bidding, a guardian demon of warped beauty and terrible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

Demonologists concentrate solely on sorcery and 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, and they are most potent when they can devote their spell energies solely to attack.

**Archetype:** Mage

**Weapons:** Daggers, crossbows, and thrown weapons

**Armor:** Cloth armor and silk armor



## NECROMANCER



Necromancers summon and command the undead, and they are legion. Their ghoulish minions are capable of tearing men apart or casting their own death magic. The rotten 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 they can develop the ability to call corpses from the earth to rise up and surround a foe or even attain lichdom, turning themselves into terrifying undead horrible creatures.

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

## HERALD OF XOTLI

Heralds of Xotli are hybrids of the mage and soldier archetypes who wield alien spells and two handed weapons, making them a formidable enemy 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, they now faithfully serve Xotli, a demon-god of the Elder Night and an entity even the Atlanteans learned to fear.

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



## BEAR SHAMAN

The spirit of nature is strong in Cimmeria and has begun to manifest itself amongst the barbarians of the north. Bear shamans can inherit aspects of the great bear like claws, savage strength or adrenaline surges and use spirit totems that heal and counter-attack 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 compliment of druidic enchantments, this makes them fearsome enemies in combat. In common with other priests they also have many healing powers.

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



## PRIEST OF MITRA



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 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.

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

## TEMPEST OF SET



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 follows 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 or the hearts of slain monsters.

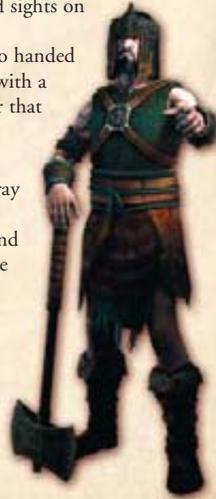
<b>Archetype:</b>	Priest
<b>Weapons:</b>	One-handed blunts, one-handed edged, polearms, daggers, bows, crossbows and thrown weapons
<b>Armor:</b>	Cloth armor, light armor and shields

## BARBARIAN

The barbarian is 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 more deadly in battle and their varied array of powerful attacks can knock an enemy senseless, immobilize them or make the very ground shake around them. Like other rogues, they excel at sneaking and the arts of ambushing.

<b>Archetype:</b>	Rogue
<b>Weapons:</b>	One-handed edged, one-handed blunts, two-handed edged, two-handed blunts, bows, thrown weapons and dual wielding
<b>Armor:</b>	Cloth armor and light armor



## ASSASSIN

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

Assassins can dual wield daggers with lightning speed and 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.

<b>Archetype:</b>	Rogue
<b>Weapons:</b>	Daggers, crossbows and dual wield
<b>Armor:</b>	Cloth armor and silk armor



## RANGER

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, their 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 their throat. They can fight in melee with swords and maces and wear medium armor, but their strengths lay with the bow.

<b>Archetype:</b>	Rogue
<b>Weapons:</b>	One-handed blunts, one-handed edged, daggers, bows, crossbows and dual wield
<b>Armor:</b>	Cloth armor, light armor, medium armor and shields



### 2.2.3 Choosing your look

*Age of Conan: Hyborian Adventures* allows you to customize your character's physical appearance in detail. Note that these choices are only cosmetic – they will not affect gameplay.

Take your time and shape your character or hit the random button.

The choice is yours!

### 2.2.4 Choosing your name

The last choice you have is finding a suitable name for your character. The only limits are your own imagination, but try to stay true to the spirit and setting of the game world.

If your choice of name is rejected, it may either be because the name filter refused it or because another player has taken that name. Try again till you find a suitable name.

You are finally ready to take your first steps into *Age of Conan: Hyborian Adventures!*

## 2.3 User interface

### 2.3.1 Interface overview



1. **Main view:** This is where the action takes place. You can manipulate this view by adjusting the camera.
2. **Navigation buttons:** Clicking these buttons will take you to the various character overview windows. *See section 2.3.2 "Navigation buttons" for more information.*
3. **Shortcut bar:** Use the shortcut bar to place combos, spells, items and abilities for easy access. *See section 2.3.3 "Shortcut bar" for more information.*
4. **Chat panel:** All communications with other players will be shown in this chat window. *See section 2.5 "Communication" for more information.*
5. **Mini-map:** Shows your immediate surroundings. Use the controls next to the mini-map to zoom. *See section 2.3.4 "Map and mini-map" for more information.*
6. **Hit directions:** When in combat these directional arrows will appear, allowing you to strike in different directions. *See section 3.4 "Combat system" for more information.*
7. **Your vitals:** Shows your name, your level and your vitals such as mana, stamina and health. *See section 2.4 "Character overview" for more information.*
8. **Target vitals:** Shows the name, level and the vitals such as mana, stamina and health of your target. Some icons may also be shown next to this, allowing for different types of interaction with your target (such as trading).
9. **Experience bar:** This progression bar shows how much experience you need to reach the next level. *See chapter 2.4 "Character overview" for more information.*
10. **Social buttons:** Click these buttons to access various social windows such as the player search. *See section 3.6 "Playing with others" for more information.*
11. **Active effects:** Any effects present on your character – either 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 have chosen to track (do so in the quest journal). *See section 2.4 "Character overview" for more information.*

### 2.3.2 Navigation buttons



These buttons opens up the character overview windows:

1. **Equipment and inventory**
2. **Attributes and skills**
3. **Spells, combos and abilities**
4. **Feat specialization**
5. **Quest journal**

For more in-depth information on all of these elements, see section 2.4 "Character overview".

