

Welcome to Rubi-Ka

Welcome to the world of Rubi-Ka! This starter guide will hopefully give you some helpful tips for starting out in Anarchy Online. Rubi-Ka is a huge world with a wealth of opportunity, but it can be a little overwhelming at first!

The following information should help you get a head start on life on Rubi-Ka and give you a little insight into where to go and what to do as a new citizen on Rubi-Ka.

Index

Introduction	5
Quick Start Guide.....	6
Account Creation.....	6
Patching up	6
Logging in.....	7
Character Creation	7
Arrival Lounge	7
ICC Shuttleport.....	7
Skills.....	7
Inventory	7
Hotbar	7
Nano Programs	7
Missions	8
Character Creation.....	9
Breed & Gender	9
Appearance	11
Profession	12
Adventurer	12
Agent	12
Bureaucrat	12
Doctor	13
Enforcer	13
Engineer	13
Fixer.....	13
Martial Artist.....	14
Meta Physicist.....	14
Nano Technician.....	14
Soldier	14
Trader	15
Character Name	16
Naming Policy.....	16
Character Controls.....	17
Controlling Your Character	17
Using the Mouse	18
The shortcut bar	18
GUI Options	20

Chat Interface	21
Chat Configuration Window	21
Formatting a Chat Window	22
Selecting Chat Channels	23
Creating Tabs	23
Auto Completion	24
Switching between Chat Windows	25
Entered chat text is remembered	25
Copying Chat	25
The Friends Window	26
Managing Contacts	26
Combat	27
Targeting	27
Health and Nano-Energy Indicators	27
The Target Information Indicator	28
Skills	30
The Skill Window	31
Abilities	33
Improving skills	33
Recommended skills	34
Adventurer	34
Agent	34
Bureaucrat	34
Doctor	35
Enforcer	35
Engineer	35
Fixer	36
Keeper	36
Martial Artist	36
Meta-Physicist	36
Nano Technician	37
Shade	37
Soldier	37
Trader	38
Inventory	40
Stacking items	40
Separating stacked items	41
Item quality	41
Equipping items	41
The Wear Window	41
Items as shortcuts	42
Nano Programs	43
Nano Controlling Units (NCU)	43
Nano crystals	44
Executing programs	44
Nano programs as shortcuts	44
Pets	45
Pet Commands	46
Creating Pet Macros	47
Perks	48

The Perk Menu	48
Using Perks	49
Putting a Perk Special on your Hot bar	50
Removing a Perk	51
Leaving the Newbie Area	52
Arrival On Rubi-Ka	53
Borealis	53
History	53
Facilities	53
Rome	53
History	53
Facilities	54
West Athen	54
History	54
Facilities	54
The Grid	56
Grid Skill requirements	57
The Fixer Grid	57
Apartments	58
Furniture	58
Visitors	58
Replacement Keys	58
Changing Apartments	59
Apartments in Jobe	59
Shopping	60
Types of Shop	60
Computer Literacy and Terminals	60
Faction and Buying / Selling	60
Adventuring	61
The Subway	61
Starter Quests	62
Missions	63
What do the different Missions mean?	63
So how do I find my mission?	64
Mission Timers	64
Hunting in the Wild	65
Level 5 to 10	65
Level 15-30 teams	65
Insurance and Death!	66
Tradeskill GUI	67
Building an Item	67
Implants	68
Pre-built professional implants	68
Regular Implants	68
Building an Implant	69
Requirements	69
Assembling the parts	69
Refined Implants	71
Jobe Clusters	71
Installing an Implant	71

Symbiants.....	71
Teaming.....	72
Starting a team.....	72
Team Rewards.....	72
Experience bonus.....	72
Friends and contacts.....	72
Efficiency.....	72
Game experience.....	73
Managing a team.....	73
Team level.....	73
Looking for Team Interface.....	74
Organisations.....	75
Joining an Organisation.....	75
Starting your own Organisation.....	75
Organisation Types.....	76
Department.....	76
Faction.....	76
Republic.....	76
Organisation Management.....	77
Scripts.....	80
Setting Scripts to Macros.....	80
Delay Command.....	81
Voice Commands.....	82
Settings.....	82
Playing the voices.....	82
Hearing in-game voices.....	82
Voice types.....	83
Macros and scripts.....	83
Customising Voice Files.....	84
Organisation City Management.....	85
Notum Wars.....	99
Land Control Areas.....	99
Building a Notum Base.....	99
Land Control Towers.....	99
Personal Towers.....	102
Placing Towers.....	102
Moving on.....	105
Shadowlands.....	105
Customer Service and ARK.....	106
Petition Features.....	106
Commands Summary.....	108
Movement.....	108
Menus and Hot bar.....	108
Camera control and screenshots.....	108
Targeting and interacting with the target.....	109
Controlling the chat window.....	109
Links and Stuff.....	111

Introduction

Welcome to Anarchy Online!

This game manual contains hopefully all you need to know to get started with the game as well as more in-depth information and instructions that should be useful to veterans and new starters alike!

Anarchy Online is a complex game, there is a lot to learn so if you are new to the game don't worry if it all seems a little daunting at first. It shouldn't be necessary to read through all one hundred plus pages of this manual to start playing!

If you want to dive right in and just get on with the gameplay the following 'quick start' section should get you going with enough quick tips to allow you to start playing straightaway.

Due to the pure amount of information in this document, what this is not is a 'read from start finish' flow of information. With so many features to explain and systems to show we found there wasn't really any 'perfect' way to structure the manual! Should implants go before missions? Should skills go before breeds? When is a good time to bring up the skill system? Depending on your level of knowledge of Anarchy you may find yourself skipping back and forth a little. Using the index though you should hopefully be able to find the answer to most questions you might have about the gameplay mechanics and interface in Anarchy Online.

Quick Start Guide

This section gives a very brief instruction on the bare minimum for getting started once you have installed anarchy Online. Much more detailed information on all of the aspects of the game mentioned here is included later in this manual, but if you are the type that really just wants to get going fast these instructions should do the trick!

Useful keys:

I = Inventory (equip your startup gear at once!)

U = Skills (Raise your abilities at once, and after every new level you gain!)

x = sit and stand

Backspace = run and walk

F1 = target yourself

Tab = Toggle enemies

Q = attack

Y = shortcut bar

Num Lock and <number keys> = Adjust your camera

IMPORTANT: Learn how to heal yourself outside combat. This combination does it: - F1, x and click the Treatment Laboratory in your inventory.

Hints:

AO uses different combinations of the keyboard and the left and right button on the mouse:

- Right click your mouse over defeated enemies and loot their belongings. Sell the items to vendors or shops to gain credits.
- Hold shift key and left click your mouse over a mission, quest, item, monster or player to inspect it.
- Right click your mouse in the chat window to get options
- Get familiar with your user interface in the bottom corners of your screen.

Account Creation

Go to <https://register.funcom.com> and follow the instructions to create your account if you have not done so already.

Patching up

When you first launch the game you may need to install additional files. This is normal and just follow the prompts that appear on the screen to download and install any required patches. You may need to stop and restart the patching process several times depending on the version on your disk or download.

Logging in

Once your local version of the software is the same as the remote (server) version you are ready to play

Character Creation

Character creation is fairly straightforward. Follow the instructions on screen to create your character. You might have to spend some time finding a name.

Arrival Lounge

This area provides a little background information on the game world but it is not essential so you can run straight through to the exit gates at the far end. The arrival area gives you a chance to get used to the movement controls and chat to a few NPCs to get some background information on the game setting.

ICC Shuttleport

Whilst being transported to the arrival area your shuttle will crash and you will find yourself on a beach by the Shuttleport, speak to the NPCs to find out more!

Skills

Before you get going with trying to fight some of the local wildlife you will need to raise your skills. The skill menu can be brought up by using the menu button on the bottom left hand menu or by pressing the 'u' key. Start by raising all "Abilities".

More information on which skills should be raised can be found later in the manual.

Inventory

You will want to equip the starter items you have been given. Your inventory can be reached by pressing 'i' or by using the button on the left hand side menu.

Hotbar

Your Hotbar can be switched on and off by pressing 'y'. This bar allows you easy access to your main abilities and items. You can move the medical kits in your inventory to this bar to then automatically use them by pressing the corresponding hotkey (i.e. if the item was placed on the ninth Hotbar slot pressing 9 on the keyboard would activate the item)

You can drag and drop your attack icons from the action menu onto your Hotbar as well

Nano Programs

One of the items in your inventory will be a nano crystal. To use it you need to upload the nano program from the crystal, right-click the crystal, i.e. use it. The crystal will disappear, and the program will show up in its correct category

in the storage. The program can now be executed as long as you have enough energy left in your nano pool (blue bar on top left).

It will also be placed on your hot bar. To execute a program left-click it. Make sure to stand still while executing a program, as it requires full concentration from your character. If the program won't execute, an explanation why will be given in the Chat Window.

Missions

Quests or missions given by NPCs will appear in your missions window that can be opened from the menu. This can then be opened to view the details of your current assignments.

Character Creation

Breed & Gender



Breed defines your physical, mental and meta-physical capacities, like strength, senses and nano pool - the inner reservoir you draw energy from when using nano programs. There's no difference between the genders, apart from looks.

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 by seven separate templates, and can be investigated by holding the mouse pointer over the templates. Choose a breed by left-clicking one of the templates.

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. The Solitus is a good all-rounder.

- Strong abilities: None
- Weak abilities: None
- Health: Average
- Nano pool: Average

Opifex (Male/Female)

Originally bred for subterfuge and espionage operations, the Opifex struggle with a reputation as charlatans and thieves. They have adapted nicely to everyday life on Rubi-Ka, and are the most numerous breed on Rubi-Ka when not including the Solitus.

- Strong abilities: Agility and Sense
- Weak abilities: Stamina
- Health: Average
- Nano pool: Average

Nano (Male/Female)

This is the most xenomorphic breed on Rubi-Ka, uniquely specialized to enhance their ability at using nano programs. Many of them pay for

this with a hideous visage, and many view the Nanos as both cold and cruel, as well as somewhat inhuman.

- Strong abilities: Intelligence and Psychic
- Weak abilities: Strength and Stamina
- Health: Low
- Nano pool: High

Atrox (Androgynous)

Bred with incredible strength and stamina, the Atrox make up most of the work force in the Notum mines. Often referred to as Brutes (though not to their faces), they are often viewed as dumb, and considered lesser citizens.

- Strong abilities: Strength and Stamina
- Weak abilities: Intelligence, Sense and Psychic
- Health: High
- Nano pool: Low

Appearance



Your physical appearance is determined by three factors; Head, Height and Build.

Head

Moving the mouse pointer to the buttons for selecting head will make the camera zoom in on your character's head. Cycle through the available heads by using the two buttons until you find one you want to stick with.

Height

Use the three buttons to select your height. Size matters little except for the visual part, but it can make you stand out - or harder to spot - in a crowd.

Build

Use the three buttons to select your build. As with height, this has only visual effect. Note that for some breeds the build will further adjust the height setting.

Profession



The profession selection room has templates lined up representing each profession. Selecting a profession by clicking its name on the right hand side of the screen will zoom the camera in on the respective profession template. Note that while each template shows a certain breed, this is not necessarily the most suited breed for the profession.

Each profession has a description explaining the basics, which includes a difficulty rating for the profession. A newcomer to the game should not attempt to play a character of more than Medium difficulty. You can always make more characters later.

Adventurer

An Adventurer's soul is at home in the wild. Adventurers study the animals, learn their ways and gain some of their abilities along the way. Their weapon skills are well balanced with equal advancement opportunities in melee and ranged combat. They also become skilled at using nanotechnology to withstand damage or to create metaphysical cloaks that damage their aggressors. An Adventurer is an excellent healer, only truly rivalled by the Doctor.

Agent

An Agent's life is spent in the shadows. Agents focus on concealment and subterfuge skills and one of their special abilities is going undercover. Doing so enables them to use nanotechnology normally only available to other professions. When it comes to combat, the Agent's speciality is sniping opponents with high velocity rifles using unique nanotechnology to further increase the damage.

Bureaucrat

The Bureaucrat brings order to chaos. Bureaucrats have very limited weapon skills but their vast knowledge of nanotechnology makes up for that. They use it to directly damage opponents and create robots that will fight for them. But most importantly, a Bureaucrat uses nanotechnology to boost his leadership

skills and to control hostile beings, bending their minds and blurring their aims. In a team situation, a Bureaucrat is therefore a natural leader.

Doctor

A Doctor is really a biotechnology specialist. The Doctors' prime skills focus mainly on healing and protecting but they also learn how to produce and administer powerful bio toxins that slow, weaken and wear down their opponents. Limited weapon skills can lead to a bumpy ride when going solo, but in a team the Doctor really shines. When chaos descends on the team in combat, its survival usually lies squarely on the Doctor's shoulders, so this profession is not for the faint-hearted.

Enforcer

An Enforcer specializes in close combat using raw power and naked rage to subdue opponents. Enforcers are physically better suited than all others to sustain damage and can learn some protective nanotechnology to further increase their chances of survival. Their brutality and in-your-face combat attitude normally make them the prime targets for any opponent. Enforcers utilize this for the good of the team and rely largely on others to heal them.

Engineer

An Engineer is a specialist in creating all sorts of machinery. Engineers really excel in constructing powerful battle droids and have access to unique nanotechnology to enhance and repair them. The Engineer's weapon skills are not that great, but the Engineer/robot-pet duo is quite formidable. All Engineers learn to create powerful protective shields and the best Engineers can hack into satellites, and use them to teleport any member of the team to the Engineer's location.

Fixer

A Fixer specializes in getting people what they need when they need it. By hacking into what is known as The Grid from anywhere in the world, Fixers can use it to transport themselves or their entire team in digital form around Rubi-Ka. The Fixers move fastest of all and special armours make them the hardest to hit as well. A Fixer's main combat strategy lies in limiting the manoeuvrability of opponents and they favour weapons from the sub-machinegun category.

Keeper (only available if you have the Shadowlands expansion)

The Keeper is a fighter that radiates valour and heroism - a beacon of light and hope to the team. A formidable opponent who specialises in close combat, the Keeper is especially proficient wielding two-handed edged weapons. This profession's uniqueness lies in the ability to share life and diverse powers with nearby allies. As a genetically engineered profession

dependent on an abundance of notum, the Keeper must begin life in the Jobe research facilities in the Shadowlands.

Martial Artist

When it comes to dishing out raw combat damage a Martial Artist outshines all other professions. Fighting unarmed, the Martial Artist's main strength lies in his fists themselves coupled with his extra special attacks, knowing how to cripple opponents by attacking their weak spots. The Martial Artist is also a very proficient healer, truly surpassed by only the Doctor and the Adventurer.

Meta Physicist

The Meta-Physicists get their strength from the "other side". They can manifest their emotions in the material world and eventually control multiple materialized entities and use them in combat. The uniqueness of a Meta-Physicist lies in manipulating the underlying fabric of the world where nanotechnology operates, adjusting the nanotechnology skills of friends and foes alike. Their weapon skills are poor but they can use their powers to damage their opponents directly.

