

# 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.



Blizzard Entertainment

Blizzard Entertainment

Blizzard Entertainment Europe

TSA 60 001

78143 VélizyVillacoublay Cedex France

<http://www.blizzard.com> – Blizzard Website

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

Game Experience  
May Change  
During Online Play



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# Chapter 1

## 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 *World of Warcraft* 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 *World of Warcraft* button and follow the onscreen instructions to install the *World of Warcraft* 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.

### Installing DirectX®

**PC Users Only:** You will need to install DirectX 9.0c in order to properly run *World of Warcraft*. 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 DVD in your DVD-ROM drive. Double-click the the *World of Warcraft* 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 *World of Warcraft*, 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 customer 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 3D accelerator. 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. Our Technical Support website is 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>

Under normal circumstances you will receive an automated reply within 15 minutes, detailing solutions to the most common problems. Typically a second email containing a more detailed solution to your particular problem/question will be sent to you 24 to 72 hours later.

### 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 GAMEPLAY 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 updated information about protecting your computer and *World of Warcraft* account, along with answers to commonly asked questions and additional troubleshooting material, please go to our support section located at: <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.



# Chapter 2

## Before You Begin Playing World of Warcraft

*World of Warcraft* is a completely integrated online experience that allows you to earn achievements and stay connected with friends through Blizzard's Battle.net service. Prior to beginning *World of Warcraft*, you must create a free Battle.net account. If you already have a Battle.net account, you must associate your Battle.net account with your copy of *World of Warcraft* at [eu.battle.net/login](http://eu.battle.net/login) in order to begin playing. You will be prompted to create or update your Battle.net account after installing *World of Warcraft*, but you can also do so at any time by following the steps listed below under "Creating and Managing Your Battle.net Account."

**Note:** If you purchased *World of Warcraft* through the Blizzard website, your game key is already associated with the Battle.net account used to purchase the game.

## WHAT IS A BATTLE.NET ACCOUNT?

Your Battle.net account is a system that allows you to manage all of your Blizzard games under a single login, download any titles you own, and take advantage of advanced social options. In *World of Warcraft*, your Battle.net account is used to help you connect with friends also playing the game, maintain a public profile, join up with other players for competitive play, and much more.

### Creating and Managing your Battle.net Account

To create a Battle.net account, you will need an active Internet connection and a valid email address. For more information about Battle.net accounts, please visit [us.battle.net/faq](http://us.battle.net/faq). To create or manage your Battle.net account, you must choose the option "Manage Account" from *World of Warcraft*'s start-up screen, or, using your Web browser, navigate to Battle.net's Account Login page, located at [us.battle.net/login](http://us.battle.net/login).

- ◆ To create your account, click "Create an Account" on the Account Login page. You'll be asked to input a valid email address, account details, and contact information.
- ◆ Check your email account in order to confirm your registration. You should receive an email from [noreply@battle.net](mailto:noreply@battle.net) that will enable you to complete the creation of your Battle.net account.
- ◆ To manage your account, input the email address and password of your current Battle.net account, and click "Log In".
- ◆ From the Battle.net Account Home page, you can associate your copy of *World of Warcraft* with your Battle.net account by choosing the option "Add or Upgrade a Game" under the header "Manage Games".
- ◆ Next locate your *World of Warcraft* game key inside the retail box you purchased. Input the 26-digit game key and click the "Activate Game" button.

Once you have completed these steps, you will be able to play *World of Warcraft* wherever you are. You will also be able to download the *World of Warcraft* client by returning to the Account Home page and choosing "Download Game Clients" from the "Manage Games" menu. You are now ready to play and take advantage of all of the features Battle.net has to offer!

## Starting the Game

After you have successfully installed *World of Warcraft*, start a game by double-clicking the *World of Warcraft* 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 select the Login button. You are now ready to play *World of Warcraft*.

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

## Internet Connection

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*, 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.

# Chapter 3

## Getting Started

If this is your first time playing a massively multiplayer online role-playing game, then you may find this chapter helpful. It will walk you through creating a character and playing through your first level in the game.

