

AION

ASSAULT ON BALAUREA



NCSOFT®

GAME MANUAL





ASSAULT ON BALAUREA™

CONTENTS

Installation.....	2	Quests.....	13
Customer Support.....	2	Leveling Up and Training.....	14
Starting the Game.....	3	Playing with Others.....	15
Character Creation.....	3	The World of <i>Aion</i>	18
Interface.....	7	Community.....	20
Tutorial Topics.....	9	Game Guide.....	20
Basic Movement.....	10	Credits.....	21
Combat.....	12	Limited Warranty.....	36

PHOTOSENSITIVE SEIZURES

SEIZURE WARNING—PLEASE READ PRIOR TO PLAYING

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

Symptoms of seizures include: lightheadedness, altered vision, jerking or shaking of the extremities, loss of awareness, confusion, twitching, or full convulsions.

Convulsions can lead to other injuries by causing an individual to fall off of a chair and/or strike objects nearby.

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

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

INSTALLATION

SYSTEM REQUIREMENTS

Minimum Specifications

Microsoft® Windows® XP SP2
2.8GHz CPU or equivalent
1GB RAM
NVIDIA® 5900 Ultra or ATI Radeon™ with
128MB RAM or higher
15GB hard disk space
DVD-ROM drive
Direct X® 9.0c (6/2008 update)
Sound device
Broadband Internet connection

Recommended Specifications

Microsoft Windows 7
Dual Core CPU 2.0GHz or equivalent
2GB RAM
NVIDIA 6800 or ATI Radeon x800 or
with 256MB RAM or higher
15GB hard disk space
DVD-ROM drive
Direct X 9.0c (6/2008 update)
Sound device
Broadband Internet connection

INSTALLING THE GAME

Insert Disc One into your DVD drive or double-click the downloaded installation file, then follow the instructions. (If you ever need it, the default installation directory is c:\program files\ncsoft\aiion.) The NCsoft® Launcher needed to run the game is also installed.

CREATING YOUR ACCOUNT

1. Go to <https://secure.ncsoft.com>, and log in to your NCsoft® Master Account, or click **Create Account** and follow the on-screen instructions to create a new NCsoft Master Account.
2. Once logged in, click **Use Serial Code**, and enter the serial code provided.
3. Follow the remaining on-screen instructions to create your *Aion* game account.

CUSTOMER SUPPORT

ONLINE SUPPORT FOR GAME, BILLING, OR TECHNICAL ISSUES

Visit www.aiononline.com/help for assistance.

IN-GAME SUPPORT

Press **H** or type the command **/petition** to request in-game support. Click the **Write** button at the bottom of the window to type and send in your request for assistance.

STARTING THE GAME

1. Double-click on the *Aion* icon on your desktop or click the icon in your computer's **Start** menu to open the NCsoft Launcher.
2. Click *Aion* in the list on the left in the Launcher and choose **Play Now** to launch the game. Each time you run the game, it checks for and automatically loads any needed updates.
3. When the game loads, it prompts you for your *Aion* game account name and password to log in.
4. Once you have accepted the User Agreement, select a server on which to play or to create a new character. *Aion* has two player races in which you can create a character. If an on-screen message alerts you that you cannot create your desired race (Elyos or Asmodian) on a selected server, try a different server.

CHARACTER CREATION

SELECT RACE

You first choose your side in the ongoing war of Atreia by selecting your race: Elyos or Asmodian. Click **Next**.



SELECT CLASS

Each server has eight character slots available. Select your character's class and gender. Choose from one of four classes when creating your character: Warrior, Scout, Mage, or Priest. As your character progresses, you will be able to further refine your character's class and skills.



Warriors have great physical strength and martial prowess. They specialize in close combat. They have a wide range of dazzling battle skills. Warriors are relatively easy to play. At level 10, Warriors become either Templars or Gladiators.



Scouts are extremely versatile. They benefit from great agility and can make speedy attacks, though how well they perform depends on the skill of the player. At level 10, Scouts become either Rangers or Assassins.



Mages rely on their mastery of magic to deal large amounts of damage at long range. They are comparatively weak at close combat, and it is important for them to learn how to divert and evade the enemy. At level 10, Mages become either Sorcerers or Spiritmasters.