Nano Technician

A Nano Technician is an expert user of aggressive nanotechnology. Nano Technicians are experts at using nanotechnology to deal explosive area-of-effect damage and the types of damage they can manage is incomparable. They are also capable of using other kinds of nanotechnology and can for example warp themselves between locations. Nano-Technicians must be devoted to nanotechnology skills and as a result, physical and weapon skills will suffer.

Shade (only available if you have the Shadowlands expansion)

The Shade is a mix between a predator and a parasite. Dark and aggressive, the Shade sucks the life and energy out of opponents, robbing them of the basic elements they need to subsist. The Shade stays out of harm's way by relying on concealment and good combat mobility. Shades can't wear any armour, but have nano technologically enhanced tattoos grafted into their skin to give them some protection. As a genetically engineered profession dependent on an abundance of notum, a Shade must begin life in the Jobe research facilities in the Shadowlands.

Soldier

A Soldier strives for excellence in armed combat. The skill advancement of Soldiers focuses entirely on assault and survival. They use unique nanotechnology to protect their bodies, enhance reflexes, weapon skills and their armor. Perhaps most importantly, Soldiers are able to create strong damage absorption shields around themselves which make them partly invulnerable and even reflect some of the damage back to the attacker.

Trader

The Trader is the ultimate entrepreneur, getting more for less in every single transaction. Like others, they create and trade material goods. But in combat situations, they use unique nano technology that enables them to drain opponents of skills, energy and health, transferring those benefits to themselves or their allies. This frequently causes the most formidable opponents to wither to a cracked shell of their former self.

Star Wars: The Force Unleashed

EXIT

Name: JediMaster123

Join a game

Press button to join game

Press button to join game

You might try the "Suggest Name" button to help you out, though others might also already take these names, as the name generator doesn't check for that. To see whether a name is available, click the "Finish" button. If the name is free, you'll be taken to the arrival hall on Rubi-Ka. When selecting a name, please observe the naming policy.

The goal of the naming policy is to promote the feeling of being immersed into the world of Anarchy Online. These policies apply to all player names, regardless how long it has been since they were created. Use of the following will be restricted:

- If you wish to appeal a name change please send a mail to nameappeals@anarchy-online.com. Including information about your character, your previous name, new name and account name.

Character Controls

This section will explain the basics of controlling your character in Anarchy Online.

Controlling Your Character

The Main Action View is where most of the interaction with the world and the visual interaction with other characters take place. It's what you see on your screen. 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, 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.

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.

The default pointer is an arrow. When you pass the pointer over another character in the world, it changes shape to a target reticule. 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. 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.

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.

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.

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.

The shortcut bar

The shortcut bar allows you to have everything action you need easily available at all times, without having to keep several windows open on the screen. It has ten layers, accessible by left-clicking the arrows next to the layer number. You can jump directly to a layer by holding shift and clicking the corresponding layer number, 1 to 0 (10), on the keyboard.

Each layer can hold ten shortcuts, linking to attack actions, nano programs and more. To activate a shortcut, left-click it, or press the corresponding number, 1 to 0 (10), on the keyboard.

Upon entering the game for the first time the shortcut bar will already contain some shortcuts: Start Attack (1), Walk/Run (2), Sit/Stand (3), Follow (4) and Exit (0). Follow is actually a macro - a chat command made into a shortcut, and allows you to follow your current target, whether friend or foe, until you press a movement key.

To remove a shortcut, move the mouse pointer over it and hold the left mouse button down. The shortcut will attach to the mouse pointer. Move the mouse pointer away from the shortcut bar and release the mouse button. Right-click once, and the shortcut will be gone.

You can toggle the visibility of the shortcut bar by pressing y on the keyboard. The shortcuts will work through using the keyboard even if the bar itself is hidden.

GUI Options

It is possible to customise your GUI view and to disable unwanted parts of the GUI so that you can set the game view in the way best suited to you.

Pressing F10 will bring up the options window, the GUI options can be found the GUI heading



Show Left/Right Menu – Hides the buttons but leaves the “wings”

Show Left/Right Wing – Hides the wings but leaves the buttons

Show Left/Right Target Control – Hides the Target button

Show Left/Right Bar – Hides the Wing and the Credit, NCU and Agg/Def Bars.

Mini toolbar – Toggles the Mini Toolbar (similar to the one found in the old GUI). If this does not work see the important note below

IMPORTANT NOTE: Enabling an option does not necessarily mean it will be visible if it is hidden by a hotkey. If you cannot see the mini toolbar, but it is enabled in the Control Centre then you may need to press \ for it to become visible. If you cannot see the GUI wings after enabling then you may need to press the relevant hotkey

Chat Interface

One important aspect of the game is the chat interface. This interface in Anarchy Online is very flexible and extremely customisable so don't be to daunted if it seems a little confusing at first. Once you learn the menus and options you'll soon have it configured just the way you'd like!

Chat Configuration Window

This window can be accessed by pressing Shift + 'c' or by right clicking in an empty part of the chat window itself and selecting *Chat Configuration* from the context menu, or via the main *GUI -> Actions -> Window -> Chat Config* button.

On the left of the window, is a list of the chat windows that have been created. In the right window is a list of all the available chat channels. Here you can determine which channels the currently selected window displays.

Note that this window is resizable and that it is a good idea to make it slightly bigger than the default setting so that you can see more of the available channels.



The *Chat Config* window has the following buttons:

New Window - Creates a new *chat window*. You will be prompted for a name for the new window

Clone Window - Creates a new window, with the same settings as the window you have selected.

Rename Window - Allows you to rename the chat window you have selected.

Remove Window - Deletes the selected window.

Note: You can select a window by left clicking it. Double clicking a chat window in the list on the left will open and close that chat window.

Formatting a Chat Window

Right clicking on any chat window opens the *Chat Context Menu*. This menu contains options that allow you use commands that affect the currently selected window. The options displayed vary and the new Chat Windows have more options than the Default Chat Window. The screenshot below is from a new *Chat Window* one. The different options are:



Visual - Displays a sub-menu from which details such as the level of transparency & fading as well as the visual appearance, *Normal* or *Borderless*, can be specified. *Borderless* is how the *Default Chat Window* looks. A *Normal* window is a drag-able and can have *Tabs*.

Edit - Another sub-menu with commands for Marking & Copying text to the clipboard.

Talk to Channel - This option is used to select which of the subscribed chat groups you will send chat to by default when this window is selected.

Muted channels - Similar to *Talk to Channel* but with all the channels you are not subscribed to.

Default Window - Specifies which chat window is selected when you press *Enter* when no chat window is already selected.

Display unsubscribed channels - If enabled, this option forces all unsubscribed channels (*excluding combat channels*) to be displayed in the chat window.

Deactivate on send - If enabled, this option deactivates the chat window when a message has been sent.

Log Messages: If enabled, all chat text sent to the window will be output to a log file specific to that window.

Show Log Window: Opens the new chat *Log Window*.

Chat Configuration: Opens the *Chat Config Window*.

Close Window: Closes the chat window.

Changing the Default Chat Window

As has been previously mentioned a new chat window has slightly more features than the *Default Chat Window*. Rather than customizing the *Default Chat Window*, it is recommended that you create a new one and configure that to your specification once you are comfortable with the interface.

- Open the *Chat Config* window
- Double click the *Default Chat Window* to close it.
- Click New Window and give your new chat window a name.
- Left click the new window to select it then decide which channels it should be subscribed to from the list on the right. You can always change this later.
- Double click the new window in the control panel to display it. Don't worry about tabs or anything because when we make it borderless like the *Default Chat Window* was, then it can't have tabs.
- Move it down to where the old one was, expand it to the same size or the size you want
- Right click on the visible chat window and select Visual -> Mode -> Borderless on the *Chat Context Menu*.
- Turn on all channels by selecting *Show unsubscribed channels* if that is not already selected.

Note: The standard chat window will start out with no subscribed channels but if you followed the steps above then your new window will have all channels turned on because the *Show unsubscribed channels* is enabled.

Selecting Chat Channels

You will notice that in the input bar it says 'Vicinity' which means that the vicinity chat channel is your current chat destination for that particular chat window. In order to chat in a different channel, you can press the Enter key to initiate talking and then immediately hit the Tab key to display a drop down box with the list of channels you can switch to. This drop down box is navigable with the *Shift + Up / Down Arrow* keys, or you can simply *Left Click* on it with the mouse.

Creating Tabs

One of the major features with this new system is that several chat windows can be nested inside the same *Main Window*. Each of these nested windows is called a *Tabbed Window* and is accessed by *Left Clicking* its *Tab*. Here is a quick guide to creating them.



- Open the *Chat Config* window .
- Create a new chat window.
- Create one more.
- Select chat groups of your choice for them.
- Double click both of them to make them visible.
- Hold the mouse over one of the tabs in one of the chat windows.
- Press and hold down the right mouse button, and drag it next to a tab in another chat window.. Release the mouse button, and then left click.
- You can now switch between the 2 tabs by selecting the Tab with its name. In the screenshot above that would be where it says *AnotherChatWindow*. **Note:** A *Borderless* windows cannot have tabs.

Auto Completion

This feature means that you no longer have to type long commands or words that you have already typed. Pressing the TAB key when a chat window's text input area is active accesses this feature.



There are 3 forms of this feature:

1. Enter chat mode by pressing the *Enter key then* without typing anything press the **TAB** key to see a list of the subscribed channels that you can then select from to switch between.
2. After pressing the */* key to begin typing a command and entering one or more of the letters for that command you can then press the **TAB key** to see a list of available commands that begin with the typed letters. Note that the commands available include any scripts in the game's *scripts* directory.
3. After starting to type any word you can press the **TAB** key to display a list of similar words you have typed before.

To navigate the **Tab** menu you can use the *Shift + Up / Down* arrow keys or by left clicking on an entry in the list.

Switching between Chat Windows

SHIFT+TAB (with a chat window focused) will cycle through the different channels that window is configured to send on

ALT+ENTER will change the focus between the different visible chat windows / tabs.

Entered chat text is remembered

If the input area is closed but you return to it any text that was there will still be available to complete. No more retyping of long sentences when in the middle of a fight or when you need to move your character!

Copying Chat

Chat text can be selectively copied to the clipboard. To copy a selected area you first need to mark it by dragging the mouse over the desired text in a chat window while holding down the left mouse button and then right clicking inside the chat window to display its *Chat Window Context Menu* and then selecting the *Edit -> Copy* option. Hot keys for this function also exist, CTRL+C can be used for copying text, and CTRL+V will paste into the chat bar.



The Friends Window

This window can be displayed using the *Friends* button in the new GUI or using *Ctrl+7*



The Friends Window allows you to manage your contacts and friends in the game.

Managing Contacts

Right clicking on a name that appears in the Recent Messages section brings up a menu that gives you options for that user.

You can choose '*Befriend...*' to add them to your friends list

You can choose '*Invite...*' Them to chat

You can choose '*Delete ...*' to remove their name from the recent messages listing

Since we can't guarantee you wont meet the odd annoying person whilst playing online you can ignore other players by selecting the '*Ignore*' option.

This window also has some neat extra features. If you *Left* click a name in the list one of the new *Conversation Windows* will appear. This window works in a similar fashion to many of the popular instant messaging products.

Whenever someone sends you a */tell* the circle by their name will flash and if you *Left* click their name to open the Conversation Window you will see a history of the */tells* they have sent you.

Combat

Ok, so now we know how to move our character let's see if we can get going and find some action!

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 reticule: 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

To receive information about your current target press the 'T' key, or press and hold the Shift button and left-click the 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 a rough 'probability of death' if you attack the target.

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.

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 closest 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.

Health and Nano-Energy Indicators

In the main viewing area you will find four colour-coded indicators on the left side of the screen – These are your exp bar, alien exp bar, 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

When you target a monster by left clicking the mouse on it you will receive information regarding your current target. Your target can be a fellow player, a monster, or even yourself. The Target Indicator contains information about the target's name (e.g. "Reet", or "Beach Leet"), and its health in comparison to your own, represented by a colour-coded bar.

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 experience-points for killing it.

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 might have serious problems trying to fight it alone.

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.

Skills

Your skills define what you can do, and how good you are at it. Items have skill requirements for using and/or equipping them, nano programs have skill requirements for uploading and executing them, and many actions demand a certain rank in a specific skill or two to have any chance of succeeding.

Anarchy Online is level based. That means that as you play your character earns experience points for doing things and these points add towards your total until you reach the amount that allows you to advance to the next level.

At each level your character is awarded a certain amount of Improvement Points (IPs) to spend raising your skills. Each character in AO has 83 skills, most of which you can raise. It is impossible to raise them all, as you are not awarded enough IPs to do so; therefore you have to concentrate on the areas of most use to your character.

These Improvement Points allow you to raise the skills that in turn allow you to use better weapons, armour, nano-programs and other general equipment. The key is not wasting too many of these points on skills you don't really need for your character. This can be deceptive because at early levels it is fairly easy to raise many skills at once, however once you start to progress through the levels you will notice that as the skills start to cost more IPs to raise the number of skills you can raise lessens. Don't worry too much about this at early levels though as early mistakes won't totally ruin your character.

The Skill Window

Open the skill window by left-clicking the "Skills" button on the left-hand menu, or pressing 'u' on the keyboard. This window contains a skill category list on the left, skills in the chosen category to the right, and an information box below that. Click on a category to bring up a list of skills in it



To increase your skills you use Improvement Points (IPs). You gain extra IPs every time you gain a level, and can store them for as long as you like. While experimenting is encouraged when you learn the game, you don't want to spend IPs in too many skills on a character that you plan on playing for a long time.

The default view shows a basic description of the skill, a more detailed view with extra information can be found by toggling on the detailed view.



This then enables a more detailed view of the skill and contains more information on how much it costs to raise etc and what your base and buffed totals are and what your maximum current skill is.



The cost of increasing a skill depends on your profession. Some skills fall more naturally to an Agent than an Engineer, and vice versa. Also, for each rank you buy in a skill, the next rank will be more expensive. You can check the rank and cost of a skill by clicking on it in the upper panel and the details will display in the window below.

Suggested IP Distribution

There is also an option for the game to spend your IP for you. This can be found as a button in the top left of the skill view.



If you use this button a report will appear in the main window telling you how the game has decided you should spend the points. You can then choose to save those changes or just exit and start again. These suggestions are not an exact science and neither are they the most optimal way a veteran player might distribute their points, but they will avoid any of the common mistakes made by new players and allow you to learn the game a little more before worrying about which skills to raise.

Abilities

Abilities are skills that are dependant on your breed. There are six base abilities - Strength, Agility, Stamina, Intelligence, Sense and Psychic, and two secondary abilities - Body Development and Nano Pool. Base abilities have their starting values and IP cost determined by your breed. Secondary abilities have their IP cost determined by your profession, but the gain from increasing them depends on the breed.