If you are unclear about game terms, be sure to read the glossary of terms and acronyms in Appendix I.

### Note

*World of Warcraft*, like many massively-multiplayer online role-playing games, is constantly evolving. In an effort to keep the game challenging and balanced, Blizzard implements changes to the game through patches. In some cases, new content and game systems are also added. At the time of the printing of this manual, the information contained herein was accurate and relevant. However, as the designers do adjust the game from time to time to create the best gaming experience possible, some information in this manual may no longer be current.

To see last-minute amendments to the game, read the readme.txt file on the DVD. This file records all changes made to *World of Warcraft* just prior to release that were too late to include in the manual.

Also be sure to check out the latest patch notes and updated information on the *World of Warcraft* official website at: <http://www.worldofwarcraft.com>

The website is continuously updated to reflect the most current version of the game and includes more detailed information on the topics covered in this manual.

# CHOOSING YOUR REALM

## Realm Types

There are two different kinds of realms: Normal realms and Player versus Player (PvP) realms. Before you create a character, you first must decide what realm type you want to play on. This decision determines how hard or easy it will be to fight other players in the game. The conditions for enabling player versus player combat are different depending on where you play.

## NORMAL REALM

### (ALSO PLAYER VS ENVIRONMENT OR PvE)

Normal realms are characterised by consensual PvP. For you to participate in player vs player conflict, you must enable PvP. Players of the opposing faction may only attack you if you have enabled this option, or if you attack a PvP-enabled target first.

## PLAYER VERSUS PLAYER REALM

On a player versus player realm, members of the opposing faction can attack you in most parts of the world. While you keep to friendly territories you can remain immune, but venturing beyond the lands controlled by your faction will make you a target for the opposing faction.

## Roleplaying Realm

Roleplaying realms encourage immersion in the world of Azeroth, and players are encouraged to remain 'in character' for the most part. Roleplaying realms can be Normal, or Player vs Player.

For detailed information about the different types of realms and the different conditions for PvP combat, please see our detailed explanation of realms here: <http://eu.battle.net/wow/game/>

## Creating Your Character

Once you have created your account and chosen the type of realm which best suits you, its time to make your character.

## Choose Your Race

Your first choice when making a character is your race. The eight races in WoW are divided into two factions: the Horde and the Alliance. At one time in Azeroth's past, the Horde was a force of evil, and the Alliance was a bastion of good. However, in today's war-torn Azeroth, such black and white distinctions are gone. Both factions are simply fighting to preserve their way of life in the wake of the Chaos War.

Each faction has four races. The Alliance is comprised of the dwarves, gnomes, humans, and night elves, while the Horde consists of the orcs, tauren, trolls, and undead. Each race has a unique set of characteristics and its own list of available class choices. Some of the different races also begin in their own unique starting area, while others share a beginning region.

**Dwarves** – The stoic dwarves of Ironforge are an ancient race of robust humanoids who live beneath the snow-capped mountains of Khaz Modan. The Dwarves have always been fast allies with the Humans, and they revel in the prospects of battle and storytelling alike.

**Gnomes** – The eccentric, often brilliant Gnomes are one of the most peculiar races of the world. With their obsession for developing radical new technologies and constructing marvels of mind-bending engineering, it's a wonder that any Gnomes have survived to propagate the species.

**Humans** – The Humans of Stormwind are a resilient breed, having survived an invasion by the savage Orcs during the First War. During the Second War, the armies of Stormwind rallied with the Alliance to reclaim their homeland of Azeroth.

**Night Elves** – The reclusive Night Elves were the first race to awaken in the *World of Warcraft*. These shadowy, immortal beings were the first to study magic and let it loose throughout the world nearly ten thousand years ago.

**Orcs** – The savage, green-skinned Orcs are one of the most prolific races of Azeroth. They are commonly believed to be brutal and mindless, possessing no humanity or empathy for other races.

**Tauren** – The Tauren are huge, bestial creatures who live in the grassy, open barrens of central Kalimdor. They live to serve nature and maintain the balance between the wild things of the land and the restless spirit of the elements.

