

A close-up photograph of a large, three-dimensional letter 'A' made of a textured, green material, possibly paper or fabric, resting on a corkboard. The corkboard has a warm, brown, porous texture. The lighting is dramatic, coming from the upper right, which creates bright highlights on the right side of the letter and deep shadows on the left, emphasizing its three-dimensional form and the texture of both the letter and the board.

Your Guide to Anarchy Online

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Credits

1 Getting Started

1 . 1 . System Requirements

These are the system requirements to play Anarchy Online.

Minimum:

Windows 95/98/ME/2000

Pentium II 300

128MB RAM

2x CD-ROM drive

Direct3D compatible video card

DirectX compatible sound device

700MB free hard drive space

Internet connection using a 28.8 K modem

Recommended:

Pentium III 450

256MB RAM

Direct3D compatible video card with 32MB RAM

8x CD-ROM drive

1GB free hard drive space

Internet connection using a 56K modem

1 . 2 . Installation

Installation procedure:

Insert the Anarchy Online CD-ROM into your CD-ROM drive. If your computer has **AutoPlay** enabled, the installation will start automatically. If it does not, double-click on the My Computer icon on the desktop and locate your CD-ROM drive (it will most likely be labelled "Anarchy Online"). Double-click on the CD-ROM icon to start the installation, or open the CD-ROM folder and double-click the file called **setup.exe**. The installation process will now begin.

Step through the installation by clicking the button labelled **Next** until you are asked to decide where you want to install the game. The installation will scan your hard drives for a **Games** folder to install into, for example "C:\Games\Funcom\Anarchy Online", if nothing else is specified. You can change these settings by selecting a different target folder, for example **Program Files**. Click **Next** to continue.

When the installation is finished and you have made shortcuts to the game in the Start Menu (if desirable), you will need to register as a player. Make sure to start the game and read the End User License Agreement before registering.

1 . 3 . Getting Started

Welcome to Anarchy Online! This manual will guide you through the installation and registration process and your first few baby steps on the alien world of Rubi-Ka. However, the best help is always to be found within the game: ask others for help! People are usually happy to be of assistance, and you may even make some new friends while you're at it.

Good luck, and play nice - the future is in your hands!

1 . 4 . Logging In

Every time you run Anarchy Online, you need to log in with your chosen username and password. If you have already registered (see registration), you need to use the name and password you entered in the registration process. If you have not registered, please do so now. You can choose to save the password and make it easier and quicker to log in the next time; to do so, check the "Remember Password" box.

The login screen contains important information about the current version of the game, as well as special announcements. You may want to spend a few minutes looking through the messages before clicking the **Login** button.

You can now create a new character, or continue playing a character that you have already created. You can also delete a character - just keep in mind that deleting a character is permanent. Before you move on, please make sure that you have selected the correct display driver and preferences by pressing the green button with a picture of a video card to the far right under Hardware Setup.

Select an appropriate screen resolution and, if you have more than one video card installed, the video card you want to use. You can also choose to run Anarchy Online in a window, by checking the "Run

in window” box, although this may affect game performance. To play the introductory movie before the game starts, check the “Play introductory movie” box. Press **Play** when you are ready to proceed.

1 . 5 . Registration

Registration procedure:

You can register by starting Anarchy Online (click the Anarchy Online shortcut under your Start Menu) and clicking the Account button in the startup dialogue, or by connecting to the Internet at <https://register.funcom.com>. Make sure to start the game and read the End User Licence Agreement before registering.

Choose **Create a new account**.

Enter a username, password, and a valid e-mail address.

Enter the serial number printed on your game CD to create a new account. You will be asked to submit your credit card details. Your credit card will not be charged until the month included in the licence is up.

After you have entered the **serial number** printed on your game CD, you need to select a billing plan: Monthly, quarterly, or twice-annually. You will receive a discount if you sign up for the extended billing plans.

Fill in your credit card details. All transactions are secure, and your billing details will only be used for the specified charges. Your subscription will be renewed automatically at the end of the specified period unless you choose to cancel your account. The first month is included in the game licence, and if you choose to cancel your account before the first month is up, your credit card will not be charged.

Review and confirm the details.

Please take a few minutes to fill out your personal profile. This is optional, but it helps us provide you with better service in the future. You are finally ready to enter the world of Rubi-Ka! Sign on using your username and password as specified in the registration, and click **Play**!

1 . 6 . Patching

Patching is normally done automatically when you start Anarchy Online. If your client is not of the latest version, the automatic patching will start as soon as you press 'Login' on the login screen. Note that if you need to patch it will say so in the Dimension pull-down menu. Also, the version numbers for your local client software and the remote version (on the servers) are always listed at the top of the launcher window.

If you experience trouble with the automatic patching, please use the manual patch procedure below.

Manual patch procedure:

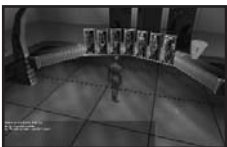
1. Download the patch(es) you need. These can always be found on the patches page on the community site (<http://community.anarchy-online.com/patches>). Please make sure to save the patches in a folder you won't delete by accident, in case you need them again, as some of them are very large and take a while to download.
2. Run the patches one by one by double clicking the patch file. Follow the instructions you get; choose the correct folder where you installed Anarchy Online (usually C:\Program Files\Funcom\Anarchy Online) and choose 'yes' if prompted whether you want to overwrite files or not. Make absolutely sure that you are patching in the correct order.

Between each patch, if you are doing several, make sure that you hit 'I Accept' on the EULA, as some files will be renamed after you do this. Failing to do this might lead to missing or outdated files. If you should hit 'I Decline' by mistake, running that particular patch all over again will fix the problem.

Do not hit 'login' on the login screen unless you want to start the automatic patching.

2 Character Creation

2 . 1 . Breed



There are four different breeds to choose from - three of them have both male and female forms, while one is androgynous. The breeds are represented on the seven separate templates in front of you. Choose a breed by right-clicking one of the templates, or investigate a breed by holding down the shift button and left-clicking one of the templates.

Breed alternatives:

Solitus (Male/Female)

This is the breed that most closely resembles the ordinary human, albeit with very improved abilities. The Solitus constitutes the majority of the population on Rubi-Ka, and they are commonly referred to as Norms. The Solitus is a good all-rounder.

Opifex (Male/Female)

Nobody really trusts an Opifex, though they are usually quite likeable people. The Opifex are the charlatans, thieves, and shady traders of Rubi-Ka, and within Omni-Tek they work in the counter-intelligence departments, rarely engaging themselves in any physical labour. But even though they are highly skilled in some important areas, overall the Opifex is an uneven breed, better suited to certain professions than the Solitus but lacking that breed's all-round skills.

Nano (Male/Female)

This is the most xenomorphic breed on Rubi-Ka, uniquely specialized to control nanobots - tiny robots that reside in the host body and in the air, and that contribute to the well-being and quality of life of all Rubi-Ka citizens - and to create and run various programs. The Nanos are surrounded by a continuous energy field, controlled and networked by their NCU - their nanobot control units - which manifests itself as a glowing halo around members of other breeds, should they stand close to the Nano. Because everything happens on the molecular level, the use of nano technology will appear to the untrained eye as magic, something that has been known to cause superstition and mistrust in the past.

Atrox (Androgynous)

The Atrox is a breed with incredible strength and stamina, much praised within Omni-Tek for their loyalty and self-discipline. Often referred to as Brutes (though not to their faces), the Atrox make up most of the work force that extracts the precious Notum - the element that powers the nanobots. No other breed can endure the hard work in the mines, and thus the Atrox constitute a very important part of the population.

After selecting your breed, your character will be transformed into his or her new shape. If you are unhappy with your choice, simply select another breed by right-clicking the relevant template. Use the arrow buttons on your keyboard (left and right) to turn your character around. When you have made your final choice, right-click the downward-pointing orange arrow to the right of the breed template screens to continue the character creation process.

2 . 2 . Appearance

Begin by choosing a facial appearance. Cycle through the different choices by right-clicking the blue buttons in front of your character. When you have found a look that you like, walk over to the panels behind your character (to walk forward, press the up-arrow on your keyboard, and use the left- and right-arrow keys to turn left and right - for complete movement instructions, please refer to the section titled Controlling Your Character, under Interface/The Action View).



The three blue buttons define your body type - a simple density adjustment to allow for different shapes - with the choices being: (from left to right) **Ectomorph** (slim), **Mesomorph** (muscular), and **Endomorph** (heavy). Experiment with the various shapes by right-clicking the three buttons, or read the available information on each shape by holding down the Shift key and left-clicking the button. When you have made your final selection, move on to the green buttons.

The three green buttons define your height. From top to bottom, you have **Tall**, **Normalize**, and **Short**. The Normalize button will set your height to your breed's norm, while the other two will either

increase or decrease your height from the breed's norm: Right-click one of the three buttons to select your character's height.

Once you have finalized your character's physical appearance, right-click the downward-pointing orange arrow to your left (you may have to move your character to see this arrow). Right-clicking the upward-pointing arrow will take you back to the previous step of the character creation process, though it will not reset any of your choices.

2.3. Profession

The twelve boxes in front of you represent the twelve different professions available on Rubi-Ka. From left to right, these are: **Agent**, **Doctor**, **Enforcer**, **Engineer**, **Bureaucrat**, **Adventurer**, **Meta-Physicist**, **Nano-Technician**, **Trader**, **Fixer**, **Soldier**, and **Martial Artist**.



Investigate a profession by holding down the Shift key and left-clicking the relevant box. Select a profession by right-clicking the box. As long as you stay in this room, you can change your profession as many times as you wish, and you can also jump back to previous rooms to modify your appearance and breed. However, keep in mind that once you click on the orange arrow leading down from this room, you cannot return. Each heading is a link that will take you to more detailed information about each profession.

Profession alternatives:

Agent:

Keeps a low profile to gather information or liquidate unwanted elements through technological means and concealment.

Adventurer:

Prefers the quietness and excitement of nature to the hectic hustle and bustle of big city life. Needs cunning and a wide range of knowledge and expertise to survive the most arduous of existences.

Bureaucrat:

Though not very adept at direct combat, he uses his theoretical and manipulative superiority to get his way within the vast bureaucratic

channels on the planet.

Doctor:

Healing the forces while they fight for their respective cause using both nano and more regular healing skills. Normally evades any form of combat, but able to defend him/herself if cornered.

Enforcer:

Mixing the brute force of the soldier with the cunning and calculation of the thief, the enforcer is always in high demand when total ruthlessness is the last resort.

Engineer:

They control, repair and manipulate equipment in a world where technology is dominant. Robot pets and electronics are their speciality, but they are also able to handle a certain amount of nano-technology.

Fixer:

Operates on the edge of the law, acquiring anything on demand if the price is right, and works as an intermediary in the underworld of Rubi- Ka.

Martial Artist:

Questions whether constant development and technical advancement is the true route to happiness, and seeks an alternative in a more spiritual life to balance the eternal strife for progress that dominates the planet.

Meta Physicist:

Not satisfied that the world has reached its scientific zenith, and questions whether everything is explicable by science. Devotes a lot of time on spiritual matters in trying to explain some of the phenomena in society.

Nano Technician:

Direct nano technology is their game, and they are easily recognisable from the ever-present cloud of nano-bots surrounding their person. Scientific geniuses that make the more advanced nano technology seem so easy, other people conceive it as magic.

Soldier:

Adept fighters and loyal servants of whichever cause they believe in. Operates as guards, patrolmen and warriors.

Trader:

Likes the monetary opportunities in the big cities and prefer to utilise their capitalistic talents to get ahead in the world rather than engage in direct combat.

2 . 4 . Character Name



This room contains two terminals where you must register your character's new nick-name, and you are given a full name. Right-click on the left terminal to register a nick-name - you can use a minimum of four letters, and a maximum of twelve. This name is permanent, so choose wisely. Be advised that Funcom maintains the right to change your name at any time, if your chosen name is deemed unacceptable for any reason, such as containing obscenities or offensive language. Any incriminating name in the real world is likely the same on Rubi Ka.

The right terminal relates to your given full name. You will not be able to register your own, but if you right-click it, you will be given another alternative. There are almost limitless options, so there should be one to suit everyone.

Right-click on the orange arrow to continue on to the final part of the character creation process.

2 . 5 . Affiliation



The moment of truth has arrived: Will you be a member of a **Clan**, stay **Neutral**, or sign up with **Omni-Tek**? Make your choice by walking through one of the three doors in front of you.

Your choice of affiliation will also decide your starting location. If you decide to stay neutral, your chosen door will take you to **Newland City or Borealis**. A clan-affiliated character will be transported to **Tir, Old Athen, or Athen West**, while an Omni-Tek employee will emerge in **Omni-1 entertainment district, Omni-1**

trade district, Rome blue district, or Rome green district. Familiarize yourself with all the alternatives - both affiliation and starting location - before going any further. This manual contains information that should help you make a considered and responsible choice. (Check the section called Startup Areas)

Congratulations! You have created a new character, and you are now a Rubi-Ka citizen. An entire world lies at your feet! Well, actually, to begin with, the training grounds, your backyard and your apartment. To exit those areas, the Advisors of Rubi Ka demand, for your own safety, that you first have either reached level 2, or have gathered 1000 credits. Before you get access to the cities, this is where you can buy startup equipment, accept a mission, or just hang out and chat with other newcomers.