The Atrox breed gains more health for each rank in the Body Development skill than other breeds, but also gains less increase in nano pool for each rank in the Nano Pool skill. The nanomage breed is directly opposite of the Atrox on this, while Solitus and Opifex have average gain from both skills.

Base abilities affect other skills in two ways: 1. They give a skill bonus. E.g. every few ranks of Stamina increase Body Development with one rank. 2. They limit the skill rank. E.g. if you never increase your Stamina, you won't be able to increase your Body Development above a certain rank.

Improving skills

Each skill (and ability) is listed with its name, current ranks, and a coloured bar. The colour of the bar reflects the cost of the skill for your profession - green is cheap through to dark blue that is expensive. But note that you don't need every green skill, and you often have to increase at least some of the dark blue ones. For more detailed cost, check the info about the skill (shift + left-click).

The size of the coloured bar indicates how much you increase the skill before reaching the hard limit (the "cap") for it. The limit for base abilities increases every level, while the limit for other skills increases each time you gain a new title.

To improve a skill, left-click the half-circle button to the right of the skill's name. The rank will increase, and IPs will be deducted from your total. No changes are complete until you click the "accept" button at the bottom of the Skill Window, and you can decrease a skill by left-clicking the half-circle button to the left of it. You can't decrease a skill below it's previously accepted value. Undo any changes by clicking the "cancel" button.

If a skill won't increase when you click the button to do so, the text in the message area (in the information box) will change briefly to explain why. You'll notice that skills can only be increased by a certain amount (three to five ranks) per level. Increasing your skill to the maximum allowed amount each level is called "maxing" the skill.

Recommended skills

Until level 15, it's recommended that you max (increase as much as possible) all abilities, base and secondary. The base abilities will give some extra bonuses on all other skills, which is quite significant on the first levels. Body Development should always be maxed, and higher Nano Pool come in handy later on if not on these levels.

You should max your First Aid and Treatment skills (in the "Nano & Aiding" category), to be able to use as good medical equipment as possible. Also max your Evade Close Combat skill under the "Speed" category to avoid being hit too much. If you start on Rubi-Ka, also max your Dodge Ranged skill in the same category.

What's best for each profession differs greatly so here is a brief run down of some general advice for each profession!

Adventurer

As an Adventurer you should choose between using two swords or two pistols in combat. If you want to use swords, you should increase the skills 1 Hand Edged, Fast Attack (Melee) and Melee Initiative (Speed). For pistols you should increase the skills Pistol, Fling Shot (Ranged) and Ranged Initiative (Speed). If you feel you get hit too much, you might want to increase the skills Dodge Ranged, Evade Close Combat and Duck Explosives (Speed), depending on what kind of attacks your typical enemies use. Your most important nano skills (Nano & Aiding category) are Matter Metamorphosis, Biological Metamorphosis and Matter Creations. These allow you to use nano programs for healing and shielding yourself and others.

Agent

As an Agent you will normally be using a sniper-rifle in combat, and should increase the skills Rifle, Aimed Shot (Ranged) and Ranged Initiative (Speed). Increasing Concealment (Spying) is needed to be undetected to get off an Aimed Shot to start a battle. Press H on the keyboard to toggle sneak / hide mode. If you feel you get hit too much, you might want to increase the skills Dodge Ranged, Evade Close Combat and Duck Explosives (Speed), depending on what kind of attacks your typical enemies use. Your most important nano skills (Nano & Aiding category) are Biological Metamorphosis, Psychological Modifications and Sensory Improvement. These allow you to use nano programs to temporarily change into other professions and utilize some of their nano programs. Depending on what profession(s) you prefer changing to, other nano skills are also important. Developing and playing an Agent is a long and often hard learning process.

Bureaucrat

As a Bureaucrat you will normally be using a pistol in combat, in addition to nano programs, and should increase the Pistol (Ranged) skill. You should

increase Nano Casting Initiative (Speed), to execute your combat programs faster. If you feel you get hit too much, you might want to increase the skills Dodge Ranged, Evade Close Combat and Duck Explosives (Speed), depending on what kind of attacks your typical enemies use. These are rather expensive for you though. You need five of the six nano skills (Nano & Aiding category); Biological Metamorphosis, Psychological Modifications, Matter Creations, Time and Space Alteration and Sensory Improvement. These allow you to run nano programs for summoning servant droids, dealing damage directly to opponents, and most importantly scaring, calming and charming enemies. Remember to increase your Nano Pool (Abilities).

Doctor

As a Doctor you will normally be using a pistol in combat, in addition to nano programs, and should increase the Pistol (Ranged) skill. You should increase Nano Casting Initiative (Speed), to execute your combat programs faster. If you feel you get hit too much, you might want to increase the skills Dodge Ranged, Evade Close Combat and Duck Explosives (Speed), depending on what kind of attacks your typical enemies use. These are rather expensive for you though. Your most important nano skills (Nano & Aiding category) are Matter Metamorphosis, Biological Metamorphosis, Matter Creation and Time and Space Alteration. These allow you to use nano programs for healing, harming and for boosting health. To further extend your ability to keep yourself and friends alive, increase your First Aid (Nano & Aiding section) skill. Remember to increase your Nano Pool (Abilities).

Enforcer

As an Enforcer you will normally be using a blunt melee weapon in combat. Depending on the size of the weapon (look at what skill it uses for attacking) you should increase the skill 1 Hand Blunt Weapons or the skill 2 Hand Blunt Weapons (Melee), plus Brawl (Body) and Melee Initiative (Speed). If you feel you get hit too much, you might want to increase the skills Dodge Ranged, Evade Close Combat and Duck Explosives (Speed), depending on what kind of attacks your typical enemies use. Your most important nano skills (Nano & Aiding category) are Matter Metamorphosis, Biological Metamorphosis and Matter Creations. These allow you to use nano programs for shielding and boosting health and combat abilities.

Engineer

As an Engineer you will normally be using a pistol in combat, in addition to commanding your robot, and should increase the Pistol (Ranged) skill. If you feel you get hit too much, you might want to increase the skills Dodge Ranged, Evade Close Combat and Duck Explosives (Speed), depending on what kind of attacks your typical enemies use. These are rather expensive for you though. Your most important nano skills (Nano & Aiding category) are Matter Metamorphosis, Matter Creations and Time and Space Alteration. These allow you to run nano programs to create tough combat robots and

provide shielding to both yourself, your robot and others. Engineers also have nano programs to increase their skill at crafting items.

Fixer

As a Fixer you will normally be using a sub-machine gun in combat, and should increase the skills Machine Gun / Sub-Machine Gun, Burst (Ranged) and Ranged Initiative (Speed). If you feel you get hit too much, you might want to increase the skills Dodge Ranged, Evade Close Combat and Duck Explosives (Speed), depending on what kind of attacks your typical enemies use. These are in fact rather cheap for you. Your most important nano skills (Nano & Aiding category) are Matter Metamorphosis, Biological Metamorphosis and Time and Space Alteration. These allow you to use programs that heal you continuously. Fixers are also quite dependant on Psychological Modifications and Sensory Improvement, e.g. to boost their weapon skills, and need to be careful about where to spend their points, as they have very expensive nano skills.

Keeper

As a Keeper you will normally be using a large sword in combat, and should increase the skills 2 Handed Edged Weapons, Brawl (Melee) and Melee Initiative (Speed). If you feel you get hit too much, you might want to increase the skills Dodge Ranged, Evade Close Combat and Duck Explosives (Speed), depending on what kind of attacks your typical enemies use. Your most important nano skills (Nano & Aiding category) are Biological Metamorphosis, Time and Space Alteration and Sensory Improvement. These allow you to run nano programs that increase your combat skills and activate auras to protect, heal or improve damage output for all friends nearby.

Martial Artist

As a Martial Artist you will normally be fighting with your bare hands, and should increase the skills Martial Arts, Brawl (Body) and Physical Initiative (Speed). If you feel you get hit too much, you might want to increase the skills Dodge Ranged, Evade Close Combat and Duck Explosives (Speed), depending on what kind of attacks your typical enemies use. These are in fact rather cheap for you. Your most important nano skills (Nano & Aiding category) are Biological Metamorphosis and Sensory Improvement. These allow you to use nano programs for healing and improving your combat abilities.

Meta-Physicist

As a Meta-Physicist you will normally be commanding your creations in combat, in addition to using nano programs, and should not need to increase any weapon skills. You should increase Nano Casting Initiative (Speed), to execute your combat programs faster. If you feel you get hit too much, you might want to increase the skills Dodge Ranged, Evade Close Combat and Duck Explosives (Speed), depending on what kind of attacks your typical

enemies use. A Meta-Physicist uses all six nano skills (Nano & Aiding category); Matter Metamorphosis, Biological Metamorphosis, Psychological Modifications, Matter Creations, Time and Space Alteration and Sensory Improvement. These are used for running program to summon creations to fight, heal and confuse, boost these creations, deal damage directly to your enemies, and improve your own and others' nano skills. Remember to increase your Nano Pool (Abilities).

Nano Technician

As a Nano Technician you will normally be using a pistol in combat, in addition to nano programs, and should increase the Pistol (Ranged) skill. You should increase Nano Casting Initiative (Speed), to execute your combat programs faster. If you feel you get hit too much, you might want to increase the skills Dodge Ranged, Evade Close Combat and Duck Explosives (Speed), depending on what kind of attacks your typical enemies use. These are rather expensive for you though. A Nano Technician uses all six nano skills (Nano & Aiding category); Matter Metamorphosis, Biological Metamorphosis, Psychological Modifications, Matter Creations, Time and Space Alteration and Sensory Improvement. Matter Creation is by far the most important skill though, as it's used for dealing direct damage to one or several enemies - the field of expertise of the Nano Technician. Other nano programs provide protection or enhance the ability to perform the direct damage programs (nicknamed "nukes"). Remember to increase your Nano Pool (Abilities).

Shade

As a Shade you will normally be using two piercing weapons in combat, and should increase the skills Piercing , Fast Attack (Melee) and Melee Initiative (Speed). If you feel you get hit too much, you might want to increase the skills Dodge Ranged, Evade Close Combat and Duck Explosives (Speed), depending on what kind of attacks your typical enemies use. Your most important nano skills (Nano & Aiding category) are Psychological Modifications and Sensory Improvement. These allow you to use nano programs for boosting your offensive and defensive abilities.

Soldier

As a Soldier you will normally be using an assault rifle in combat, and should increase the skills Assault Rifle, Burst (Ranged) and Ranged Initiative (Speed). Fling Shot and Full Auto (Ranged) are other special attacks you may find on assault rifles. Increase skills based on what weapons you pick up later. If you feel you get hit too much, you might want to increase the skills Dodge Ranged, Evade Close Combat and Duck Explosives (Speed), depending on what kind of attacks your typical enemies use. Your most important nano skills (Nano & Aiding category) are Matter Creations and Time and Space Alteration. These allow you to use nano programs producing powerful deflection shields to stop damage. Soldiers are also quite dependant on Psychological Modifications and Sensory Improvement, e.g. to boost their weapon skills.

Trader

As a Trader you will normally be using a shotgun in combat, and should increase the skills Shotgun, Fling Shot (Ranged) and Ranged Initiative (Speed). If you feel you get hit too much, you might want to increase the skills Dodge Ranged, Evade Close Combat and Duck Explosives (Speed), depending on what kind of attacks your typical enemies use. A Trader uses five of the six nano skills (Nano & Aiding category); Biological Metamorphosis, Psychological Modifications, Matter Creations, Time and Space Alteration and Sensory Improvement. These allow you to drain health, protection and skills from others to boost yourself, and share your own health and skills with your team. Traders also have nano programs to increase their skill at crafting

Resetting Skills

You can use IP Reset points to reset your skills and gain back the IP used in that skill. These points are earned every time you reach a new title level and are of limited supply so be sure you want to use them when you do.

To enable the option to reset IPs you need to enable the option in the context menu of the skill menu. Click on the 'i' in the top left of the menu and select the option to reset skills.



This enables the ability to reset skills. There will now be a button at the bottom of the skill description that allows you to do so.



You must be naked of all equipment of every kind when resetting a skill. This is to ensure people don't equip items then try to 'save' the IP points. Resetting skills can only be done when totally naked of all equipment.

Only skills may be reset – not your core abilities – and there is one exception to this. The map navigation skill may never be reset. This is to avoid people learning maps and map upgrades and then ditching the points, as the maps etc cannot be 'unlearned'.

Inventory

Now that you understand how to target and attack monsters we can head out and start having some fun right? Almost, its time to take a look at the tools and skills available to you before you go out and try to beat your first monster!

You are given some start up equipment when you arrive at the Shuttleport so let's take a look at what you've got and how to use it! The start-up equipment will vary depending on what profession you chose at character creation, but the basics are the same for all.

In your inventory you will find:

- A starter weapon (or a special attack if you are a Martial Artist)
- One or more Nano Formulas
- Some first aid and treatment kits
- A Jobe Bracer (only if you are starting in Shadowlands)
- A Hologram Device (only if you are starting in Shadowlands)

So how exactly do you access your inventory?



Open your Inventory by left-clicking the "Inv" button on the left-hand menu, or by pressing 'i' on your keyboard. In your Inventory you will find all the items we listed above ready to be equipped to help you start.

To examine an item, hold down the shift button and left-click the item. Read through the description to learn more about it. Don't worry if it doesn't all make total sense just yet, there is a lot to learn in Anarchy Online and it will become second nature before you know it!

Stacking items

Items such as ammunition, first aid kits and monster parts are stackable. This means that a few items of the same type can be placed "on top" of one another in the same place in your inventory. To stack some items, left-click on one item, drag it over an item of the same type, and then left-click again.

Separating stacked items

To separate stacked items, use the combination of ctrl + right-click on the stacked items.

Item quality

Many items appear in different qualities. Some, e.g. most weapons, have a name that suggests its general quality, but not all. All items, however, have a quality level (QL) listed in their description. The QL can vary from 1 to as high as 500, though most items have a limited quality range. Some even exist only at one specific quality.

An item's quality indicates how well it performs compared to other items of the same type, but of different quality. Higher QL means a better item. Higher QL usually also means higher requirements to use the item, however, so while you might get your hands on a high-quality weapon, you might not be able to use it until later - much later.

Some items have QL listed as "Special". This means the QL is hidden, and most likely the item comes only in one given quality.

Equipping items

Items like clothing and armour, weapons, implants and many gadgets need to be worn to have effect or be used in combat. This can be done by placing the item onto your character in the Wear Window. You can open the wear window by pressing the button on your bottom left hand menu bar.

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) 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 un-equip) 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.

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. Don't worry too much about implants just yet. They are a very good way of boosting your characters skills, but you don't need to worry about them just yet.

Many items can only be equipped in certain slots, and allow you to click anywhere in the Wear Window when equipping them. The item will locate the correct slot and insert itself there. Also, an item that has no effect when "used" (right-clicking it) will allow you to equip it by just right-clicking on the item.