**Trolls** – The vicious Jungle Trolls, who populate the numerous islands of the South Seas, are renowned for their cruelty and dark mysticism. Barbarous and superstitious, the wily Trolls carry a seething hatred for all other races.

**Undead** – Having broken free from the tyrannical rule of the Lich King, a renegade group of undead seek to retain their own free will while destroying all those who oppose them. Known as the Forsaken, this group is dedicated to serving its leader, the banshee queen Sylvanas Windrunner.

## Note

When choosing a race, remember that you can only interact meaningfully with members of your own faction. When dealing with races of the opposite faction, your interaction options are much more limited, and sometimes, hostile. If you wish to play with your friends, you should choose races on the same side.

## Choose Your Class

After choosing your race, it's time to select a class. There are nine classes in the game, and each has its own unique set of abilities and powers. These nine are the druid, hunter, mage, paladin, priest, rogue, shaman, warrior and warlock. Not every class is available to every race.

**Druid** – The druid is a formidable class with good healing ability, potent offensive spells, excellent buffs, and the unique ability to shapechange into different animal types. In its animal forms, the druid can adopt new roles, such as that of a warrior or rogue, giving it great versatility.

**Hunter** – The hunter is a unique class in *World of Warcraft* because it is primarily a ranged attacker. To support the hunter's ranged attacks, this class has two main advantages: a loyal pet and a wide array of movement-restricting spells.

**Mage** – The mage is a master of powerful mystic energies, able to use magic in the most spectacular and destructive of ways. Mages are a fragile class, with little health and poor fighting ability. However, they make up for this physical weakness with their awesome spellcasting.

**Paladin** – The paladin is a virtuous defender of the weak and a tireless enemy of the undead. Mixing elements of the warrior and the priest, the paladin is a tough melee fighter with great health, excellent protection, and very strong buffs. It also has a useful mix of healing and defensive spells.

**Priest** – Priests harness the powers of light and shadow, healing allies and causing damage to their enemies. While only able to wear cloth armor, priests have a wide array of spells to keep themselves and their allies alive in the face of danger.

**Rogue** – The rogue is one of the most lethal character classes in the game, able to deal out immense damage in a short period of time. Yet, for all their fast-hitting power, rogues are not very durable, relying on quickness and stealth for protection instead of armor and high health.

**Shaman** – The shaman is a versatile and flexible class that fulfills many roles in an adventuring party. While other classes are pure fighters or spellcasters, the shaman enjoys a happy medium in between. The shaman is an effective spellcaster, but can also fight extremely well with mace and staff.

**Warlock** – These spellcasters can summon demons to serve them, and they also cast many painful spells that slowly eat at the life of enemies. Warlocks are a physically weak class, but they compensate for this deficiency with their potent array of spells and their demonic pets.

**Warrior** – The warrior is the toughest of all classes in *World of Warcraft*. They have the highest health of any class, can use the best weapons, can wear the heaviest armor, and can also deal an excellent amount of damage.

## Choose Your Gender

You can be a male or female character in *World of Warcraft*. Men and women are equal in Azeroth, so the only differences between the two genders are cosmetic.

## Choose Your Appearance

When making a character, you can customize his appearance by adjusting his skin color, the look of his face, hair style, hair color, and facial hair. You can create hundreds of unique appearances with the different combinations, or if you want the game to create a random appearance, click on the "Randomize" button. To get a better view of your character, you can click the left and right arrows at the bottom of the screen. These arrows let you rotate your character 360 degrees.