Priests specialize in healing magic and can use long-range spells to help allies and to hinder the enemy. While Priests can engage in melee combat, their strengths lie in healing and protecting themselves and their allies in battle. At level 10, Priests become either Clerics or Chanters.

When you have chosen your character's class, click **Next** to continue.

CREATE CHARACTER

Customize your character and its look to the smallest detail. As you work on your character, you see a preview of it. Beneath the preview are a plus sign, a minus sign, two curved arrows, and three buttons with icons showing different clothing items.

Use the arrows to rotate your character to view it from different sides and the plus and minus buttons to zoom in or out. Select one of the three buttons to see how your character will look without armor equipped, with beginner armor equipped, and with high-end armor equipped. *These three buttons only display a preview and do not change the look of your character.*

Character Name: Enter your desired character name in the space provided. Character names must be between 3 to 16 letters in length and contain no numbers or special characters. Only the first letter can be capitalized. Click **Check Name** to verify that another character has not already claimed a name.

Face: The **Face** button on the left lets you choose a hairstyle, customize the appearance of your character's face, and more. Use the drop-down menus



and sliders to change each desired detail of your character's face and hair.

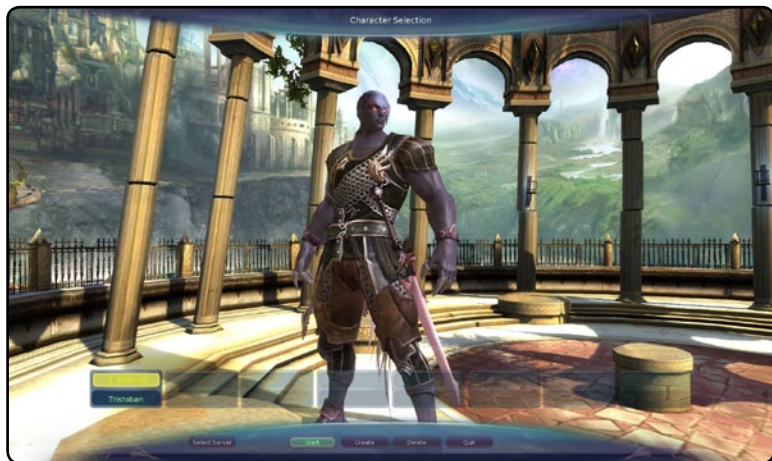
Click the **Random** button at the bottom right of the box to change the options or sliders of either the Basic or Advanced tabs randomly. Click **Reset** to return the sliders to their default.

Body: Press the Body button on the left to select a body frame. Use the drop-down menus and sliders to change details of your character's body, such as head size, chest, and waist.

Click the **Random** button at the bottom right of the box to move the sliders randomly. Click **Reset** to return the sliders to their default.

Voice: Select a voice style for your character.

Finish Creating: Once you are happy with your character's look, click the **Create** button to finish creating your character.



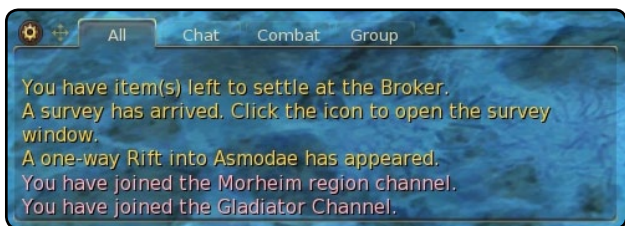
INTERFACE

When you log in to *Aion*, you see the default game interface on the bottom of the screen. (You can move the interface to the top of the screen by opening the **Options** window and selecting that UI style.)



- 1 **Character Portrait:** Click your portrait to target your character.
- 2 **HP, MP, and DP Bars:** These bars display your health points, mana points, and divine points. Divine points (DP) are earned with every creature your character kills after you choose a class specialization at level 10. You spend these points by using DP skills specific to a class and faction.
- 3 **Experience Bar:** The bar on the bottom of the screen displays how much experience your character has earned in its current level. Monsters that your character kills and quests it completes grant experience toward the next level.
- Lock Quickbar Button:** Click the padlock to lock the skills and buttons currently on the quickbar (the toolbar).
- 4
- 5 **Menu Button:** View inventory, skills, quests, and more through the game menu. You can also use the game menu to open a private store to sell wares to your fellow adventurers.