2 . 6 . Character Creation

After successfully logging into Anarchy Online for the first time you need to create a new character. This character is your alter ego on Rubi-Ka. As a blank “human” template, you will automatically enter a room where you can visually customize the character you want to play. You can choose your breed, appearance, body-fat ratio and height, profession, nick-name, random full name and, finally, which side of the conflict you want to be on.

Left clicking on any of the question mark boxes (and breed and profession selections) found in the character creation rooms, and in the training areas, will provide you with audio instructions. Holding down the shift button and left clicking any object will provide you with an information window about the object.

3 Interface

3 . 1 . The Action View

Controlling Your Character

The Action View is where most of the interaction with the world and the visual interaction with other characters take place. You can select whether you want the Action View to be in a first- or third-person point-of-view - a **first-person point-of-view** means you see the world through the eyes of your character, while a **third-person point-of-view** shows your character through a floating, fully controllable camera. You can switch between the two modes by pressing the **F8** key. The **third-person-point-of-view** also has three camera options: floating, fixed, and semi-fixed. The floating camera is completely free moving, while the fixed is always at the same angle with regards to your character. The semi-fixed camera is like the fixed, but with a small delay. You can toggle between them by pressing **Ctrl+F8** while in **third-person-point-of-view**.

You control your character by way of the keyboard and the mouse. The keyboard controls are as follows: The **up arrow-key** (alternatively the 'W' key) makes your character walk (or run) **forward**; the **down arrow-key** (the 'S' key) makes your character back up; the left arrow-key (the 'A' key) turns your character **left** on the spot if standing still, and turn left while walking or running; the **right arrow-key** (the 'D' key) acts correspondingly in the other direction (right). Use the Backspace key to alternate between run and walk. To strafe left and right, use the 'Z' and 'C' keys respectively.

In **first-person-point-of-view**, holding down the **right mouse-button** and moving the mouse, change your viewing direction when standing still, and both viewing and movement direction while moving. To look around without changing movement direction, hold **Ctrl** and the **right mouse-button** while moving the mouse.

In the **third-person point-of-view**, moving the mouse with the **right mouse-button** pressed moves the direction your character is facing, both when standing still and moving. To float the camera around your character, press and hold the **Ctrl key** while pushing

the **right mouse-button**, moving the mouse around. Moving the camera can also be done using the **Num Pad** keys ‘2’, ‘4’, ‘6’, and ‘8’, if you have the **Num Lock** activated. You can also use the **plus**- and **minus**-keys on the **Num Pad** (‘+’ and ‘-’) to zoom, respectively, in and out.

Health and Nano-Energy Indicators

The Action View also contains two colour-coded indicators on the left side of the screen - the **Health Bar** and the **Nano Bar**. These contain updated information about your health status and your nano-energy.



The **Health Bar** is colour-coded **red**, and it represents your character's current health. When the bar is filled up (all red), your character is in good health. When it is completely empty, your character is dead, or close to death. Always keep an eye on the Health Bar to see how you are doing; when it's almost depleted, it's time to run away from the battle! You can regain health in a number of ways: by **resting** (sit down by pressing the 'X' key), receiving **first aid** or **medical treatment** (either from yourself or another player), or by using a **healing program**.

The **Nano Bar** is colour-coded **blue**, and it represents your character's current pool of nano-energy. You need nano-energy to run programs; when you are out of nano-energy, you have to recharge before you can run any new programs. Because of Rubi-Ka's natural supply of Notum, your nano-energy will automatically recharge when you rest, though you can also supplement your supply with treatment kits.

Loss and gain of health is also reflected elsewhere in the Action View, whenever an on-screen character is hit or healed; the numbers that “float” up from your character, the monster you are fighting, or the friend you are healing represent health-points: **White** numbers represent the **damage you deal a monster**; **bright red** numbers represent the **damage a monster deals you**; **yellow** numbers represent the **damage taken by other characters** (e.g. a monster and your team-mate); **bright yellow** represents the **experience you receive**, and **blue** represent the **health you have regained** (e.g. through first aid, or resting).

The Target Information Indicator

At the top of the Action View, you will receive information regarding your current target. Your target can be a fellow player, a monster, or even yourself. See the section called **Targeting** for more information on how to target a monster or player.

The **Target Indicator** contains information about the target's name (e.g. "Feeble Chirop", or "Leet"), and its health in comparison to your own, represented by a colour-coded bar. It will also tell you whether or not it is in **range** - i.e. if you can interact with your target - indicated by the brackets around the target's colour-coded bar; when the **brackets are grey**, the target is **outside your range**, and when the **brackets are red**, the target is **within your range**.

The **colour of the bar** itself tells you how **powerful** your target is in comparison to yourself:

When it is **grey**, your target is **a lot less powerful** than you. If this is a monster, you will receive only a nominal experience-point bonus for killing it.

When the bar is **green**, the target is **less powerful** than you, but powerful enough to present a challenge, and you will receive a good experience-point bonus.

When the bar is **yellow**, the target is about **as powerful** as you are. A monster with a yellow-coloured bar will present a fair challenge, with a corresponding experience-point bonus.

When the bar is **orange**, the target is **more powerful** than you. If it's a monster, proceed with caution! You may get whupped, or be lucky to kill it.

When the bar is **red**, the target is **much more powerful** than you are. Avoid at all costs! It may attack and kill you if you get too close! And think carefully before you attack a red colour-coded monster; in most cases, you will be sorry.

Keep in mind that the above colours are not absolute: in other words, a target's colour code may be a yellow green, in which case the target's level lies somewhere between green and yellow.

Using the Mouse

The **mouse** has two separate functions within the Action View. One is to **control the camera/head** of the character, by clicking and holding the right mouse-button and moving the mouse around. The second is to **interact with the world** and the characters around you. This is accomplished by simply moving the pointer around the Action View until the context-sensitive pointer informs you that you can interact with something, be it an object, a door, another player, or a monster.



Default pointer

The default pointer is an arrow. When you pass the pointer over another character in the world, it changes shape to a **target reticle** (see **Targeting**, below). Left-click to set this character or monster as the current target - information about your target will now appear at the top left of the Action View (see **The Target Information Indicator**, above). If you press and hold the Shift key while left clicking on a character or monster, you will receive more detailed information about your target. Right clicking on another character in the game world will activate the trade view (see **Trade View**).



Target reticle



Cogwheel

When you pass your mouse-pointer over an object in the game world that you can interact with, the pointer changes from an arrow to a **cogwheel**. Left-click to target this object, press and hold the Shift key and left-click to receive information about the object, or right-click to interact with the object: interacting may include opening a door, or activating a terminal or a vending machine.



Hand

Passing your mouse-pointer over an item on the ground or the floor that you can pick up, the pointer changes to a **hand**. Left-click to target the item, press and hold the Shift key and left-click the mouse to find out more about the item, or double-click to pick it up. When you pick up an item it will go directly to your inventory, provided there's room in your inventory. Refer to the section titled **The Control View** for instructions on how to collect and use items.



Green circle

If you pass your mouse-pointer over an object or character that cannot be directly interacted with (e.g. yourself), the pointer will turn into a **green circle**.

When the mouse pointer turns into an **eye**, it means that you can

access information about the object you are currently pointing at. Press **SHIFT** and **left-click** to access the information.

Targeting

Targeting is crucial both in combat and when interacting with other players in the game, as well as interacting with your own character.

To **target** a player or monster, **left-click** on the character in your Action View - the pointer should change into a red target reticle; you will receive information about your target in the Target Information Indicator at the top left of your screen, and a health bar will appear over the target's head together with the target's name in the Action View. Right-clicking another player will bring up the trade view (see **Trade View**).

To **receive information** about your current target, press and hold the Shift button and left-click the target, or **press the 'T' key** after acquiring a target. Information about another player will include, specifically, his or her level, breed, and profession, while information about a monster will include the name and the POD (a rough 'probability of death' if you attack the target) of the monster.

Your current target will also show up on your short-range map (provided you have the right added function of a radar on your map)- see the section titled **Map**, under **Control View** - as a blue dot.

Once a monster or player has been targeted, you may perform an action on the specified target - if it's a monster, you can attack it, and if it's another player, you may (for example) heal him or her. See the sections on **Combat** and **Nano Programs** for more information.

To **target yourself**, press the **F1** key, or left-click your character in the third-person point-of-view. You need to target yourself to perform actions on yourself, like first aid, a healing program, or a program designed to improve your abilities or skills. Pressing F1 again toggles between your character and the previously selected target, something that may be of use in combat situations.

You can also **target** player characters and monsters by pressing the **TAB** button on your keyboard. This automatically selects the clos-

est target in your vicinity (this only applies to monsters, NPCs and players with a different alignment than you. To target someone of the same alignment, press **CTRL+TAB**). Pressing again **cycles through all the available targets**, and the information on each will appear in the Target Information Indicator at the top of the screen.

Additionally, you can create a **reference** of a specific target. To create a reference, press and hold the **Alt key**, and **left-click** the chosen target, or press **'G'**. For more information on how to use references, please refer to the section titled **'references'**.

3 . 2 . The Chat View

The **Chat View** is located right below the Action View, and displays your own and other players' messages and emotes, system information, combat feedback, and requested information. It can be expanded or minimized according to preference. When expanded, all chat messages remain until they scroll out of view, while messages disappear after a few seconds when the Chat View is minimized. Expanding the Chat View again will display all previous messages, and you can scroll through them using the scroll bar on the right side of the view. You can expand and minimize the Chat View by pressing the **Hide/Show Chat button** on your Status Bar.

Entering Text

To **enter text** into the Chat View, press the **Enter key**. The left half of the status bar will now become a text entry area. You can now chat with fellow players or enter specified commands.

The following **text editing** procedures apply; the **Home** and **End keys** will bring you to the **beginning** and **end** of your sentence, respectively. The **left** and **right arrow-key** (with the **Shift key**) moves your **cursor left or right** through the sentence. The **CTRL** key used with the **left** and **right arrow** keys, skips one word, and **CTRL + backspace/Del**, will erase a word. To **step back and forward** through previously written messages or commands, hold the **Shift key** down and press the **up** or **down arrow-key**.

Pressing the **Esc** key while entering a message puts you back in **direct control of your character** - the **Enter** key brings you back to text-entry mode, without executing your message or command.

For a full list of the available text commands, you can always type **/help** and press **Enter**.

Chatting

To chat openly with the players in your vicinity, press the Enter key, write your message, and press Enter again. You will “speak” out loud for all around you to “hear”.

You can “shout” something out by typing the command **/shout** (or simply **/s**) before entering the text of your message. This increases the range of your message by six. Similarly, you can whisper by typing the command **/whisper** (**/w**): this dramatically reduces the distance your message can be heard. Remember to leave a single space between the command and the message.

To quickly swap between the various chat modes, open your friend’s panel and simply click on the channel where you want your chat to be displayed (e.g. Vicinity or Team). If the chat on a certain channel disturbs you, you can also turn it off in the friend’s panel.

Last but not least, keep in mind that Rubi-Ka is home to a lot of different people, so refrain from using obscenities and offensive language in your chat messages.

Emotes

In Anarchy Online, **emotes** are verbal descriptions of physical actions. You create an emote by typing the command **/me** followed by the action you want to emote: For example, if your character’s name is John, and you type in **/me laughs** and press the Enter key, the message “John laughs” will appear in the Chat View with the same range as a normal message. Emotes are all about creativity; you can emote just about anything you want, but respect other players and refrain from using obscenities and offensive language.

Social Moves

Social moves are predefined actions accompanied by **animations**, like a dance, a greeting, or a hearty laugh. Social moves are entered as commands, with a slash (**/**) followed by the social move, for

example **/eat**, which makes it look like your character is eating.

For a list of all social moves, type **/help** and press **Enter**.

Scripts

You can call up predefined **scripts** by entering the command **/script** followed by the **script's filename**. To create scripts, you can use Window's Notepad utility. You need to save your scripts in a "scripts" subfolder in the Anarchy Online directory. Save the text files without a file-extension.

Scripts can contain chat commands (like **/whisper**, or **/shout**), and the **/delay** command which pauses the script for a certain number of milliseconds - **/delay 2000**, for example, defines a 2 second pause. You can also use **emotes** and **social moves** in your scripts. More functionality may be added to scripts as the game evolves.

3 . 3 . The Command View

The Command View consists of nine collapsible windows, each one containing specific functions, controls, and interfaces. In addition to these nine windows, there is a trade window that appears only when you are trading or purchasing items, and an information window that appears when you request information about, for instance, a specific item or implant. Last but not least, the inventory window is not specifically a part of the Command View, but it's often used in combination with actions in this view

The nine collapsible windows are accessible via the icon-bar in the top right corner of your screen; each icon represents one window, and left-clicking an icon will show or hide a specific window.

When there is more than one window open, you may need to scroll up and down to see all the windows. This is done by moving the cursor to the right edge of your screen, clicking the left mouse-button, and dragging the Command View up or down. If your mouse has a scroll-wheel, this will also work.

You can also temporarily minimize or expand each window by left-

clicking that window's title bar. additionally you can rearrange the windows in your Command View by left-clicking and holding the title bar, and dragging it to another position.

Finally, you can open and close each window from left to right by holding down the CTRL-key and pressing the number-keys from '1' to '9'.