### 2.3.3 Shortcut bar



At the bottom of your screen you will find the shortcut bar 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. By pressing that key on your keyboard you will execute the action bound to that slot.

As an example, if you put a potion in the slot marked with the number nine, pressing number nine on your keyboard will result in your character attempting to consume that potion.

This allows you to quickly access items or abilities without having to go through the windows to find them.

Use the **[SHIFT]** key and then **[1]** through **[0]** to access more shortcut bars.

### 2.3.4 Map and mini-map



In the top-right corner of your screen you will find the mini-map. This 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 **[M]** key.

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

## 2.4 Character overview



### 2.4.1 Equipment and inventory

You can access the *equipment and inventory window* from the navigation buttons at the top center of your screen.

The equipment and inventory window shows you what items you have equipped and what items you are keeping 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 categories that filter and sort different types of items.

**Bag:** This is your "backpack" showing all the items you have that can not be put in the other two categories.

**Resources:** Shows all the resources you are carrying, such as those needed when using tradeskills.

**Quest:** All the items related to quests, such as things you need to deliver to certain non-player characters.

### EQUIPPING ITEMS

To equip an item in your inventory simply **double-click** it or drag it from the inventory to the appropriate equipment slot.

### UNEQUIPPING ITEMS

To unequip an item simply reverse the process. **Double-click** the equipment slot or drag it back to your inventory.

### ITEM INFORMATION

To see information about an item – such as what sort of effect it has – simply hold your mouse cursor over it for a short while.



**Kalanthes' tip:** Items that have an orange color behind them can not be equipped by your character. You may be missing a skill, a feat or some other ability that you need to equip it.

### 2.4.2 Attributes and skills

The *character window* is accessed by the navigation buttons at the top center of your screen. It holds 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.

Here are some of the most important attributes:

- Strength:** Gives you a damage bonus for melee attacks and also increases the attack rating for certain weapons.
- Dexterity:** Gives you a bonus to your defense rating and increases the attack rating for certain weapons.
- Constitution:** Determines the amount of health and stamina your character has.
- Intelligence:** Determines the amount of mana your character has and increases magic rating for mages.
- Wisdom:** Determines the amount of mana your character has and increases the magic rating for priests.

#### RATINGS AND RESISTANCES

These numbers affect your character's powers in attacking, defending, use of magic and more. They are altered by your attributes and the equipment you use.

#### SKILLS

Depending on your character's class you have a set of skills that are either working in the background while you play, or you will have to activate them yourself by using various abilities.

When you gain a level you can also gain a set of points you can invest in these skills to improve them. You invest skill points through the *character window*.

Here are some of the most important skills:

- Perception:** Determines how well you observe the environment around you. Will allow you to spot hidden enemies or even dangerous traps.
- Bandaging:** Allows you to quickly heal outside combat. A better skill will heal you faster.
- Renew mana:** This is similar to bandaging, but instead it affects your mana pool.
- Casting concentration:** Determines how prone you are to having your spell canceled if distracted.

**Hiding:** This skill 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 may climb by using *climbing spots* in certain areas.

**Taunt:** The higher your skill in taunting, the greater chance of making enemies aggressive towards you.

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

### 2.4.3 Spells, combos and abilities

Your *spells and abilities window* can be accessed using the navigation buttons at the top center of your screen.

This window lists all the special abilities your character has including combo moves, spells and other abilities. They are all sorted by different tabs available in this window.



#### COMBO MOVES

These are special moves your character can execute while in combat depending on what sort of class you are play. Combo moves must be dragged into the shortcut bar before use.

Using combo moves consumes stamina.

As you gain more levels new combo moves will become available to you, and will appear in this window.

What combos you can use depends on the weapon you have equipped and 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.

Spells are acquired 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 also listed in this 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!

## 2.4.4 Feat specialization



The *feat window* can be accessed using the navigation buttons at the top center of your screen.

In addition to skills, you can choose to specialize in various feats by putting feat points (gained through leveling) into them. Feats are shown in a tree-like structure, each granting you new abilities or enhancing 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 little bit in many, or you can put all your limited points into one to specialize deeper.

## UNAVAILABLE FEATS

Feats that you can not invest any points in are grayed out. There might be many reasons for you not to be able to invest in it yet, but most likely they require other feats in order to be unlocked.

## AVAILABLE FEATS

Feats that you can invest points in, provided you do *have* points, have a colored icon. Click on one of them to put points into it. Some feats can have more points than one, making them more potent. Some 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!

