

**FRONT COVER
PLACEHOLDER**



WELCOME BACK TO THE WORLD OF WARCRAFT®!

Blizzard Entertainment

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<http://www.blizzard.com/support> - Customer Support

WARNING—SEIZURES

A small percentage of people may experience a seizure or blackout triggered by light patterns, flashing lights, or other images that appear in computer games. If you have an epileptic condition, consult your physician before installing or playing this game. Even people who have no history of epilepsy may experience a seizure while viewing a computer game. A seizure can be accompanied by any of the following symptoms: altered vision, convulsions, disorientation, eye or muscle twitching, involuntary movements, or loss of movement. If you experience any of these symptoms, immediately stop playing and consult a doctor. Parents or guardians of children playing this game should monitor their children closely. If your child suffers any of these symptoms, stop playing the game immediately and consult a doctor.

Getting Started

PC System Requirements

OS: Minimum: Windows® XP/Windows Vista®/Windows® 7 (Latest Service Packs)
Recommended: 64-bit Windows Vista®/Windows® 7
Processor: Minimum: Intel Pentium® 4 1.3 GHZ or AMD Athlon™ XP 1500+
Recommended: Dual core processor
Memory: Minimum: 1 GB RAM
Recommended: 2 GB RAM
Video: Minimum: NVIDIA® GeForce® FX or ATI Radeon™ 9500 video card or better
Recommended: 256 MB NVIDIA® GeForce® 8600 or ATI Radeon™ HD 2600 or better

Installation Instructions

Place *The Burning Crusade* DVD into your DVD-ROM drive. If your computer has autoplay enabled, an installation window will automatically pop up on your Windows desktop. Click the Install *The Burning Crusade* button and follow the onscreen instructions to install *The Burning Crusade* to your hard drive. If the installation window does not appear, open the My Computer icon on your desktop and double-click the drive letter corresponding to your DVD-ROM drive to open it. Double-click the Install.exe icon in the DVD-ROM contents and follow the onscreen instructions to install *The Burning Crusade*.

Installing DirectX®

PC Users Only: You will need to install DirectX 9.0c in order to properly run *The Burning Crusade*. During installation, you will be prompted to install DirectX if you do not already have the most up-to-date version installed on your computer.

Mac System Requirements

OS: Minimum: Mac® OS X 10.5.8, 10.6.4 or newer
Recommended: Mac® OS X 10.6.4 or newer
Processor: Minimum: Intel® Processor
Recommended: Intel® Core™ 2 Duo processor
Memory: Minimum: 2 GB RAM
Recommended: 4 GB RAM
Video: Recommended: NVIDIA® GeForce® 9600M GT or ATI Radeon™ HD 4670 or better

Installation Instructions

Place *The Burning Crusade* DVD in your DVD-ROM drive. Double-click the *The Burning Crusade* DVD icon. Then double-click the Installer application to copy the required game files to your hard drive.

All Platforms

Controls: A keyboard and mouse are required. Input devices other than a mouse and keyboard are not supported.

Connectivity: You must have an active broadband Internet connection to play

Mouse: Multi-button mouse with scroll wheel recommended

DVD: 4X DVD-ROM drive

HD Space: 25 GB free HD space

Video: For a complete list of supported 3D cards, please visit:

<http://www.blizzard.com/support/article/WoWsupportedvideo>

Note: Due to potential programming changes, the Minimum System Requirements for this game may change over time.

Troubleshooting

If you experience any trouble running *The Burning Crusade*, be sure to read the most recent readme.txt and patch notes text files. These files detail the latest changes and any bug fixes made to the game. Your problem might already be listed there, along with possible solutions. Many times, errors in running the game can be attributed to a lack of updated drivers. Ensure that the drivers for all your hardware are up to date before contacting Blizzard Entertainment for technical support

General Troubleshooting (PC)

General Lockups/Video Problems

If your computer hard locks without an error message, reboots during game play, will not start, or has distorted graphics of any sort, please make sure you have the latest video card drivers for your video card. Contact your hardware manufacturer to find the latest drivers available, or check our Driver Update Information page on our support website for links to the most common hardware vendors at: <http://www.blizzard.com/support/article/driverupdates>

Sound Issues

If you are experiencing sound distortions, periodic loss of sound, loud squelches, whistles, or pops, confirm that you have the latest version of DirectX installed on your system. Also, verify that your sound drivers are compatible with the newest version of DirectX. Contact your hardware manufacturer to find the latest drivers available, or check our Driver Update Information page on our support website for links to the most common hardware vendors at: <http://www.blizzard.com/support/article/driverupdates>

General Troubleshooting (Mac)

Most lockups, video problems, or sound problems can be solved by installing the latest available software updates from Apple. All of the latest video and sound drivers are included in the OS available from Software Update from the Apple menu. You can find additional troubleshooting instructions at: <http://www.blizzard.com/support>



Technical Support Contacts

Web Support

The Blizzard Entertainment Technical Support website has solutions to the most common game questions and problems. You can find our Technical Support website located at: <http://www.blizzard.com/support>

Email Support

You can email the Technical Support department at any time at: <https://www.blizzard.com/support/webform.xml>
You will receive an email sent typically between 24 to 72 hours later, containing a more detailed solution to your particular problem or question.

Live Phone Support

Phone support is provided in English, French, Spanish, German and Russian. We also provide support via our forums and by email. Information about how to reach Customer Support is available at: <http://www.blizzard.com/support>
NO GAME-PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.
Please be sure to consult our troubleshooting section before calling Technical Support, and be near your computer if possible when calling.