From left to right in the icon-bar, these are the various windows and their functions:

The Wear Window

This window is divided into three sections (or layers), and shows what weapons and accessories your character is carrying, the clothes and armour he or she is wearing, and the implants your character has equipped. Toggle through the various layers by left-clicking the **Weapons**, **Clothes**, and **Implants** tabs at the top of the window.

You can equip your character by moving items from your inventory (accessed via the Inv tab on the status bar, or by pressing the 'I' key - see **Inventory**, below) to your wear window - left-click on an item to pick it up, left-click on a slot in your wear window to put it down. The item will automatically be inserted into the right slot. However, you will not be able to equip just any item; items are tied directly to professions and skill levels. If you cannot equip a certain item, you will receive a text message in your Chat View, and the item will be returned to your inventory. Right clicking on an item in inventory or an item in a wear window slot will also auto-equip (or unequip) the item. It may also swap with other items you may already be wearing in the current slot. If you want to remove an item from your body, left-click on the item in the wear view, and return it to your inventory.

Items like weapons and armour will affect your character's Attack and Armour Class stats (see The Stats Window): To learn about a certain item's advantages, disadvantages, and restrictions, left-click the item in your inventory or wear window while pressing the Shift key. Familiarize yourself with the various types of clothes, armour, and weapons available on Rubi-Ka before heading out into the wilderness.



Implants can also affect your character's abilities and skills. Your character's various **implants** will appear on the Implants layer in your wear window.

The Control Window



The control window contains icons representing the most common actions available to the player. These include a Use icon (to use a currently selected item in the Action View); a Pick-Up icon (again, to pick up an item selected in the Action View); an Attack icon (to attack the currently selected target); icons to toggle between Sit and Stand, Walk and Run, and Sneak and Normal Movement. There is also an Exit icon that can only be used when sitting down, to leave the game; a Trade icon to trade with the selected character, and a search icon (to use your perception skills to locate traps, secret doors etc).

There are also icons for special attacks, to be used in a combat situation: they include Riposte, Brawl, Dimach, Full Auto, Burst, and more, depending on the currently equipped weapon. All the actions have corresponding keyboard shortcuts, or can be placed in the Action Bar for easy access (see **Keyboard Shortcuts**, or **The Action Bar**).

Read the section titled **Actions** for more information on the various controls.

The Knowledge Window



This window contains icons representing all the references you have gathered. A reference is a visualized memory; by pressing the Shift key and left-clicking a reference, you can access the memory.

Right-click and hold on a reference icon to access a context-sensitive menu: The eye allows you to look at a reference (similar to Shift-left-click), while the second icon allows you to remove (destroy) a reference. Move your pointer until the desired action is highlighted, then release the right mouse-button.

You need to use references to create missions: Left-click the reference, drag it where you want it, and left-click again to insert a copy

of the reference. The original reference will remain in your knowledge window. The references are also used for keeping a list of friends (see the Friends window).

References can be dragged to the chat in order to transfer the info to other players.

The Mission Window



This window contains icons representing all your currently assumed missions. To get a mission, visit a mission booth (they are scattered around all the major cities and outposts), or accept a mission from another character. Use mission booths by right-clicking on them: You will be given a choice of mission difficulty, relative to your current level.

Once you have a mission in your mission window, hold down the Shift key and left-click an icon to learn about the mission, or right-click an icon and keep the mouse-button pressed to open a context-sensitive menu: The eye icon gives you specific information about the mission, while the second icon allows you to upload mission information to your map. If you are in possession of the correct map your map will now be flagged, and your compass will contain a reference to point you in the right direction (assuming you are in the same area as the mission is - if not, you will have to go to the correct area before your compass is marked). There is also a flag on the planet map that approximately indicates the location of your mission area in comparison to your own location.

You can offer a player-made mission to another character by left-clicking the mission icon, moving the pointer on top of the other character, and left-clicking again. For sharing missions from mission booths with others, you may need to duplicate the key to the mission area. Tools for doing this can be found in shops.



There is also the option of creating missions for other people.

The Team Window

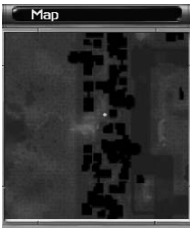
This window displays a list of all the players in your current team. When you are asked to join another player's team, you need to open

this window and left-click either the **Yes** button, to accept, or the **No** button, to decline. You can also choose to **ignore** the other player's further requests.

To start your own team, target a player, open the team window, and left-click the **Recruit** button: the other player will receive an invite, and can now choose to accept, decline, or to ignore your request. A team can consist of up to six members in total, with one team leader.

When you have recruited team members, their names, health, and nano-energy will appear in the team window. If you right-click and hold on the name of a team member, you will be able to access several different actions (most of these actions are only available to the team leader): The first icon allows you to make another team member the team leader; the second icon lets you expel someone from your team; and the third icon gives you information about the team member. The last icon allows you to leave the team. Pressing F1 through F6 will allow you to target your team members directly. For how to activate the team chat (a private chat channel exclusively for your team) please read **the friends window**.

The Map Window



Unlike the world map, the area map only shows a small portion of the surrounding terrain, but it can contain a **short-range radar (depending on Map Navigation skills and what map upgrades you have)** that picks up energy signatures from monsters and other players. The map window also contains precise world **coordinates** (move your pointer into the map window to display the coordinates).

Map navigation is a skill in the game, and your proficiency with this skill will determine your ability to upgrade your short-range map.

All new players will be supplied with a map upgrade containing a map to their starting area. After that you will be left to fend for yourself, constantly increasing your skill in map navigation, and buying the upgrades.

Maps to any area on Rubi-Ka are available in the shops. Additionally you can buy upgrades to use a radar on that map that will show you

other players, monsters, targeted players or monsters, save terminals, NPCs, shops, doors, whompas, and the direction your character is facing.

Indoors, in dungeons and mission areas, a map is provided. This map will evolve as you move around in the dungeon, and only cover the rooms you have already visited or are in at the moment.

Left-click and drag the map to see what's ahead.

If you have uploaded mission coordinates to the map, and you are in possession of the correct map, your destination will appear on the map as a white cross.

The Friends Window

The friends view is used primarily to keep track of your friends. To add a player to the friends window you first need to create a reference of that character. Press and hold the Alt key while left-clicking the character in the Action View: A reference will appear in your reference window. Left-click that reference to pick it up, and place it into the friends window by left-clicking again. You have a new friend!

When you log on, you will be notified of your friends online status, and you can easily add them to your temporary groups or send them private messages. To create your own **temporary group**, **double-click a player's name** in the friends window (alternatively you can enter the command `/invite <username>`): he or she will receive an invite. To accept an invite, open the friends window and double-click the inviter's name.

The friends window is also where you choose your chat channels. Each available chat channel will be listed under group, and they will all contain two check boxes. Check the ones you want shown, and the ones you want logged. To choose your own output, click the group. This is your chosen mode of speech.



The Programs Window



You can run a variety of different programs, from simple healing programs to nano-programs that allow you to run faster. The programs window contains all the programs that you have uploaded to the passive memory of NCU (see **Nano-Programs**), categorized by function: **Combat** programs, **Medical** programs, **Protective** programs, **Psi** programs, and **Space** programs. When you upload a specific program, it will automatically be placed in the correct category, although you can move programs around by left-clicking a program icon to pick it up, and left-click again to put it down. You may use the Favorites to put all your commonly used programs, for easy accessibility.

Shift and left-click a program icon to learn more about the program. Right-click the nano crystal in your inventory to upload it. Right-click to run the program on your chosen target. (See Targeting)



The Stats Window

It's advisable to keep this window active most of the time as it contains important information regarding your **health**, **nano-energy**, **experience-points**, **current level**, **attack rating** and **armour class**, as well as the **aggression slider** and the **weight limit** indicator.

Your health is represented as both a bar (similar to the Action View health bar), and as numbers - to activate the numbers, left-click on the health bar. The same applies to the nano-energy bar and the experience-points bar.

The **experience-points** bar shows how many experience-points you need in order to progress to the next **level**.

The **aggression slider** lets you decide how **aggressive** or **defensive** you wish to be in a combat situation. Left-click and drag the slider left or right (from **DEF** to **AGG**) to set your preference. If the slider is on the left side, your character will concentrate on defending him / herself; on the right side, your character will concentrate on attacking.

The **attack rating** changes in relation to the currently equipped

weapon, and your corresponding **skills**: The **higher** the attack rating, the **better**.

The **armour class** rating (**AC**) defines your resilience against impact and projectile attacks (**Impact AC**), energy attacks (**Energy AC**), and melee and martial arts attacks (**Melee AC**). The higher your rating, the better your protection against various types of attacks. The **AC** changes in relation to your currently equipped **armour**, your corresponding **skills**, and whatever **nano-programs** and **implants** are active.

At the bottom, under effects, your currently activated nano-programs are displayed. Your NCU has a limited number of slots for active programs - although you can expand your NCU's memory by buying a deck for your character and adding memory to that - and each of these programs affect your character in a certain way, be it making him or her stronger, faster, more resilient to energy weapons, and so on. Left-click on an active program to display the name and the remaining time the program is effective; hold the Shift key and left-click to get a full description of the program; and right-click the program to deactivate it. You can not deactivate hostile effects, as these are controlled by your opponent's NCU.



The Trade Window

The trade window opens automatically when you or another player initiates **player-to-player trading** (right-click on another player to trade with him or her). The trade window is also used to purchase items from a **vendor** or a **vending machine** - right click the character or machine to open the trade window. This window will appear at the bottom of the Command View.

When trading with a **vendor** or **machine**, the trade window is divided into **three parts**: the top section displays the merchandise for **Sale**, the **Buy** section shows the merchandise you have picked out, and the **Sell** section shows the merchandise you are offering for sale. Investigate merchandise by holding the Shift key and left-clicking an item. Left-click an item to put it in your **Buy** "basket" - the cost of the item(s) in your basket is shown in credits (don't worry; you will not actually buy the item until you click the **Accept** button - click the **Decline** button to cancel the entire transaction). To sell an item,

left-click the item in your inventory, drag it into the **Sell** section, and left-click again. You will be given an offer in **credits**, and you can choose to **Accept** or **Decline**.

Player-to-player trading is similar, although this trade view does not contain a Sale section, but only **Buy** and **Sell** sections. Place an item into the **Sell** section to offer it to the other player. Unless you click the **Accept** button - and the other player does the same - the trade will not be finalized. You can wait for the other player to make a cash offer, or give it away for free.

When you are **purchasing** an item from another player, it will appear in your **Buy** section. You can offer the other player a price by left-clicking the **credit** bar, and entering a number. You will need to press enter after entering the number, to attest the amount. If the other player accepts your offer, he or she will press the **Accept** button (the red light next to the credit bar will turn green), and you must do the same to finalize the purchase.

The Information Window

The information window pops up whenever you request information about an item, character, monster, program, implant, mission, and so on. To open the information window, press and hold the Shift key and left-click the object you want information on.

Sometimes there is more content in the information window than what is initially shown: click and hold the left mouse-button, and drag the text up and down to read everything, or use the slider bar.

The Inventory Window

Your inventory is where you can see all the items you are carrying that have not yet been, or cannot be, equipped.

To open your inventory, left-click the Inv button on your status bar, or press the 'I' key. To place an item in your inventory, left-click the item, move it into your inventory, and left-click again. Items that you find on the corpses of monsters you have killed are automatically placed in the inventory when you left-click them. To equip an item in your inventory, left-click the item, open the wear window,



drag the item into the correct layer and left-click again. You may also right-click the item to auto-equip it. If the item is not equipable you will get a notice in the chat panel. To drop an item, left-click it, move it into your Action View, and left-click the ground.

You can take a closer look at an inventory item by pressing the Shift key and left-clicking the item.

Some items can be used on yourself or others. To use an item, target another player, a monster, or yourself, and right-click the item.

You can move the inventory window around your screen: left-click the top border of the window, keep the mouse-button pressed, and drag the window around the screen. Release the mouse-button to release the window. To close the inventory window, left-click the cross mark in the top right corner of the window, left-click the Inv button on the status bar, or press the 'I' key.

Sometimes you will have more than one copy of a certain item - represented by a number above and to the right of the item. To separate the items, press and hold the CTRL key, and left-click the item.

In some cases, two items can be assembled; left-click an item to pick it up, press and hold the Shift key, and right-click the second item. To disassemble an item, press and hold Shift, and right-click the item.

To destroy an item, right-click and keep the mouse-button pressed. A context-sensitive menu will appear. Choose the 'destroy' icon, and release. The item will be permanently destroyed.

The action bar

The action bar is a quick way of accessing items, actions, nanos, macros and scripts from the keyboard.

The action bar has 10 layers, each with 10 slots where you can fill selected actions, nanos etc. To scroll between the 10 different layers, press and hold Shift + the number of the action bar layer/menu i.e 0-9. You can also toggle between vertical and horizontal mode by right-clicking in the "drag" area of the bar.

To place an action, nano or item in the action bar, left-click the selected action, item or nano to pick it up, drag it to an available slot in the action bar and left-click again. The slots in the action bar range from 1-0 like on the keyboard, and to use or activate the selected item, action or nano, just press the number corresponding to the placement in the action bar. Bear in mind that you often have to target either yourself or someone else to perform actions.

An example of a setup in the action bar could be: #1- start combat (action), #2- brawl (action), #3- attack of the snake (item), #8- Toughen Skin(nano), #9- Lesser Controlled Rage (nano), #10 Treatment Laboratory (Item), as shown in the bar above.