Before you go into combat, make sure you have your starter weapon or special attack equipped.

Items as shortcuts

Items can be added to your shortcut bar: left-click to pick up the item and left-click again on the wanted place on the shortcut bar. Activating an item shortcut (left-click it, or press the corresponding number key) performs a right-click on the item. This means items that can be "used" (e.g. medical equipment) will be used, and other items will be attempted equipped or de-equipped.



Only items in your Inventory or the Wear Window can be added to the shortcut bar. Items inside containers will not stay on the bar.

Nano programs are the next important element of Anarchy Online to explain. All characters use Nano programs to some degree. Nanos can be offensive, defensive or a buff so you should get used to using them as soon as you can.

You can think of nano programs as the futuristic version of the spells you might find in a fantasy game.

Nano Programs

All characters have access to nanotechnology through an invisible cloud of nano-bots surrounding them. Controlling these nano-bots requires skill and inner strength. The inner strength is represented by your nano pool, which is shown as a blue bar on the left side of the screen, just above the left-hand menu.



Commanding the nano-bots is done through nano programs, which are uploaded to your program storage. Executing a program gives the nano-bots commands, which they carry out to produce the effect of the program, e.g. healing your body, increasing your aim, or damaging an enemy.

Nano Controlling Units (NCU)

Your Nano Controlling Units, normally just called NCU, limit what programs you can have running on yourself at any time. Beneficial programs that have continual effect take up a set amount of NCU, and if the target does not have enough NCU free to hold a new program, that program will fail to execute. Hostile programs do not take up NCU, nor do programs with one-shot effects like instant healing or damage.

Your free and total numbers of NCU are listed in the bottom left corner of the screen.

You start with eight total NCU. The most common way to increase your NCU is to install a Belt Component Platform, and then fill the slots in the platform with NCU Memory chips.

Nano crystals

In your Inventory you will find one or two nano crystals, depending on your profession. Each nano crystal contains a nano program, which you can upload to your program storage. The programs storage is shown in the Programs Window, which can be opened by clicking the "Nano" button on the left-hand menu. You can read what the program does by holding shift and left-click the nano crystal or the program in the storage. Here you can also see the requirements you must meet to upload and execute the program. You don't need to increase any skills to use the programs you start with.

To upload the nano program from the crystal, right-click the crystal, i.e. use it. The crystal will disappear, and the program will show up in its correct category in the storage. The program can now be executed as long as you have enough energy left in your nano pool.

Executing programs

Most nano programs require a target. You can target yourself by pressing F1. You can target others by left clicking on them. Most programs will run either on friendly or hostile targets, not both. Any program will run on yourself though, so be careful whom you target if you execute a hostile program. Your current target for nano programs (and other effects, like medical equipment) is shown next to the Chat Window - left-hand side if it's yourself, right-hand side if it's anybody else.

To execute a program, left-click it. Make sure to stand still while executing a program, as it requires full concentration from your character. If the program won't execute, an explanation why will be given in the Chat Window.

Example: *As an Adventurer, your starting program will be "Quick Heal", a healing program. It will drain sixteen points from your nano pool upon being executed, and restore between fifteen and twenty-five points of your health. Healing programs can be used on any friendly target, and are good for use in combat, as the most efficient medical equipment requires the target to sit down and not be under attack.*

Nano programs as shortcuts

You'll want all your regularly used nano programs on the shortcut bar. To move a program to the bar, move your mouse pointer over the program in the Program Window, and hold down the left mouse button. When the program attaches to the mouse pointer, move it to the wanted place on the shortcut bar and release the mouse button.

Pets

Pets are important tools for several of the professions in the game! Several professions have the ability to summon creatures and robots to aid them in their adventures.

Control over these pets is gained by the use of commands through your chat bar, you can find a list of the commands below as well as a handy guide as to how to turn these commands in macros so you don't have to do a lot of typing!!

There are three ways in which pets come under the control of player characters.

Summoned Pets

These belong firmly to the Meta Physicist profession - they can conjure up these pets from thin air using their nano abilities. The MP channel their inner thoughts to create a physical manifestation of their rage, anger and inner demons.

These summoned pets can have very different abilities, some are angry fighting pets, some heal and some can exert forms of crowd control by calming any aggro'd mobs.

An MP can have one of each type of pet active at the same time, so at any one time the MP may have three pets buzzing around them. High level MP's can summon some fearsome creatures indeed, even demons like the one pictured above!.

Constructed Pets

These types of pets are 'made' by the Engineer and Bureaucrat professions. They use nano formulae (and a credit cost) to create a shell that resides in their inventory - this shell can then be activated (by right clicking it) and the pet will appear.

Examples of the pet 'shells' as they appear in your inventory

The credit cost increases with the Quality Level of the pet.

Engineers are by far the kings of this type of pet and their pets are far more powerful than the Bureaucrats line at similar Quality Levels.

Charmed Pets

The third way that players end up with a handy pet is to 'charm' them - this is a skill that belongs to the bureaucrat and Trader professions through the use of nano formulae. Basically if successful it means that a targeted mob becomes a pet for the bureaucrat for certain durations of time.

Some NPCs are not intended to be charmed (such as some quest mobs) and have very high nano resist rates to prevent players from causing havoc with charmed NPCs.

Also be careful when the charm runs out as the mob will immediately aggro on the caster

A bureaucrat can have a charmed mob in addition to their own pet so can therefore have two active pets at a time.

Pet Commands

- **/pet report** - Your pet will tell you who he is fighting, where he is and his current health percentage. Perfect for when he gets lost, when you want to know if you have to jump in and take some hits for him. Very important command as it tell you how much health it has left as well!!!
- **/pet attack** - Tells your pet to attack whatever you are currently attacking.
- **/pet rename "Name"** - Renames your pet to whatever you replace "Name" with
- **/pet wait** - This tells your pet to wait for you where ever he is currently standing. He will only move if something attacks him or if something attacks you and he is within perception range
- **/pet follow** - If your pet is just standing around, he will start to follow you again.
- **/pet guard** - Asks your pet to guard your current target, and if no target is selected, Guards the current spot. Similar to /pet wait except if he does move for combat, he should return to his spot afterwards.
- **/pet hunt** - This means that your pet will run off and start attacking anything and everything in range. This includes friendly targets! (but not players) however it will attack guards! so be careful, I would not really recommend this command outside of mission environments.
- **/pet terminate** - 'Kills' your current pet.
- **/pet chat "Text"** - This will make your pet say whatever you replace "Text" with.
- **/pet behind** - This will make the pet always keep behind you. This is also the state that over equipped pets will fall into if you fall below the 120% rule that will be introduced in patch 14.2.
- **/pet free** and **/pet release** - Releases a charmed mob from the control of a bureaucrat.
- **/pet cycle** - A command that allows bureaucrats or MP's to cycle through their pets (or charmed mobs) and issue commands to the correct pet.
- **/pet help** - Not really a command, this will just list all the options in case you forgot the command you are looking for.

Creating Pet Macros

It isn't very efficient however to be forever typing in the commands listed above, to this end most players who rely on pets will create macros that can sit in their hotbar and therefore be activated at a click or button press.

To create a macro type:

```
/macro "Macro nametag" /<instruction>
```

Replace "Macro nametag" with the text you want to appear on your icon and <instruction> with what you want to do. For example to make a hotkey for your pet to attack it would be:

```
/macro kill /pet attack
```

The nametag will only display five characters, once you hit enter an icon will appear (with the tag 'KILL') on your mouse pointer ready to be placed in your hotbar like any other skill or item. Press 'y' to bring up your hotbar if it isn't already in view and you can then place the macro there. An extension would be

```
/macro Kill /pet %t attack
```

This would make your currently targeted pet attack (handy for MP's as they have more then one pet). You can also put the pets actual name into the macro, so it would be:

```
/macro Kill /pet 'insert name here' attack.
```

This is important for MP's in particular as if you try and tell a heal pet to attack something it will just plain refuse and not do anything. By customizing the macros you can ensure you can easily give the right command to the right pet.

Perks

Perks are special abilities and bonuses for your character if you have Shadowlands and / or Alien Invasion active on your account (**Note:** players using the free play option do not get access to perks). They are a totally new set of abilities that you can choose for your character as you progress through Anarchy Online, the higher in level you get, the more options open up to you through this system. You don't actually have to 'do' anything other than level in the normal fashion, every ten levels starting at level ten you will be awarded a perk point until you reach level 200, for every shadow level you reach after level 200 you will gain an extra perk point. This means that you get forty perks in all at level 220.

The Perk Menu

To access the perks menu you can either just press the Perks menu button in the new GUI, or simply press shift-p to bring the menu up directly. That will bring up the perks menu. You will notice that there are three tabs across the top of the screen; this breaks down the perks in categories:

Profession Perks: These are the perks unique to your profession, special abilities that other professions can't specialize in

Group Perks: These perks are accessible by several professions, but the display will only show those relevant to your own profession

General Perks: These are available to all professions and contain more generic bonuses



The first thing you will probably notice is that there are lots of perks! Don't worry and don't rush into anything there is many ways in which you might want to specialize your character so take some time to look through them all and see what they have to offer.

To view exactly what a perk offers just run your cursor over the perk and the description will display like in the screenshot below:

You will notice that it shows you the level requirements and any other requirements, to train in each level of perk you must have the previous level of that perk already trained, you can't jump straight to the last tier of a Perk. Each perk requires the previous one.

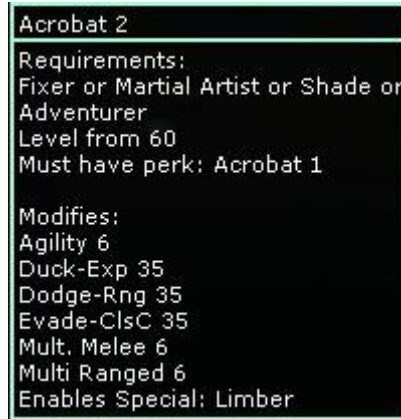


The perk window shows you which perks are currently available. They will have a grey dot next to them; the perks you already have will show a green dot, and the ones you can't yet pick will be red. Once you click on it a warning window will appear to confirm that you want to take this perk as you can see in the screenshot below:



Using Perks

Most of the perks are 'passive' meaning they just confer a stat bonus to you, you don't actually have to 'use' them, they are there on your character all of the time just like a piece of armor or an implant.



Some of the perks though also have special abilities attached. These abilities will become available in your actions menu once the perk is taken.

To access perks actions click the action button on the menu as shown below and navigate to 'Perk Actions', depending on your keyboard and mouse configuration you can then left or right click the action. It's also possible for you to move your special abilities to a hot bar spot for easy access in the heat of a fight!



Putting a Perk Special on your Hot bar

This is a simple case of holding down the relevant mouse button until you see a special icon appear at the end of your cursor. Then you can just drag it to your hot bar like any other icon.



Removing a Perk

Ok, so now you have your perks going, now what happens if you make a mistake or would like to re-train and take a different perk? This is very much possible by using the 'Remove Perk' command, although with one consideration - you can only do this once every 24hrs. **Note:** this isn't in-game time, it is twenty-four hours of real time, the counter keeps ticking down whilst you are off-line or even playing another character.

To remove a perk hit the 'Remove Perk' button in the bottom of the perk display, your cursor will then change to a red 'R' as shown below. Then click on the perk you want to remove.



You will then get a confirm box asking you to confirm. Press 'ok' and you will notice that a timer has appeared in the display in the bottom right and it has started counting down. You will not be able to reset another perk until that timer reaches zero again. Note that although you can't do it for another 24hrs, the perk point for the perk you just untrained becomes available immediately.

Leaving the Newbie Area

Once you have gained a few levels and explored the new player area you will probably soon want to get out there and explore the game world for real!

In order to leave the new player area you need to seek out the main platform you will probably have visited already as you explored the Shuttleport Island.

Behind the NPC recruiters is a door that leads to portals (called Whom-pahs in Anarchy Online) that can teleport you to one of the cities on Rubi-Ka. Before you leave though you have to acquire a key from one of the recruiters.



If you want to join the clan faction speak to the clan recruiter and you will be given a key for the portal that will lead to the clan city of West Athens.

If you would prefer to join the Omni Tek faction speak to their recruiter and you will be given a key for the portal that leads to the Omni city of Rome.

If you are not sure about which faction to join yet and would like to remain neutral for now you can speak to the neutral observer who will give you a key that can be used on the portal to access the neutral city of Borealis.

The recruiter or observer you spoke to will give you an access card, pick up the access card on your cursor and use it on the whom-pah terminal as shown above by right clicking on the portal control whilst the access card is on your cursor

Arrival On Rubi-Ka

Depending on who you decide to align with and which exit you take, you will appear in one out of three possible cities: West Athen if you side with clan, Borealis if you decide to go neutral, or Rome if you side with Omni-Tek

Borealis

History

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.

Facilities

You will find Borealis has everything you need to get going on Rubi-Ka. Shops, mission terminals and insurance terminals are all within easy reach

Rome

History

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.

Facilities

Rome is clean and 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. Here you will find the Whompa to other locations in the central park as well as a grid terminal

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. You will find basic shops and facilities here

West Athen

History

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. Eventually the city was claimed by the clans and named Old Athen after the name of one of the clan leaders who died in the assault on the city.

West Athen sits just outside the city walls and serves as a meeting place for those with business in the city itself

Facilities

West Athens has all you need to get going on Rubi-Ka along its central street, shops of various quality levels, mission and insurance terminals.

On the second tier of streets you will find a grid terminal.

The main Clan city of Athen is just a short run to the north

Travel around Rubi-Ka

So now that you are out and about on Rubi-Ka itself you'll probably want to get around and discover more of the planet for yourself! There are two fast ways of getting around Rubi-Ka quickly and easily without having to travel through the wilds, Whom-Pahs and the Grid.

Whom-Pahs?

Whom-Pahs are the standard teleportation system that link most of the populated areas of Rubi-Ka and can be used by anyone without any costs or skill requirements. These teleporters are simply entered and you will be teleported to the location printed above the door of the whom-pah you are entering.

The whom-pah network links all the major cities on Rubi-Ka and is your easiest means of getting somewhere quickly. You will find Whom-pah stations in most of the major cities and population centers.



The Whom-pah station

It is wise though to demonstrate some caution when considering your destination in terms of what security measures may be in place at the other end. For example if you belong to the Clan faction you will be met with instant attack by the guards if you tried to travel to Omni-1

Tip: 'Dovve' Map

If you open the default planet map ('P') you will see a question mark options icon, if you click it you will be given the choice of maps, there you will find a upgraded version of the basic map that was created by a player and is now included in the game itself!

This map shows all the Whompa routes when in zoomed out view.

The Grid

The grid is a means of transport around Rubi-Ka. Unlike the whom-pahs though the grid requires skill to use, the computer literacy skill to be precise. To enter the grid you need to find a grid terminal and right click it. You will then be entered into the grid zone itself. In the grid you appear as a little blue pyramid and you'll see portals to other zones, basically you can enter these portals by passing under the signs to appear at or near the grid terminal in that zone.