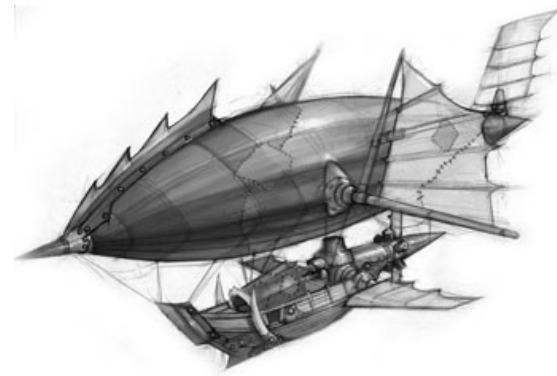
Note: For information about protecting your computer and World of Warcraft account, along with answers to commonly asked questions and additional troubleshooting material, go to: <http://www.blizzard.com/support>

Game Hints

If you are seeking a game tip, hint, or additional game information for *World of Warcraft*, please visit: <http://www.battle.net/wow>

Game Performance

If you encounter slow or choppy game play, there are several game options that can be adjusted to improve performance. These options are accessible via the Video Options Menu. Selecting a lower resolution, decreasing the FarClip, World Detail, and Animation settings will have the greatest effect.



ACCOUNT SETUP AND BILLING

Upgrading an Account

In order to play *World of Warcraft: The Burning Crusade* and have access to the new game content, you must upgrade your existing *World of Warcraft* subscription on your Battle.net account. Once you begin installing *World of Warcraft: The Burning Crusade* and you have agreed to the End User License Agreement, you will be prompted to upgrade your account via the Account Upgrade window. You may choose to upgrade immediately by clicking the "Upgrade" button. If you would prefer to wait, you can click the "Skip" button and upgrade later in the installation process or (once your installation is complete) via the website. If you choose to upgrade immediately, you will be prompted to enter your current Battle.net account, password, and authentication key. Your account must be current and in good standing. Click the "Upgrade" button when you are done, and you will be given the opportunity to upgrade another account by clicking the "Upgrade Another" button. You may close the window by clicking the "OK" button.

Note: *You can only upgrade ONE World of Warcraft with your authentication key for World of Warcraft: The Burning Crusade. Please make certain that you are upgrading the correct account, as your authentication key cannot be reused in the event of a mistake. The upgrade process does not add game time to a World of Warcraft account.*

Starting the Game

After you have successfully installed *World of Warcraft: The Burning Crusade*, start a game by double-clicking the *World of Warcraft: The Burning Crusade* icon on your desktop. You can also start a game from the Start menu (PC). Once you start the game, you are taken to the Account Name field screen. After agreeing to the Terms of Use (see below), you will see a blank Battle.net Account Name field and a blank Password field in the middle of the screen. Enter your account name and password in the appropriate fields, and click the "Login" button. You are now ready to play *World of Warcraft: The Burning Crusade*.

Note: *Employees of BLIZZARD ENTERTAINMENT will never ask for your password.*

Internet Connection

Being a massively multiplayer online role-playing game, *World of Warcraft* is played entirely online and has no offline component. You must have an active Internet connection to play this game. Blizzard is not responsible for any fees you may incur from your Internet service provider that are in addition to your monthly *World of Warcraft* subscription fee.

Terms of Use Agreement

The first time you load *World of Warcraft: The Burning Crusade*, a Terms of Use Agreement will appear on your screen before you can progress to the Account Name field screen. To play the game, you must read the agreement in its entirety and click the "Accept" button. The "Accept" button is grayed out initially but becomes enabled when you scroll to the end of the agreement. After agreeing to the Terms of Use, you are allowed to play the game. If you refuse the Terms of Use, you cannot play the game. Any time the Terms of Use Agreement is updated, it will reappear when you next start the game. You must read it again and click the "Accept" button to progress to the Login screen.

Payment Methods

During account creation, you must specify your method of payment. You can pay your monthly fees by credit card, with prepaid time cards sold by Blizzard Entertainment online and in local game stores, or by other methods depending on your location. More information can be found at: <http://www.battle.net/wow>

Account and Billing Issues

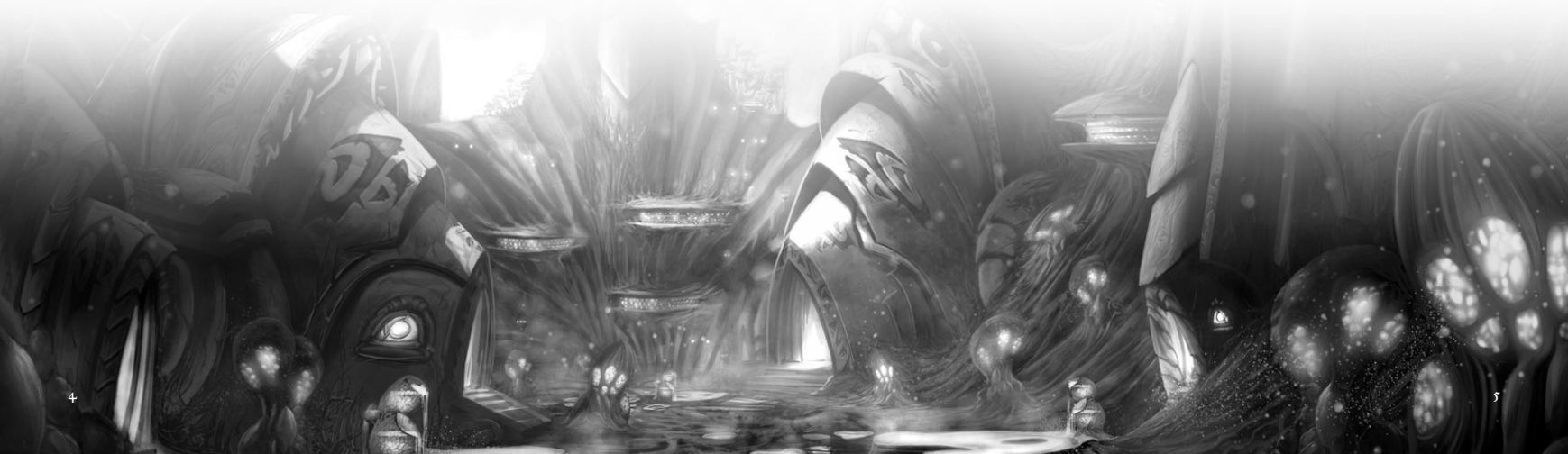
If you have any questions or issues dealing with billing or your *World of Warcraft* account, please contact Billing and Account Services. Our representatives can help you with many issues, including:

- Questions regarding billing
- Registering or setting up an account
- Recovering your account or password
- Canceling your account
- Reactivating a canceled account
- Or any other account or billing issues

Contact our Billing and Account Services staff by emailing us at:

<http://www.blizzard.com/support/webform.xml>

NO GAMEPLAY HINTS WILL BE GIVEN THROUGH THIS EMAIL.