- 6 Influence Ratio:** Influence ratio is related to the number of fortresses controlled by a race. Use this window to view the tax rates for all items purchased through vendors for a given race (Elyos or Asmodian) across the server.
- 7 Flight Button:** Click this button to switch between flying and landing. The window also displays available flight time, cooldown, and keyboard commands for soaring through the skies.
- 8 Compass and Minimap:** View your character's current location and nearby points of interest. The green dot with a yellow arrow indicates your character's position, and other dots on the map show nonplayer characters (NPCs), enemies, and other player characters. White dots mark characters of your faction and neutral creatures. Enemies are depicted in red. Blue diamonds represents your character's group members. Arrows indicate NPCs with a quest or campaign. Click the button on the right of the minimap to open a full map (or type **M**). All available quests for a zone are shown as icons in the minimap and also in the full map. (See the Quests section of this manual for the icon meanings.)
- 9 Chat Window:** The **Chat** window shows communication from the game and other players. Click the button on the left side of the window to open the **Chat Preferences** menu. You can add and remove chat tabs, lock the window, choose a font size, and open the **Emotes** window in this menu.



- 10 Chat Tabs:** The chat tabs show all game and player messages, all chat except combat messages, messages related to combat only, and the communication between your character's group members only. To select a tab, click it. Use the **Chat Preferences** menu to open more tabs and to customize the messages you see in the **Chat** window.

TUTORIAL TOPICS

As soon as you begin playing, you will see question mark icons right above the quickbar. Each of the question mark icons is a tutorial topic, and you can tell what the topic is by hovering over the icon and reading its tooltip. These topics give brief explanations in how to play *Aion*, covering different game features.



Tutorial topics let you learn a game feature the first time you need to use it and build your game mastery in easy-to-use chunks.

To review more information for beginners, click the **Help for Beginners** button at the bottom right of an open tutorial window.

You can turn off the display of tutorial icons by clicking the “Do not show tutorial from now on” box at the bottom left of an open tutorial window. When you make a new character, the tutorial icons will be reset and available for again.



BASIC MOVEMENT

GROUND MOVEMENT

You can move your character with either the keyboard or the mouse.

- Use the **W, A, S, D** or the arrow keys to move forward and back, or to spin your character to the left or right.
- To move using the mouse, unselect **Disable click-to-move** in the **Game Options** pane of the **Options** window (found in the **System Menu**). Then you can click the ground with the left mouse button to move to that location.

CAMERA POSITION

Click and hold the right mouse button to move the camera to adjust your view of your character's surroundings.

FLIGHT

At level 10, your character becomes a Daeva (once you have completed your Ascension). Your character then gains the ability to fly.

- If your character jumps off an elevated point by using the spacebar, you can press the spacebar again to open its wings and gently glide to the ground.



- If the area your character is in allows flight, the Flight button lights up. Hovering over the **Flight** button gives more information about flight commands, as well as the remaining time your character can fly
- Take to the skies with the **Page Up** key. You can also click the **Flight** button in the game interface to spread your character's wings.
- Press the **R** key to rise in the air, and the **F** key to fall.



WINDSTREAM FLIGHT

Windstreams are naturally occurring phenomena unique to the regions of Balaurea. Daevas can fly into these windstreams and be carried in the direction of the stream. Flight time is not used during a windstream.

Some windstreams are powerful, and cannot be left until the windstream has run its path. Others are weaker, and Daevas can leave them wherever they please. To leave a windstream, either turn out of the windstream or close your character's wings by pressing the spacebar. Make sure your character's cooldown is up so that it can glide down after closing its wings; otherwise, your character will fall.

COMBAT

ATTACKING

To attack, right-click or double-click the target. You can also target an enemy and click the Attack button or an offensive skill in your quickbar.