## Name Your Character

Now name your character by typing his name in the field at the bottom of the screen. Your name can only contain letters and must be 2 to 12 characters in length. Have several choices ready because your first choice might already be taken. Choose your names wisely as accounts with names that do not follow our naming policy may be changed or terminated. Please refer to our naming policy located at:

<http://eu.blizzard.com/support/>

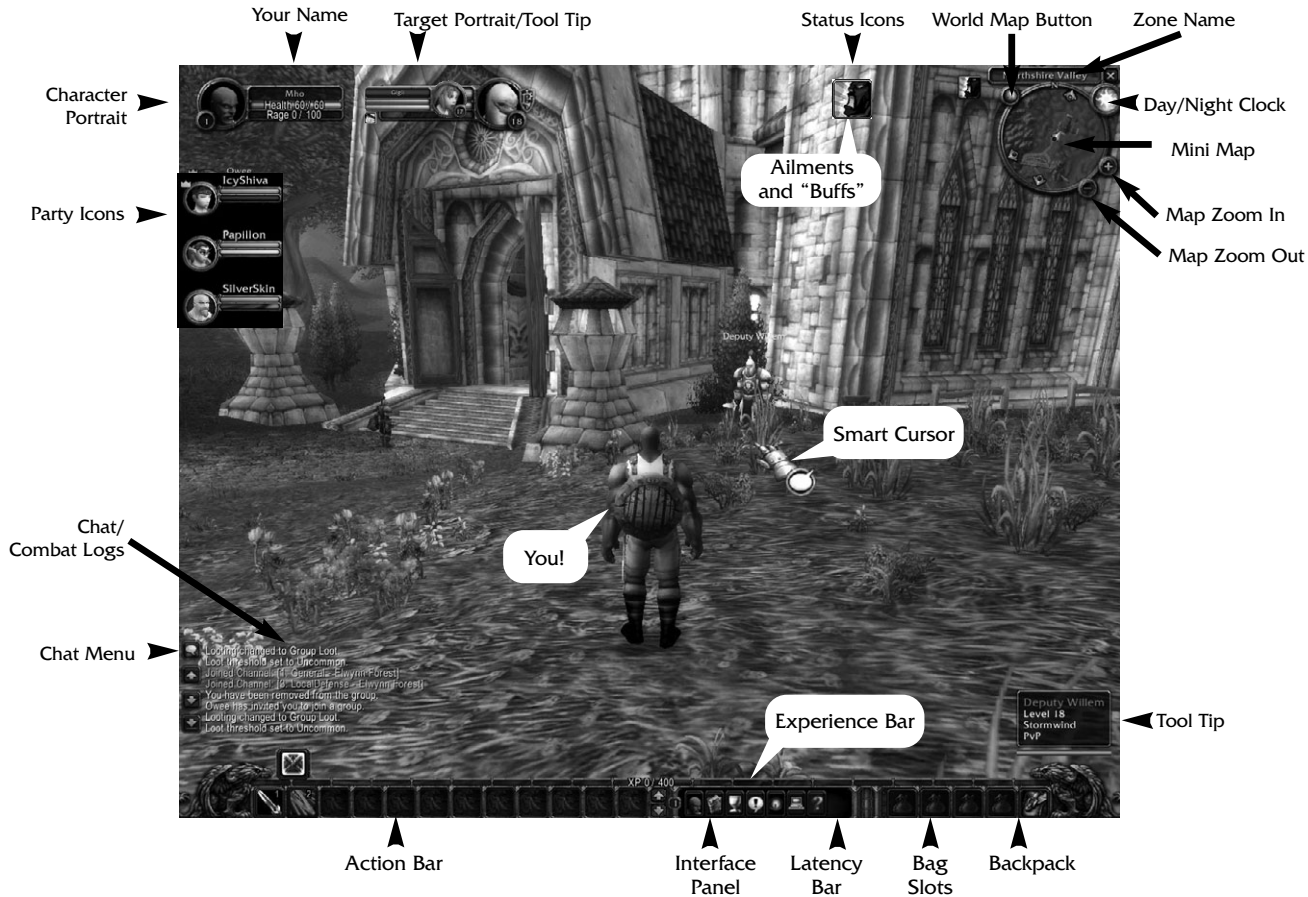
## Enter the World

After creating and naming your character, click the Create button, and if the name is not already taken, your character is ready. The next time you enter the character screen, your character will be waiting for you. Click on it now, and press the "Enter World" button.

After watching a movie introducing your racial heritage, you appear in a small village in the wilderness.