## 2.4.5 Quest journal

The *quest journal* is accessible using the navigation buttons available at the top center of your screen.

When you receive a new quest, the quest information will be logged in your *quest journal*. Quests are usually listed according to what world region they take place in.



## QUEST INFORMATION

Clicking on a quest will produce a general quest description. It will also list the objectives each quest involves and your progress towards meeting those different objectives. You will also see an overview of what rewards will be granted upon completion of the quest.

## QUEST DIFFICULTY

The *quest journal* also shows you the general level of difficulty for each quest. This allows you to plan whether or not you should wait a few levels before trying it.

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

The color of the quest title tells you how difficult that quest is to complete. Here is an explanation to the color codes:

- Gray:** This quest will offer no challenge to you.
- Green:** This will be a simple quest with little challenge.
- Blue:** This quest should be quite doable for you.
- Yellow:** This is a quest tailored for your current level.
- Orange:** This quest will offer a difficult challenge.
- Red:** This quest is too difficult for you.

## CANCELING AND SHARING QUESTS

If you want to remove a quest from your quest book (and effectively abandoning that quest), click on the Remove button. All your progress in that quest will be lost. You can share a quest with your fellow players. Simply target a player and click on the Share button, and if that player is eligible for that quest, the quest will be noted in his or her quest journal as well.

## TRACKING QUESTS

You can also choose to track certain quests via your *quest journal*. Selecting a quest for tracking will make that quest's objectives show on your main screen during play.

Tracking quests is a great way to avoid having to open your *quest journal* to check on the status of your objectives.

## 2.4.6 Experience points



XP: 585000 / 626000

You advance your character by gaining experience points, these points are gained through questing and killing monsters. Getting enough experience points will cause you to level up.

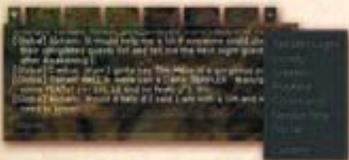
You can see how many experience points you have through your *attributes and skills window* or by looking at the progression bar at the bottom of your screen.

## 2.5 Communication

When you first begin playing *Age of Conan: Hyborian Adventures* you won't communicate with other players until you get further into the game. 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.

### 2.5.1 The chat panel



All communication with other players is handled through the chat panel. You activate the chat panel by pressing the **ENTER** key and you then type a message before pressing the **ENTER** key again to send it to the relevant recipients.

You control who should see the messages you are typing. You do this by communicating in different *chat channels*.

The chat panel can be resized and customized as you wish. Your chat panel is comprised of different tabs, each identifying a specific channel. You can manipulate the selected channel by clicking on the symbol in the top left corner of the chat panel.

### 2.5.2 Using channels

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

Here are some of the most important chat channels:

**Vicinity:** Messages sent here will appear to everyone in your character's general surroundings.

**Playfield:** Messages sent here will appear to everyone who is in the same world region as you.

**Tells:** Messages sent from other players specifically to you will appear in this chat channel.

**Group:** Messages sent and received here 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 then the message. This message will then only be displayed for that player.

Messages sent to the *Vicinity* channel will also appear in a speech bubble above your character's head.

### 2.5.3 Adding channels



You can add more channels by simply clicking on the symbol in the top right corner of your chat panel. You can also add more chat panels if you want to have more than one channel visible at any given time. **Right-click** on a chat channel tab and then move it to somewhere else on the screen. A new chat panel using that channel will appear. To change the visual appearance and other settings for a channel, click on the symbol in the top left corner of the panel.

### 2.5.4 Social emotes

You can also use the chat panel to make your character express emotions – either in text or using actual character animations.

Type *“/emote”* followed by an emotion or an expression to have it display 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, others not.

## 2.6 Getting started

So you are done with character creation and suddenly you find yourself on the white beaches of Tortage Island. Your newfound existence can be quite complicated, so you will need some help!

This section aims to teach you the very basics of *Age of Conan: Hyborian Adventures* to help get started.

### 2.6.1 Keyboard map

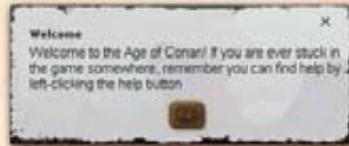
Please refer to the keyboard map for the full list of commands.

### 2.6.2 In-game tutorial

To make your transition into the world of Hyboria a little bit smoother, there is an in-game tutorial that will automatically start once character creation is completed.

An on-screen box will pop up with information, you can also choose to cancel the tutorial if you require.

If you choose to continue receiving tutorial tips, they will appear at different times throughout your early gameplay experience to teach you about various game mechanics.



**Kalanthes' tip:** When you first arrive on Tortage beach I will be there to help you on your journey.

### 2.6.3 Moving around

There can be a lot of keys to press in *Age of Conan: Hyborian Adventures* and you should refer to the keyboard map listed previously in this chapter to see the most important ones.

Depending on your playing style you can move your character around in various ways, such as:

**WASD keys:** This is the 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 **↑**, **↓**, **←**, **→** keys on your keyboard to move around in much the same way.

