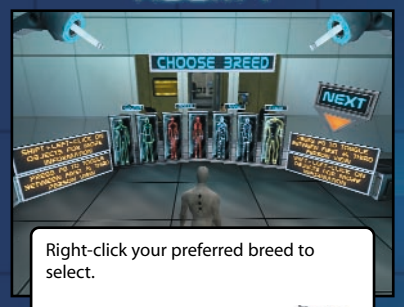
Character Creation

SHIFT + left-click anything in Anarchy Online that can be interacted to view a written description.
Turn on your sound to hear audio descriptions throughout parts of the character creation process.

Right-click anything in Anarchy Online that can be interacted with to "use" it or activate it.

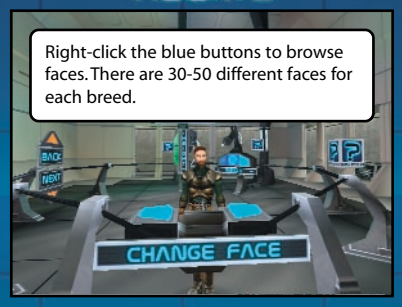
ROOM 1



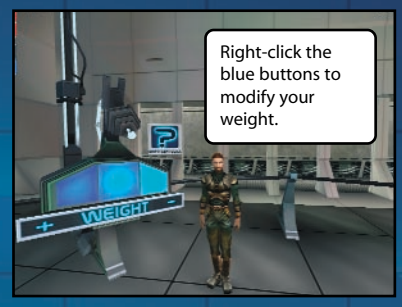
Right-click your preferred breed to select.

To proceed to the next room, right-click the orange arrow!

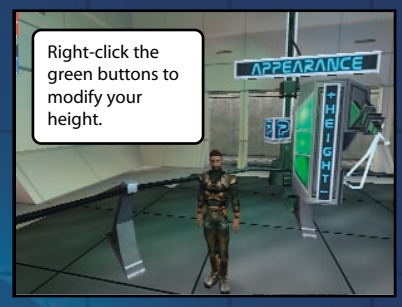
ROOM 2



Right-click the blue buttons to browse faces. There are 30-50 different faces for each breed.

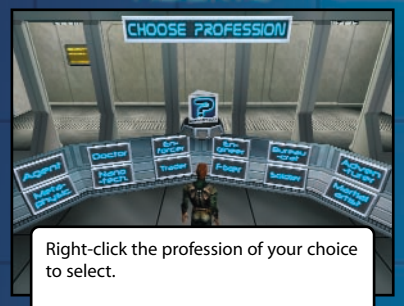


Right-click the blue buttons to modify your weight.



Right-click the green buttons to modify your height.

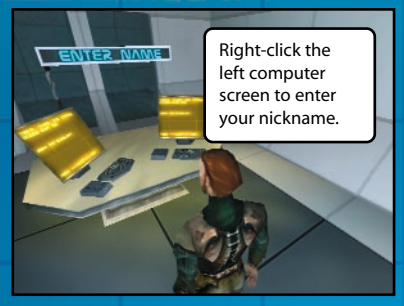
ROOM 3



Right-click the profession of your choice to select.

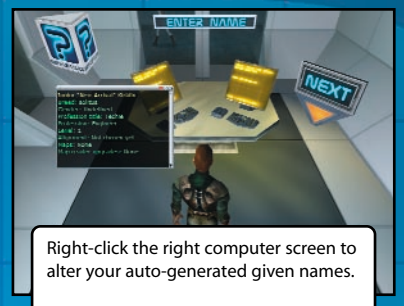
Note: If you proceed to the next room from here, you can no longer return.

ROOM 4



Right-click the left computer screen to enter your nickname.

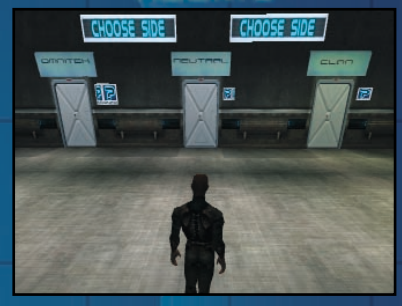
If your nickname does not follow guidelines, or is already taken, try selecting a different name.