THEN AND NOW: CONFLICT AND TRIUMPH IN THE WORLD OF WARCRAFT

Two years have passed since the founding of Durotar...

Although the armistice between the mighty Horde and the noble Alliance has held, tensions between the two factions continue to mount as worldwide conflicts draw the two sides closer to all-out war. Fighting has erupted in the strategic battlegrounds of Alterac Valley, Warsong Gulch, and Arathi Basin, and more recently in Eastern Plaguelands and Silithus.

Even as these old enemies have renewed their quarrels, many ancient threats have resurfaced to menace the beleaguered races of Azeroth. As if spurred by unseen forces, dark agents have labored to push the world closer to the brink of oblivion.

Within Blackrock Spire, the legacy of the black dragon Deathwing continued to unfold as Nefarian followed in his father's contemptible footsteps. With the aid of his sister Onyxia and the orchestrations of their human personas, Nefarian worked toward replenishing the black dragonflight. To that end, he created chromatic dragons: unspeakable hybrids of both red and black dragons.

Meanwhile, the priests of Hakkar enacted primitive rituals on behalf of their fiendish blood god. First, priests at the Temple of Atal'Hakkar succeeded in calling forth the god's avatar. Then, within the crumbling ruins of Zul'Gurub, priests summoned the bloodthirsty, diabolical Soulflayer physically into Azeroth.

Nor was the spread of evil limited to the physical realm alone. Several green dragons, once Ysera's trusted lieutenants, have been corrupted by the Emerald Nightmare, emerging from dream portals across the world to threaten the very lives they once protected.

Throughout Silithus, insect swarms surged as if guided by some malignant, ancient intelligence. Behind the gates of the Scarab Wall the merciless qiraji stirred once again. Empowered by the Old God C'Thun, the qiraji prepared their legions for a worldwide assault to avenge their bitter defeat at the hands of the night elves a thousand years ago.

Worst of all, the Lich King's icy grip descended upon Azeroth once again as the Scourge renewed its assault against living and undead alike. Foreboding necropoli recently appeared over several major cities. Alliance and Horde forces mobilized and drove the Scourge back. Nevertheless, questions remain. Was this defeat truly a setback for the Lich King? Or did this first attack further a different goal for the Scourge? Whatever the case, Kel'Thuzad is clearly setting the stage for a full-scale, apocalyptic invasion from his seat of power in Naxxramas.

The heroes of the world have bravely faced these challenges and more, struggling to ensure the continued survival of their races. The greatest perils, however, remain unseen. Many of these new threats have the inhabitants of the world wondering if peace will ever find a home in Azeroth...

SHADOWS RETURN

Deep within Deadwind Pass, restless ghosts roam the darkened halls of Karazhan, where the demon-possessed wizard Medivh spent his final days. Tempted by rumors of the time-lost secrets kept within, adventurers have begun infiltrating the haunted tower. Within the secret passages of the arcane stronghold, horrific nightmares have awakened.

Elsewhere, the brooding dragon Nozdormu stirs. The Timeless One has sensed a threat to his beloved timeways. Shadowy agents have infiltrated the Caverns of Time, attempting to sabotage three key historical events: Thrall's escape from Durnholde, the monumental Battle of Mount Hyjal, and Medivh's creation of the Dark Portal. In the face of this overwhelming threat, Nozdormu is enlisting heroes to help him prevent the fabric of time from unraveling forever.

With the future in peril, a relic of the past has also surfaced, radiating renewed energy. This relic has enabled Lord Kazzak to activate the current Dark Portal, thereby reopening the gateway to...

THE SHATTERED REALM OF OUTLAND

Here, before Draenor was torn apart by Ner'zhul's portals, the orcs and draenei once lived in peace. Now this wasteland is ruled by the one-time defender of the night elves: the power-mad Betrayer, Illidan Stormrage.

Joined by Prince Kael'thas Sunstrider's blood elves and the insidious, serpentine naga, Illidan maintains a tight hold on Outland and its multiple portals. The Burning Legion has set its sights on Outland as well, hoping to utilize the portals to gain access to numerous unspoiled worlds. Should the demons prove successful, no refuge would remain against their nihilistic crusade.

Furthermore, the demon lord Kil'jaeden has not forgotten Illidan's failure to destroy the Lich King. Although Illidan still controls the mighty Black Temple, he anticipates the Burning Legion's return and is preparing accordingly. He and his allies fight to ensure that Outland's multiple portals remain tightly sealed while he strengthens his power base.

Even so, Illidan's forces are not the only presence on Outland. Several other factions roam the scattered wastes as well.

Bands of draenei remain, although many of them have devolved into Broken, warped shells of their former selves. Cut off from the Light, these Broken fight for their sanity and their lives.

In addition, much to Warchief Thrall's horror, refugee orcs in the desolate region have discovered and embraced a new source of demonic corruption. Recently a new breed of fel orcs began streaming out of Hellfire Citadel, the Horde base of operations during the First and Second Wars. Though these savage orcs have made no secret of their presence on Outland, the source of their newfound corruption remains a mystery.

Using their dimensional fortress, Tempest Keep, the naaru have recently arrived on Outland as well. These energy beings recognize the strategic importance of the broken wastes and have vowed to defeat their sworn enemies—the Legion—at all costs. When most of the naaru set out to explore the ravaged territories of Outland, however, Kael'thas seized the opportunity to strike.

The blood elves assaulted the fortress, overcoming its automated defenses and taking command of the keep's satellite structures. Kael'thas has now begun manipulating the fortress' otherworldly technologies, using them to harness the chaotic energies of the Netherstorm itself.

Despite Illidan's efforts to keep Outland's portals closed, the Horde and Alliance have anticipated Outland's role in renewed hostilities and ever more perilous threats. The denizens of Azeroth are thus preparing not only to battle each other, but also to face the inevitable onslaught of the Burning Legion. To that end, both Horde and Alliance have recruited new allies.