**Mouse:** By holding in the **right mouse button** and then holding in the **left mouse button** your character will move. Use the mouse to change direction.

Another important key to remember when moving around is the **SPACE BAR** key that will allow your character to jump.

### 2.6.4 Using the camera

You can use your mouse to manipulate the camera in different ways using a combination of the buttons and the 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 should you wish to play in that perspective.

By holding in the **left mouse button** and moving your mouse around, you can change the camera angle in any way you want.

### 2.6.5 Talking to NPCs

Early in the game you will have to communicate with characters that are not controlled by other players, but rather the game itself. These are known as *non-player characters*, or NPCs.

Communication with NPCs does not take place in the chat window. Instead it uses a separate dialogue interface.

To talk to an NPC, click on them with your **right-mouse button**. This will open the NPC dialogue interface where you will see text spoken by the character you are talking to in addition to 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!



### 2.6.6 Fighting back

In the harsh and 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 other massively multi-player games as it puts the emphasis on action and movement.

Before fighting something you need to enter combat mode. Press the  key to enter combat mode. Your character will enter a combat stance and draw his or her weapon (if equipped).

Use the , , and  keys to hit in different directions with your weapon. Alternatively you can use the directional arrows near the center of your shortcut bar. This will cause you to attack.



**Kalanthes' tip:** Combat in the world of Hyboria can be a challenge to master. Refer to section 3.4 «*Combat system*» to learn more about fighting the enemies you meet.

## 2.7 Single vs. multi-player

The first thing you should do after familiarizing yourself with the basics of the game is approach the captured woman that is screaming for help, just above the beach.

She will give you a quest and soon you will be on your way towards the city of Tortage on the other side of the island.

Once you reach the city, the gameplay will change notably because of the introduction of single-player and multi-player elements. By talking to your trainer, you will be able to alternate between day and night, offering different results:

**Night-time:** During night-time you are in a single-player environment and you are unable to play with others. This part of the game puts more emphasis on storytelling and your experience alone in the world.

**Day-time:** During day-time you are in a multi-player environment. Here you can see other players, quest with them and communicate with them. This part of the game puts more emphasis on group experiences.

This gameplay only takes place while you are on the island of Tortage. Once you leave the island and head for the mainland, the day and night cycle will become dynamic (you can not affect it) and you will always be in a multi-player 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.

## 3.0 ADVANCED GAMEPLAY

### 3.1 The purpose of the game

*Age of Conan: Hyborian Adventures* is a *role-playing game*, and this means that you will spend a lot of time advancing your character in numerous different ways.

But it is also an *online massively multi-player game*, and 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.



## 3.2 Questing and leveling

When you advance your character it means gaining new abilities and feats, increasing your skills and making a name for yourself.

### 3.2.1 Advancing in levels

There are eighty levels of experience in *Age of Conan: Hyborian Adventures* and they are all reached by gaining experience points through questing and killing 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 killing enemies will also give you experience points, depending on how challenging the enemy is.

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

- Attributes:** These will be raised automatically when you gain new levels.
- Skills:** You will gain a certain number of skill points that need to be invested into your various skills.
- Feats:** You will gain a certain number of feat points that can be used to unlock new feats or strengthen feats you have 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 section 2.4 "Character overview"*.

### 3.2.2 Finding a quest

Quests are given out by NPCs, not by players. Talking to them is the best way to discover if they have a quest for you.

Once you have accepted a quest from an NPC, it will be logged in your *quest journal* (for more information on the quest journal and its functionalities, *see section 2.4 "Character overview"*).

Quests vary in level of difficulty, and some quests might not be available to you until you reach a higher level of experience.

### 3.2.3 Quest assistance

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

By going into your quest journal you will be able to tag a quest to be tracked. Doing so will cause the objectives in that quest to be shown in the *quest tracker* next to your *mini-map*.

Depending on the quest, a waypoint will also be marked on your mini-map showing you where to go to further your quest. Note that not all quests offer this assistance, though.



**Kalanthes' tip:** Asking someone for help is no shame! If you are ever in doubt on what to do, or simply need assistance with completing the quest, try asking another adventurer for help.

### 3.2.4 Finishing a quest

When you have completed 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. Sometimes you need only go back to the character who gave you the quests, while some quests will end in another way. Once you have completed a quest you will usually receive a reward. Sometimes you can even choose your reward!

## 3.3 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.

### 3.3.1 Looting enemies

Whenever you kill an enemy, there is a small chance that enemy will drop something that 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.



### 3.3.2 Hyborian currency



Like most worlds, Hyboria also has its share of materialistic values, and 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 goes beyond gold.

You will earn cash by completing quests, killing enemies, and selling items to other players or to NPC vendors.

### 3.3.3 Buying and selling

One of the ways you can 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, you will find vendors who 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, and 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 are a bit too eager or if the vendor simply is a bit too convincing, and you happen to sell something you wish you had not, you can always undo it!

### 3.3.4 Trading with other players

You can also trade with other players. To do this, target a player and **right-click** on their name that appears just above your shortcut bar and choose **Trade**. Alternatively you can click the **Trade** icon next to their name and vitals above your shortcut bar.