Before combat, target yourself and activate the defensive and offensive nanos by pressing 8 and 9 (if not active already). Target an enemy, press 1 to attack, 2 to activate special attack (brawl), and 3 to perform 'attack of the snake'. After the fight, sit down, target yourself and press 0 to treat yourself.

You can also put macros in your action bar. When they are created, you get an icon attached to your mouse-pointer. Place the icon in the action bar in the same manner as with an item, action or nano, and activate the script or macro as explained with items, actions and nanos by pressing the corresponding number.

3 . 4 . Combat

Combat is a major part of the game. Through combat, you gain experience-points, earn credits, and collect "loot" (whatever equipment and items a monster carries). And combat is fun - both alone and in teams.

You can only fight monsters. There are exceptions: in certain areas and Arenas, you can attack and be attacked by other players. These areas are specially marked, and you will be informed upon entering an area that this is a "player versus player" (PvP) area.

To attack a monster, **target** it (see **Targeting**, earlier). Make sure

that the monster isn't too strong for you, and that you have a **weapon** equipped (see **The Wear Window**). All players start out with a simple weapon - check your inventory.

Once you have targeted a monster, **move closer** to it. When you are close enough to attack, the **brackets** around the monster's name in the top left corner of your Action View will turn **red**. You can now attack.

To attack a monster with a weapon, you can either open the command window and click the **Attack** button, or you can press the 'Q' key. Combat will begin. Your character will keep attacking **automatically** until the monster is dead, or you choose to stop attacking (press the 'Q' key again). When you are engaged in combat, you may have a number of **different attack options and techniques**: go into the command window and look at the available options. Attack options vary from weapon to weapon.

To attack a monster with a **nano-program**, see the section about **Nano-Programs**.

While you are engaged in combat, you can also use a first aid kit or a stim to heal yourself (portable medical treatment labs and nano recharge labs cannot be used in combat). Target yourself (see Targeting), and right-click the item you want to use in the inventory.

When (if) you are victorious in a fray, the monster is killed. You can now loot the monster's corpse to receive a **credit bonus** - for services rendered - and whatever items the monster was carrying. **Right-click** the **corpse** to open the monster's inventory, and left-click the items (if any) that you wish to take. An "unlooted" monster corpse will decay after a certain time period.

Your experience-points (XP) count towards your total for this level: when you have enough XP to advance a level, you will be granted a number of improvement-points (IP). Experience-points are gained through successful combat, the making of trade-skill items, the picking of locks, disarming traps etc.

3 . 5 . Improvement Points

When you begin playing a new character, you will have an initial allotment of **improvement-points (IP)** to increase your skill-levels and enhance your abilities. Every time you advance a level, you will receive more IP.

Use your IP wisely. It is recommended to focus on the skills and abilities that are most suitable for your breed and profession - your breed defines the cost of increasing your abilities, while your profession defines the cost of increasing your skills - and for the weapons and nano-programs you have equipped. To see what skills and abilities your equipment requires, Shift-left-click the weapon, armour, implant, or nano-program that you wish to use. The requirements for each item will be listed in the information view.

Most items and nano-programs have such skill requirements. For example, you need a value of 8 in your Treatment skill to use a Quality Level 1 Treatment Laboratory; this means you have to use your IP to increase that skill to 8 before you can utilize the item.

You should focus initially on increasing the cheapest skills - the skills with a green bar - before increasing the more expensive skills - represented by a bar gradually going from green to dark blue.

To **distribute IP**, left-click the **SKL** button on your status bar (or press the 'u' key on your keyboard). The skills and abilities view will pop up. At the top you will find your name, title, current level, and profession. To the right of this information, in yellow, you will see your available IP. This is the amount of IP you can now distribute.

The various buttons ranged down the left side of the screen represent the different categories of abilities and skills that you can improve. Left-click a button to change category: the skills or abilities in that category will appear on the right side. Shift-left-click a skill or ability to learn more about that particular skill or ability. The skills and abilities with a green bar require less IP to increase; similarly, the ones with a blue bar require more IP to increase.

To use your IP on a specific skill, left-click the bracket to the right of the skill - this will increase your proficiency in that skill. Similarly,

left-clicking the left bracket will remove IP from the skill, though only the IP that you have not yet committed. Once you commit to a change (by clicking the Accept button, at the bottom), you cannot go back. Click Cancel to discard the changes.

One last thing: don't forget to increase your Body Development ability as this defines your maximum health (i.e. how many hit-points you have in total)!

3 . 6 . Nano-Programs

Nano-programs are programs that **instruct** your available **nanobots** to perform a variety of actions that, in most cases, **benefit you** and your fellow players, and **harm monsters**.

To **upload** a nano-program to your NCU's passive storage (i.e. learn how to use that particular program), **right-click the nano-crystal** in your inventory. You can purchase new nano-crystals from vendors and machines - make sure that you only purchase programs suited for your profession and your skill levels (Shift-left-click a program to see a description). If you have the required skills and abilities, the nano-crystal will transfer the program to your NCU. The program will now be accessible from your programs window (see **The Programs Window** section).

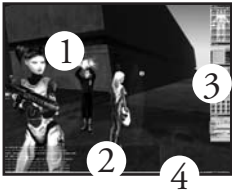
Nano-programs use **nano-energy** (see The Stats View), and you can only execute a program if you have enough nano-energy. To run a program on a player or monster, **target** that player or monster (see **Targeting**) before **right-clicking** the program in the programs window.

You can **attack** a monster using nano-programs: to do so, **target** the monster, and **run an attack-program** (if available). **Combat** will initiate as described in the Combat section (see section about combat). However, your character will not automatically run further programs; you will need to do so yourself.

To run a program, your character needs to **stand still**, and not be interrupted, for as long as it takes to run the program. If you **move** your character, or your character is attacked, the execution of the program will be **interrupted**, and you will need to start again.

Death and insurance

Your character is likely to die occasionally in the harsh environment of Rubi-Ka. However, cloning technology prevent death from being as final as it used to be. Your DNA and brain patterns are stored in a planetary bank. Whenever your body is destroyed, a new body is instantly created beside the cell scanner you last saved at. Waste collectors will get all the equipment and remains from your body, and those can be picked up in any Reclaim booth a short time after recreation. The first few minutes after re-cloning you will feel weak, due to the mental and physical shock. Cell scanners and Reclaim booths can be found in every city and scattered all over the planet. Save often! If you die, you will lose all the experience you have gathered since last save. You will never lose a level due to death. At lower levels DNA insurance is free, but as you get higher in level, you are expected to pay for saving. To save, simply right-click the Cell scanner.



3.7. Interface

The screen is divided into three windows:

- The Action View (1)
- The Chat View (2)
- The Control View (3)

Additionally, at the bottom of the screen you will find your Status Bar (4), and the action bar (5).

Action View:

The Action View is the main screen and your window into Rubi-Ka. This is where the 3D world is displayed, where your character moves around interacting with other people, fighting monsters, and exploring new sights.

The Chat View:

The Chat View, located towards the bottom of your screen, is where all text-messages will appear, including feedback from the game, messages from other players, and combat information: This view can be minimized by left-clicking the downward-pointing arrow next to the button labelled “Inv”, on the Status Bar in the very bottom of the game screen.



Control View:

The Control View contains a map, all your nano-programs, your inventory, character stats, mission view, and more. The various menus in the Control View can be minimized, leaving only the icons at the top right of your screen. It is possible to make the action view smaller, leaving a space dedicated to the Control view on the right, by left-clicking the arrow next to the “Cred” section, on the Status Bar.

Status bar:

The Status Bar will always remain visible at the bottom of the screen, and contains some of the most important functions in the game. From left to right, these are: **Chat and command input** (press the Enter key to activate input); a **compass**, displaying your current bearing; the **MAP button** (corresponding to the ‘P’ on the keyboard) which, when clicked, displays the world map with your current position flagged; the **SKL button** (skills; also accessible by pressing the ‘U’ key) where you distribute Improvement Points (IP) and where all your skills and abilities are listed; the **INV button** (corresponding to the ‘I’ key) which brings up your inventory; the **Hide/Show Chat button**; the show/hide **Control View button**; your available credits (Credit is the name of the Rubi-Ka currency); the **current time** (the Rubi-Ka day has 27 hours; time in Anarchy Online runs 15 times faster than real time); and the **Opt button**, which toggles the options menu. You can also use the ‘pipe’-key (‘|’) to cycle through all the different view configurations.

Action Bar:

The action bar is a shortcut bar in which to easily access actions from the keyboard. Read the section called action bar in the chapter about the interface.

4 Startup Locations

4.1 . Tir

Tir is a clan-controlled city, though it has yet to be directly involved in the armed conflict between Omni-Tek and the rebels, and still enjoys the peace and freedom of relative independence. The citizens of Tir have strong anti-Omni-Tek feelings, but certain clans still

regard Tir as being too conciliatory and soft (some even say spineless), afraid to commit itself one hundred percent to the rebel cause.

Despite these accusations, Omni-Tek employees are most certainly not welcome in this part of Rubi-Ka, and are attacked on sight. The countryside around Tir varies from forest to desert, with a rich and abundant fauna - some of it quite harmless, some of it notably not. All new arrivals should most certainly stay away from the Cyborg Encampment.

Tir is in a state of anarchy. Nobody feels the need for institution, and nobody tries to force it upon anybody else. To a certain degree it seems to work. There are casinos, shops for illegal stims and a dedicated assassins guild. All the goods that could get you arrested anywhere else on Rubi-Ka, can be found here. Even so, the majority of the inhabitants are serious people and the city is peaceful. The inhabitants seem to trust each other.

4 . 2 . Newland

Located in the centre of the clan-controlled north, Newland is now considered a neutral city, although the area itself still harbours tensions that are only being kept in check with the proverbial rubber bands.

The peace between the human population and the Omni-Med created Rhinomen - the dominant non-human breed - is quite fragile, though the Rhinomen will not attack unless someone in their tribe is threatened or provoked.

The former trade outpost Meetmedere is home to an Omni-Tek Whompa, and a clan-run trading station near the city acts as a bridgehead for clan expansion, but in general the area offers habitats that are open to all, regardless of breed and affiliation. The Newland terrain is mostly arid desert and oases with corresponding wildlife, including the aforementioned Rhinomen.

4 . 3 . Omni-1

The Omni-Tek capital is a huge metropolis, divided into several dif-

ferent zones: the trade district features a variety of shops and vending machines selling everything from packed lunches to flamethrowers, and the entertainment district houses popular cafés and celebrated restaurants, a rich, exciting - and sometimes bizarre - nightlife, and even a city Arena, a modern Colosseum, where fierce warriors battle to the death like the ancient gladiators.

Closed to all clan-affiliated citizens, Omni-1 is nevertheless a cosmopolitan place with a rich and varied human (and robotic) population, and despite the urbanity, the wilderness of the south is right outside the door - Omni-Tek terraforming created some of Rubi-Ka's first forests in this area, and one doesn't have to travel far to see beautiful waterfalls, a scenic coastline, and deep, green valleys. The varied terrain offers great potential for monster hunting...and for being hunted by monsters - for some reason, the area has a high concentration of mutants and renegade robots.

4 . 4 . Startup Locations

Depending on who you decide to align with, you will appear in one out of six possible cities: Tir or Athen if you side with clan, Newland or Borealis if you decide to go neutral, or Omni-1 or Rome if you side with Omni-Tek

Starting Areas

The Training Grounds

The planetary forums and the ICC expect all newcomers to be able to support themselves, have some wilderness experience and some training in using weapons. Thus all new arrivals will start up in training grounds supported by whatever affiliation you have chosen. You will not be let out from the training grounds and backyard before you have demonstrated a certain skill and experience. A guide, a guard, a vendor machine and a reclaim booth can be found in the grounds.

The Backyard

In the Backyard you will find a mission booth, a bank, a guide and apartments. Choose one of the apartments to be your home by simply walking through the door of one. You will be delivered a key-card to access this apartment whenever you want. The key can be

copied to let your friends into your home. An exit to your starting city can also be found in the Backyard.

4 . 5 . Borealis

In the early days of the city, 2873 years ago, Borealis was a small mining community hosting just a few hundred inhabitants. The mining however, never amounted to much, due to the lack of Notum resources in the local mines.

In most cases, the lack of Notum to a mining community on Rubi-Ka would mean an early downfall of that community. Borealis on the other hand, set within the massive reaches of the Western mountains, had something no other city on the planet has. It had natural protection.

Lack of control, isolation, and the obvious strategic advantages, proved the perfect setting for a thriving smuggler community to take over where the mining had failed. With these activities forming the backbone of a growing society, many a man has had to face an untimely demise in the cold streets of the city.

These days, Omni-Tek is closely monitoring the situation in Borealis, and the smuggling has diminished into the almost negligible, or most likely moved to a more secure location. Even with the close attention paid the city by Omni-Tek, Borealis remains one of the only large cities on Rubi-Ka that still clings to its neutrality, as neither Omni-Tek nor the clans can truly claim to be masters of the city. Borealis is ruled by a council of independent merchants, who realize their very existence, and profit, relies on clinging to that very neutrality.

4 . 6 . Rome

Rome is the brainchild of Omni-Tek director Karl Montani (popularly called 'The Emperor'), and was designed after the downfall of Omni- 2 (now Athen), to relieve Omni-1 of some of the administrative pressure that has risen after the population growth on Rubi-

Ka.