If your character moves while in combat, green arrows appear on the screen near your character. The key you press grants your character a specific attribute boost:

- **Forward:** Increases Attack, lowers Physical Defense and Elemental Resists
- **Backward:** Increases Block and Parry, lowers Attack
- **Left or Right:** Increases Evasion and lowers Physical Attack

These moves are especially useful when fighting other player characters. They give your character an edge in battle.

CHAIN ATTACKS

A flashing icon that appears in the middle of the screen after your character uses a skill indicates that your character has a chance to land a chain attack. For example, one skill may open up the use of another skill, deal additional damage, add an effect (such as sleep or poison), or change the state of your enemy (such as a knockback).

Open the **Skills** window by pressing **K** and click the **Chains** button to see your character's available chain attacks.

LOOTING

Don't forget to pick up all items from a defeated enemy's corpse! Double-clicking or right-clicking a fallen target opens the loot window. This window contains the **Take All** button. Shift-right-click or shift-double-click loots all, as well. You can also click the **Loot** button to your quickbar.

QUESTS

During your travels, your character will meet many allies who need help. Icons appear above the heads of nonplayer characters (NPCs) to show you if they are offering your character a quest. Right-click or double-click on an NPC to strike up a conversation.



A **single blue arrow** shows that the NPC has a regular quest for your character.



A **double blue arrow** means your character has completed a regular quest the NPC gave your character, but your character still has more tasks to complete.



A **blue sun** indicates your character has fully completed the regular quest the NPC gave your character and currently has no additional quests to offer.



NPCs with a campaign quest for your character are marked with a **single golden arrow**.



A **double golden arrow** shows that your character still has remaining quests in a campaign quest to finish.



A **golden sun** indicates that your character has fully completed the campaign quest for that NPC.



A **single magenta arrow** shows that the NPC has a regular quest for your character involving a new game zone or feature.



A **double magenta arrow** indicates that your character has completed a regular quest the NPC gave your character involving a new game zone or feature, but your character still has more tasks to complete.



A **magenta sun** indicates that your character has fully completed the regular new game zone or feature quest that the NPC gave your character and currently has no additional quests to offer.

LEVELING UP AND TRAINING

Every time your character gains enough experience to fill its experience bar, your character levels up. Each time your character levels up, its health points and mana points are refreshed, it gains more total health points and mana points, and its statistics go up. (Which statistics get better and to what degree depend on character class.)

Your character can also learn new skills as it levels up. The particular active or passive skills of your character depend on character class.

New active skills must be learned or upgraded by buying a skill book from a trainer. Some passive skills are automatically learned, and others must be purchased. Skill books can be purchased in advance, but cannot be learned until the appropriate level.

You can find your first trainers in Aldelle Village in Ishalgen (Asmodian) or Akarios Village in Poeta (Elyos).



PLAYING WITH OTHERS

Whether you want to talk with a friend in the game or your character wants to group up with others for a quest or to join a Legion, a lot of the fun in playing *Aion* is playing with other people.

TALKING TO FRIENDS AND TEAMMATES

Reading and chatting in the chat window is the primary way to communicate with your fellow players. It is also the game's means of communicating with you. Messages from other players and informational messages from the game automatically appear in the chat window when they are sent.

The chat line is the space at the bottom of the chat window where you type messages. To see the chat line, press the Enter (or Return) key. The chat line is also where you can type in slash commands (commands that start with a */*).

The basic commands to talk to specific people are the *"say"* (you are saying something out loud) and the *"whisper"* (you are speaking just between you and that person).

- To chat, press the Enter (or Return) key to make the chat line appear. When you are finished, press the Enter (or Return) key to send the message.
- To say something, type (in the chat line): */s <message>*
- To send a whisper, type (in the chat line): */w <name> <message>*.
The *"<name>"* is the name of the character you want to talk to, and *"<message>"* is your message.

Chat has several channels over which to send messages, including those for shouting, speaking in a group, speaking to others in your Legion, buying and selling (trade), and more. You can change the channel in which you want to chat on by clicking on the channel button at the left of the chat line. (The icon looks like a word balloon.)

You can also interact with other player characters by right-clicking on their characters and selecting one of the interaction options listed (including sending a whisper).