This will open a trade window divided into two parts: an area showing the items you're giving and an area showing the items their offering.

When you are happy with the trade, click the **Accept** button. As soon as both players have accepted, the trade is completed.



**Kalanthes' tip:** Trust no one, at least not until you know them 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 after an agreement is made!

### 3.3.5 Using tradeposts

There is one other 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 will bring 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 it up for sale. You can also access your in-game mail box from here where you can write to other players.



#### BUYING FROM OTHERS

Click on the relevant tab in the tradepost window to bring up a comprehensive search tool that allows you find exactly what you are looking for. Here you can filter your search by item categories, item types and much more.

Select an item and simply click on 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 are storing at a tradepost. Simply **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 will be notified when an item you put up for sale has been sold to another player at the tradepost.

### 3.3.6 Equipment types

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

## WEAPONS

Here are some of the most important weapon types.



### *Edged weapons*

This is mostly 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*

This is 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*

This is used to categorize various types of daggers, weapons designed to allow you to strike at your enemy swiftly! Can be used in one hand, two hands or dual wield.



### *Bow weapons*

This is used to categorize various types of bows and crossbows. These are designed to hit your target from a reasonably safe distance! These always require both hands.



### *Thrown weapons*

This is used to categorize weapons that your character can throw, such as knives and even some spears. Can be thrown from a distance, but nowhere near as far away as bows!



### *Polearm weapons*

This is 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.

Here is some of the armor types explained:



### *Cloth/Silk armor*

This material provides the least amount of defense, but allows the wearer more freedom of movement. Mostly used by casters and in various types of social clothing.



### *Light armor*

This is used to categorize armor types such as leather and hide which is stronger than cloth, but still fairly weak. Some casters can use this, and most if not all melee-oriented characters.



### *Medium armor*

This is 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*

This is 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, so only the most able fighters are able to use them when fighting enemies.

## CONSUMABLES

Sooner or later you will find yourself hurt and in need of a quick fix-me-up. Consumable items might be your rescue.

Consumables include everything your character can consume, such as food, drink and potions. Doing so often gives you a bonus effect that will benefit your character. Most consumables work over time. For instance one potion might grant you a health effect that heals you slightly over time.

It is advisable that you drag consumables you 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 is something that works best between fighting, while potion is what you consume while you are 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 items will have no functionality what so ever other than being valuable for trade, and other items can be used in crafting while others are key components for different quests.

Others you will have to find their usage for yourself!

### 3.3.7 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.

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

Higher quality items will be more difficult to come by.

## 3.4 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 your time to familiarize yourself with all of these features.

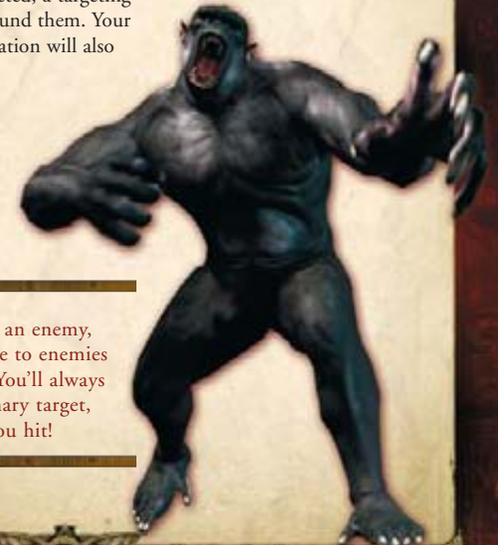
### 3.4.1 Targeting enemies

There are several ways to target an enemy. By the default auto-targeting is turned on, meaning that you can just run up to someone or something and start hitting it, and your target will change depending on who you are facing.

Here are some of the other ways you can target an enemy:

- Tab-targeting:** By pressing the **[TAB]** key you can cycle through available targets in the nearby vicinity.
- Auto-targeting:** If you have auto-targeting turned on in your interface settings, you will always target whatever is right in front of you, even if you turn move around (for more information see section 4.3 "Game settings").
- Cone targeting:** You can turn on your cone view to see the area of effect that you have in front of your character. Certain spells may affect everyone within that cone, either negatively or positively.
- Click-targeting:** You can also target characters simply by clicking on them with your mouse cursor.

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



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

### 3.4.2 Evaluating targets

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

Once an enemy is 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 comparing your enemy's potency against your own.

This is how you interpret the different colors:

<b>Gray:</b>	This enemy offers no challenge to you.
<b>Green:</b>	A simple match that you will win.
<b>Blue:</b>	You should win unless you perform badly.
<b>Yellow:</b>	This is an even match, so be careful!
<b>Orange:</b>	This is a challenge, but you can win.
<b>Red:</b>	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.

### 3.4.3 Hit directions

Once you have identified a target, go into combat mode by pressing the **[C]** 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.

Press the **[1]**, **[2]** or **[3]** key to hit in the corresponding direction, or click one of the directional arrows near the center of your shortcut bar. This will cause your character to attack.