Initially Omni-1 was supposed to handle all the administration of outposts and villages, but it soon became evident that the location of Omni-1 wouldn't suffice as a binding point for the whole planet. Omni-2 was then created, but due to lax control and bad communication Omni-2 soon became too hard to handle, was surrendered to the clans, and Rome was built.

The Emperor's vision of Rome was a well constructed city, neatly disciplined, and easy to maintain. It is clean, very strictly organized, and protected by a vigilant police force.

The city is divided into three sectors:

Red sector is the home of the imperial palace, lush parks, statues and beautiful houses. Though the Emperor is highly concerned with security and a strict governing of his city, he frequently hosts feasts of legendary proportions in his palace during the public holidays.

Green sector is where Omni-Reform has located much of its office space, and rumor has it Omni-Reform considers moving the whole division there permanently, due to the clean, orderly atmosphere the city enjoys.

Blue sector is controlled by Omni-Pol. It is probably the safest place on Rubi-Ka, as the sector is crawling with police in close cooperation with the Emperor.

4 . 7 . Athen

Before the introduction of Rome, Omni-Tek needed a second city to help take some of the load off Omni-1. This resulted in the construction of Omni-2.

Omni-2 was then placed closer to clan territory for Omni-Tek to be able to wield a greater influence in those parts of Rubi-Ka. The placement of the city however, made it the clans' focus in their war with Omni-Tek, and it all resulted in Omni-2 being a hotbed for terrorist and political action from the clans.

What happened next is contested. The clans claim that their unified effort to overthrow Omni rule that close to their own territory resulted in them being able to eject Omni-Tek, and take over gov-

ernment of the city. Omni-Tek on their hand, claimed the city was not profitable, and that they abandoned it to the lax government of 'The Council of Truth',

After the clans gained control, the city is now called Athen, the result of the clans working together, abandoning their internal indifferences for once. Athen is now widely recognized by clans everywhere, and held as a prime example for clans all across the universe.

5 Skills

5 . 1 . Skills

In a skill based game, skills are obviously of enormous importance. In Anarchy Online there are 6 base abilities on which all the skills are based.

There are so many skills in the game that it might be a good idea to have a look at them early on to decide what kind of person your character is going to be. Nobody will have the possibility to train everything, so knowing which skills depends on what abilities, could prove vital for the development of your character.

5 . 2 . Abilities

The six core abilities represented in this chapter will all help define in what degree your character can progress, and which skills it will be more proficient at. They are the tiles that all the skills are built on so to speak.

Strength

Strength is the main ability in determining, how big a load you are able to carry and how hard you hit in melee and martial arts attacks. Many skills rely heavily on this ability.

Agility

Agility is the main attribute determining your speed, proficiency with ranged weapons, and how fast you can hit in melee and martial arts. Many evasive skills also depend on your agility.

Stamina

Your stamina is an important factor in your body development, which is your health and hitpoints. It also helps set your “humanity” factor as all implants will reduce your stamina some.

Intelligence

Intelligence is the main attribute for enabling advances in Nano Program Controlling. Many other skills also depend on intelligence.

Sense

Sense will define the closeness of the character to the environment. Many Nano Programming skills rely on it as well as many spying skills.

Psychic

Your psychic is your non-physical strength, or your mental strength. Many skills that require a certain amount of control will benefit from a high psychic.

Body Development

This is your health and hit point factor. It is determined to a large part by your breed, profession and level, but if your stamina is too low, your body development will cease. Depends 100% on stamina.

Nano Pool

Your nano pool is your amount of nano energy. It defines how many nano programs you can run before you have to rest. As your body development, it is influenced by your character’s level, profession and breed. Dependencies are 70% on psychic, 20% sense, and 10% intelligence.

5 . 3 . Body

These are your manual skills, and determine how effective a fighter you are in unarmed combat, as well as your climbing and swimming abilities.

Martial Arts

Martial Arts is the main unarmed combat skill. Training this skill

will allow you to not only hit more often, but increase the damage done on each hit. It depends 50% on agility, 20% on strength, and 30% on psychic.

Brawling

Brawling is a special attack that can be used in conjunction with other close combat skills. It is very effective, and on high levels can do quite a chunk of damage if applied correctly. Many non-specialists train this as it is quite cheap to learn, though not as effective as martial arts. Dependencies are 60% strength and 40% stamina.

Dimach

Dimach is your character's soul attack. It is extremely expensive to train and will only be effective on higher levels. It is the skill of compiling all your nano points into an "all or nothing" blow to your opponent. It depends 80% on sense and 20% on psychic.

Riposte

Riposte is the skilled martial artist's ability to turn damage back on the opponent. It works well both on melee and martial arts attacks. It depends 50/50 on agility and sense.

Adventuring

This skill will give the character less damage when falling, while also enabling the character to access bigger and more efficient backpacks.

Swimming

While everyone on Rubi-Ka can swim, they don't all do it with the same skill. The swimming skill defines how long your character is able to hold its breath and how fast it swims. It depends 60% on stamina, 20% on agility, and 20% on strength.

5 . 4 . Melee

These are your melee weapons skills. They will set the standard for what kind of melee weapons your character will be able to wield, and how potent it will be applying them in combat.

One Handed Blunt Weapons

This is the skill for the one handed blunt weapons like clubs and blackjacks. Depends 50% on strength, 40% on stamina, and 10% on agility.

One Handed Edged Weapons

Defines your skill with small edged weapons like a small sword. Depends 40% on agility, 30% strength, and 30% on stamina.

Piercing

Piercing weapons like the rapier or the knife, can be very effective in close combat. They won't be very effective without upping this skill however. The skill depends 50% on agility, 30% stamina, and 20% on strength.

Two Handed Blunt Weapons

This skill is important for everyone who wish to attack with large, two handed weapons like staffs, two handed clubs, or support beams. This skill depends 50/50 on strength and stamina.

Two Handed Edged Weapons

Equally important if you fancy the large two handed swords or scythes. Depends 60% on strength and 40% on stamina.

Melee Energy Weapons

This skill is normally used in conjunction with other skills i.e. one handed edged weapons skill, to determine your ability to master weapons that have an additional energy component. The energy components often make the inflicted damage somewhat higher. This skill depends 30% on stamina, 30% on intelligence, 30% on psychic, and 10% on your psychic.

Parry

A very useful skill for melee combat specialists, as it will enable them to prevent incoming attacks from melee and martial arts. The higher the skill, the higher the chance. Depends 50% on strength, 20% on agility, and 30% on sense.

Sneak Attack

The sneak attack is the hidden attack. This skill defines your char-

acter's chance of succeeding in attacking from a hidden position (sneaking or invisible). Successfully applying this attack can mean a greatly increased damage inflicted on the victim. The skill depends 60% on agility, 30% intelligence, and 20% sense.

Multiple Melee Weapons

The multiple melee weapons skill is important should you wish to wield more than one melee weapon at a time. There is normally a penalty to your base skill on wielding more than one weapon, and this skill will decrease that penalty. Different weapons will have different criteria in this skill for them to be used along with another weapon. The skill depends 60% on agility, 30% on strength, and 10% on stamina.

Fast Attack

The fast attack is an additional, melee special attack. It lets you add a quick extra blow to your range of attacks. It will not do as much damage as your regular attack, but it's so quick it won't really hinder your normal attack. It can be used both when melee attacking and when having someone close up with melee, wielding a distance weapon. The fast attack skill depends 60% on agility, and 40% on sense.

5 . 5 . Miscellaneous Weapons

These skills define your characters ability and potency with thrown weapons. Useful for anyone who wants to add some distance attacks to their range of close combat skills.

Sharp Objects

This is the skill of throwing knives and other sharp objects. Obviously it determines how well you attack with these kinds of weapons. The skill depends 60% on agility, 20% on strength, and 20% on sense.

Grenade

This is the skill for throwing lump objects that explode. It is a very popular skill, and an important one for many people as it is an effective way of doing damage. Depends 40% agility, 40% sense, and 20% intelligence.

Heavy Weapons

This skill will enable the character to operate the heaviest of all weapons. The skill relies 60% on agility, and 40% on strength.

5 . 6 . Ranged Weapons

These skills comprise the ranged weapons skills. All very important skills for those who plan on staying away from the close combat.

Bow

The skill for bows and crossbows. Good for manoeuvring in silence. The skill depends 40% on agility, 40% on sense, and 20% on strength.

Pistol

Everybody should know how to manage a pistol to a certain degree, hence it is one of the most popular skills to train. Depends 60% on agility, and 40% on sense.

Assault Rifle

The assault rifle is the non-energy weapon that inflicts the most damage. It is a professional weapon, that shouldn't be moderately trained. It is all or nothing. The skill depends 30% on agility, 40% on stamina, 20% on sense, and 10% on Strength.

MG/SMG

The machine gun & sub-machine gun skill defines how well your character can handle a weapon that pumps out bullets. The skill depends 30% on strength, 30% on stamina, 30% on agility, and 10% on sense.

Shotgun

The shotgun is a lethal firearms that has the ability to hit more than one target at a time, something that makes it very popular. It depends 60% on agility, and 40% on strength.

Rifle & Sniper Rifle

These are weapons for connoisseurs of distance weapons, and should

only be trained by people aiming to make a great impact with the one shot. This skill defines how well you handle the sort of weapons meant for this purpose. Very popular with snipers and agents. This skill depends 60% on agility, and 40% on sense.

Ranged Energy Weapons

This is an add-on skill used by people operating ranged weapons with an energy component. This skill will normally not be the only one required to operate a certain weapon. The skill depends 40% psychic, 40% sense, and 20% intelligence.

Fling Shot

The fling shot skill is an additional special attack that can be fired off rapidly. It doesn't have an enormous damage potential, but as the fast attack melee skill, it's so fast it almost counts as a free attack. It depends 100% on agility.

Aimed Shot

The aimed shot is the favourite skill of the sniper. Applying this attack right will inflict a largely increased amount of damage to your opponent. It is vital however, that you're not detected when using this skill, as that will just reduce it to a regular attack. The skill depends 100% on agility.

Burst

The burst is a special attack that fires off a three round burst on your MG, SMG, Assault Rifle, or any other weapon capable of a burst(check your weapon). A successful burst is a very difficult manoeuvre to perform. A high skill in BOTH the normal attack skill, and the burst skill is required. Performing a burst carries a penalty on the first attack after the burst is applied. The skill is 50% dependent on agility, 30% on strength, and 20% on stamina.

Full Auto

The full auto skill is used to empty the dip in your weapon. No matter how many rounds you have left in your clip, executing this special attack will fire them all at your target. This is not something done lightly, not only will you have to reload after the attack, but the skill is extremely difficult and a very high skill in BOTH full auto and the weapon is required to be successful. This skill requires 60% raw strength and 40% stamina.

Bow Special Attack

This special manoeuvre is used to attack with special arrows, or with the bow from a hidden position. If applied correctly it could be a lethal, silent, and very effective attack. Depends 50% on agility, 40% on sense, and 10% on strength.

Multi Ranged

This skill is used to define how well you attack with more than one ranged weapon at a time (as in one in each hand). Wielding more than one weapon will decrease the attack skill for each weapon, but training this skill will compensate that penalty to a certain degree. It depends 60% on agility, and 40% on intelligence.

5 . 7 . Speed

Every skill that increases your speed in any way, you will find here, be it your run speed or how fast you can hit an opponent.

Melee Initiative

This is the skill to raise to increase your frequency of blows, and the attack speed, when attacking with melee weapons. The skill depends 60% on sense, 20% on psychic, 10% on agility, and 10% on intelligence.

Ranged Initiative

This is the equivalent skill for ranged weapons. It defines how quickly you attack with ranged weapons. The skill depends 60% on sense, 20% on psychic, 10% on agility, and 10% on intelligence.

Psychic Initiative

The psychic prowess initiative skill is used to attack quicker with thrown weapons and martial arts. A vital skill for martial artists and any other character relying heavily on their unarmed combat prowess. The skill depends 60% on sense, 20% on psychic, 10% on agility, and 10% on intelligence.

NanoC Initiative

This skill is used to be quicker in executing nano programs. Depends 60% on sense and 40% on agility.

Dodge Ranged Attacks

This is your skill in avoiding getting hit by ranged weapons attacks. The skill is extremely important to anyone who is ever going to do combat. It does not decrease the amount of damage if hit, it only makes it more likely you're not hit. It depends 50% on agility, 30% on sense, and 20% on intelligence.

Evade Close Combat & Martial Arts

This skill improves your chances of successfully avoid getting hit when engaged in close combat. It depends 50% on agility, 30% on sense, and 20% on intelligence.

Duck Explosion and Thrown Objects

Increases your chance of not getting hurt by explosives or thrown objects. It depends 50% on agility, 30% on sense, and 20% on intelligence.

Nano Resistance

Is the indication of how well you and your nano containment unit (NCU) resist, and totally avoid hostile nano programs running on your system. This is a very important skill for any profession and is 80% dependent on psychic and 20% on intelligence

Run Speed

The run speed is another essential skill in everyday life. It defines how fast you run (your walking, crawling speed remains constant). It is moulded 40% on agility, 40% on stamina, and 20% on strength.

5 . 8 . Protection

All armour class skills are not true skills in the sense of the word. You will normally not be able to increase them by any other means than wearing armour or using a nano formula specifically designed for the task.