FRIEND/BLOCK

As you find people that you want to play with, you can add their characters to your Friend List to make finding them to play together online easier. Occasionally, you'll also run into someone whose communication style

or behavior isn't to your liking. You can block people's chat communications, and you will no longer see their in-game chat.

- To friend a character, type (in the chat line): **/friend <name>**.
- To block a character's messages from you, type (in the chat line): **/block <name>**

You can also easily add a friend by right-clicking on a player character and selecting that option from the menu that appears.

Social

/who <name>	Search for the named character
/friend <name>	Add the named character to your Friends List
/deletefriend <name>	Remove the named character from your Friends List
/block <name>	Block the named character from sending whispers to you
/unblock <name>	Remove the named character from your blocked list

FINDING PEOPLE AND GROUPING UP

If you want to find other people to group up with, use the looking for group function. Press **Shift-V** on the keyboard, and a window appears with two tabs: **Apply for Group** and **Recruit Group Members**. In either of those tabs, you can use the search options and keywords to narrow down the results. Click on individual entries that interest you for more information, and then right-click to select from a menu of options, including whispering a message for more information and inviting yourself to a group.

You can also directly invite someone to a group by typing **/invite <name>** in the chat line (where "<name>" is the name of the character you want to invite to a group).

Group

/invite <name>	Invite the named character to a group
/leave	Leave the group you have joined
/kick <name>	Kick out the named group member (leader only)
/sign <number>	Display a sign above the head of the current target (leader only)

PETS

Pets are distinctive, cute, loyal creatures that follow your character once summoned. With a pet along, your character never has to play alone. Your character can purchase a pet with Kinah or obtain it through a quest, or you can buy a pet through the NCsoft store at www.aiononline.com/buy.

Your character can adopt a pet by taking a pet egg to the Pet Minders found in the capital cities: Erdil in Pandaemonium (Asmodian) and Amis in Sanctum (Elyos). Once your character has a pet, you can give the pet a name.

Pets come in several types: companion, fortune, pack, purebred, and signal. Each of them has different qualities.



Pet Types

Companion	Unique appearance.
Fortune	When fed, gives its master useful random items.
Pack	Provides extra storage space.
Purebred	Has multiple useful qualities.
Signal	Warns its master when a character of the opposing race approaches within a certain range.

JOINING A LEGION

Legions are online game organizations of characters that have banded together for mutual support, in-game socializing, and to achieve game goals. (If you are familiar with MMO games already, "Legion" is this game's term for "guild.") Many people feel that joining a Legion makes playing a lot more fun because they have a built-in group of players to play with and talk to in a Legion. You can join a Legion at any time (although you can only be in one Legion at a time) or start your own Legion by visiting the Legion Creation Officer inside the Legion Managing Office located in the either of the capital cities and paying a fee.

THE WORLD OF AION

The shattered world of Atreia is inhabited by two playable character races—Elyos and Asmodians—and their common enemy, the Balaur.

THE ASMODIANS

The Asmodians are a brave and hardy people. Their skin is pale or dusky, and their eyes have adapted to low light by gaining an otherworldly glow that is most pronounced during combat.

Asmodians are generous and fiercely loyal to their own, but they do not think twice before fighting ferociously against outsiders. Asmodian Daevas have dark-colored wings.

Asmodians live in the murky upper half of Atreia, known as Asmodae. Their capital city is Pandaemonium.



THE ELYOS

The Elyos are a beautiful and radiant people. Elyos are comforting, warm, and friendly, but against foes, they are not kindly or benevolent.

Elyos believe they are blessed, but their splendor has also led them to become arrogant. Elyos Daevas have light-colored wings.

The Elyos occupy the lower half of Atreia, a light-filled land known as Elysea. Their capital city is Sanctum.

THE BALAUR

The Balaurs are mighty, highly intelligent, and fixated on power and domination. They threaten this fragile world of Atreia. Their aggression eventually led the god, Aion, to create the twelve Emphyrean Lords to safeguard the planet and its people.