Depending on your character's class, the **[G]** key and **[E]** key directions may unlock for you as you get further into the game.



**Kalanthes' tip:** Always try to use combos moves. Click on a combo move to start it, and then follow up by hitting in the required directions indicated by the lit-up direction arrows. Doing a combo move will result in greater damage and possibly other effects! See section 2.4 «Character overview» for more information on how to set your combo moves.



### 3.4.4 Enemy shields

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

You can see what direction 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. This is how it works:

<b>No Shield icons:</b>	You will do extra damage.
<b>One Shield icon:</b>	You will do normal damage.
<b>Two Shield icons:</b>	You will do less damage.
<b>Three Shield icon:</b>	You will do very little damage.

The enemy will constantly shift their defense focus around depending on where you hit, so you need to think dynamically.

Not all enemies will use this defense system, though, and some may use it less than others. It largely depends on the type of enemy that you are fighting, and their defense abilities. Your combo attacks are also affected by this system.

### 3.4.5 Melee fighting



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

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

<b>Blocking:</b>	By holding in the <b>[X]</b> key you can block incoming attacks. Your character will take less damage this way, but it will drain your stamina.
<b>Dodging:</b>	By double-tapping the movement keys you can quickly try and get away from your enemy.
<b>Combos:</b>	Remember to execute combos (drag them down to your shortcut bar from your <i>spells, combos and abilities window</i> ) in order to do extra damage. Click on a combo move and then follow up by hitting in the directions indicated on the direction arrows to finish it.
<b>Abilities:</b>	There are also other abilities you might want to use, such as attacking and defensive status that gives you advantages in different situations. These are also found in the <i>spells, combos and abilities window</i> .



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

Remember that in *Age of Conan* there is collision detection between players, meaning that you can not just run through enemies or friends. This will open 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 on 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.

### 3.4.6 Ranged fighting

Weapons such as bows, crossbows and throwing daggers are classified as ranged weapons, by using these in combat you are able to 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 will cause you to aim for the left side, the right side or their head. You can also perform combo moves when using ranged weapons. Enemies will employ the same defense system as described earlier, so be careful about where you shoot!

You can use traditional targeting when using ranged weapons, but you can also zoom into first-person mode. Doing so will allow you to shoot a greater 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.

### 3.4.7 Using magic

Characters that 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.

You execute a spell either by clicking on its icon or by 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 on a target before you cast it.
- Area of effect spells:** Some spells will affect players and enemies around the caster or around the area the spell was cast.
- Cone spells:** Some spells will affect targets standing in front of you, in a so-called cone shaped area.
- Personal spells:** Some spells will only affect the caster, and no one else.

Magic in the world of Hyboria is deep and mysterious, so many of its most elusive sides will be yours to discover.

### 3.4.8 Summoning pets

Some classes may employ minions, or pets, to do their bidding. Such classes include the demonologist who can summon demons, or the necromancer who can summon other minions. Pet control is relatively simple in *Age of Conan: Hyborian Adventures*. After summoning one or more, a control panel will become available in the top-left corner of your screen. Here are some of the commands you can give your pet:

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

You may have one or more pets active at any given 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 to you depends on your level. When summoning a pet, that pet will take up a certain number of points that will not become available again until the pet has been abandoned.

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

### 3.4.9 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. The skull symbol will appear over your character's vital stats.

Luckily, death in *Age of Conan: Hyborian Adventures* is not permanent. You can dust yourself off and try again, but keep in mind there are certain penalties involved when dying.

These penalties will impact you as a negative effect, and you can see this as a skull symbol will appear over your character's vital statistics.



### 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 that is 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 you need not 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 do not have to run for a long time to get back to the action. The distance between you and the resurrection spot is shown in the resurrection window.

## 3.5 Mounted combat

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

### 3.5.1 Obtaining a mount

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

### 3.5.2 Available mounts

There are many different types of mounts available, from basic horses to war-horses and even mammoths and rhinos. Note that not all mounts may be available to you.

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

#### THE HORSE



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

**Skill:** The quickest mounts you can get.

#### THE MAMMOTH



Gigantic and fearsome, these mounts can cause utter havoc on the battlefield. But they can also be hard to navigate, for they are slow to move and difficult to turn around.

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

#### THE RHINO



Ferocious beasts known for their mix of speed and strength, the rhino is a feared opponent in any battle they take part in. Easier to navigate than the mammoth, but not as quick as the horse.

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

Some of the mounts have restrictions on where in the world and in what situations they can be used.

### 3.5.3 Riding into battle

You ride into battle much the same way as you would on foot, by going into combat mode.

Depending on the mount you are using, combat will unfold in different ways. If you are mounted on a horse, the way you will usually attack is with your own weapon, while mounted on a mammoth will have you use the mount itself as the weapon.

You and your mount will both die at the same time should you get killed. Your mount and you 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 direction will cause you to attack on the left side of your mount, while hitting in the right direction will cause you to attack on the right side of the mount. Sometimes you can also attack in the front with your mount.