Impact and Projectile Weapons AC

Defines how much damage is reduced from the physical impact of projectile weapons, or any other object with sufficient velocity.

Energy Attack AC

Defines how much damage is reduced from energy attacks.

Melee and Martial Arts Attack AC

Defines how much damage you can avoid from melee and martial arts attacks.

Cold AC

The rest of the protection skills are true skills, and raising them will reduce the amount of damage taken from the designated situations. The Cold damage AC increases the amount of cold damage you can take. It also increases chances of resisting nano based cold damage.

Fire AC

This skill defines how much fire based damage your character will be able to resist.

Chemical AC

Chemical AC defines how much chemical contamination your character can be subjected to without dying. Poison can also be found in this category.

Radiation AC

Is the indication of how much radiation you can resist.

Disease AC

Defines the amount of contamination you can take before getting sick.

5 . 9 . Trade & Repair

These skills are important should you wish to produce equipment, nano formulas, potions etc. or repair broken object, and can be a great way of generating an income for yourself.

Mechanical Engineering

This skill has its focus on motors and mechanical objects. It is 50/50 reliant on agility and intelligence.

Electrical engineering

This skill obviously has its focus on electrical appliances. It is 50% dependent on intelligence, 30% on agility, and 20% on stamina.

Quantum Force Field Technology

This is the trade and repair skill used to make forcefields, anti gravitation units etc. The skill depends 50/50 on intelligence and psychic.

Weapon Smithing

A pretty self explanatory skill. It is used to make mechanical weapons, be it melee weapons or explosive ones. Depends 50/50 on intelligence and strength.

Pharmalogical Technology

This skill is used to make medicines and stims. It relies 80% on intelligence and 20% on agility.

Nano Bot Programming

Nano Bot Programming is used to make new nano programs and to apply them to physical objects. The skill depends 100% on intelligence.

Computer Literacy

This skill defines your character's ability to communicate programs, computers and AIs. The skill depends 100% on intelligence.

Psychology

Defines your character's ability to communicate and persuade people you meet (not other players). It is a skill used first and foremost in barter. It depends 50/50 on intelligence and sense.

Chemistry

The chemistry skill is used to make poisons and other chemical concoctions. It relies 50/50 on intelligence and stamina.

Tutoring

This is a very useful skill for most characters as it enables you to teach other people what you know, or rather for them to increase their skill when you agree to tutor them. It depends 70% on intelligence, 20% on sense, and 10% on psychic.

5 . 10 . Nano & Aiding

These skills are the ones who determine your character's proficiency in the running of nano programs and its ability in healing. These skills are important to all professions and breeds, but maybe more to the ones relying heavily on nano and healing.

Matter Metamorphosis

This nano programming skill is used to execute nano programs focusing on changing matter. It depends 80% on intelligence, and 20% on psychic.

Biological Metamorphosis

The nano programs run using this skill will focus on changing the biological processes and structures. These formulas will be used for healing among other things. The skill depends 80% on intelligence, and 20% on psychic.

Psychological Modifications

The psychological modifications skill is used to run programs changing thoughts, feelings, memory, perception, behaviour etc. Some of these programs are limited in pvp interaction for game balancing purposes. The skill depends 80% on intelligence, and 20% on sense.

Matter Creation

This skill is the used to make matter appear from energy, which is the basic functioning of the nano bots. The skill depends 80% on intelligence, and 20% on stamina.

Time and Space Alterations

The time and space alterations skill is used to run programs affecting time and space. The skill depends 80% on intelligence, and 20% on agility.

Sensory Improvement and Modification

This skill is the rather specialized field of improving the senses of the people affected. Often used to improve elusive skills. The skill depends 80% on intelligence, and 20% on strength.

First Aid

A very important skill for all people damaged in battle or accidents. By using a first aid kit you can restore a significant amount of health to the target. Notice, a quite big amount of time must pass before the target can again benefit from first aid. The skill depends 40% on sense, 30% on intelligence, and 30% on agility.

Treatment

A very effective way of regaining health and nano points in between battles. Using portable/field hospitals, the skilled doctor (or any other versed in treatment technology) can recharge a patient to full health in a short amount of time. NB: your patient must sit down during the whole period of treatment. The skill depends 50% on intelligence, 30% on agility, and 20% on sense.

5 . 11 . Spying

The spying skills are all part of the elusive skills and can be very useful for a character who wants to specialize, as most groups will need someone with these proficiencies.

Concealment

Concealment is used to hide from observation, and move freely in areas where they're not supposed to be. The skill depends 70% on sense, and 30% on agility.

Breaking and Entering

The skill used for opening locked doors and other locked devices. The skill depends 40% on agility, 30% on sense, and 30% on psychic.

Trap Disarmament

The skill used to disarm traps, and also used in conjunction with perception to discover traps. Very useful skill. It depends 60% on sense, 20% on intelligence, and 30% on agility.

Perception and Spotting

This is the core skill used to detect things, be it concealed people, hidden objects or traps. The skill depends 70% on sense, and 30% on intelligence.

5 . 12 . Navigation

These skills define your character's ability to operate moving vehicles and successfully navigate them around Rubi-Ka.

Vehicle Air

This skill enables the driver to access airborne vehicles. It relates 60% to sense, 20%to intelligence, and 20% to agility.

Vehicle Ground

This skill defines what kind of ground vehicles your character can use. The skill depends 60% on sense, 20% on intelligence, and 20% on agility.

Vehicle Navigation, Hydrophonic

Not yet supported

Map Navigation

This skill determines what type of map implants you can run, and how much information you are able to receive from them. The skill depends 50% on sense, 40% on intelligence, and 10% on psychic.

6 Professions

6 . 1 . Introduction

Following is a description of all the professions in Anarchy Online. Although the descriptions are not in extensive detail, the guide is aimed to give new users to Anarchy Online a more in-depth view into the workings, advantages and disadvantages of each profession.

The guide gives a short description of each profession, to give a general impression of the profession's 'theme'. Following the description is a quick rundown of the strong and weak fields of the profession. A strong field demonstrates which group of skills each profession finds easy to use. A weak field shows which group of skills a profession is not so good at utilizing. However, these fields are not absolute, as a character that is overall lacking in combat can still have one good skill in that field.

Key skills are those skills you should always consider as the core of the profession. You will of course find some of these may not warrant your attention, while skills not listed here might be very important. For example, few Soldiers ever practice more than a few ranged weapons skills, but most of them put at least some practice into first aid.

When playing Anarchy Online press “u” or click your cursor on the “SKILL” button at the bottom of the screen to display your skills and IP amount. Each skill will be a color and this determines how costly it is for each skill to be raised. The spectrum of colors ranges from bright green (very easy) to dark blue (very hard). For instance, raising a bright green skill will cost less in IP than raising a skill colored dark green. Raising a dark green skill will cost less in IP than raising a skill colored light blue. Following the same pattern, a raising a light blue skill will cost less IP than raising a skill colored dark blue. By using this guide, and observing the color of each skill, you can easily determine which skills your character will excel at, and which skills your character will have trouble in. Last, but certainly not the least, is a list of the core types of nano programs each profession has access to. Most professions have some additional nano programs, like specific skill boosts, that may not be listed. The normal types of nano programs are as follows:

Healing: Restores an amount of health on the target.

Team healing: As healing, but affects the entire team.

Buff: Increases armor, damage output, skills, health, or even experience.

Debuff: Decreases armor, damage output or skills.

Damage shield: Deal damage to any enemy striking you.

Damage deflect shield: Deflects some of the damage back at the enemy.

Root: Ties the target to the spot, hindering movement but not combat abilities.

Snare: Slowing down the movement of the target, but not hindering combat abilities.

Healing over time: Constantly restores health to the target over a period of time.

Damage over time: Constantly deals damage to the target over a period of time.

Direct Damage: Deals damage to the target instantaneously.

Pacify: Lulls the target into a trance, preventing it from attacking unless attacked first.

6.2. Adventurer

“Greetings fellow traveler! What brings you out into the wastelands on today of all days? The sand worms are hungry this time of year, you know. Ah, you want to be an Adventurer, eh? Well, I can tell you can’t lead a better life than out here. The cities? A heap of twisted titanium and twisted people. Give me the desert, the sun, the rain and I’ll show you REAL power. Out here is where I belong and with my weapons and nano programs you won’t find a better survivor than me. Besides, where else could you learn to use nano technology to transform into a leet or even a pit lizard? Ahaha! The faces I have seen when I talk to those mindless city people in the form of a leet. So, grab your backpack, get your legs moving and I’ll show you an adventure you’ll have to see to believe.”

Overview

The Adventurer is an all-rounder. He has no real weak spots, but neither does he excel in any field. Adequate healing abilities, both by nano technology and equipment use, makes for a well rounded solo career as well as a good team member. The shape shift programs are unique to the profession, giving the Adventurer that little extra touch. The Adventurer is the yardstick against which every other profession is judged.

Strong fields

Outdoor skills

Health

Melee

Pistols

Weak fields

Unarmed combat.

Some ranged combat.

Key skills

1 Hand Edged Weapons

Pistol

Fling Shot

Run Speed

Treatment

All navigation skills

Nanos

Armor buff

Damage shield

Healing
 Shape shift
 Team healing
 Run speed buff

6.3. Agent

“Uh? Where did....who are....how on Rubi-Ka did you find me?!! Bah, it doesn't matter but I can see you already have the skills to be a good Agent. Concealment and surprise. That is what we are about. With a rifle in our hands and a poison nano up our sleeves we can strike like an asphalt adder and fade into darkness. Heh, and don't get me started on our ability to assume any profession we like! Oooh boy, if it wasn't for that I'm sure I would have visited the reclaim booth a few more times than I actually have. When the going gets tough and nowhere to hide it's always a blessing in disguise, heh, to assume another profession and either smash or blast your way out. Don't get me mistaken though, nothing beats sneaking across the planet, picking off targets left and right without being noticed. Heh heh. Now get down or you'll blow my cover!”

Overview

The Agent is perhaps the most versatile of all the professions, simply because he can become all the other professions through the use of nano programs. This ability makes for some interesting combinations that only the most imaginative and skilled are sure to excel in. The Agent also has a few specialties of her own, but tends to have poor health.

Strong fields

Rifles
 Aimed shot (sniping)
 Spying
 Some trade skills

Weak fields

Health
 Close combat

Key skills

Rifle and Sniper Rifle
 Aimed Shot
 Concealment
 Perception
 Psychology

Nanos

Damage buff
 Damage over time
 Profession shift
 Root
 Concealment buff

6 . 4 . Doctor

“So, you come to me to be a Doctor. Well, let me warn you...you're about to make a lot of close friends! You see, when it comes to teams, we Doctors are perhaps the most sought after member. Those Enforcers, Soldiers and Martial Artists don't stand a chance against what they're fighting unless we are right there, executing our nano programs and healing them up. Want a little bit of quality hunting time to yourself? Well, fine, because we can heal ourselves up just fine too. But, as I said, we really shine in teams when healing damage. When it comes to dealing out the damage, we aren't any slackers either. With an injection of poison into our enemies the casualty numbers can stack up quite high; with no waiting list required.”

Overview

The Doctor is the master of keeping people alive, but can also turn his knowledge of living tissue into a deadly weapon. From the view of the other professions, he is possibly the most popular profession to have in a team. A Doctor is always needed as he is often the one who has to save the day when the going gets a little bit tougher than expected.

Strong fields

Healing
 Nano formula skills
 Some trade skills

Weak fields

Combat through all means besides nano programs
 Most initiatives

Key skills

Nano Pool
 Nano Execution Initiative
 Nano Resistance
 Computer Literacy
 First Aid
 Treatment
 All nano skills

Nanos

Damage over time

Direct damage

Healing

Healing over time

Team healing

Combat initiative/damage debuff

6 . 5 . Enforcer

“Bash and smash is the name of me game, and bash and smash is, er, kinda like me name. You come wit me and I’ll show yer the quick-est way to bash sumthin, and the best way to smash sumthin. Wit me strong muscles, good health and damaging weapons, me always thumping enemies and taking most of the damage. That way, every-one stays alive and me good at it. Me able to use the tek...techo...technology so me can go like a beserker and make me damage much, much higher. Me also able to make a shield which protects me and hurts the enemies back. If me deal the damage wit me weapons or if they hit me, me always giving damage to the enemies. The result always the same; dead enemy. Me is also able to shout loudly and scare the enemies away. Very handy when lots of enemies come running. Hur Hur. Well, me show you how to be the best and smashing and you be famous on Rubi-Ka. Enough talk. Me head hurt.”

Overview

The Enforcer is a one-man demolition team specializing in close combat, and swinging everything from small daggers to huge hammers with ease. He is able to both deal and sustain a large amount of damage, boosted by his highly specialized nano programs. However, keeping up with the skill costs of these programs can get costly indeed.

Strong fields

Health

Armed close combat

Some trade skills

Unarmed combat

Weak fields

Ranged combat

Nano formula skills

Key skills

Body development

Brawling

All melee skills

Melee initiative

Psychology

Nanos

Combat initiative buffs

Damage absorb

Damage shield

Health buffs

Taunt

Fear

6 . 6 . Engineer

“Technology and machines are a citizens best friend and there are no two ways about it. Why, with only a some basic parts and a twist of a wrist, you’ll be the proud owner of a brand new custom-made weapon. Learn from me and I won’t only show you how to equip your friends and customers with A-grade guns, swords and blunt objects, but I will also show you how to use your skills out on the battlefield. The armor your friend, or even you, is wearing is too old and doesn’t work effectively anymore? No worries! With technology you can increase the statistics on that armor and you’ll be grinning from ear to ear. Hey, why not add a shield that damages an enemy when it hits the shield? Sure, there ya go. I just saw that grin get bigger. That weapon is a little slow? No worries! Let’s use our old friend technology to increase the damage on it. And let’s not forget the embodiment of your friend technology; our friend the droid. Let me tell you, be an Engineer and you’ll the happiest grease monkey there ever way. Say, does that armor need fixing?”