Two bold new races have stepped forward to answer the call. Devastated by the recent Scourge invasion of Quel'Thalas, the resourceful, magic-addicted blood elves have rallied to rebuild much of their kingdom and take up the cause of the Horde. Meanwhile, the draenei, who once peacefully coexisted with the shamanistic orcs, have joined the Alliance to fight the Burning Legion and avenge past atrocities committed by the orcs...



THE FLIGHT OF THE DRAENEI

Long ago, on the world of Argus, the brilliant and magically gifted eredar race drew the attention of Sargeras, the Destroyer of Worlds. Sargeras offered untold power to the three leaders of the eredar—Kil'jaeden, Archimonde and Velen—in exchange for their unquestioning loyalty. A troubling vision soon came to Velen, who saw the eredar transformed into unspeakable demons—the first sentient members of the Legion, which would grow to immense size and decimate all life.

Despite Velen's warnings, Kil'jaeden and Archimonde decided to accept Sargeras' offer. Velen despaired at his former friends' decision and prayed for help. To his surprise and relief, he was answered by one of the benevolent naaru. These energy beings had, like Velen, foreseen the formation of the Burning Legion.

The naaru offered to shepherd Velen and other believers to refuge. Velen quietly gathered those of his fellow eredar who seemed trustworthy and dubbed them the draenei, or "exiled ones". As Sargeras returned to Argus and transformed many willing eredar into demons, the draenei narrowly escaped their homeland. Furious, Kil'jaeden vowed to track Velen to the ends of creation.

Even as the Burning Legion chased the draenei across the cosmos, the naaru instructed the exiles in the way of the Light. Deeply affected, the draenei vowed to honor the Light and uphold the naaru's ideals.

In time the draenei settled on a remote world and met the shamanistic orcs who inhabited it. The draenei came to call their new home Draenor or "Exiles' Refuge." Kil'jaeden continued to hunt the exiles, however, and he eventually learned of the idyllic world and its unsuspecting inhabitants.

Working through the shaman Ner'zhul, the demon lord gradually began corrupting the orcs. When Ner'zhul refused to serve the Legion's agenda past a certain point, Kil'jaeden turned to Ner'zhul's apprentice. Gul'dan worked the orcs into a frenzy of bloodlust, and the newly formed Horde began slaughtering the peaceful draenei.

The orcish campaign against the draenei was brutally effective. Over eighty percent of the draenei race was destroyed, though a small group of survivors remained, including the noble Velen.



The orcs went on to invade Azeroth through Medivh's Dark Portal. Years later, after the Second War, Ner'zhul's additional portals would tear Draenor to pieces.

Recently Velen and the remaining draenei survivors gained control of one of Tempest Keep's satellite structures and used it to escape to Azeroth. Now they search for allies in their never-ending battle against *The Burning Crusade*.



LEGACY OF THE BLOOD ELVES

Long ago the exiled high elves landed on the shores of Lordaeron. They struck out to find a new home, and after many battles with the trolls, established the kingdom of Quel'Thalas.

Using a vial of sacred water stolen from the first Well of Eternity, the high elves created a fount of mystical power at a convergence of ley energies in Quel'Thalas. They named this fountain the Sunwell. Its potent arcane magic fed and strengthened the high elves, and soon the wondrous city of Silvermoon was established.

Protected by a magical barrier, the high elves enjoyed peace for roughly four thousand years, but that peace was not meant to last. The Amani trolls gathered an immense army and assaulted the elven kingdom. Vastly outnumbered, the high elves hastily struck an alliance with the human nation of Arathor. The elves taught a small number of humans how to wield magic. In exchange the humans aided the elves in destroying the trolls' power base forever.

Over the following years the high elves returned to their reclusive ways, but during the Third War, the diabolical Prince Arthas Menethil brought battle once again to their doorstep. Arthas craved the power of the Sunwell and would stop at nothing to harness it. He invaded Quel'Thalas and wiped out most of its population. In the end, even King Anasterian Sunstrider lay dead.

Additionally it became clear that the high elves had become addicted to the Sunwell's arcane energies. Now that the source of their magic was gone, the few remaining high elves quickly grew ill and apathetic.

Prince Kael'thas, last of the royal line, returned from his studies in Dalaran to find Quel'Thalas in ruins. Thirsting for vengeance, he gathered the survivors, renamed them blood elves, and took a group of the strongest fighters to join Lordaeron's campaign against the Scourge.



Due to human prejudice, Kael'thas was forced to accept the assistance of Lady Vashj and her reptilian naga. When the humans discovered that the blood elves had been working with the naga, Kael'thas and the others were imprisoned and condemned to death. Lady Vashj soon arrived to set them free, leading them through a portal and into the broken wastes of Outland.

There, the elves met the one being capable of putting an end to their hunger: the renegade demon, Illidan Stormrage. Certain that the blood elves would die without Illidan's assistance, Kael'thas agreed to serve the Betrayer. A lone representative, Rommath, was sent back to Azeroth with a message of hope for the blood elves remaining in Quel'Thalas: that one day Kael'thas would return to lead his people to paradise.

Rommath has made great progress in teaching the blood elves advanced techniques to manipulate arcane energies. With renewed purpose, the blood elves have now rebuilt the city of Silvermoon, though it is powered by volatile magics. Emboldened by the promise of Kael'thas' return, the weary citizens of Quel'Thalas now focus on regaining their strength, even as they forge a new path into an uncertain future.



NEW PROFESSION: JEWELCRAFTING

One of the exciting new features of *World of Warcraft: The Burning Crusade* is the profession of jewelcrafting.

Jewelcrafters learn the art of creating beautiful jewelry and trinkets from metals and rare gems. By processing raw ore mined from various deposits and mineral veins, jewelcrafters extract gems to use for their craft.