## Understanding Your Interface

The main screen is the first thing you see when you enter the actual *World of Warcraft*. In the middle of the screen is your character, while the rest of the view is occupied by your environment.

You can adjust this view by using your mouse wheel, or by pressing the Home and End buttons. To zoom in your view and see through a first-person perspective, push your mouse wheel forward.

To pull back for a bird's-eye view, roll your mouse wheel backward. You can also slowly roll your mouse wheel to arrive at a view setting in between these two extremes.

You can rotate the camera around your character by clicking on an empty part of the screen and moving the mouse while holding down the left button. You can tilt the camera up or down by doing the same.

## Description of User Interface Items

**Action Bar:** Holds any spells or abilities you place here from your Spellbook and Abilities window. Once placed, they can be activated with a quick hotkey or mouse click.



**Ailments:** Any negative conditions, or debuffs, on your character appear here. Such ailments are usually inflicted upon you by monsters you are fighting.

**Bufs:** Beneficial spells cast on your character.

**Bag Slots:** Your inventory in the game. All items not equipped on your character are stored here. One backpack is automatically provided for you. To fill the other four slots, you must purchase, find, or make additional bags.

**Character Portrait:** Shows your character name, face, level, and health bar. Depending on your class, the second bar could be your mana, rage, or energy bar.



**Chat Button:** Click on this button to access party and guild chats, private messaging of individual players, emotes, and voiced speech. Many of these same chat options are also available through hotkeys or commands that you can type at the chat prompt.


**Chat Log:** All chat messages appear here, along with miscellaneous character messages. You can scroll up or down this log by clicking the arrows, and jump to the latest message by clicking on the bottom button.

**Chat Prompt:** Type here to send messages to other players or to the general area. Press the "Enter" key to open it.

**Combat Log:** All messages related to combat appear in this window. Watch it during combat to see how you are affecting your opponent, and vice versa.

**Day/Night Clock:** This clock shows you the time of day if you mouse over it.

**Experience Bar:** Shows your current experience point total and how much you need to reach the next level.

**Interface Panel:** These tabs enable you to access your character information, spellbook and abilities window, character talents, quest log, social options, the  looking for group tool, the main menu, and in-game support.

**Latency Bar:** Measures the speed of your connection to the *World of Warcraft* server. A green bar means your connection is good. A yellow bar means you may experience intermittent delay, called lag. A red bar means your connection is poor and you will experience significant delay.

**Rest Marker:** Shows your rest state. In rested state, you earn 200 percent of experience from kills. In normal state, you earn 100 percent of experience. Rest state does not affect quest or exploration experience.

**Selection Circle:** This circle appears around a target when you select it. The color of the circle indicates hostility. Red = Aggressive. Yellow = Passive until you attack. Green = Non-combatant.

**Tool Tip:** This appears when you click on or mouse over a creature or character. Inside is the target's name, level, and class or type. The color of the tool tip indicates hostility. Aggressive targets are red, passive targets that fight when struck first are yellow, non-hostile targets that cannot be attacked are green, and player characters are white.

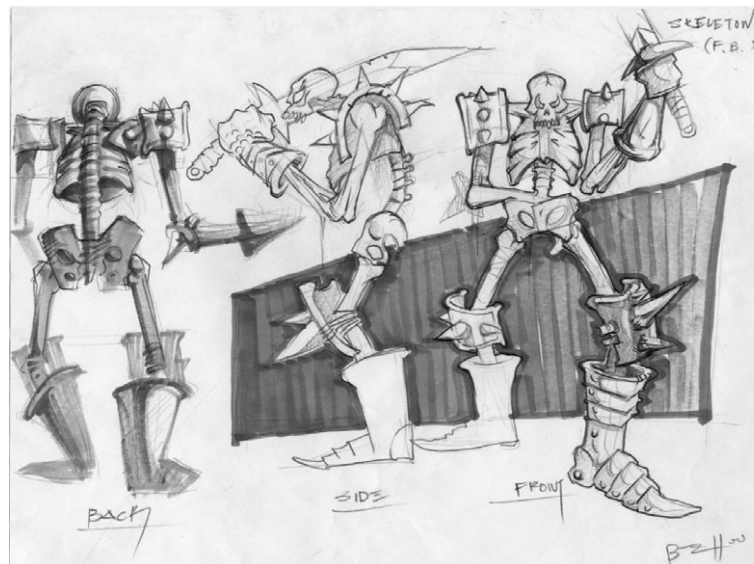
**Minimap:** A miniature map of your character's surroundings. You can zoom the view in or out using the plus and minus keys. The name of your current zone or location appears above the minimap. Towns appear on the edge of the minimap as arrows, while party members, pets, and resource nodes appear as dots within the minimap.