Overview

The Engineer is the master of construction, both by conventional means and through the use of nano programs. His robot is his weapon and his protection, and an Engineer is easily recognizable by his ever-present automated friend. The Engineer prefers to dabble in man-made items, rather than focus on other skills such as combat. That does not mean, however, that an Engineer can’t defend himself. Corner an Engineer and you will have quite a fight on your hands.

Strong fields

Trade skills
Nano formula skills

Weak fields

Health
All combat except pistol skill

Key skills

All trade skills except Psychology
Matter Metamorphoses
Matter Creation
Time & Space
Pistol

Nanos

Armor buff
Damage shield
Robot heal
Robot pet
Ranged weapon buff

6 . 7 . Fixer

“Pssst, hey, can I do anything for you? Need a weapon? Need some illegal stims? Need to be on the other side of Rubi-Ka in a matter of seconds? I’m the person you’re looking for. You name it, I’ll find it. Need quick access to the Grid for quick access to the rest of the planet? Look no further. I’ll get you to Meetmedere to Mort in a jiffy. Need some assistance in completing your mission? I’m there. Point me to the traps and I’ll fix them. Point me to the locked chests and I’ll fix them. Point me to the enemy and I’ll fix them too. I’ll stop em in their tracks with my nano programs. I’ll hack do some hacking and heal you using nano technology. Someone right on your tail? I’ll make you run faster. Nothing moves without me saying so. Be a Fixer and you’ll be fixed for life. So, ahem, need anything off the black market?”

Overview

The Fixer is at home indoors, with traps, locks and other devices, and a Jack (or Jill)-of-all-Trades. He tries to learn everything easily enough so you can rely on himself and have others rely upon him. A great solo profession, and also good in a team, the Fixer can easily travel all around Rubi-Ka by using his unique nanos that let him access “The Grid”.

However, trying to maintain a high level in all skills (especially the rather expensive nano skills) can be an expensive commitment for the Fixer.

Strong fields

Some ranged weaponry

Some speed skills

Spying skills

Navigation

Weak fields

Close combat

Nano formula skills

Key skills

Machine Guns and Submachine Guns

Burst

All speed skills except for non-ranged initiatives

Computer Literacy

All spying skills

All types of vehicle

Nanos

Healing over time

Damage buff

Root

Snare

Run boost

Special grid nanos

6 . 8 . Martial Artist

“Ahh, young one. I see you thirst for knowledge. That is a good quality for a Martial Artist as knowledge of ones self and body is crucial to success. Train with me and your body will be your weapon; quick, silent and deadly. Your punches will land heavily on opponents, your trained attacks will draw the life from enemies, and your brawls, well, they’ll just make people really hurt. This does not mean that you cannot train in other ways of the weapon however. Many of my Martial Artist students are well versed in the knowledge of the Bow and some even choose to follow the art of melee weapons. As you become one with your body and mind your nano programs grow stronger and may aid yourself and your allies in combat. You may aid yourself and others by healing, strengthening bodies, increasing attack speeds and even, where the situation is fit, turning yourself into nothing short of a force of destruction. Learn the ways of the Martial Artist and you shall never beg for more.”

Overview

The Martial Artist is a spiritual warrior, mastering the silent bow and fighting with empty hands. Some Martial Artists may even decide to follow their path to illumination with melee weapons as an aid. His focus is absolute, making him a deadly foe, especially when he puts his arsenal of nano programs to proper use. However, the same focus makes the Martial Artist pay dearly in all other fields.

Strong fields

Unarmed combat
 Thrown weapons
 Bows
 Speed

Weak fields

Ranged combat (except bows)
 Trade skills

Key skills

Body Development
 Martial Arts
 Brawling
 Dimach
 Riposte
 Bow
 Bow Special Attack
 All speed skills except ranged and nano initiatives

Nanos

Armor buff
 Combat buff
 Damage buff
 Healing
 Team healing
 Health/Nano Pool buff
 Speed buff

6 . 9 . Meta Physicist

“Forget all you have learned. Forget all you have seen. As a Meta-Physicist you will know all there really is. You will learn how to harness your rage and your anger so you may use it against others or for the benefit of yourself. Through your growing cosmic knowledge of the universe and nano technology, you will be able to summon a manifestation

to fight for you and a manifestation to heal your body. Technology has given us the weapon in our hands which we can fight with, but true power and knowledge lies in the form of our manifestations. Control your anger so you may further increase the abilities of your manifestations, thereby increasing its anger. All the non-believers shall taste your anger! Those that face you shall we stripped of their nano-based abilities, be frozen where they stand, and be bombarded with your energy. The fate of all those that face you is written in time. As a Meta-Physicist you will show them their maker. You are the beginning and the end.”

Overview

The Meta Physicist is one of the most specialized professions on all of Rubi-Ka, preferring to concentrate all of his anger into a tangible form. Without his pets he is harmless and defenseless, which makes the Meta Physicist a tricky solo profession indeed. The Meta Physicist has much to offer his team in the way of specialist nano buffs, and also instills fear in enemies through the use of his powerful debuffs. Meta Physicists attuned with Notum are known to possess the ability to fly, making the Meta Physicist an interesting profession indeed.

Strong fields

Nano formula skills
Some trade skills
Some speed skills

Weak fields

All other fields

Key skills

Nano Energy Pool
Nano Execution Initiative
All nano formula skills
Computer Literacy
Nano Programming

Nanos

Combat pet
Combat skill debuff
Nano skill debuff
Direct damage
Healing pet
Nano execution buff
Nano skill buff
Pet buff
Root

6 . 10 . Nano Technician

“The power to turn something into a smoldering pile of ashes is a great power indeed. It’s even better when that power is at the tips of your fingertips. Add to that a ranged weapon of choice, and you’ll soon be sending people to the reclaim booth. Either that or sending people running like crazy to get away from you. All this and more could be given to you as a Nano Technician. Our nano programs are able to cover the full gamut of damage types; from chemical to melee, from cold to fire. We will always find a way to do damage to someone, no matter their armor or skills. Some people say mind over matter. Well I say mind creates matter. As well as hurling any conceivable type of damage towards an opponent, as a Nano Technician you will be able blind, root an opponent on the spot and even prevent opponents from attacking. By executing programs on yourself, your ability in the uses of nano technology will be increased. Matter creates, matter destroys and it is at our disposal as a Nano Technician.”

Overview

The Nano Technician is a highly specialized profession focused on one thing; how to deal the most amount of damage to the target in the shortest amount of time. He is all about nano programs, always holding a large variety of damaging nanos in his arsenal. The Nano Technician also has access to extra programs that enhance the effectiveness of his attacks to a fine and deadly art.

Strong fields

Nano formula skills
 Nano related speed skills
 Some trade skills

Weak fields

All other fields

Key skills

Nano Energy Pool
 Nano Execution Initiative
 Nano Resistance
 All nano formula skills
 Pistol
 Computer Literacy
 Nano Programming

Nanos

Blind

Direct damage

Nano execution buff

Nano Pool regeneration buff

Root

Pacify

6 . 11 . Soldier

“So you want to be a REAL fighter, huh? Good, good! Well, don’t just stand there looking like a wet noodle, let me tell you all about the good life of a Soldier! First thing you will do is train. We Soldiers are mean, lean fighting machines and we must always be in tip-top health. We are able to train in just about every weapon type we choose...well, the ones that matter anyway! Hur, hur, hur. Are you listening to me, cadet? Good, good. Ranged weapons are the way to go and we don’t hesitate in showing off our expertise on the battlefield. Give me a target, and I’ll obliterate it! You will be trained in the art of nano technology to further boost your body to the ultimate level. You will use this technology to boost your health, do more damage, increase your armor, taunt enemies into attacking you and even deflect damage back onto your attackers through the use of a shield. Use it all! In my book, the only good enemy is a dead enemy. Don’t just stand there catching flies in your open mouth, get moving! Be useful. Be strong. Be a Soldier! Hut, hut hut.”

Overview

The Soldier is the master of firearms, the pillar of any combat squad. He has a huge potential for dealing damage at long range, and the health to withstand a lot himself. The Soldier is lacking in most other fields though, but with the use of the proper nano programs he is so effective at dishing out damage that anything else does not matter.

Strong fields

Health

Ranged combat

Some trade skills

Navigation

Weak fields

Close combat

Nano formula skills

Key skills

Body development

Operate Heavy Weapons

All ranged skills except bow skills

Ranged initiative

Tutoring

Vehicle Ground

Nanos

Damage deflect shield

Damage buff

Armor buff

Health buff

Healing

Ranged weapon buff

Taunt

Speed buff

6 . 12 . Trader

“Roll up, roll up! You won’t find a better profession than the Trader! Discounts, wares and credits galore. I tell no lie! I will even give you my no questions asked, 100 percent, money-back guarantee, and you can’t beat that. Considering joining the trading business? Great choice. As a Trader you’ll have access to materials and wares all across Rubi-Ka at low, low prices. That Soldier needs an implant created? Buy cheap, sell high. That Fixer needs a gun made? Buy cheap, sell high. That Nano Technician needs a nano crystal? Hehe, you’ve got it; buy cheap, sell high. The market is your oyster. But say, you look like you have an itchy trigger finger. No problem. Give us a gun and we’ll use it alright, but let us use our nano programs and I’ll take some of an enemy’s skills and give them back to me. And I won’t even charge for that! Hehe. Hey, I’ll even swap minds with an enemy and control them that way. For no added cost, I’ll increase the armor and skills of a friend and the sacrifice of my own skills. Hey, that’s what we do; make transactions. So, how about it then? Become a Trader and be your own one-person shopping complex. Become one in 5 minutes and I’ll even include this set of nano-sharpened Bronto Burger knives!”

Overview

The Trader is an unorthodox profession, the name coming from both the affinity for trade skills and the more symbolic 'trading' or 'swapping' of skills, health and more. He is at home in a team, as his sacrifices through nano programs are very valuable to his companions. The Trader is a very complex profession, and a very social one.

Strong fields

Trade skills
Nano formula skills

Weak fields

All combat

Key skills

Nano Energy Pool
Shotgun
Nano Execution Initiative
Navigation
All trade skills
All nano skills

Nanos

The nano lines for the Trader are hard to categorize. She can drain a target of health, nano points, skills or protection, getting some of the drained points for herself. Likewise, she can drain herself of the same, lending out some amount of it to her target, or even her whole team. The Trader, by manipulating nano bots, may also take over the body of a monster or alien, and control the body for a period of time. In addition to this she has a line of root programs.

Initiative skill transfer
Combat skill transfer
Health transfer
Armor transfer
Trade skill buff
Damage buff
Root
Nano transfer
Pacify
Charm
Computer Literacy buff

6 . 13 . Bureaucrat

“The mind. That’s what it’s all about. As a weapon, nothing will ever beat my nano-augmented, nano-enhanced mind. Sure dual wielding Freedom Arms, packing a Vektor ND shotgun or lugging around a Nova Flow helps, but when you can manipulate your enemies, why, I could just push ‘em over! When it comes to controlling a fight and your group is outnumbered by great odds, you can bet no one is more qualified as us. I even have an official certificate to prove it. There is no better feeling than rooting one enemy to a spot, damaging another enemy with an energy blast, slowing yet another enemy down to a crawl and placing one more enemy under your whim; all with a thought and the help of nano bots. The Bureaucracy even sends a robot worker to help us out in our daily duties. You can’t beat that! Sign up to be a Bureaucrat today and I’ll even waiver the usual 137 page contract and Application of Profession forms.”

Overview

The Bureaucrat is combat shy, preferring to focus on mental manipulation and the control of robot servants. He has a large variety of nano programs, where pacification, fear and experience buffs are unique among the professions. He takes some concentration to fully utilize, but can be very rewarding, especially for the socially-minded player.

Strong fields

Nano formula skills

Some trade skills

Some initiatives.

Weak fields

Health

Combat through all means besides nano programs

Key skills

Nano Execution Initiative

Computer Literacy

All nano skills except Material Metamorphosis

Psychology

Nanos

Charm

Direct damage

Experience buff

Fear

Pacify

Robot pet

Root

Snare

7 Keyboard and Chat Commands

This chapter contains lists of the available chat and keyboard commands in Anarchy Online, and will provide you with a place to easily look up the available commands, be it the keyboard attack command, or how to petition using a chat command.

7.1. Chat Commands

Using chat commands

Getting help

General chat command help	/help
Basic chat commands	/chathelp
Pet commands	/pet help
Team commands	/team help
Organization commands	/org help

Basic chat commands

Talk in the active channel	<message>	
Talk in vicinity chat	/say <message>	
Shout (vicinity chat)	/shout <message>	/s <message>
Whisper (vicinity chat)	/whisper <message>	/w <message>
Send private message	/tell <name> <message>	/t <name> <message>
Reply to last private message	/reply <message>	/r <message>
Emote (vicinity chat)	/me <message>	
Change chat channel	/channel <channel>	/ch <channel>
Talk to group	/group <group> <message>	/g <group> <message>
Invite user to private conference	/invite <name>	
Kick user from private conference	/kick <name>	

<channel> can be the beginning text of any channel. If two channels can be identified with the text, none will be chosen.