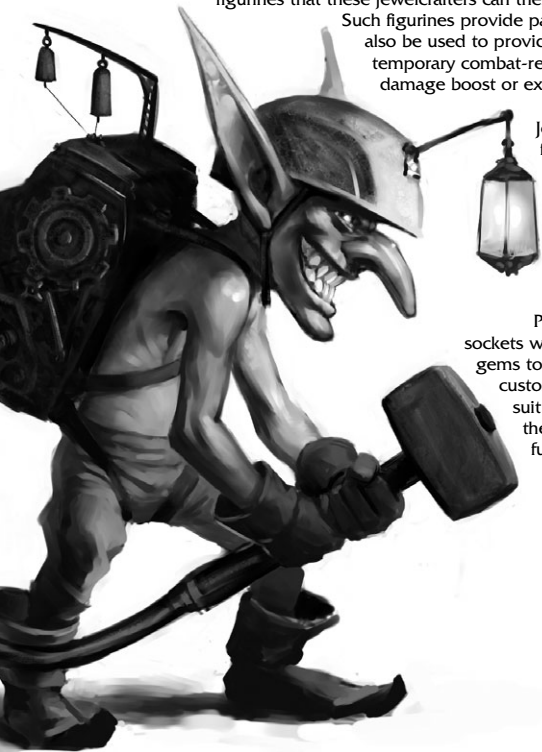
Jewelcrafters work with gems in many different ways. A jewelcrafter may create rings, amulets, and trinkets that function just like those that can already be found in the game, with a few notable exceptions. For example, jewelcrafters can learn to create gemmed figurines that these jewelcrafters can then carry in their trinket slots.

Such figurines provide passive benefits, but they can also be used to provide the jewelcrafter with a temporary combat-related bonus, such as a damage boost or extra healing powers.

Jewelcrafters can also cut gems for use in socketed items.

Gems come in many different colors and shapes. Different types of gems have different basic properties, and a gem's cut also determines the effect that gem has.

Placing cut gems into an item's sockets will add the bonuses of these gems to the item, allowing players to customize their equipment to better suit their individual play style or the different roles their class can fulfill.



SOCKETED ITEMS

At higher levels, socketed items and specially cut gems become highly important. Various socketed items, including armor and weapons, can be found in dungeons, but the expansion also introduces many new recipes for all the professions. These recipes allow leatherworkers, blacksmiths, and tailors to create socketed items.

Socketed items can be of uncommon, rare, or even epic quality. Each of an item's sockets can also have a specific color. You can put a gem into a socket and match that gem's color to the socket's color. If you use such color-matched gems in all of an item's sockets, the item acquires a special stat bonus beyond the individual gems' effects. However, you can also put gems of a different color in these sockets if you prefer a specific gem effect instead of the color-matching bonus.

Any character can insert gems into an item's sockets: you do not need to be a jewelcrafter to do so. However, you will need to ask a jewelcrafter, or become one yourself, to obtain most of the gems you can socket. Several of the expansion's high-level bosses may also be a source of cut gems. There are rumors that these bosses hold stones with fantastic, untold powers.

To learn more about jewelcrafting and socketed items, please visit:

<http://eu.battle.net/wow/game/>



THE JOURNEY AHEAD: LEVEL CAP RAISED

Millions of intrepid adventurers have overcome staggering odds to reach the pinnacle of achievement in *World of Warcraft*: level 60.

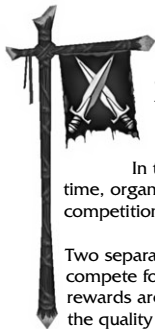
These bold heroes, as well as others who are approaching this important milestone, will be glad to learn that the level cap for *World of Warcraft: The Burning Crusade* has been raised to 70.

A whole new world of danger and discovery awaits players at the highest level. Benefits for those adventuring beyond level 60 include fantastic new skills, talents, and abilities.

So dust off your armor, ready your mounts, and oil your blades.

The adventure has just begun.

PLAYER VS PLAYER



PvP (or Player vs. Player) play in the *World of Warcraft* has been taken to a whole new level in *World of Warcraft: The Burning Crusade*. The expansion introduces an entirely new system of PvP, as well as alterations to the existing honor system.

Gladiatorial arenas are available for the first time in *The Burning Crusade*.

In this thrilling addition to PvP combat, players can form teams for the first time, organizing groups of 2 vs. 2, 3 vs. 3, or 5 vs. 5 for deathmatch-style competition.

Two separate modes of arena play are introduced. In "practice" mode, players compete for fun and for the sake of improving their (or their team's) skill. No rewards are offered, and players are matched up based on character level and the quality of their gear.

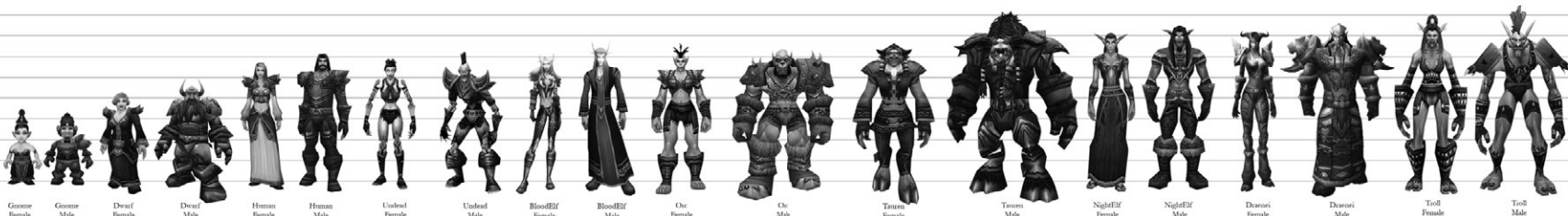
In the second mode, level-70 players can compete in the Steamwheedle Cartel's gladiatorial games as a "registered team." This mode is based on a ladder system with play "seasons"; each season lasts three months. At the end of each week, player performance is rated, and arena points are awarded. These points may be spent on items such as armor, jewelry, trinkets, and even weapons.

In *World of Warcraft: The Burning Crusade*, significant changes have also been made to the current honor system. In the honor system, players receive honor points each day for vanquishing opponents or winning battleground and outdoor PvP objectives. Players can now spend honor points directly on armor, weapons, and other rewards offered by Alliance and Horde quartermasters. In addition, honor points will no longer degrade over time.