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

If you are using magic or ranged weapons, it works much the same way as combat on foot – aim and fire! There are, however, certain disadvantages (see section 3.5.3 “Disadvantages”).

#### USING THE MOUNT AS A WEAPON

If you are using mounts such as the mammoth, you may 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.

### 3.5.4 Disadvantages

You should be aware of the fact that there are both advantages and disadvantages to fighting while mounted, in order to create balance between those who are mounted and not.

Some of the disadvantages in mounted combat are:

- Precision:** When controlling a mount you might end up having less precision as you would on foot.
- Combos:** Combos will usually not work when mounted.

- Spells:** There are several restrictions as to what spells you can cast while riding on a mount.
- Dismounting:** Enemies can knock you off your horse, suddenly rendering you much more vulnerable.

## 3.6 Playing with others

### 3.6.1 Searching for players

Playing with others can make your gaming experience more enjoyable, and sometimes you *need* to team up with others.

There are several ways for you to find other players. You can run around looking for them and then communicate when you see them, or you can use the social tools available in the game to quickly search for the type of player you are looking for.

Open up the *social window* to search for players.

Supply the needed criteria for your search and then hit the Search button. This will produce a list of players whose characters match your search criteria. All you need to do then is contact them by sending them a direct message.

You can make yourself visible for player searched by clicking on the appropriate button in the player search window. You can also turn it off if you don't want to be searched for.



**Kalanthes' tip:** You can keep a list of friends! Simply target a player and **right-click** on their name above your shortcut bar and select *Make friend*. You can access your list of friends by clicking on one of the icons near the *Social window* button.



### 3.6.2 Forming groups

Creating a group of players can be instrumental in order to succeed on various quests and in different areas of the world. Grouping serves many benefits, such as:

- Shared rewards:** Experience is shared within the group for instance when you kill enemies.
- Communication:** You can send messages that everyone in your group, and only them, can see.
- Instances:** Some areas are *instanced*, meaning that other players outside your group will not be visible here. The area of the world creates a copy of itself for your group.
- Keeping track:** Group members can be more easily spotted on the mini-map.

Every group needs a leader. The leader is the one who first invites someone into the group, and is the only one who can invite other players after the group has been formed.

A group can have anything from two to six players in total.

To form a group with someone, you can either target them and then **right-click** their name when it appears over your shortcut bar, or you can type “/invite” followed by the character name. When you have formed a group, a list of players in the group will be displayed in the top left corner of your screen. The classes for all players in the group are also displayed here.

Leave the group by **right-clicking** on your name in the list and then clicking “Leave”.

#### 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 having to worry about other people. Areas that typically use this feature are dungeons restricted for solo gameplay or group gameplay.

There are also times when there are so many people in one public area that the server has to instance that area in order to provide you with a smooth gameplay experience. You can switch between these instances (for example if you want to meet up with a friend in another instance), by clicking on the appropriate icon near your mini-map.”



**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 section 4.1 «Advanced features».

### 3.6.3 Player guilds

While player groups are something that are easily formed and disbanded, guilds are far more permanent.

A guild is a collection of players and there is no limit to how many players can be in one guild. There are several benefits to being in a guild, such as:

- Communication:** The chat window offers a guild channel where everyone in the guild can communicate.
- Organization:** The guild leader and their officers can establish rules the members have to follow giving members different kinds of ranks.
- Privileges:** Each rank have a certain set of privileges tied to it.
- Settlements:** A guild can also choose to build their own city and build and conquer battlekeeps.

You create a guild by opening the *social window*. Creating a guild is free, but you need to be at least level twenty to do so.

From here you can form a guild. If you want to join a guild you can use this window to search for possible guilds to join and then send a request that will be answered by the guild officials.

### 3.6.4 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 simply PvP. If you play on a PvP server (see section 2.1 “Selecting a server”) you may have to constantly live with the threat of being killed by other players. However, if you are playing on a normal PvE server, you can only take part in such activities in designated areas or if the other player offers their consent. There are several ways for you to engage in these activities.

#### QUICK MINI-GAMES

For a quick round of fun, try the player-versus-player mini-games. These are quick matches that lasts a limited period of time and takes place in special areas of the game world.

Open the social window and click the PvP tab.

Here are some of the mini-games you can choose from:

- Capture the skull:** You will join one of two teams with the goal to capture the enemy's skull as many times as possible.
- Team annihilation:** You will join one of two teams and the goal is to kill as many players in the opposing team as possible.

Select one of the mini-games and click the Apply button. This will place you into a queue of people searching for that mini-game as well. When the required number of people has 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 it starts.



**Kalanthes' tip:** On an ordinary server you do not have to worry about getting killed by other players as long as you stay out of the Border Kingdom!  
For more information, see section 4.1 «Advanced features».

### SIEGE BATTLES

Perhaps the most epic player vs. player experiences comes from taking part 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.

Please refer to the online guide for the latest details on PVP content.

## 3.7 Exploring the world

You should now be more than capable of going out into the world of Hyboria and seek 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 broken into regions (also called playfields). Each region has a name and a unique environment.