After a long and vicious war against the Emphyrean Lords, the Balaurs were involved in the destruction of the Tower of Eternity during a meeting intended to negotiate peace. The Tower's destruction caused the shattering of the world and created the Abyss, an unstable rift between the two shattered halves of Atreia where the center of the Tower once stood.

The Balaurs' homeland is Balaurea. It is there that the Elyos and the Asmodians are mounting a formidable counterattack against the dragonlike Balaurs and their allies.



COMMUNITY

Aion's community is robust, passionate, and engaged. Join the community and become part of the game!

AIONONLINE.COM

The official *Aion* website is AionOnline.com. It features news, community forums, and game support information. It also hosts the Game Guide.

TWITTER

Twitter Through Aion: Aion lets you use Twitter through the game. Use Menu > System Menu > Game Options to connect your Twitter account to see all the tweets that you have posted (through Twitter or through *Aion*), post new tweets, or view the tweets of others you are following.

Follow Our Community Managers: You can also follow the *Aion* community managers as they post their thoughts and let you know about contests, events, and news.

North American Community Manager Tamat: twitter.com/aion_tamat.

United Kingdom Community Manager Ayase: twitter.com/aion_ayase.

French Community Manager Arathaur: twitter.com/aion_arathaur

German Community Manager Imhotep: twitter.com/aion_imhotep

FACEBOOK

Find us on Facebook at facebook.com/pages/Aion/94261718827 and keep up with *Aion* news, win prizes, and share fan art and other fan creations.

YOUTUBE

View the latest *Aion* videos at our YouTube channel: youtube.com/aionus.

GAME GUIDE

The Game Guide on AionOnline.com is a comprehensive guide and the place to go to find out more about all things *Aion*.

It features a wonderful beginner's guide, articles on the game system, patch notes, and game lore, including information on classes, races, regions, quests, items, crafting, and gathering.

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Jeongmin Lee
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Service Planning

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Myungsik Seo
Kangbi Shin
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Yongtae Yu
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Junyoung Cheon
Younghoon Choi
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EungSoo Youk
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Manager

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EunSook Kim
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KyungNam Kim
HyoJung Kim
HwanYong Kim
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MyeongWon Bang
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GukJin Kong
BongKyun Kim
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JaeHoon Jang
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Byungjun Jeon
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Junwan Park
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NCSoft Korea

AION 2.0

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Executive Producer
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Producer
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Jieun Gwak

Designer
Shinjin Kang

System Design
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Jiyoung Moon
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Jintae Kim

Senior Client Programmer
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Taeha Lee
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Yongju Shin

Daehyun Lee
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Gyuhuk Han

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Minyoung Yoon

Assistant Art Director

Character
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Background
Yongyoub Roh

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Senior Artist
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Jungmi Won
Sungyoon Go

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Yongjue Ham

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Sunghyun Ahn
Namyong Lee
Eunmee Choi
Yujin Kim
Minwoong Yeom

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Yongju Park
Kiok Kim
Jihwan Park

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Jibae Park

Artist

Jiyoung Lee
Minyoung Hwang

NPC/Item Modelling

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Yeonsu Seo

Artist

Doobong Baek
Jonghi Lee

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Senior Artist
Jinhwan Kim

Artist

Heesub Shin
Seokhwan Lee
Minwoong Choi
Inkui Sung

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Artist

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Soyoung Kwak
Jongjin Yun
Suneun Kim