Players will have ample opportunity to experiment with all the changes made to PvP style play in *World of Warcraft: The Burning Crusade*. Most zones in Outland, for instance, have PvP objectives associated with them, providing a wide array of varied and unique play experiences.

For further details relating to the exciting changes made to the honor system, and for more information regarding the all-new gladiatorial arena system, please log on to:

<http://eu.battle.net/wow/game/>



BEYOND THE UNTAMED HORIZON: FLYING MOUNTS

Fewer than twenty years ago, Draenor was ripped apart by the violent energies of several dimensional portals. To this day, certain parts of Outland are unreachable by foot or boat. Yet the denizens of Outland adapted and learned to harness a few of the indigenous species as flying mounts, allowing adventurers to reach even the most remote and dangerous regions of this untamed world.

One of the exciting new features of *World of Warcraft: The Burning Crusade* is the introduction of a new kind of mount that provides players with unprecedented freedom to explore the world of Outland from an entirely new perspective. Upon reaching level 70, players can obtain a flying mount. Both Horde and Alliance will have their own special flying mount type, to which every player of that faction has access. There are also a number of legendary flying mounts that will be extremely rare even among the most dedicated raiders.

Players have full control over their mounts and thus are free to roam the skies and explore all regions of Outland.

To learn more about flying mounts, visit:

<http://eu.battle.net/wow/game/>



CREDITS

Game Design

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Creative Director

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Lead Game Programmer

John Cash

Lead Server Programmer

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Lead Level Designer

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Lead Quest Designer

Alex Afrasiabi

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Lagrange, Alex Mayberry, John
Schwartz, Lee Sparks, Alex Tsang

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Jason De Arte, Tony Garcia, Bryan
Gibson-Winge, Omar Gonzalez, Scott
Hartin, Sam Lantinga, Patrick
Magruder, Collin Murray, Ron
Nakada, Irena Pereira, David Ray,
Derek Sakamoto, Jeremy Wood

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John Laffleur, Chris MacDonald, Pat
Mackellar, Nate Miller, Kyle Radue,
Dan Reed, Tom Thompson

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Pageau, John Stiles

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Bryan Gillingham, Mauricio Hoffman,
Chris Luckenbach, Corey Pelton,
Jason Zirpolo

Dungeon/City Artists

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Chang, Wendy Davis, Rutherford
Gong, Jeremy Graves, Kevin Griffith,
Kevin K. Griffith, Jimmy Lo, Andrew
Matthews, Tiffany Sirignano, Rhett
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The Morrisroe Family
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Mindi Johnson
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Mandi Stiles
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Karlee Chadwick
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JDB - Thanks for the faith and support!
Aimee Della Bitta
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Insufficient Light (Who did not take their name from the manual, sir.)

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2. Pre-Loaded Software. The media on which the Game Client is distributed may contain additional software and/or content for which you may not have a valid license and which is specially protected against unauthorized access (the "Locked Software"). You agree that Blizzard Entertainment and/or Blizzard may install the Locked Software onto your hard drive during the Game Client installation process. You also agree that you will not access, use, distribute, copy or display any Locked Software, or create any derivative works based on the Locked Software. PLEASE NOTE THAT THE CIRCUMVENTION OF ACCESS OR COPY PROTECTION MEASURES MAY CONSTITUTE A CRIMINAL ACT UNDER THE COPY PROTECTION LAWS OF YOUR COUNTRY OF RESIDENCE. You can get access to and use the Locked Software, or parts thereof, if you (a) purchase or otherwise legally obtain a valid license and (b) accept the End User License Agreement(s) for this Locked Software, in such case you will receive an alphanumeric key from Blizzard to unlock the software. Please note that you will only be allowed to unlock those portions of the Locked Software for which you accepted the respective End User License Agreement ("the Unlocked Software EULA") and were granted a valid license (the "Unlocked Software"). The terms of this Agreement, the WoW Terms of Use and the BNET Terms of Use Agreement shall apply to Unlocked Software in addition to the Unlocked Software EULA. However, to the extent any provision of this Agreement conflicts with any provision in the Unlocked Software EULA, the provisions of the Unlocked Software EULA shall prevail, but only with regard to the Unlocked Software.

3. Service and Terms of Use. As previously stated, you must have registered a Battle.net® Account to access the Service and play the Game. The Battle.net® Service is subject to the BNET Terms of Use Agreement, which you may view <http://www.battle.net/legal/termsfuse.shtml> and which you must accept to register a Battle.net® Account. You must also accept the WoW Terms of Use in order to access the Service to play the Game. The WoW Terms of Use govern all aspects of game play. You may view the Terms of Use by visiting the following website: <http://www.battle.net/legal/termsfuse.shtml>. If you have purchased a hardcopy of the Game and do not agree with the BNET Terms of Use Agreement, or the WoW Terms of Use, you should (i) not register for a Battle.net® Account to play the Game, (ii) not access the Service to play the Game, and (iii) return the Game to the place where you purchased the Game within thirty (30) days of the original purchase date.

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A. All intellectual property rights in and to the Game, including without limitation the Locked and Unlocked Software, and all copies thereof (including, but not limited to, any user accounts, titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, character inventories, structural or landscape designs, animations, sounds, musical compositions, audio-visual effects, storylines, character likenesses, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Game) are owned or expressly licensed by Blizzard Entertainment or Blizzard. The Game is protected by the copyright laws of the United States, international copyright treaties and conventions, and other laws. All rights are reserved. The Game may contain certain licensed materials, and licensors of those materials may enforce their rights in the event of any violation of this License Agreement.

B. In order to access the Service and to play World of Warcraft, you are required to establish a Battle.net® Account as described in the BNET Terms of Use Agreement that is unique to you and non-transferable. To access the Service, you will be asked to provide Blizzard with an Authentication Key of the Game that will be exclusively linked to the Battle.net® Account you have established. Therefore, Blizzard does not allow you to transfer ownership of the Game Client to third parties.

5. Responsibilities of End User.

A. Subject to the Grant of License herein, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code, modify, disassemble, decompile, or create derivative works based on the Game, or remove any proprietary notices or labels on the Game. Failure to comply with the restrictions and limitations contained in this Section 5 shall result in immediate, automatic termination of the license granted hereunder and may subject you to civil and/or criminal liability. Notwithstanding the foregoing, you may make one (1) backup copy of the Game Client, the Unlocked Software and the Manuals.