Grid Access Terminals

Terminals like the one shown to the left allow you to access the grid if you have the correct Computer literacy skills

The grid is a safe and quick means of travelling long distances other then the Whom-pahs. Your Computer Literacy skill determines which gates out that you can use and which lifts you can access.

The first (ground) level can be accessed from 80 skill in Computer Literacy, to gain access to the second tier you need 100 CL and 200 CL for the third.

Tip: Be Careful!

If you entered whilst your computer literacy was buffed, and the buff wears off you might find yourself stuck unable to use any of the exits, in these cases you can exit via the emergency exits on the ground floor



Exit portals in the Grid

You can find Grid Terminals all over Rubi-Ka in the main cities and outposts, ask around if you have any difficulty finding them.

Grid Skill requirements

Here is a helpful list of the grid exits and the computer literacy skills required to use them:

Portal	Computer Literacy Required
Athens	➤ 80
Tir	➤ 80
Borealis	➤ 90
Newland	➤ 90
Second Level Elevators	➤ 100
Omni Entertainment	➤ 75
2HO	➤ 80
Meetmedere	➤ 90
Rome	➤ 90
Galway	➤ 100
Harrys	➤ 120
Lush Hills	➤ 120
West Athens	➤ 130
Clondyke	➤ 150
4 Holes	➤ 180
Broken Shores	➤ 250
Third Floor Elevators	➤ 200
Omni HQ	➤ 150
Camelot	➤ 450
Sentinels (Mort)	➤ 460

Note that some exits on the upper levels do have lower requirements than the elevators up to them so it may be possible to enter the grid at those locations, but not use the elevators back up if you go down a level.

The Fixer Grid

The Fixer profession can get access to a very special version of the grid by doing a series of quests. Higher-level fixers can even allow non-fixers into this special grid. The Fixer grid cannot be accessed in any other way but it contains exits to each and every zone on Rubi-Ka.

So if you find yourself needing to reach a far flung location in dangerous territory it might be worth seeing if you can acquire the help of a high level Fixer, they might just be able to help you get where you are going!

Be warned though that Fixer Grid exits are one way only, so you won't be able to get back via the same route.

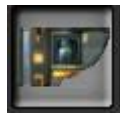
Apartments

Players are allowed to own their own apartments in AO. All player characters can own at least one apartment. You get your apartment in a very straightforward way. Simply entering one of the apartment blocks in the city backyards.

You get your apartment the first time you enter one of the doors in the backyards marked 'apartment'. All apartments are in the backyards. You cannot have an apartment anywhere else on Rubi-Ka.

These apartment doors are in slightly different locations depending on which city you are in. In Neutral backyards in Borealis and Newland you will find the door in the central square of the backyard. In Omni backyards the apartments are up the stairs on the upper level of the backyard to your right as you enter the backyard from the city. In clan territories they are also on the raised section behind the training mission entrance.

Once you have entered your first apartment it's yours and a key will appear in your inventory.



This must be in your inventory every subsequent time you want to get into your apartment. Please note that you can't use it if it is in a backpack. It must be in your main Inventory.

Furniture

Furniture can be found in missions and from furniture terminals in some shops. These items can be placed in your apartment by dropping them on the floor. The orientation when placed depends on the direction your character is facing.

Visitors

Yes, you have to be teamed with them, and you have to be the team leader, you do not have to duplicate the key like in missions.

Replacement Keys

If you accidentally delete or lose your apartment key you have to purchase an Apartment Application Form in a shop, it will reset your apartment so you can get a new apartment, but you do lose anything stored in the previous one, so be careful with that key!



Changing Apartments

You can use the same form mentioned above to reset your original Apartment and get a new one at a different place if you want. As above however be aware that you will lose anything in your existing apartment.

Apartments in Jobe

Subscribers who own the Shadowlands expansion can also gain access to apartments in the city of Jobe. This is in addition to your apartment on Rubi-Ka. The process is the same as claiming a Rubi-Ka apartment.

There are two different apartment types within Jobe, standard and Luxury accommodation. The luxury versions were only available to players who pre-ordered the Shadowlands expansion.

Shopping

You will of course want to buy and sell some items whilst on Rubi-Ka! There are two types of vendors on Rubi-Ka, flesh and blood NPC's that sell produce and items and machines called 'terminals' that you find in the main shops. Lets deal with the terminals first. Some of these are just scattered around outside on Rubi-Ka but the easiest to locate are in shops. These are indoor areas that can be found easily in cities and outposts.

Types of Shop

There are three main types of shop you will find the cities of Rubi-Ka: Basic, Advanced and Superior. This equates to the range of Item quality levels you will find within, there is some crossover but a general rule is as follows:

- Basic Shops have vendor terminals that will stock items between QL1 and 40
- Advanced Terminals have vendor terminals that stock items between QL40 and QL75
- Superior Terminals have vendor terminals that stock items between QL75 and 125

Inside these shops you will find many different terminals selling different types of supplies. Medical, Armor, Weapons and Implants are all available in these stores.

In addition these stores also have different rooms. In the main room you will find general vendors. In the tradeskill room you will find vendor terminals for specific tradeskill goods.

There are also other types of shop around Rubi-Ka, social clothing vendors, specialist shops and in the smaller outposts you will generally find smaller shops with only a single terminal or vendor NPC.

Computer Literacy and Terminals

Your Comp Lit skill directly effects the price that terminals will offer / charge for items. The higher your skill the better price you will get. This isn't all that noticeable until you reach higher levels but every credit helps.

Faction and Buying / Selling

If you are Clan or Omni selling to neutral NPC vendors will not yield as good a price as if you traded it to an NPC of your faction. It's also worth noting that prices for Omni players in Omni terminals are also better, again it's not all that much but again every little helps.

Adventuring

Having arrived on Rubi-Ka you will no doubt want to find some action and adventure to get involved in, and maybe start to earn yourself some credits and maybe even a reputation!

There is much to see and do on Rubi-Ka, but as a new arrival it's often quite an overwhelming experience to try and get yourself established on Rubi-Ka. So the question is where to go and what to do!

For new arrivals the best bet is to head to the Condemned Subway areas that can be accessed from Borealis, Rome and West Athens

The Subway

The condemned subways are dungeons for players level 1 to 24 and can be accessed from there different locations across Rubi-Ka giving easy access to players from all factions on Rubi-Ka.



The entrance to the

- Neutral players can use the entrance in Borealis
- Clan players should head to West Athens to enter the subway
- Omni Tek aligned players can find the entrance to the subway just outside Rome

The subway plays host a variety of creatures and bosses ready for you to face, the deeper you go the harder the enemies you will face!

Tip: Boss encounters!

Be careful when you come into contact with named residents of the Subway, these bosses have more hit points and better attacks than the standard creatures. Euminedes, Vergil Aeneid and the Abmouth Supremus are some of the bosses to look out for in the Subway

Starter Quests

There are several special missions available for new arrivals on Rubi-Ka to take part in, and get some neat starting items.



Professor Bobic

A little north west of the city of Tir clan members can find professor Bobic who needs some mutants hunting down



The OT Tailor

Omni personnel can visit the OT Tailor in Omni Trade and learn how to acquire some starter armor.



Vagrant coats

These scruffy individuals that can be found near the subways want some help in getting a coat to keep them warm



Ratcatcher

Just outside of West Athens clan members can find Tirbo Ratcatcher who needs some help controlling the local rollerrat population.

There are other tasks waiting to be found as well, so get out there and explore Rubi-Ka, but those above should get you started!

Missions

You will want to make yourself some credits to keep you in ammo and other supplies and the best way of doing so is to do some missions on a regular basis.

There are two types of mission available, solo missions and team missions, you can tell the difference between them by the icon above the terminal. A solo mission terminal has one blue icon above it, whilst the team mission terminal has three.

To get a mission all you have to do is visit one of the handy mission terminals that can be found all over Rubi-Ka. All you have to do is right click on the terminal and the mission generation screen will appear.

What do the different Missions mean?

The first time you try and get a mission from the mission terminals can be a little confusing, so what exactly do the different choices mean, and how do they affect the missions you get offered?



This is the basic mission selection screen, you can just move the difficulty slider between EASY and HARD to get as difficult a mission as you would like

Tip: Mission Difficulty

If you set the mission difficulty too low the mobs in the mission will be 'grey' (i.e. far lower level than you) and will not yield any exp rewards

You can expand the details toggle and get a lot more options for your mission. These dictate everything from the layout of the mission to the types of mobs you might find in the mission.

Experiment with these settings to see the different types of mission environments and the rewards that you can generate



The expanded mission screen next to the planet map, note that the location of the highlighted mission appears on the map.

You will notice there are also different icons in the selection screen depicting the different types of missions available. These affect how you complete the mission in question.

Some require you to kill a target, some to just monitor them, some require collection of an item, or other the sabotage of some piece of equipment. You can read the mission description for more details

In the description you will also see the reward being offered for that particular mission. These rewards are a good cheap way of gaining new armor and items and saving you some credits at the same time!

Once you are happy with the settings you can then hit 'Accept Mission'. Then a random mission is created for you at that location that you can visit and complete. These are constructed from a building block style of rooms so are different every time you play them.

So how do I find my mission?

Once you have accepted a mission a key will generate in your inventory, to find out exactly where to go open the mission window and then select the mission you want to upload to your map with the right mouse button, holding it down.



A drop down menu will then appear offering you the option to 'upload to map'

You will then see the mission location marked on your planet map with a little 'M' icon.

Your chat window will also notify you when you enter the correct zone and an orange dot will appear in your compass to point you in the right direction once you are in the correct zone. If you have the mini-map updated for that zone you will also be able to see the mission location as a little white star. Note though the directions is 'as the crow flies', so its not always possible to reach it that way due to walls, dead ends etc

Mission Timers

Missions have a time limit, if you examine the mission (just as you would an item) you will see that it has a 'time left' time on it, this tells you how long you have to complete the mission, if you delay past this time you will not get the reward for the mission.

Hunting in the Wild

You can of course just go out hunting in the wilds of Rubi-Ka, the key to successful exploring and hunting in the outdoor areas is to do a bit of reconnaissance first and try to find an area where you can hunt without higher level monsters wandering past and disturbing you.

It's always safer to hunt outdoors in teams as the wilds of Rubi-Ka hold many dangers for unsuspecting explorers.

Level 5 to 10

Newland City Lake.

There are a variety of low-level mobs to hunt in and around the shores of the lake immediately outside Newland City. Has the advantage of having save terminals and guards very close.

Crater Farm Valley

A little west of the city of Tir you will find some good hunting ground around the Impact crater. Location is marked as 'crater' on the Dovve map

Omni Forest

There are a variety of mutants and wildlife just waiting to be hunted down in the environs of Omni Forest

Level 15-30 teams

Oasis

This good hunting spot can be found North East of Newland city in the Newland Desert zone. The brontos make good hunting!

Mines and pipes in Lush Fields

Omni personnel can find good spots to hunt around the southwest mines and pipes near the Lush outpost (marked as Lush OP on the Dovve map)

Bot Mountain

Clan members can head to greater Tir Desert and find this mountain that is infested with discarded and mutant robots.

There are of course many other excellent hunting areas to be found as you level up. The best advice is to get out there and explore the vast landscapes of Rubi-Ka. You will soon find many other good hunting areas for you and your friends.

Insurance and Death!

Death isn't permanent on Rubi-Ka (thankfully!) thanks to the insurance technology that protects all citizens of Rubi-Ka. All over the planet you will find insurance and reclaim terminals.



Using an insurance terminal saves your information at that location; you will never lose any experience points below that which you had when you last saved.

If you do die you will be resurrected at the last location you saved at.

Low levels citizens do not suffer from any experience loss at death, but can still use insurance terminals if they wish to be bound to a different location. You will be warned in your chat window when the risk of experience loss starts. After this point any experience gained since the last time you saved will be lost upon your death.

The lost experience points go into an experience 'pool' that is then claimed back little by little with each time you subsequently earn exp until the pool is cleared, so after each death you will gain more experience per kill for a while until your pool is gone. This means that no exp is ever totally lost, you will gain it back over time.

NOTE: Experience lost due to self-termination (using the /terminate command) will not get added to the pool!

Tip: Insurance buffs

Bureaucrats who have the Shadowlands expansion have access to perk buffs that can speed up the reclamation of exp points in your pool

Tradeskill GUI

You can find your tradeskill interface in the GUI by simply clicking on Actions > Windows > Tradeskill interface. This will bring up a new window where you will put the two items that are to be combined, shown below.



The structure of this window is as follows:

- There is a source window and a target window.
- The source may or may not be the item affected. More often than not, it will be in this window.
- You have a target window.
- The target is what you are combining with the source as in the example.

Building an Item

When two items that are able to be combined are placed in the window is simply hit build and it creates your item as you can see. In the Build Feedback window you can see the new item before it is created.

Note: You do not have to use the tradeskill interface to combine items. If you know how things combine you can combine them directly without using the tradeskill window. Picking up the source and combine it with the target with shift + right-click.

Implants

Implants are an important part of the game. A good set of implants can seriously improve your character. Basically they are a series of biomechanical devices that are implanted into your character to raise your skills. You can find the implant view on the third tab of your 'WEAR' window.

Note: This is also one of the most flexible but complex parts of character development in Anarchy Online so don't be too worried if the whole implant system seems a little complex at first!

Implants can be split up into three broad categories:

- Pre-built professional implants
 - These are your perfect introduction into implants and are sold in the basic stores across Rubi-Ka.
- Regular Implants
 - These are the mainstay of the implant system. These can be built through tradeskills to fit the specific needs of your character
- Refined Implants
 - Implants above Quality Level 200 are known as refined implants and are harder to make and equip but offer the highest bonuses to skills

Lets take a look at each type in turn, then we will explain how to equip them.

Pre-built professional implants

A great introduction to implants, these special implants can be found in basic stores in the major cities on Rubi-ka. Located in a separate department within the basic shops you will find a vendor for each profession.

These vendors sell pre-built, ready to install implants that are suitable for the profession. Note these may not be the 'most efficient' implants that veteran player might build, but they serve as a good starting point until you are a little more comfortable with the implant system.

Regular Implants

You can find some implants as general loot dropped from mobs throughout the game, but by far the most advantageous route is to make some implants to suit your specific character needs. This is the strength of the implant system. It truly allows you to significantly increase the power of your character.

Building an Implant

Basic implants are the base component for a complete implant, and do not confer any bonuses to your character at all. To start getting bonuses you need to find (or build) implants with 'nano clusters' installed in them.

It is these clusters that actually contain the bonuses, there are three levels of nano clusters, and each implant can have one of each type of cluster installed. The three types are Faded, Bright and Shining. All clusters can be found in each variety, and there is a cluster that relates to each and every skill available to your character.