Right-click the right computer screen to alter your auto-generated given names.

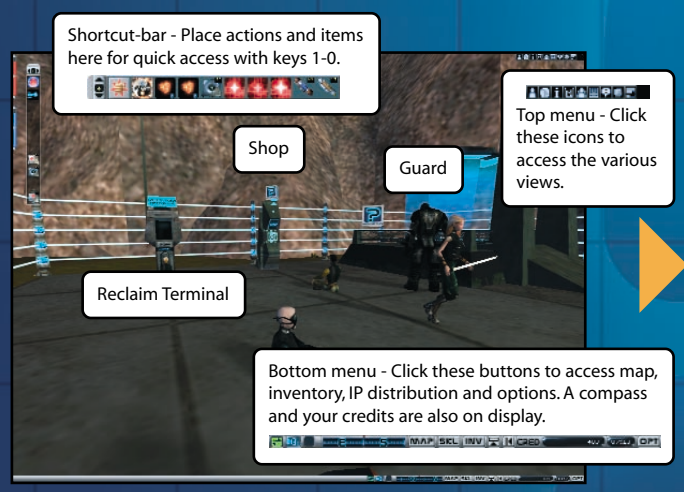
SHIFT + left-click yourself after each change to view personal info and names.

ROOM 5



Choose your side, Omni-Tek, clan or neutral, by walking through one of the doors.

Training Grounds



Training Ground and Backyard

The training ground is where you first enter the world, and where you'll spend your first few levels in order to familiarise yourself with the basic gameplay. You'll find a shop, a guard, a guide, a reclaim terminal, and some wildlife to practice your combat skills on.

Guard - The guard is there to protect you from the wildlife. His action radius isn't inhibitive though.

Reclaim - The reclaim terminal is where you can reclaim your possessions should you at any time die.

Shop - After you've gained your first credits you can acquire some basic items in the shop. Right-click the terminal to view what's on offer.

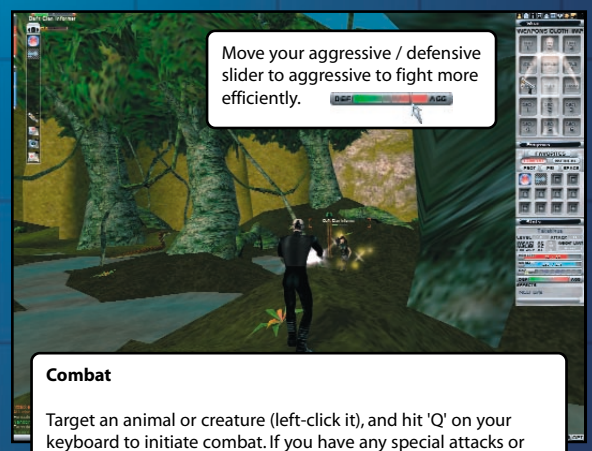


Inventory and IP allocation

Before you do anything, you should open your inventory and examine your belongings. SHIFT + left-click items to view their information. Read the purpose of every item and what its skill requirements are.

Now, open your skill view to distribute your given IP (Improvement Points). Skills and abilities are colour coded and range from green to dark blue. The green ones are less expensive and important to your breed and profession. The dark blue are the most expensive to your profession, but allow for specialisaton in additional skills.

Equip your weapon (if you have one), map, and nano program(s) by right-clicking them in your inventory.



Combat

Target an animal or creature (left-click it), and hit 'Q' on your keyboard to initiate combat. If you have any special attacks or hostile nano programs these will help you a great deal. Healing nano programs might also help you stay alive. The description of your weapon explains whether it has any special attacks or not.

If you successfully kill your prey, you can loot its remains by right-clicking it.

After combat, target yourself and right-click your medical treatment kit to regain some of your lost health and nano points.

If you should be unfortunate enough to die in combat your remains will be reconstructed near the entrance. Any items you had in your inventory upon dying can be repossessed by right-clicking the reclaim terminal located near your resurrection site.