B. You agree that you shall not, under any circumstances,

(i) sell, grant a security interest in or transfer reproductions of the Game to other parties in any way not expressly authorized herein, nor shall you rent, lease or license the Game to others;

(ii) exploit the Game or any of its parts, including, but not limited to, the Game Client, for any commercial purpose, including, but not limited to, use at a cyber café, computer gaming center or any other location-based site without the prior express written consent of Blizzard;

(iii) host, provide or develop matchmaking services for the Game or intercept, emulate or redirect the communication protocols used by Blizzard in any way, including, without limitation, through protocol emulation, tunneling, packet sniffing, modifying or adding components to the Game, use of a utility program or any other techniques now known or hereafter developed, for any purpose, including, but not limited to, unauthorized network play over the Internet, network play utilizing commercial or non-commercial gaming networks or as part of content aggregation networks; or

(iv) create or maintain, under any circumstance, any unauthorized connections to the Game or the Service. All connections to the Game and/or the Service, whether created by the Game Client or by other tools and utilities, may only be made through methods and means expressly approved by Blizzard. Under no circumstances may you connect, or create tools that allow you or others to connect, to the Game's proprietary interface or interfaces other than those expressly provided by Blizzard for public use. (v) use the Voice Client for any unlawful purposes. In particular you shall not (i) eavesdrop, intercept or monitor any communication which is not intended for you, (ii) use any type of spider, virus, worm, trojan-horse or any other codes or tools that are designed to distort or otherwise interfere with the communication, (iii) use the Voice Client for any commercial communication, or (iv) expose any other user to communication which is offensive, harmful to minors, indecent or otherwise objectionable.

6. Parental Control. Parents can restrict the use their child makes of the Service by way of a parental control system. Further information can be found here: <http://www.battle.net/parents>

7. Termination. This License Agreement is effective until terminated. Upon termination for any reason, all licenses granted herein as well as licenses for Unlocked Software shall immediately terminate and you may terminate the License Agreement at any time by cumulatively (i) destroying the Game; and (ii) removing the Game Client from your hard drive; and (iii) notifying Blizzard by mail of your intention to

terminate this License Agreement to the following address: Blizzard Entertainment S.A.S., TSA 60 001, 78143 Vélizy-Villacoublay Cedex, France. Blizzard reserves the right to terminate this License Agreement without notice, if you fail to comply with any terms and conditions contained herein, the WoW Terms of Use and/or the BNET Terms of Use Agreement. In case of minor violations of these rules Blizzard will provide you with a prior warning of your non-compliance prior to terminating the License Agreement. If, however, your behavior is utterly unacceptable, in particular if it endangers the gaming experience of other players, Blizzard is not required to provide you with such prior warning. A behavior is utterly unacceptable in case of a serious violation of important provisions of this License Agreement, the WoW Terms of Use and/or the BNET Terms of Use Agreement. Important provisions include a violation of Sections 1, 2 and 5 above. In such event, you must immediately destroy the Game and remove the Game Client from your hard drive.

8. Export Controls. The Game may not be re-exported, downloaded or otherwise exported into (or to a national or resident of) any country to which the U.S. has embargoed goods, or to anyone on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Commerce Department's Table of Denial Orders. By installing the Game, you are agreeing to the foregoing, and you are representing and warranting that you are not located in, under the control of, or a national or resident of any such country or on any such list.

9. Patches and Updates. Blizzard Entertainment and/or Blizzard shall have the right to deploy or provide patches, updates and modifications to the Game, as needed or as useful to: (i) enhance the gaming experience by adding new content to the Game, (ii) incorporating new features to the Game, (iii) enhancing content or features already in the Game; (iv) fixing "bugs" that may be altering the Game; and (v) determining how you and other players utilize the Game so that the Game can be enhanced for the enjoyment of the Game's users; and (vi) protect you and other players against cheating; and (iii) make the gaming environment safer for you. These patches, updates and modifications to the Game must be installed for the user to continue to play the Game. For these purposes, Blizzard Entertainment and/or Blizzard may update the Game remotely, including, without limitation, the Game Client residing on the user's machine, without knowledge or consent of the user, and you hereby grant to Blizzard Entertainment and/or Blizzard your consent to deploy and apply such patches, updates and modifications to the Game.

10. Duration of the "On-line" Component of the Game and of the Voice Client. This Game is an 'on-line' game that must be played over the Internet through the Service, as provided by Blizzard. It is your entire responsibility to secure an Internet connection and all fees related thereto shall be at your own charge. Blizzard will use reasonable efforts to provide the Service all day, every day. However, Blizzard reserves the right to temporarily suspend the Service for maintenance, testing, replacement and repair of the telecommunications equipment related to World of Warcraft, as well as for transmission interruption or any other operational needs of the system. Blizzard can neither guarantee that you will always be able to communicate with other users, nor that you can communicate without disruptions, delays or communication-related flaws. Blizzard is not liable for any such disruptions, delays or other omissions in any communication during your use of the Voice Client. Blizzard agrees to provide the servers and software necessary to access the Service until such time as World of Warcraft is "Out of Publication." World of Warcraft shall be considered "Out of Publication" following the date that World of Warcraft is no longer manufactured and/or distributed by Blizzard Entertainment, or its affiliates. Thereafter, Blizzard may, in its sole and absolute discretion, continue to provide the Service or license to third parties the right to provide the Service. However, nothing contained herein shall be construed so as to place an obligation upon Blizzard to provide the Service beyond the time that World of Warcraft is Out of Publication. In the event that Blizzard determines that it is in its best interest to cease providing the Service, or license to a third party the right to provide the Service, Blizzard shall provide you with no less than three (3) months prior notice. Neither the Service nor Blizzard's agreement to provide access to the Service shall be considered a rental or lease of time on or capacity of Blizzard's servers or other technology.