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Artist

Eunyoung Kim
Wonsik Jung
Yeonsim Tak
Suyeon Lee
Seungho Lee
Changsoon Park

Background World Builder 2

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Gibok Kim

Artist

Aria Kim
Gijung Lee
Youngpyo Lee
Jihee Jung

Background World Builder 3

Senior Artist
Taeho Kim

Artist

Sunghun Kim
Kyuseok Seo
Myonghee Lee
Kyoungae Hwang
Jeonga Lee

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Senior Artist
Misoon Kim

Artist

Jongho Lee
Kwangchoon Yim
Sangho Kim
Seungchul Lee

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Changwon Choi

PR

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Jungho Seo

UI

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Miae Myoung

Assistant Artist

Artist

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Hyeonmi Kim

Sanghoon Yeo

Jaeyong Yoo

Eunhee Yang

Taejin Gong

Yongju Shin

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Minho Lee

Seunggyu Choi

Jayoug Kim

Myoungbae Kim

Seonwoo Hwang

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Jaebok Lee

Project Manager

Jeongil Kim

Minyoung O

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Sound Producer

Jonghyuk Byun

Music Director

*(Composition/
Arrangement)*

Inro Joo

Composition/

Arrangement

Wonki Kim

Sound Effect Director

Jooeun Hwang

Sound Effect

Yongki Lee

Youngje Lee

Game Background Music

Music Director

Inro Joo

Composition/

Arrangement

Inro Joo

Wonki Kim

Orchestra Conductor

Jan Chalupecky (Czech
Republic)

Orchestra

Czech National Symphony
Orchestra

Orchestra (Czech Republic)

Choir

CNSO Choir (Czech
Republic)

Cello Solo

Inro Joo (Korea)

Harp

Chaeyeon Cho (Korea)

Boy Solo

Pavel Giereth (Czech
Republic)

Orchestrator

Naha Na (Korea)

Recording Studio

CNSO Studio (Czech
Republic)

Recording Engineer

Stanislav Baroch (Czech
Republic)

Mixing Studio

Seoul Studio (Korea)

Mixing Engineer

Chanmin Park (Korea)

Mastering Engineer

Inro Joo

Wonki Kim

Dubbing Artists

Voice Actor

Seungjun Kim

Jang Kim

Youngjun Si

Youngwoong Jung

Sungtae Park

Taeyoung Kim

Dohyung Nam

Kyujun Cho

Voice Actress

Youngsun Eun

Myungsun Lee

Junghwa Yang

Jiyoung Lee

Minjung Yeo

Yumi Jung

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Recording/Editing

Engineer

Sunghoon Yoon (Korea)

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QA Lead

Jungmoo Lee

Game Test Lead

Yeontack Hwang
Seungjoon Lee

Game Test Engineer

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Seungheon Ko
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Taeho Kim
Hyewon Kim
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Changjung Oh
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Gitaek Hwang
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Kyoungah Jeon
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Hoon Park

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Jaemin Ju
Sangwan Woo
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Miyoung Chung
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GAME MASTER**Game Master**

Manager
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Assistant Manager

Jinsook Han
Yeongseok Kim
Ahin Kwak

Game Master

Youngil Kim
Yongo Kim
Sunset Hong
Sanghoon Byun
Jaewon Lee
Sujine Cho
Junghan Rho
Hayoung Park
Minjun Bae
Junghoon Kim
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Sunyoung Park
Yeonjung Choi

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*Domestic Service
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Minjeong Kim

Eunyoung Son
Mieun Kim
Eunkyung Lee
Misun Kang

Yuree Lee

Chanwoong Bahk

Business Management

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Kookhyun Kim

Jungmi Lee
Hyawon Byun
Sungmook Cho
Sehwan Kim
Junghae Lee
Eunhee Kim
Yujin Jeong
Jonghun Jang

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Hyojung Shin
Keunhyuck Kim
Yongduk Yun
Chanjung Park

Community Marketing

Joungho Jo
Jungyoon Kim
Jiyoun Shin
Seok Bahn

Partnership Business

Manager
Myungchan Ahn

Soondo Hong
Jeongmin Park

Marketing Visuals

Manager
Sanghoon Kim

Junwan Park
Jongwook Oh
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Jungwon Park
Hyeyoung Jung
Jieun Cheon