Special chat commands

Petition for ARK or GM assistance	/petition <message>
Ignore targeted player	/ignore
Perform script	/script <filename>
	/<filename>

Show text in chat window	/text <message>
Toggle AFK mode	/afk

Please make sure your petition message clearly informs the ARK or GM about your problem. To use a script with just /<filename> the filename can not be identical to any chat command.

System commands

Target self	/selectself
Create macro button	/macro <button text> <chat command>
Show time playing the character	/played
Terminate self (health => 0)	/terminate
Auto-follow target	/follow
Start logout	/camp
Quit the game (link dead)	/quit
Change view distance	/viewdist <%>
Change character view distance	/chardist <%>
Change both the above	/char&viewdist <%>

Team commands

Help on team commands	/team help
Change looting system	/team loot <system>

Currently there are three looting systems: all (everyone can loot), alpha (alphabetical order) and leader (leader takes all).

Pet commands

Help on pet commands	/pet help
Follow master	/pet follow
Attack target	/pet attack
Retreat from combat	/pet behind
Look for any valid target, attack and repeat	/pet hunt
Guard current spot	/pet guard
Wait (stay, but don't attack anything)	/pet wait
Report health and fighting target	/pet report
Rename pet	/pet rename <name>
Talk	/pet chat <message>
Heal target (if able to)	/pet heal
Terminate	/pet terminate

7.2. Using the Keyboard

Using the keyboard

- <Esc> will close / cancel one thing per click, in the following order (if applicable):
1. Close the information window.
 2. Exit the chat input without removing or submitting what's written. <Enter> activates the input again.
 3. Removes any targeting and stops attacking.

Movement

Forward	W	<arrow up>	[Num Lock off] + <num 8>
Backwards	S	<arrow down>	[Num Lock off] + <num 2>
Turn right	D	<arrow right>	[Num Lock off] + <num 6>
Turn left	A	<arrow left>	[Num Lock off] + <num 4>
Strafe right	C		
Strafe left	Z		
Run / walk	<Backspace>		
Sit / stand	X		
Sneak / normal	H		
Jump	<Space>		
Auto run	[Num Lock on] + <num 0>		

Holding down a movement key (forward, backward, turn or strafe), then holding ALT or SHIFT and releasing the keys in the same order will make the character continue the movement until you hit the same or 'opposite' movement key.

Using the action bar, windows and panels

Toggle showing the action bar	Y
Show shortcut layer #	SHIFT + <#> (1-9 or 0)
Active shortcut # on the shown layer	<#> (1-9 or 0)
Inventory	I
Skill view	U (exiting with 'U' counts as 'Cancel')
Planet map	P
Wear panel	CTRL + 1
Actions panel	CTRL + 2
Knowledge panel	CTRL + 3
Mission panel	CTRL + 4
Team panel	CTRL + 5
Map panel	CTRL + 6
Friends panel	CTRL + 7
Programs panel	CTRL + 8
Stats panel	CTRL + 9
Options panels	<F10>
Cycle layout (chat window and panel view) (pipe)	

Camera control and screenshots

Toggle 1 st / 3 rd person view	F8
Next camera	CTRL + F8
Rotate camera clockwise	[Num Lock on] + <num 4>
Rotate camera counter-clockwise	[Num Lock on] + <num 6>
Move camera upwards	[Num Lock on] + <num 8>
Move camera downwards	[Num Lock on] + <num 2>
Default camera position	[Num Lock on] + <num 5>
Zoom in	<num +>
Zoom out	<num ->
Screenshot	<F11> or <F12>

Targeting and interacting with the target

Target next unfriendly creature	TAB
Target previous unfriendly creature	SHIFT + TAB
Target next friendly creature	CTRL + TAB
Target previous friendly creature	SHIFT + CTRL + TAB
Toggle target self / last target	<F1>
Target team member 2	<F2>
Target team member 3	<F3>
Target team member 4	<F4>
Target team member 5	<F5>
Target team member 6	<F6>
View	T
Create reference	G
Activate / use	E
Pick up	R
Begin / end combat	Q
Sneak attack	J
Brawl	B
Fast attack	N
Dimach	K
Aimed shot	O
Fling shot	L
Burst	M
Full auto	, (comma)
Bow special attack	. (period)

Controlling the chat window

Activate the chat input	<Enter>
Cycle through previous inputs	SHIFT + <arrow up> and SHIFT + <arrow down>
Activate input with reply to last /tell	SHIFT + R
Cycle through which /tell to reply to	SHIFT + <arrow up> and SHIFT + <arrow down>
Activate input with '/' in the input	<num />

Submit chat input	<Enter>
Scroll back in chat history	<Page Up>
Scroll forward in chat history	<Page Down>
Delete next character	<Delete>
Delete previous character	<Backspace>
Delete next word	CTRL + <Delete>
Delete previous word	CTRL + <Backspace>
Move cursor one character left	SHIFT + <arrow left>
Move cursor one character right	SHIFT + <arrow right>
Move cursor one word left	CTRL + <arrow left>
Move cursor one word right	CTRL + <arrow right>
Move cursor to beginning of input	<Home>
Move cursor to end of input	<End>
Toggle overwrite / insert	<insert>

Other neat stuff

Framerate	CTRL + ALT + F
Character info in chat window	<F9>
Look straight forward (in 1st person)	[Num Lock on] + <num 5>
Bug report tool	SHIFT + CTRL + ALT + <F9>

Credits

Lead Programmer

Martin Amor

Lead Artist

Vebjørn Strømmen

Lead Story and RPG Design

Gaute Godager

Art Direction

Didrik Tollefsen

Story

Ragnar Tørnquist

Core Programmers

André Johansen
Anton Ragnarsson
Arnleif Mydland
Asle Morten Ollestad
Christian Berntsen
Enno Rehling
Frank A Stevenson
Haakon Innerdal
Jesper Hansen
Jørn Jensen
Kurt Skauen
Morten Lode
Rune Espeseth
Steffen Skov
Terje Pedersen
Viggo Løvli
Terje Malmedal
Torbjørn Lindgren

Autocontent

André Johansen
Gaute Godager
Terje Pedersen
Viggo Løvli

Engine Framework

Christian Berntsen
Harald Iwe

Gamecode

André Johansen
Arnleif Mydland
Christian Berntsen
Geir Bjarte Terum
Terje Pedersen

Database

Jørn Jensen

Server

Christian Berntsen
Enno Rehling
Jesper Hansen
Haakon Innerdal

Jørn Jensen

Torbjørn Lindgren

AI Programming

André Johansen
Anton Ragnarsson
Asle Morten Ollestad
Morten Lode
Rune Espeseth

GUI Programming

Arnleif Mydland
Espen Berntsen
Kurt Skauen
Steffen Skov

Graphics Programming

Jesper Hanssen
Kurt Skauen
Lasse Staff Jensen
Viggo Løvli

Environmental effects

Viggo Løvli

Special effects

Andreas Bromirski
Anton Ragnarsson
Bjørn-Eirik Larsen
Frank Andrew Stevensen
Jesper Hansen

Sound system

Bjørn Arve Lagim
Jørn Teigen
Steffen Skov
Viggo Løvli

Tools programming

André Johansen
Arnleif Mydland
Christian Berntsen
Eduard Gajdoš
Enno Rehling
Haakon Innerdal
Jesper Hanssen
Johan Braanen
Jørn Jensen
Kurt Skauen
Lasse Staff Jensen
Marius Kjeldahl
Morten Lode
Rune Espeseth
Steffen Skov
Terje Pedersen
Viggo Løvli

VB Content tools

Andrew Griffin
Gaute Godager

Tide

Peter Lorenzen

Additional Tide

Kurt Skauen
Viljar Sommerbakk

Audio Director

Bjørn Arve Lagim

Composers

Morten Sørli
Bjørn Arve Lagim
Tor Linlökken

Audio design

Tor Linlökken

Additional Music

Karsten Hansen

Additional voice talent

Kine Holm Jacobsen
Jennifer Hjorthaug
Kathrine Hilstad

Core Graphic Artists

Christer Sveen
Kjetil Hjeldnes
Lars Petter Anfinsen
Markus Schille
Øyvind Jernskau
Renate Andersen
Tom Tømmervåg Gjerde
Vebjørn Strømmen

GUI Graphics

Øyvind Jernskau

Intro video

Ragnar Tørnquist
Amanda Ronai
Didrik Tollefsen
Lost Boys Studios

Monster art

Christer Sveen
Didrik Tollefsen
Vebjørn Strømmen

Character and monster modeling

Christer Sveen
Sigbjørn Remi Galåen
Vebjørn Strømmen

Textures

Christer Sveen
Didrik Tollefsen
Kjetil Hjeldnes

Lars Petter Anfinsen
Markus Schille
Renate Andersen
Vebjørn Strømmen
Øyvind Jernskau

Modelling

Christer Sveen
Didrik Tollefsen
Kjetil Hjeltnes
Lars Petter Anfinsen
Markus Schille
Tom Tømmervåg Gjerde
Vebjørn Strømmen
Øyvind Jærnskau

Animation

Christer Sveen
Lars Petter Anfinsen
Renate Andersen
Sigbjørn Remi Galéen
Tom Tømmervåg Gjerde
Vebjørn Strømmen

Motion Capture

Tom Tømmervåg Gjerde

Fashion designers

Vebjørn Strømmen
Renate Andersen

Game World Designers

Andrew Griffin
Darren Thurston
Jarl Schjerverud
Jon Helgi Torarinson
Kenneth Christensen
Morten Byom
Øyvind Steensen
Per Storløkken
Terje Lundberg
Tom Seierstad
Viljar Sommerbakk

NPC Chat

Gaute Rasmusen
Øystein Rom

Item Data

Andrew Griffin
Gaute Godager
Per Storløkken
Trond Wingård
Viljar Sommerbakk

Nano Design

Andrew Griffin
Gaute Godager

NPC Data and Design

Gaute Godager
Trond Wingård

Lead Balancer

Gaute Godager

Balancing

Andrew Griffin
Per Storløkken
Trond Wingård

Additional balancing

Jarl Schjerverud
Henning Solberg

QA Manager

Henning Solberg

Testers

Alf Ragnar Yngve
Kathrine Finnøy
Steve Reberg
Tom Erland U. Ekenes
Trond Ivar Hansen

Additional Design

André Johansen
Andrew Griffin
Bjørn Arve Lagim
Henning Solberg
Jarl Schjerverud
Jon Helgi Torarinson
Per Storløkken
Ragnar Törnquist
Steve Reberg
Terje Pedersen
Trond Wingård
Øyvind Jernskau

Manual

Gaute Godager
Geir Andreas Wangsmo
Ragnar Törnquist

Manual and box design

Geir Haugen

Web Editor

Geir Andreas Wangsmo

Web artist

Geir Haugen
Thomas Sundfær
Geir Bækholt

Tech Manager

Lasse Staff Jensen

Tech Engine Programming

Andreas Bromirski
Jesper Hansen
Kurt Skauen
Lasse Staff Jensen
Robert Golias

VP Marketing

Tomas Schreiner

Marketing Coordinator

Ulf Kristiansen

Director of Public Relations

Marit Lund

US PR Manager

April Jones

Nordic PR Manager

Margit Anne Vegestein

Director of Sales & Distribution

Nicolay Nickelsen

Online Sales Manager

Jan-Egil Hansen

Nordic Sales Manager

Ove Solskjær Johansen

Special thanks to

Per Trystad
Ronny Hansen
Mathias Arneberg
Support Team
Tommy Strand

Original vision

Marius Kjeldahl
Martin Amor

President

Andre Backen

VP Product development

Gaute Are Espeland

VP Technology & Business development

Marius Kjeldahl

Project Managers

Svein Børge Hjorthaug
Tor Andre Wigmostad

Producer and Lead Designer

Tommy Strand

Contact Information and Technical Support

If you experience any problems installing or playing *Anarchy Online*, please follow these steps:

1. Read the `readme.txt` file on the CD. This may contain helpful hints and tips.
2. Write down any error messages you get during the game or the installation process.
3. Make a note of the technical specifications of your computer (processor, RAM, video card, sound card, Internet connection).
4. Read the Frequently Asked Questions (FAQ) on the official web site.
5. Check the official **bulletin board** to see if anyone else has experienced similar problems and found a solution.
6. If you still have problems, send our support-department an **e-mail** stating the exact nature of the problem, and make sure to include any error messages as well as the precise specifications of your computer.

You can find the Anarchy Online web site at
<http://community.anarchy-online.com>

The **Frequently Asked Questions** document is located at
<http://community.anarchy-online.com/faq>
This document is constantly updated.

For **registration and payment details** go to:
<http://payment.funcom.com>

There is also an **AO Bulletin Board**, at
<http://aoforums.funcom.com/>

Support e-mail: support@anarchy-online.com

Marketing e-mail: marketing@funcom.com

Mailing addresses:

Funcom Oslo AS
Postboks 533 Skøyen
N-0214 Oslo
Norway

Funcom, Inc.
4819 Emperor Blvd., 4th floor
Durham, NC 27703
USA