A completed implant though will take its name from only one of the clusters that are installed, so it always pays to shift click implants to see what clusters they actually contain.

Like all other items in AO, both implants and clusters come in different Quality Levels. The QL of implants you find in missions or while hunting will effect the stat required for wearing the implant.

Requirements

Every implant has three stat requirements to wear. The higher the QL, the higher the requirements, but the higher the bonus as well. The two attributes that are set depend on the combination of clusters being installed. Every implant also requires treatment to install.

The base skill requirement for the implant will generally be.

(Quality level x2) + 4

Quality Level comes into play in a much more significant manner when it comes to making Implants yourself. Making Implants is actually fairly easy, but there are a few important points to remember that might help avoid frustration or wasted time.

Assembling the parts

To make an Implant you need between two and four parts:

You will always need the basic implant of the type you want to make (head, feet etc). These can be purchased from the basic augmentation terminals in the tradeskill sections of most shops or in any shop that has one.

The you will need the clusters that you want to install, remember that you are allowed one of each type in any given implant, so you can have one bright, one shining and one faded cluster.

So the 'recipe' for an implant is:

BASIC IMPLANT + FADED CLUSTER + BRIGHT CLUSTER + SHINING CLUSTER

Now the rules of installing the clusters:

Your Nano programming skill determines whether you can make the implant.

Feedback messages in your chat window or tradeskill interface will tell you what Nano programming skill is required.

Be aware of the quality level of clusters you are trying to install

A general guide is that the cluster should be around the same level of the implant you are trying to install it in. The different cluster types (shinning, bright and faded) have slightly different rules regarding the quality level of the cluster against the quality level of the implant

Shining clusters must be within 86% of the quality level of the implant

Bright clusters must be within 84% of the quality level of the implant

Faded clusters must be within 82% of the quality level of the implant

As an example if the implant is level 100 the faded cluster you want to install must be at least quality level 82 to install.

The game always rounds down when making that calculation.

You can install a cluster into an implant of lower quality level

BUT the bonus given by the completed implant will be lowered to that appropriate to the QL of the original basic implant used. This is a potential major loss of credits, so be careful, install a QL100 implant (and the shining ones are the most expensive) into a QL10 implant and you will get a QL 10 bonus from your nice shiny QL100 cluster!

Clusters cannot ever be removed from an implant

Again be careful because once it's in, it's in and cannot be removed by any means.

Note: It is possible to strip an implant of all installed clusters by using a special device available through Fixers. However this process does not recover the actual clusters and just leaves you with the blank implant again.

Try and build implants relevant to your character

Given that different clusters can only be used in certain slots, think carefully about which areas your character really needs the boost in. If you have a goal to your implant building (i.e. raising ACs, equipping a higher QL weapon or using certain items) then the end results will be all the more enjoyable.

Refined Implants

Above level 200 implants and clusters come in a variety called 'refined'. These implants can only be gathered from missions and mob drops above level 200. Refined implants cannot be combined with normal implants. (i.e. a refined cluster will only go into a refined implant)

Jobe Clusters

Those with the Shadowlands expansion have access to a special cluster vendor located in the city of Jobe. This vendor sells clusters that raise skills not otherwise covered by standard implants like addaldef and addaloff.

The key difference in these clusters is that they have different requirements when built into an implant so you may find the cluster you want to use requires computer literacy or weapon smithing to install rather than the standard nanotechnology skill.

Installing an Implant

Implants cannot be swapped in and out like regular inventory items. They require a treatment clinic to install. Treatment clinics can be found in basic, advanced and superior shops as well as in the city backyards and some select specialist implant shops.

Using the treatment clinic is a simple matter of right clicking on it. A buff will be placed on your character that last for five minutes or until you zone that allows you to place and remove implants, it also buffs your treatment skill significantly that makes installing the implant that little bit easier.

Symbiants

There is a fourth type of item that can be installed in your implant locations. These are the symbiants that can be found in the Shadowlands. These are only useable by players with the Shadowlands expansion enabled.

Symbiants are like pre-built that offer a wider range of bonuses in an individual slot, but you don't get to customise them in the same manner as implants as you have no choice over the bonuses that they provide.

The requirements to equip symbiants are also higher than that of regular implants of an equivalent quality level.

Teaming

Teams are groups of two to six people, whereof one is the team leader. A team is usually formed for fighting, and give great rewards to its members.

Starting a team



You can start a team by opening your Team window (CTRL + 5), targeting a person you want to join you, and click the "Recruit" button. It's good form to ask the person first, mind you. The person sending the invite is made team leader. The team leader is the only one who can invite new members to the team.

Joining a team is done by opening the Team window and clicking the "Accept" button that shows up when you've gotten a teaming invitation.

Team Rewards

Experience bonus

When in a team, the Experience (XP) gained is divided on all the team members. However, the total XP reward is higher than when a single player does the same task. I.e. killing a creature alone might give a reward of 1000 XP. Killing the same creature in a team will give each member less than 1000 XP, but the total XP for the team members would be greater than 1000.

This bonus increases with each team member.

Friends and contacts

Playing in a team, relying on each other and progressing as a group ties people together. You'll remember each other's names, say "hi" next time you happen upon each other, and possibly team up again. Maybe you'll find an organization to join through your team. Quite a few organizations have started from a single successful team.

Efficiency

A group of people cooperating can take down stronger enemies, or just more enemies. Also, the bonuses others can bestow on you through e.g. nano programs make you personally more efficient. A well operating team is very strong indeed.

Game experience

Playing in a team gives you an insight to how other professions play and perform; what their abilities are, and what roles they typically take. You'll learn to pick what types you want in your team, based on what you're planning to do, and what types you already have.

Managing a team

The Team window contains some information on your team members: their health (red bar) and nano pool (blue bar), and who's the team leader (yellow star). You can target each of your team members (including yourself) by clicking on their name in the Team window, or by pressing F1 to F6 on the keyboard. Note that F1 to F6 corresponds to the order of the members in the window, and that you're always on top of the list (F1) yourself.

Loot distribution in teams can be changed by the team leader by typing */team loot [option]*, where *[option]* is the loot option he wants to use. There are three options:

- leader (leader takes everything)
- alpha (cycling through each member alphabetically)
- all (everybody may loot everything)

Kick Member – The team leader can kick people from the team, and pass away team leadership. This is done by moving the mouse pointer to team member's name in the Team window, holding down the right mouse button until a small menu pops up, and selecting either the "kick" or "make leader" icons.

Team level

Teams that stay together for a long period of time get more coordinated, and fight better together. With time their team level increases, and they gain a small bonus to offensive and defensive skills.

The team level starts at 1, and can be no higher than 5. Getting your team level to 5 takes several hours though, and each time a member of the team leaves (or is kicked out), the team level decreases by 1.

Looking for Team Interface

The looking for team interface can be accessed from your team menu. This allows you to search for possible team mates or to advertise your availability for a team.



Organisations

Organisations are the key to Alien Invasion. From the building of player run cities to the organising of the planet's defense against the alien threat. If you want to get the absolute most out of the latest episode in Rubi-Ka's history you are going to want to be a part of a good organisation.

Joining an Organisation

Joining an organisation is a fairly straightforward process in itself, you just need to get a member of an org of a suitable rank to invite you. It sounds easy doesn't it? Well it is, but the key is finding the right org for you and your play style.

There are lots of organisations in Anarchy Online and each has a different style and focus, ask around other players. The community sections of the official forums also have boards where you will find organisations advertising for new recruits.

Starting your own Organisation

If you and your friends would rather start your own organisation then you will need to gather up

To form an org you need a full team of people, none of whom can be a member of another org and all of the team members must be of the same side (omni-Tek, Clan or Neutral). The team leader can then use the following command to found the org.

`/org create (name of org)`

The organisation will belong to the same side as all the members of the team (Omni-Tek, Clan or neutral), and the team leader becomes the organisation leader. We will get to the various organisation management commands in just a second but first let's take a look at the types of organisations available.

Organisation Types

On Rubi-Ka organisations are not all the same there are several forms of government that you can apply to your org. You can choose various forms of chain-of-command for your org. Known as governing forms each has a slightly different effect on how your org functions, who can promote, recruit or kick members etc.

The org leader can use the following command:

`/org governingform (form)`

(form) can be one of Department, Faction, Republic, Monarchy, Anarchism, and Feudalism. So what do they all mean and what are the differences?

All the governing form types have a series of 'ranks' that dictate where a player sits in the organisations hierarchy and whether or not they can recruit, promote, demote or kick other members

Department

0=President
1=General
2=Squad Commander
3=Unit Commander
4=Unit Leader
5=Unit Member
6=Applicant

Faction

0=Director
1=Board Member
2=Executive
3=Member
4=Applicant

Republic

0=President
1=Advisor
2=Veteran
3=Member
4=Applicant

Monarchy

0=Monarch
1=Counsel
2=Follower

Anarchism

0=Anarchist

Feudalism

0=Lord
1=Knight
2=Vassal
3=Peasant

Organisation Management

This is a list of organisation commands in Anarchy Online. Commands followed by an asterisk (*) are available to organisation leaders only.

`/org create (name) *`

(name) is the name of the organisation.

This is the command to create an organisation. The requirements for using this command are:

- You must be the leader of a full team.
- All of the team members must be of the same side.
- None of the team member can be part of another organisation.

The organisation will belong to the same side as all the members of the team(Omni-Tek, rebel or neutral), and the team leader becomes the organisation leader.

`/org ranks`

Lists all ranks available in the organisation. The maximum number of ranks in an organisation is 10.

`/org history (text) *`

This command sets the history of the organisation, which is displayed when someone does a `/org info`.

`/org objective (text) *`

This command sets the objective of the organisation, which is displayed when someone does a `/org info`.

`/org description (text) *`

This command sets the description of the organisation, which is displayed when someone does a `/org info`.

`/org name *`

This command sets the name of the organisation, which is displayed when someone does a `/org info`.

`/org promote (target)`

There is no need to supply a level to promote to because promotions are one level at a time. The target will be informed about the promotion.

Two conditions must be met to allow promotion:

- You must have someone from your own organisation targeted for this command to work.
- You must have at least 1 level above the level you are promoting to. (The exception is the leader who can promote

someone one level below himself to leader. The leader will lose leadership as the new leader is promoted.)

`/org demote (target)`

This is the opposite of promote. The target will be informed of the demotion.

Two conditions must be met to allow demotion:

- You can only demote someone who is at least one rank below you.
- You must have someone from your own organisation targeted for this command to work.

`/org info (target)`

When you do a `/org info` on a target, you will get the following information:

- Organisation Name
- Governing Form
- Leader
- Objective
- Description
- History

If you and the targeted individual are part of the same organisation, you will see the organisation rank of the target. And if there is a vote going on, you will see some information about it (description, time left to vote, and the alternatives).

If you have yourself targeted, you will also get to see the organisational upkeep (upkeep cost / payment cost).

`/org governingform (form) *`

Where (form) can be one of *Department*, *Faction*, *Republic*, *Monarchy*, *Anarchism*, and *Feudalism*.

`/org kick (name of player)`

It is important that you can kick someone who is not targeted (offline, or in another playfield). Only the leader or someone 3 clan/faction levels above the target can kick them.

`/org invite (target)`

Asks a player if he wants to join. There is currently no limit to the number of members an organisation can have.

The requirements for doing an `/org invite` are the following:

- The targeted player must not be member of another organisation. (He must leave before he can join yours.)

- The target player must be from the same side as the organisation. (Omni-Tek, rebels or neutral.)
- The one inviting must be the leader of the organisation or 3 levels above the entry level of the new member.

The target will get a pop-up that ask "Do you wish to join (name of organisation)?" (yes/no). The character will be added only if he answers yes. All members will be informed that the character has entered the organisation.

`/org leave`

When this is typed, the character leaves the organisation. Everyone in the organisation will be notified about this.

`/org disband *`

The leader can disband the entire organisation with this command. He will have to confirm the disbanding. When the organisation is disbanded, all members will be notified.

`/org help`

Displays a list of the organisation commands.

Scripts

Scripts are series of text commands that can be run in sequence and called from a simple text command or macro within the game. This feature can save you time when playing so you don't have to type a series of commands over and over again.

The first thing you will need to do is to locate your Anarchy Online folder on your hard drive. Inside this folder, you may or may not have a folder called 'scripts'. If you don't have one you will need to create one.

Creating a Script

You can create a .txt file using any text-editing program like the default windows notebook or Textpad (note: Do not use word, this has to be a plain .txt text file). The name of your file doesn't matter but remember that it should be something you can easily remember if you want to use it a lot in game.

Lets create a simple script as an example. Everyone loves to dance so lets make a quick script to fire off a dance routine for the character!

```
/pulp  
/say look at me dance!
```

Now save the file and call it dance.txt in the scripts folder. The script is now ready to be used in game.

Using Scripts

Running the script within AO is very straightforward. It works just like typing any other command into your chat window but instead of the actual command, you type the filename instead, so the dance script we just created would be called up like this:

```
/dance.txt
```

Setting Scripts to Macros

```
/macro dance /dance.txt
```

This will make an icon appear on the end of your cursor, this is your macro key. This can now be placed in your hot bar for easy access!

Delay Command

When commands are called from a script they are executed by the game instantly in the order they appear in your script. This means that it will fire off the next line regardless of what has come before it.

This causes an issue with animations as if you queue up to animations one after the other for example the game would show the start of the first animation and then instantly perform the next without waiting for the first to finish.

There is a command to use to help with this called `/delay`

The number after the command is the delay in milliseconds – i.e. 1000 would be 1 second.

As an example on how to use it lets take a look at the dance script we created earlier

```
/me wants to dance  
/delay 2000  
/pulp  
/delay 2000  
/YMCA  
/say look at me dance!
```

Now save the file again

Voice Commands

Settings

The settings for in-game voices are found under Options (F10) – Audio. Here you can:

- Turn voices on and off
- Adjust the volume they will play at
- Select your voice type (can also be done by chat commands)
- Select which in-game channels to play voices for

Playing the voices

To play a voice, type

/voice (sound)

in the chat, where (sound) is the sound you want to play. The sounds available by default are:

- Heal
- Help
- Yes
- No
- Run
- Inc

E.g. to request help, type

/voice help

When a voice command is written, a text is also displayed in the selected channel to everybody who has the channel open, no matter whether they can hear the voice played or not.

Hearing in-game voices

To hear the in-game voices you need to have

The Notum Wars enabled

Voices turned on

The channel the voice is played in turned on

The option to hear in-game voices in that channel enabled

A corresponding file for the voice (more about this under "customising" below)

Voice types

There are 7 breed & sex combinations:

- Solitus male
- Solitus female
- Opifex male
- Opifex female
- Nanomage male
- Nanomage female
- Atrox

For each breed & sex combination there are 4 voice types:

- Simple
- Cool
- Distinguished
- Military

To switch to another voice type, type

`/voicetype (type)`

in the chat, where (type) is the wanted voice type, or use the "Your voice" slider in the voice settings.