11. No Responsibility for Individual Communication. You acknowledge that the content of the communication with other users through the Voice Client is entirely the responsibility of the user from whom such content originates. You may therefore be exposed to content that is offensive, harmful to minors, indecent or otherwise objectionable. Blizzard is not liable for any such sort of communication of other users through the Voice Client.

12. Additional Manufacturer's Guarantee for the Game Client. In the event that tangible media (e.g. CD-ROMs or DVDs) containing the Game Client were purchased in the European Union and they prove to be defective and provided you inform Blizzard of such defect within (i) two (2) months from the day you detected such defect and (ii) within two (2) years from the date of the purchase of the Game, Blizzard will, upon presentation to Blizzard of proof of purchase of the defective media and the media itself, at its sole discretion (1) correct any defect, (2) replace the Game, or (3) refund your money. This guarantee does not affect or restrict the statutory warranty claims that you may have against the retailer of the Game Client.

13. Limitation of Liability. As regards the online service provided by Blizzard, for damages or compensation of unavailing expenditures, whatever the legal basis including tort may be, the following rules apply: Blizzard may only be liable in cases of where it is adjudged that Blizzard: (i) engaged in intentionally damaging conduct; (ii) was grossly negligent; and/or (iii) is in breach of the requirements of the Product Liability Act according to statutory law. If you acquired the media containing the Game Client in Germany or Austria or if you access the Service from the territory of Germany or Austria or in such other countries where local laws would apply, Blizzard may also be liable in case of death or personal or physical injury according to statutory law where Blizzard is adjudged to be responsible for such death or personal or physical injury. Blizzard shall not be liable for slight negligence. However, if you acquired the media containing the Game Client in Germany or Austria or if you access the Service from the territory of Germany or Austria, Blizzard may also be liable for slight negligence if Blizzard is adjudged to be in breach of such contractual obligation hereunder, the fulfillment of which is required for the due performance under this Agreement, the breach of which would endanger the purpose of this Agreement and the compliance with which you may constantly trust in. In such cases, Blizzard's liability is limited to typical and foreseeable damages; in other cases Blizzard shall not be liable for slight negligence.

14. Rights on Breach. The Game, Game Client as well as the Locked Software, trademarks and copyrighted content contained therein and associated with the Game are the copyrighted property of Blizzard Entertainment, and, through the efforts of Blizzard Entertainment, has established substantial goodwill and recognition. In the event of a significant breach of the terms of this Agreement, Blizzard Entertainment reserves its right to take all legal actions which may be available to a licensor of intellectual property under the law to protect its rights in its property. In the event that Blizzard Entertainment is the prevailing party in any such actions, Blizzard Entertainment shall see any and all rights that may be available to Blizzard Entertainment under the law to recover damages, costs of suit and its attorneys fees.

15. Changes to the Agreement. Blizzard may, from time to time, change, modify, add to, or supplement this License Agreement. Those changes will become effective upon prior notice as follows: Blizzard will post notification of any such changes to this License Agreement on the World of Warcraft website located at <http://www.battle.net> and will post the revised version of this License Agreement in this location, and may provide other notice which may include by email, postal mail or pop-up screen. After expiry of one month following the notification the continued use of the Game and Services by you will mean you accept any and all such changes. By means of the notification Blizzard will inform you about the fact that the License Agreement has been amended and shall point out that after expiration of one month following the notification your installation or use of the Game shall be deemed as consent to the modification or amendment. If any future changes to this License Agreement are unacceptable to you or cause you to no longer be in compliance with this License Agreement, you may terminate this License Agreement in accordance with Section 7 herein. The modified version of the License Agreement shall enter into force at the beginning of the second month following the notification unless Blizzard has received a notification of termination from you by that time.

16. Miscellaneous. In the event that any provision of this License Agreement shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, the remaining portions of this License Agreement shall remain in full force and effect. This License Agreement constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements; provided however, that this agreement shall coexist with, and shall not supersede, the WoW Terms of Use and the BNET Terms of Use Agreement. To the extent that the provisions of this Agreement conflict with the provisions of the WoW Terms of Use, the conflicting provisions in the WoW Terms of Use shall govern. In the event of a conflict between the terms of this Agreement and the BNET Terms of Use Agreement, this Agreement shall govern and supersede the BNET Terms of Use Agreement. Sections 4A, 11, 12, 13, 14, 15 and 16 hereof shall survive the termination of this Agreement. I represent that I am a 'natural person' over the age of eighteen (18) years or over the age of majority in my country of residence. I hereby acknowledge that I have read and understand the foregoing License Agreement. I further agree that the action of installing the Game Client is an acknowledgment of my agreement to be bound by the terms and conditions of the License Agreement contained herein on behalf of myself and, as far as applicable, for one minor child for whom I am a parent or legal guardian and whom I have authorized to use the Service and to play the Game.

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**The PEGI age rating system:
Le système de classification par âge PEGI :
El sistema de clasificación por edades PEGI:
Il sistema di classificazione PEGI
Das PEGI Alterseinstufungssystem**

Age Rating categories:

Les catégories de classe d'âge :

Categorías de edad:

Categorie relative all'età:

Altersklassen:



Note: There are some local variations!

Note : Il peut y avoir quelques variations en fonction du pays !

Nota: ¡Variará en función del país!

Nota: Può variare a seconda del paese!

Achtung: Länderspezifische Unterschiede können vorkommen!

Content Descriptors:

Description du contenu :

Descripciones del contenido:

Descrizioni del contenuto:

Inhaltsbeschreibung:

 BAD LANGUAGE LANGAGE GROSSIER LENGUAJE SOEZ LINGUAGGIO SCURRILE SCHIMPFWÖRTER	 FEAR PEUR MIEDO PAURA ANGST	 DRUGS DROGUE DROGAS DROGHE DROGEN	 GAMBLING JEUX DE HASARD JUEGO GIOCO D'AZZARDO GLÜCKSSPIEL
 DISCRIMINATION DISCRIMINATION DISCRIMINACIÓN DISCRIMINAZIONE DISKRIMINIERUNG	 SEX SEXE SEXO SESSO SEX	 VIOLENCE VIOLENCE VIOLENCIA VIOLENZA GEWALT	 ONLINE GAMEPLAY PEGI ONLINE

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