**Smart Cursor:** When your mouse cursor moves over an object or character that you can interact with, it changes shape to reflect a new action you can perform. See page 20 for more info.

**Status Icons:** Any positive conditions, or buffs, affecting your character appear here. Most buffs are cast on you by yourself, friendly players, or NPCs.

**Target Portrait:** Shows the name, face, and health bar of any creature or character you click on in the game. Depending on the target, it might also have a mana, rage, or energy bar.



## Moving In the World

After you acquaint yourself with the interface, it's time to move around the world.

You move your character primarily using the keyboard. Movement for forward, backward, turning left, and turning right, is already mapped onto the w, s, a, and d keys, as well as the arrow keys. Turning left and right means your character turns, thus changing the camera view, but your character does not actually move left or right. To move left or right, you can use the q and e keys, or you can hold down the right mouse button and press a or d. You will then run to one side or the other while facing forward. This sort of running is referred to as strafing.

To toggle auto-run, press the Num Lock key.

You can jump while moving by pressing the spacebar. To sit, press the x key. All your movement commands, as well as other commands, can be customized from the Key Bindings menu in the main menu.

## Interacting with NPCs

Standing in front of you will be one or more non-player characters (NPCs). Mouse over one and you will see his name and occupation appear in a pop up box called the tool tip in the bottom right corner of your screen. Mouse over any other nearby NPCs to see who and what they are as well.

One or more of the NPCs in front of you will have a yellow exclamation point over their heads. This mark indicates that they are quest givers. If you mouse over other NPCs, you will find that some are trainers, vendors, or guards. If you can interact with an NPC, your cursor will change to a chat balloon or an icon representing the action you can perform with the NPC. A trainer, for instance, who offers extra learning for your class, is represented by a book cursor. A vendor, who sells you items, is represented by a bag.

To talk to or interact with any NPC, simply right-click on it. A box or window will then appear on your screen with instructions or options for you to act on.

## Acquiring Quests from NPCs

Talk to the first quest giver NPC in your view. You'll notice that your cursor now appears as a chat balloon. When you right-click on the quest giver, it will begin talking to you through a dialog box. This dialog box is where you will read about the NPC's quest, what objectives you need to accomplish to complete the quest, and what reward, if any, you'll garner for your success. Many of the quests in your beginning area are simple. The quest givers here will ask you to slay some simple beasts to prove your mettle, gather items from the environment or fallen creatures, or deliver letters to other NPCs.

To accept a quest, click on the Accept Quest button at the bottom of the quest dialog box.

You'll notice now that the yellow exclamation over the quest giver has changed to a gray question mark. The question mark tells you that this NPC is who you need to return to when you finish the objectives for your quest. However, the gray color indicates that you are not yet ready to speak to the quest giver because you haven't completed your goals.



## Tracking Your Quests

No matter what race or class you play, you should have several quests to accomplish after talking to the various NPCs in your starting area. To help you keep track of your many quests, *World of Warcraft* offers the quest log. Mouse over the goblet at the bottom of the screen in the interface panel. The info box that pops up tells you this is the quest log. The letter "L" in parentheses is the hotkey that corresponds to the quest log. Click on the goblet or press "L" to open the log.

All the quests you have acquired will be listed here under a heading that corresponds to the name of your starting zone. Clicking on a quest shows a synopsis of the quest, the quest description, and the quest reward. If you need to remind yourself of information regarding a quest, always look in your quest log first. Rereading the quest description will often give you the clues you seek.