Macros and scripts

All chat commands can be used in macros and scripts, including `/voice` and `/voicetype`. This means you can make macros and scripts including these commands.

A simple macro button for requesting help is created by typing

`/macro Help /voice help`

in the chat, and placing the text button that appears on your mouse pointer on the hot-key bar.

To script a voice command with other chat commands, add the commands in your script. Note that each voice already comes with a text file with output to the chat (for everybody to see) when the voice is played.

Customising Voice Files

Before starting to play around with the voice files, you might want to back up your voices folder, just in case you want to restore the original voice files without reinstalling.

The voice files, and their corresponding text files, can be found in this folder:

`\Anarchy Online\cd_image\sound\sfx\player`

When given a /voice command, the client checks for an appropriate text file with a corresponding .wav file to play. The first file found that is appropriate gets played, and the check order is (if you type "/voice myloot")

1. Character specific file (e.g. "charname_myloot_01.txt" and "charname_myloot_01.wav")
2. Style specific file (e.g. "solitus_male_cool_myloot_01.txt" and "solitus_male_cool_myloot_01.wav")
3. Breed & sex specific file (e.g. "solitus_male_myloot_01.txt" and "solitus_male_myloot_01.wav")
4. Sex specific file (e.g. "male_myloot_01.txt" and "male_myloot_01.wav")
5. Basic file (e.g. "myloot_01.txt" and "myloot_01.wav")

Note that this means if you want to play a less specific version of an existing file, you need to remove the more specific one. E.g. if you want to play your own "help_01.wav" file no matter who shouts for help, you need to have a file named "help_01.txt" in the folder, and remove all other files ending with "help_01.txt". If you want your "help_01.wav" file played only for male characters (but for all male characters) you need to remove all files ending with "male_style_help_01.txt" (and any character specific "_help_01.txt" files).

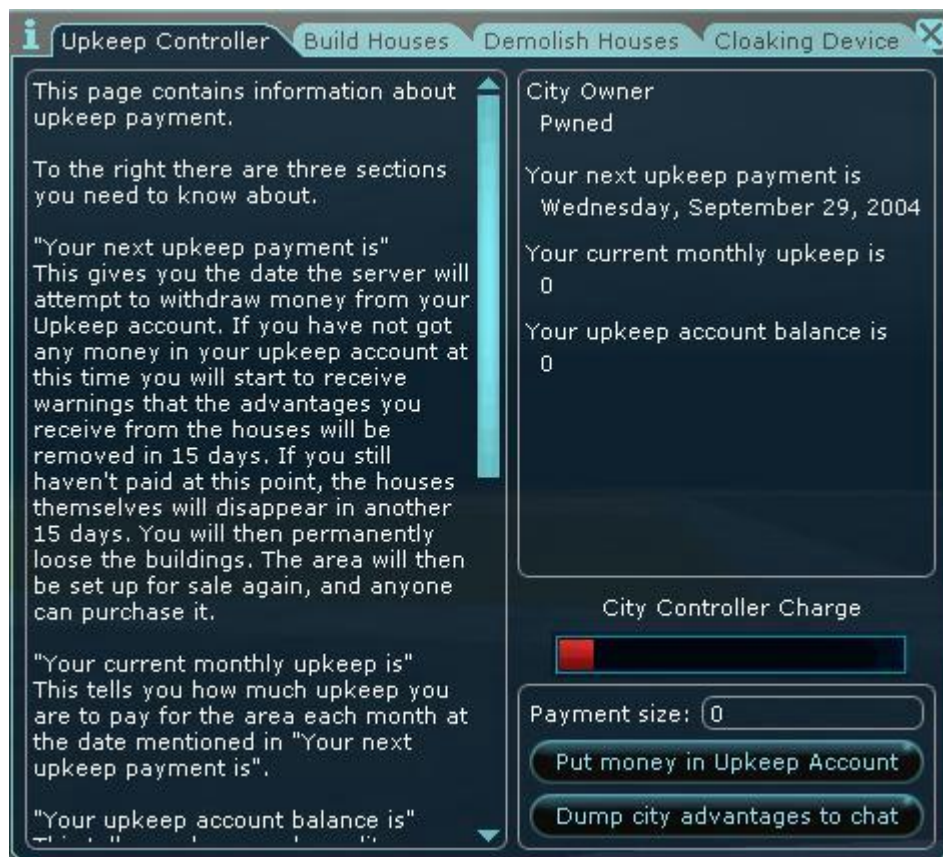
Organisation City Management

Introduction

Organisations have the ability to build their own cities. This feature is only available to subscribers with the alien invasion expansion, so the organisation leader must have that expansion active to be able to build an organisation city. It can be an expensive process but it can also be very rewarding in long run and open up the ability of alien raids for your organisation.

The following guide will show you the features and how to use the City Controller and build, demolish, and how to cloak your town from enemy attacks.

The City Controller



The upkeep controller tab will show information about your city and allow upkeep deposits to be made to prevent your city from being removed.

Features about the Upkeep Controller Tab include:

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Features about the Upkeep Controller Tab include:

- City Owner shows who currently owns the zone for the city.
- "Your next upkeep payment" gives the date the server will attempt to withdraw money from your Upkeep account. If you have not got any money in your upkeep account at this time you will start to receive warnings that the advantages you receive from the houses will be removed in 15 days. If you still haven't paid at this point, the houses themselves will disappear in another 15 days. You will then permanently lose the buildings. The area will then be set up for sale again, and anyone can purchase it.
- "Your current monthly upkeep is" tells you how much upkeep you are to pay for the area each month at the date mentioned in the date shown.
- "Your upkeep account balance is" tells you how much credits you have in your Upkeep Account. You are only able to add twice the upkeep you are to pay each month into this account, effectively paying for 2 months in advance. When your upkeep date is here, the credits will be automatically deducted from your Upkeep Account.
- The City Controller Charge meter shows how much charge or life your City Controller has. Alien attacks can damage the data of your city controller taking the charge down. If the city has a charge of 0 then any bonuses from the city will be reactivated until the controller has health again.
- Payment Size field allows you to enter the amount of credits you wish to add to the Organization Upkeep Account. The "Put money in the Upkeep Account" button will then complete your transaction of credits into the account that is in the Payment Size field. Anyone in the organization is allowed to put credits into the Upkeep Account which will be transferred from your player into the account.
- The "Dump City advantages to chat" will put the information and links to what buildings currently give organization-wide stat raises and if they are enabled or disabled at that time.

The Build Houses Tab



The Build Houses tab will allow you to add buildings to your plots of land.

- The left map screen will show the current plots of land that you are allowed to build your build in which will show a shade of purple. The yellow blocks on the map show existing buildings on the land, the green blocks show a building that in a legal area to build, the red blocks show a building that is on an illegal area and cannot be built.
- The Rotate button allows the buildings to be rotated. On houses that have a door on them you are able to see a dot on the shape which marks the entrance to the building. You are able to rotate the house before building so that you are sure that the door is facing the right way. There is no way to undo building a house once it's built.
- The Delete button will delete the selected building on the map that has not been constructed completely. The item will stay in your inventory if deleted off the map before constructed.
- The Construct Buildings button will complete construction on buildings that have been set on the map and are green showing that they are in a legal area to be able to be built.

How to Build a City

So you're ready to build a city, huh? First you need land to build your prospective city. In order to do this you must go find a city controller on a land control area. These can be found many places in Rubi-Ka.

After you have found a city controller in land that has not been purchased then you will go up and right click the controller. If this is unclaimed land then you will see a dialogue box asking you to purchase the land.



This dialogue will tell you that the area is for sale and then how much it will initially cost to purchase the land and how much the upkeep is for the land per month. If you choose to buy this land then you will need to have a headquarters to be able to place on the land in 24 hours or you will lose the land that you just paid for. If you are satisfied with the land, have the current funding in your organization bank, and are your organizations leader or in a high rank then you can use the Click to Purchase land area Button. You can also switch to the City Map tab to see the area that you are purchasing before you buy the land.

After you have purchased land the dialogue will change into the City Controlling dialogue to allow you to control the aspects of your city including upkeep control, house building, house demolition, and cloak control menus. It is now time to place an organization headquarters and any building you would like. You must go to a Vendor terminal for your organization's faction in order and purchase any buildings you would like to place on the land but, must initially include a Headquarters. When you have completed purchasing the items at a Vendor and you have them in your inventory then you will need to go back to your city controller and right click on it to bring up the control dialogue and switch to the Build Houses Tab



When you are ready to build your headquarters you then need to choose an area on your map to place your initial headquarters and then open your inventory.



After you have your inventory opened then you need to left click on the headquarters you would like to build and move it over to the Building Dialogue and click on the map you would like to place it.



The building will now turn into a block on the map to show the size of the area that must be open and free of any other buildings or on your city land. The screen above shows the block is red which means it is in an illegal area to build. Right click and hold on the red square then drag the building to an appropriate area which will show when the block turns green, then drop it.



After you are happy with the location then you will find a dot on the placed building, this shows the entrance of the building and which way it will face. You can rotate the building to your satisfaction by click the rotate command until the building is faced on how you would like to build it. When you are ready to build you first Organization headquarters or any other buildings then you will proceed to click the Construct Buildings button.



A column of light will now appear over your newly created building and the once green block on your map will turn a yellow signifying that there is a building in that location and no other building can be placed in that area until it is demolished.

Demolishing Buildings

Are you getting tired of that Basic Player Market and want to upgrade to an Advanced or Superior Player Market?

In order for you to do this you must be at your City Controller and on the Demolish Houses Tab in your controller menu. Once in the menu there will be pale yellow blocks showing the current locations of your building. Left Click on the building that you would like to Demolish and it will turn a bright yellow showing that it is selected.

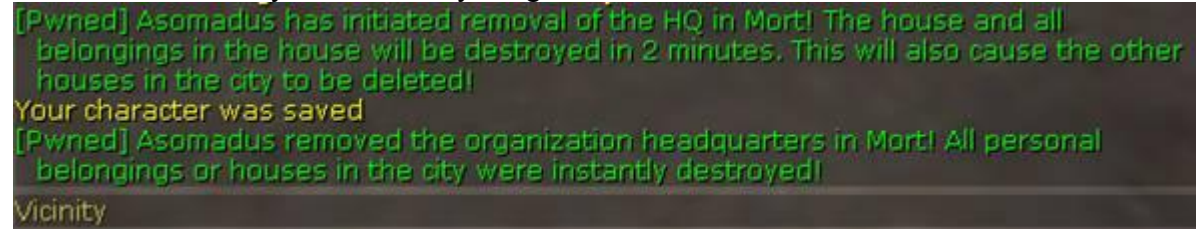


When the correct building you would like to demolish is highlighted then you can push the Demolish Building button to proceed with demolition.



The selected building will then turn a pale green colour signifying that a demolition is in progress. It will then announce to the organization that a building is being destroyed on your base, who initiated the demolition process, and the current location. After two minutes the building will be removed and a

confirmation message of the removal will be sent to the Organization channel. If your headquarters is selected to be destroyed then all of the buildings in city will also be destroyed and everything inside of them.

A screenshot of an in-game chat window with a dark background and green text. The messages are: "[Pwned] Asomadus has initiated removal of the HQ in Mort! The house and all belongings in the house will be destroyed in 2 minutes. This will also cause the other houses in the city to be deleted!", "Your character was saved", "[Pwned] Asomadus removed the organization headquarters in Mort! All personal belongings or houses in the city were instantly destroyed!", and "Vicinity".

[Pwned] Asomadus has initiated removal of the HQ in Mort! The house and all belongings in the house will be destroyed in 2 minutes. This will also cause the other houses in the city to be deleted!
Your character was saved
[Pwned] Asomadus removed the organization headquarters in Mort! All personal belongings or houses in the city were instantly destroyed!
Vicinity

The processes to build and demolish your organization buildings are the same are to be repeated for every building you wish to build or demolish.

Different Types of Buildings

Alien Invasion introduces many different types of Buildings. This Guide aims to give you a short rundown of the different buildings and their uses

Large Organization Headquarters



- Grid terminal inside the HQ door easy access to Rubi-Ka
- Clinique Plastique. This will cost you 100 million credits to use. Once you are inside you can do any changes you want to your face, height or weight. **Note: Cannot be used to change breed or profession**
- Workshop. In this room you have access to a tool that buffs most of your trade skills by 100+ points, a must when you want to make your new weapons and other items.
- Situation room. In this room you can have your organization council meetings, useful for the senior officers in the organization.
- The great Organization meeting hall. This hall provides an excellent location to have an organization meeting, where the subtle lighting will have a calming effect on even the most heated discussion (friendship and harmony not guaranteed(tm))
- Disco/bar. The organization has its own Disco and bar area with room for many people. Really good for social events

Medium Organization Headquarters



- Grid terminal inside the HQ door easy access to Rubi-Ka
- Workshop. In this room you have access to a tool that buffs most of your trade skills by 100+ points, a must when you want to make your new weapons and other items.
- Situation room. In this room you can have your organization council meetings, useful for the senior officers in the organization.
- The medium sized Organization meeting hall. This hall provides a cosy location for an organization where a large Headquarters is impractical. The subtle lighting will have a calming effect on even the most heated discussion (friendship and harmony not guaranteed(tm))

- Disco/bar. The organization has its own Disco and bar area with room for many people. Really good for social events

Small Organization Headquarters



- Grid terminal inside the HQ door easy access to Rubi-Ka
- Workshop. In this room you have access to a tool that buffs most of your trade skills by 100+ points, a must when you want to make your new weapons and other items.
- Situation room. In this room you can have your organization council meetings, useful for the senior officers in the organization.
- Disco/bar. The organization has its own Disco and bar area with room for many people. Perfect for meetings in a friendly organization free from bureaucracy.

Notum Silo



Inside the Notum Silo there is small arena with 5% suppression gas.

There is a 10 second grace period inside the Notum Silo.

Landing Pad



The landing pad offers an excellent place for you to land show off your newest Yalmaha model. It lacks any real function but it affords the red carpet treatment to any VIPs who decide to visit.

Swimming Pool



Each town can have a swimming pool, this pool is very large and is perfect for any pool party. Enjoy a relaxing swim after a hot day in the desert or wait until after dark for some late night fun.

Sidewalk Cafe



This is a café for your organization to meet up and get a bit of R&R; in between missions.

ECM Tower



This building acts as a cloaking device for your town, though beware this only delays the inevitable Alien attack. It can be enabled and disabled using the City Controller when built.

Satellite Uplink



This build gives you advanced warnings from space of any alien activity in the area around your city. Information from the Satellite Uplink is broadcast to all organization members via their NCU.

Guard House



The guard houses spawn two guards per house. Those guards protect the town against the opposite faction and alien attacks, the more guard houses you have the more protected you will be.

Basic/Superior Markets



You have two kinds of Markets Basic and Superior. Each of them has shops available for rent, these can be rented by Players within the Organization that owns the city.