You travel between these 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.



## 4.0 ADDITIONAL INFORMATION

### 4.1 Advanced features

What we have covered in this documentation is the basics of *Age of Conan: Hyborian Adventures*, 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, and the documentation for these features are available at <http://www.ageofconan.com>

### CRAFTING

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



### CITY BUILDING

Player guilds can create their own cities. You will need to gather resources and construct walls and various buildings, and see 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!

## 4.2 Hyborian codex

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

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.

### 4.2.1 Nations of Hyboria



## HERE ARE SOME OF THE NATIONS IN HYBORIA

### AQUILONIA



Aquilonia is nestled east of the savage Pictish Wilderness, west of militant Nemedra, 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 taken 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.

### CIMMERIA



A hard region of tundra, mountains and wooded fields seated beneath a cold, gray sky are the lands of Cimmeria. It 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 amongst 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 master where the 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!



### 4.2.2 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 crumpled 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 Old Tarantia is 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. For those who choose or are chosen to stay here, they are likely to have adventure thrown upon them. The mountains surrounding the village is 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 and 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 of Tortage has claimed you, your freedom depends on cunning, strength of will, and what allies you choose. Or, it can be your grave.

### 4.2.3 Notable characters

#### KING CONAN



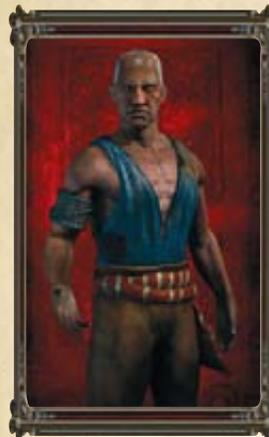
Having dethroned the late King Numedides III and claimed his crown to rest on a troubled brow, Conan of Cimmeria now sits upon the throne of Aquilonia. His tales are known as legend and fable all over Hyboria. Except in the darkest reaches of the Black Kingdoms or the savage tribes of the Pictish Wilderness, 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 though, she is as deadly as she is wild in the bedroom. Suffice 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 will and magic that arguably rivals any other soul on the continent. There are many rumors and folktales about the high priest, some spanning back 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.

#### 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.



#### 4.2.4 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 bid 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 to not attract his attention, and if his name is muttered, it is invariably in the form of a curse.

##### MITRA



Mitra is the most common god worshipped in Hyboria, and is the chief deity in almost all Hyborian kingdoms, including Aquilonia, Nemed, Brythunia, Corinthia, and even Zingara. The worship of Mitra is a monotheistic one. There are a host of saints, but there must be no other god than Mitra. His followers are fervently suspicious towards other gods and religions, especially the worship of Set and of 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, and 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 to 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.

#### 4.3 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 you will need to take it upon yourself to play around with the different settings yourself. If something does not produce the desired result you can always revert to the default settings.

Press the **F10** key to open the in-game menu. Here is a quick explanation of the different settings categories included:

##### 4.3.1 Visual settings

*Age of Conan* is a demanding game for your computer hardware, but you can tweak the visual settings **F10** 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 your hardware.

You can also allocate more resources to the game by turning of or disabling other programs on your PC. We advise you to go to the Conan forums or the Conan community site ([www.ageofconan.com](http://www.ageofconan.com)) for additional information on how to tweak game settings.

##### 4.3.2 Sound settings

In the *sound settings* you can tweak the volume levels on different sound systems like sound effects, music and voice.

##### 4.3.3 Interface settings

In the *interface settings* you can tweak different variables that will alter your interface, such as whether you want to show health bars over enemies, or if you want to see player names.

##### 4.3.4 Controls settings

In the *controls settings* you can tweak the different settings for how you control the game, such as how the mouse will behave or 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*, please visit <http://www.ageofconan.com>.

## CREDITS

### FUNCOM

#### PRODUCTION

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##### Project Director

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Rui Manuel Monteiro Casais

##### Beta Master and Lead Tools

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### SAFETY INFORMATION

This instruction manual contains important safety and health information that you should read and understand before using this software.

### EPILEPSY WARNING

Please read before using this video game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

### PRECAUTIONS TO TAKE DURING USE

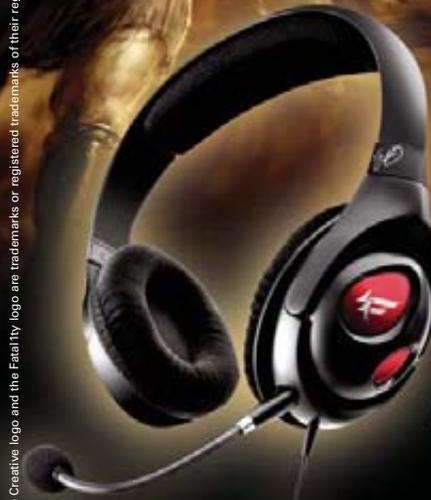
- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
  - Preferably play the video game on a small screen.
  - Avoid playing if you are tired or have not had much sleep.
  - Make sure that the room in which you playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

### WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

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