OVERSEAS SERVICE

Global Marketing

Manager

Wonki Lim

Hyunjung Gu

Eunjung Kim

Eungsub Lee

Jungduk Suh

Christian-Peter Heimbach

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Manager

Jinho Park

Jeongheon Kim

Taehoon Kim

Global Business

Manager

Hyukee Roh

Namsu Kim

Jungsub Suh

Banho Lee

Sanghoon Lee

Shukun Chao

Yoonhoon Choi

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Localization Coordination

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Jisun Lee

Jisun Yun

Wonny Jeon

Localization Engineer

Myunghwa Choi

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Development

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Manager

Heewon Kong

Jaewon Ryu

Seunghoon Park

Hyewon Cho

Minae Kim

Yongbae Kim

Hojun Lee

Gwangil Ho

Dongkyun No

Sooyeon Park

Youngun Kim

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OVERSEAS TECHNICAL SUPPORT

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Shingon Kim

Sangman Lee

Sanggeun Kim

Sangmin Lee

INFORMATION SERVICES

Information Services

Manager

Donwoo Byun

Information Statistics /

Analysis Development

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Sehwan Kim

Seunghak Baek

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Sumi Lee

Gilju Jang

Hun Sim

Soongbeom An

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Jongju Lim

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Changhi Lee

Wooseok Yang

Hyein Kim

Jaehak Lee

Information Operation

Management

Namhun Kim

Jieun Bong

Iloh Lee

Junho Son

SYSTEM SUPPORT

General Manager

Eungsoo Youk

System Operation

Manager

Gilbert Park

Bongkyun Kim

Wonil Kim

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Joonhee Choi

Service Operation

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Operation

Kongsu Lee

Yonghyue Yang

Seungmo Cho

Domestic Web Service Operation

Sungjun Hong
Hwanyong Kim
Hyunyoung Cho

Domestic Database Operation

Jisang Yun
Sukho Lim
Hotae Jung
Kyungnam Kim
Yujin Cho
Sangwoo Kim
Junsu Kim
Moonyeon Won

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Soon S. Kim

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Connor Lee

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Clark Kim
Seunghyun Ahn
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Roy Kim
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Gonsoo Moon
Harry Park
Changgyu Sung
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Open UI Technology
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WEB DEVELOPMENT**Web Development**

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Web Service Operation

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**Powerbook/
Knowledge Enchant
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Hyeri Kim
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Avatar Book Search Development

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Youngdo Yoon
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WE WOULD LIKE TO THANK

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Jason Lewis
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Christa Seekatz*
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Richard Wenta

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Donovan Kennedy
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Thorsten Litzki

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Zach Richards
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AUDIO AND SOUND

Blindlight (English)
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Dunesound (French)
Studio Mühl (German)
Ton in Ton (German)

*Denotes contract or
consultant position.

LIMITED WARRANTY

The following warranty and support information applies only to customers in the United States and Canada, and only to original consumer purchasers of products covered by this warranty.

NC Interactive, Inc. warrants to the original purchaser of the enclosed product (the "Product") that the media containing the Product will be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase (the "Warranty Period"). NC Interactive's entire liability and your exclusive remedy under this limited warranty shall be, at NC Interactive's option, repair or replacement, without charge, of all or the affected portion of any Product that proves to be defective in material or workmanship during the Warranty Period.

EXCLUSIONS FROM WARRANTY

This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction, or alteration is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate NC Interactive. Other than the warranties set forth above (which are limited to the ninety (90) day period described above), NC Interactive products are provided "as is" without express or implied warranties of any kind, including, without limitation, warranties of merchantability and fitness for a particular purpose. NC Interactive does not warrant that the products will be error free or will operate without interruption. In no event will NC Interactive be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of NC Interactive products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state. Neither NC Interactive nor your retail dealer has any responsibility for any incidental or consequential damages relating to your use of the product, including, without limitation, any damages for loss of data or loss of profit, or for any incidental expenses, loss of time, or inconvenience. As some states do not allow the exclusion or limitation of incidental or consequential damage, the foregoing limitation or exclusion may not apply to you.

HOW TO OBTAIN WARRANTY SERVICE

To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name, telephone number (should contact be necessary), and a brief note describing the defect to NC Interactive at the following address: 6801 N. Capital of Texas Hwy, Bldg. 1, Ste. 102, Austin, TX 78731-1780. The defective product must be post marked within ninety (90) days from the date of purchase. Proof of purchase in the form of a dated receipt must be included to obtain warranty service. The shipping costs for sending the defective product to NC Interactive is the sole responsibility of the Customer. NC Interactive will not be liable for any damage that occurs during shipping.

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

CUSTOMER SUPPORT

For customer support, account support, and technical support questions, please visit the support section of the *Aion* website at www.aiononline.com/help.