Grid House



The Grid House offers an exit point for organization members who have used the grid to locate their city. Entry to the grid is available inside the Organization HQ. This is only an exit.

Skybar



The view from up here is incredible! Currently there's no way to access the Sky bar due to a Sky bar Inc design flaw. It seems their Engineers forgot to include a lift. The Sky bar is definitely not a place for people who are afraid of heights.

Mining Operations Centre



The centre of your Notum Mining Operations.

The Cloaking Device



The Cloaking Device tab will make the city harder to detect by the aliens, if you have the right equipment.

The Enable/Disable Cloaking Device button will turn your cloaking device on, or off. You must have an ECM Tower on your city land before you can use the Cloaking Device. When the button is pushed it will notify in the organization chat that you had turned it on or off. After the button is pushed then it will be a certain amount of time before the button can be pushed again.

Notum Wars

The Notum Wars expansion (now part of the classic package) allows players to operate bases on Rubi-Ka that offer bonuses and are also PvP targets for opponents!

Land Control Areas

Land control areas are scattered throughout Rubi-Ka and you are notified in chat when entering a land control area. Be careful when entering these areas as they may be PvP 'enabled'. You will get a 'grace timer' upon entering an active PvP area that gives you time to get through it without being attackable if you are not in the mood for potential conflict.

Each area has a level range based on its location.

Building a Notum Base

Building a base requires two three things, that you are in an organisation, that you have found a free land control area and that you have a Land Control Tower at a quality level within the level range of the area

Land Control Towers

Before you can do anything to an area you have found, and want to control, you need to unlock it - build your controller.

The controllers do not come in many versions like the Land Control Personal Towers. (These I will consider in later articles.) Their principal feature is really their Quality Level (QL). The QL of the controller is the definition of the controller. Let me briefly explain:

- The QL (of course) defines how many hit-points the controller has, and the extent of its defence.
- The QL defines what type of controller it is, and if you may actually own it.
- The QL defines in which area the controller may be placed.
- The QL defines how many quality levels of organisation advantages you may have.
- The QL defines who may attack them.
- The QL of the controller defines what QL Shield Disabler you must use to attack it.

The QL defines how many hit-points the controller has, and the extent of its defence.

The controllers have about ten times as many hit-points as the normal guard or defence tower. There's only one of these babies in the whole area, and you want to keep it alive as long as possible. The controller's health at the maximum QL (300) can be several million hit-points. All your organisation's

towers are instantly destroyed when the controller's destroyed. To avoid having people run straight through the rain of fire from the towers and only go for the controller, the controller's health will be boosted with a factor per additional tower in the LC area.

In addition to that, the controller actually gains: a) A damage shield per tower and b) Higher health regeneration abilities. Thus, if you think you can attack the tower directly, without considering the surrounding towers, you are in for a nasty surprise.

The QL defines what type of controller it is, and if you may actually own it.

Right now we have something we call 'controller Type' set in each controller. This is a sort of method to spread any particular organisation's focus through many quality levels. Even though you can have (today, we may change / tweak this!) five controllers per organisation, you cannot have more than one from each controller Type.

This disables the organisation from having five controllers of QL 300. Instead they will have to spread it out to one at 300, one at 270, one at 240, and so on. This will force organisations to be more focused in where they build their controllers.

The QL defines in which area it may be placed.

No towers or controllers can be placed in an area outside the level range of that area. Every area in AO has always had a level range. This has been decisive in defining which monsters are created in the area and what auto content dungeons are assigned to what entrances. This level range will now become visible to everyone. It will be listed in the map view (the small map view will be visible in the big map window as well, btw).

This level range defines what QL controller you can build there. So, no QL 300 controllers outside the newbie areas! These should be accessible to the lower level characters. This also ties in with point 5 below.

The QL defines how many quality levels of organisation advantages you may have.

For every area your organisation controls, you may add two organisation advantages (An organisation advantage is a skill bonus that stacks with any current skill bonus, and that is given to all organisation members!). The QL of the advantages you add cannot exceed the combined quality level of all your advantages.

Let us examine an example: If your organisation has 2 controllers, one is QL 100, and one is QL 200. Then the maximum QL of any advantage your organisation adds cannot exceed 300 (300 is the maximum QL of an advantage). You can only add one advantage for each skill, but your

organisation could - in theory - have 10 active advantages (in the case where the organisation owns five controllers).

The advantages use a special system that gives you skill improvements based on your level as compared with a character at level 200. Let me give you an example: A QL 100 advantage "buffs" health with 1000 points at level 200. Now, this advantage will give you 500 hits on level 100 and 505 on level 101 etc, etc. Now if the advantage buffing health was QL 300, it might buff health 5000 at level 200.

This means that for each level you gained while a member of the organisation with the advantage, you would receive 25 additional hit-points! One note with this, though, only one advantage will buff any given skill. You cannot, for example add a QL 105 hit-point advantage and a QL 150 hit-point advantage. In that case, only the QL 150 hit-point advantage would be in effect. You will get feedback for all of these issues in the game, so hopefully you will be able to sort all the details out there as well...

Attacking a Tower field

Your enemies of course might want to relieve you of your towers and base, and you might want to do a little attacking of your own! So how do you do it?

The QL defines who may attack them.

Basically the PvP rules governing inter-player interaction are applied to the towers and controllers. This means that we limit the level of the player who can attack any given tower, specifically to prevent griefing, but also to unlock some play-areas especially for lower levels. This means that a level 200 character cannot attack the QL 15 tower you just put up. Only a level 22-23 can do that. You can of course attack any tower that is higher than your level

The QL of the controller defines what QL Shield Disabler you must use to attack it.

The Shield Disabler is basically an item that any person who wants to attack an area has to use in that area. It makes you able to attack! It also should cost enough that it is something you only use when you really want to launch an attack on the controller. This shield disabler increases in price with QL, naturally, and must have at least the QL of the controller to make it work.

Consequences of attacking the controllers and towers.

If you are in an organisation with your own towers, these will enter a state of war! This means that they will instantly be attackable by anyone else on the other sides, or even within their own side - if that is what you tried yourselves! Well, this means that attacking someone is an investment that needs to be carefully considered.

If you are not in an organisation with towers, or outside an organisation altogether, you will be flagged with a PvP flag for 4 - yeah that's right, FOUR - hours! This means that anyone on the other side can attack you, no matter where you are. The name of the attacker will be flagged with a double "***" on each side. That sign actually says - "I'm a sitting duck". Anyone being attacked as PvP flagged can of course defend themselves...

Personal Towers

Personal Towers are the ones you can place in the land control areas, around the controller, and the Service Towers are a smaller, drone-like tower that you can basically place anywhere outside.

Let us start talking about the Personal Towers (PT) first.

There are three major types in this tower category. They fulfil different purposes, and our goal is to make the organisations think strategically, and tactically, regarding their placement.

These tower types are:

- Guard Turret Towers - These towers fire shots at opponents. You can see their range on the map.
- Guardian Conductors - These towers give beneficial skill bonuses to your friends, or negative skill bonuses to your enemies. They have a quite large effect range, and you can see this on the map.
- Special Towers - These towers do special things to your opponents. There are basically three examples in the game right now: Dropping enemies out of flying vehicles (Yalmahas), kicking enemies out of sneak mode, and disabling the enemies from using normal recharge equipment.

There are rules for placing these towers: First of all, you can only place them in an area owned by your organisation. Secondly, the Quality Level of the tower has to be within the level range of the player. (This follows the rules for controllers as well. See the previous article.)

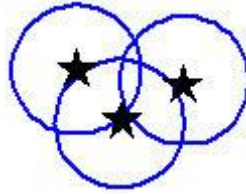
Also, there is a limit to the number of towers you can have as a player. These are:

Level 15	Level 75	Level 150	Level 200
1 Tower	2 Towers	3 Towers	4 Towers

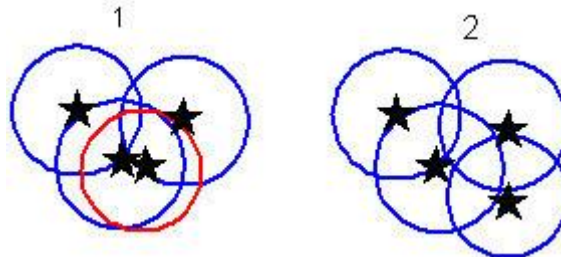
Placing Towers

The fourth restriction is for overlapping effects. The rule here is that the maximum number of overlapping effects there can be in any given place are three. This is per tower type. So there can only be 3 overlapping Guard Turret Towers, 3 overlapping Conductors etc.

Let's say your organisation has placed three towers like this: (The blue circles are the effects of the towers – the black stars).



Now adding a fourth circle to this cluster, what would happen? Look at these two examples:



As you see example 1 is illegal. Here, a 4th tower is added in a place where its effect overlaps with the effects of the three other towers. Take a look at example two for the correct, and legal, way to place the towers.

We have done this to add a bit more tactics and strategy to the placement of towers. If you were allowed to put 60 towers on top of each other, they would of course be extremely effective: very focused fire power! This is not really fun, though.

Placing a personal tower

Underneath the map element in your gui you will find a button to check if the placement of a tower is legal at the spot your standing. A checklist will appear informing you if you meet the criteria for placing a tower.

Why would I want a specific tower?

One of the major reasons why you as a player will select building a particular tower is the skill bonuses you obtain from them. In addition to the Org. advantages and the area effect bonuses from the towers, you get personal bonuses as long as the tower is still standing. These bonuses exist on all playfields – no matter how far you are from your towers.

As a general rule these bonuses will add around 30 points to any given skill at QL 200 and 50 points at QL 300

Can someone remove my tower?

Yes! The rule is that someone from your organisation can (as you can) target your tower and type /tower terminate. The requirements to be able to do this, is to be of same or higher organisational level as the owner of the tower.

The reason for this is to enable the organisation to function – build and grow - even though someone is logged off. It would be a shame if a good piece of real-estate would be lost because someone became inactive for weeks. The person having his/her tower removed will get a message in the chat when he/she logs back on telling when, who and where the deed happened.

Other players from other organisations can also remove your towers, but they will have to do it the hard way! The towers have a lot of hit-points, and it should not be possible for anyone but those in an opposing organisation to attack them and do some real damage. It is of course an advantage having your tower sitting close to the middle – near the controller.

Personal Service Towers

The service towers – very basically – function like stationary pets. You create them, they fire at opponents, but can take virtually no damage themselves. You can buff them like pets, but all the damage it does will divert the hate onto the owner – so use them at your own risk. It should never be your tank!

You control the Service Towers by using `"/tower (commands)"`. Today `"/tower attack"`, `"/tower terminate"` and `"/tower behind"` works.

You can still have pets while controlling an active Service Tower. Theoretically, a Bureaucrat can have 3 pets (1 droid, 2 charmed) and one service tower at the same time.

You cannot build personal service towers inside, though.

The Service Towers will also, from time to time, send out a pulsing nano that gives you some short-term benefits to your attack rating and other stuff. The idea behind these towers was that players could use them to set up "temporary camps" where they could pull monsters and increase their chance of success. All the damage done by your Service Tower counts as damage done by you, or your group if you are in one, when it comes to dividing XP.

The Service Towers can be bought in the shops up to QL 50. After that you will have to build them using trade-skills. The instructions are found in the same shop, so it should be easy to figure out what to do. To actually build them you need, among other requirements, to be of at least the same level as the Service Tower. The other build requirements are found within mechanical engineering and matter creation.

Moving on...

You should now be able to find your way around Rubi-Ka and start to develop your characters and gain more levels, items and credits. There is much to discover on Rubi-Ka so don't be afraid to get out there and explore!

You may though wish to broaden your experience and start to explore the Shadowlands!

Shadowlands

Players who have the Shadowlands expansion have access to the mysterious dimension known as the Shadowlands that are accessed through the city of Jobe. Jobe can be reached by Whom-pah from Borealis, Old Athens and Rome. Note only players with the expansion can actually enter Jobe and then beyond to the Shadowlands.



The city of Jobe through which you access the Shadowlands

Also be careful when buying items from other players, as items found in the Shadowlands are usually only useable if you have the expansion.

Shadowlands also gives players access to new abilities through the Perk system; these special skills and abilities are granted every ten levels to players with the expansion.

Customer Service and ARK

Funcom operates a volunteer support system called ARK, these are players who donate their time to help other players in game, be it with answering petitions, or organizing and taking part in special events.

If you have a problem in game that isn't answered in the help files you can send a petition to ask for further assistance

Petition Features

Here are instructions for using the petition system within Anarchy Online:

Type /petition help in game to see the following information:

/petition petition_message

- Send a petition

/petition status

- Show the position of your petition in the queue.

/petition delete

- Remove your previously sent petition from the queue.

/help petition

- Print this message.

If you already have a petition in the queue, you may append additional information to it by using

/petition {petition message} again.

In addition, we have implemented a new petition classification system that uses keywords found in your petition.

Examples:

/petition stuck petition_message

/petition exploit petition_message

/petition disruption petition_message

/petition

petition_message

The petition will be classified based on the information contained in the petition text.

It is important to give full details in your petition so that Advisors and GM's are better able to assist you. Time-critical issues will be given top priority, but please do not give false or misleading information in a petition in order to receive faster service. This is a violation of policy (attempting to defraud a CS representative) and it wastes time that is better spent helping those in need. We endeavour to assist all customers to the best of our abilities, and we appreciate your cooperation in helping us serve you better.

Commands Summary

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.

Menus and Hot bar

Toggle 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>
Toggle GUI	(pipe)

Camera control and screenshots

Toggle 1st / 3rd 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
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>

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>

Links and Stuff

Official site - <http://www.anarchy-online.com/>
Official Forums - <http://forums.anarchy-online.com/> *
Advisors of Rubi-Ka (ARK) - <http://ark.funcom.com/Public/>
Gamigo (German) - <http://www.anarchy-online.de/>

Fan Sites

AO Universe - <http://ao-universe.com/>
AO Vault - <http://aovault.ign.com/>
AO.mmorpgs.info (French) - <http://ao.mmorpgs.info/>
Anarchy Mainframe - <http://aomainframe.info/>
Alien Invasion Library - <http://ai.shadow-realm.org/>
Anarchy Arcanum - <http://www.anarchyarcanum.com/>
AO Hell - <http://ao.mmoghell.com/>
AO Stratics - <http://ao.stratics.com/>
AO Warcry - <http://ao.warcry.com/>
AO Journal - <http://www.ao-journal.com/>
Auno.org - <http://auno.org/>
Gridstream Productions - <http://www.gridstream.org/>
Khuri's AO tools - <http://www.khuris.fieses.net/>
Kimi's AO resources - <http://arpa3.net/ao/>
Shadowlands Library - <http://ao.shadow-realm.org/>
Tir School of Engineering - <http://www.tirschool.com/>
Ayssa's ICC Backyard Guide - <http://almae01.tripod.com/>

* Please note that only paying subscribers can post to the forums, although viewing is open to the public.