## Accomplishing Your First Quest

At least one of your first quests calls for you to slay some monsters to prove your mettle. The type of beasts will vary depending on your starting region: Gnomes and dwarves in Coldridge valley must slay rockjaw troggs, while orcs and trolls in the Valley of Trials must slay mottled boars. Other races will have other required targets.

Now head out into the wilderness around your starting region to hunt for these monsters.

## Looking at Creatures

When you see the monster you must kill, mouse over it. Each time your mouse passes over a creature, its tool tip appears in the bottom right corner of your screen. As with NPC tool tips, this box shows you the monster's name, level, and type. The color of the tool tip is also very important to take notice of. If the color of the monster's name is red, then the monster is hostile and will attack you on sight if you get close enough. If the color is yellow, then the creature is passive, meaning you can walk by it and not provoke attack. However, passive creatures will fight back if you attack them.

## Your First Battle

Left-click on the monster to select it. Now you can rush up and right-click on it to attack!

Notice that after selecting the monster that its portrait shows up at the top of the screen next to your own, so you can monitor its health as you fight. A circle also appears around the monster, telling you that it is now selected. Notice that the color of the circle matches the color of the monster's tool tip.

The monster will now have closed to melee range. Whether you are a warrior or spellcaster, now you are (you are now) engaged in close-range combat. As you are fighting, the attack icon in the first slot of your action bar is flashing. That means you are attacking a foe.

## Spellcasting Delays and Interruptions

If you are a spellcaster, you can try to cast a spell in melee combat, but if you get hit, your spell might get interrupted or delayed. In addition, once you cast a spell, there is a brief delay before you can cast it again. Watch your action bar closely. Any ability you use will become grayed out once you use it. You have to wait for the ability or spell to brighten before you use it again. Depending on the spell or ability, this wait can be very short or very long.

## Using Hotkeys to Fight

Although you began this fight by using your mouse to right-click on the monster, you can also fight using hotkeys. A hotkey is a key stroke that is mapped to an action, allowing you to perform that action by pressing the appropriate key instead of navigating through the user interface to find the action and then click on it with the mouse. For instance, if you are close to a monster and want to attack it, you can either right-click on it, or press the 1 key on your keyboard, which corresponds to the attack icon on the first slot in your action bar. If you had a spell or ability in the second slot, pressing the 2 key would activate that spell or ability.

## Experience

When the monster dies, it collapses to the ground, and a number appears over your head. This is the experience point award you just earned for killing the monster. This experience also appears in your chat log and your combat log.

## The Experience Bar

Some purple has also appeared in the experience bar that runs across the bottom of your screen above the action bar. Mouse over it to see the reading, which tells you how much experience you have and how much experience you need to reach the next level. Each time you make a kill, explore a new locale, or complete a quest, you earn experience, which adds to this bar. When the bar is full, you gain a new level, and your experience bar resets to zero, while the amount you need for the next level grows.

## Looting Your Kill

Turn back to the monster's corpse. Sparkles of light drift up from its body. That means you can loot it. Mouse over the corpse, and your cursor changes to a bag. Right-click on the corpse to open up the loot window.

Inside the loot window should be some items. If you killed a humanoid monster, such as a kobold, you would find money inside the window. If you killed a beast, like a wolf, you might find wolf parts. Keep in mind that you won't always get loot from a kill; some monsters carry nothing.

Right-click or left-click on the items in the loot window to pick them up. When you pick up the last item in the loot window, the loot window closes, and the sparkles disappear.

As soon as you loot the corpse, open your backpack. Inside one of the slots you will find the item you just looted. Different items will take up multiple slots, unless they are of the same type, in which case they might stack.

## Recovering Health

While you were fighting, you lost some health. Now that you've looted your kill, you can rest. During a battle, be sure to monitor your health by watching your combat log and your health bar next to your portrait. In some cases, you might have to run away before you lose all your health and die.

All characters automatically recover health after combat at a gradual rate. This healing rate increases if you sit down. If you also eat while sitting, this healing rate improves even more dramatically.

Left-click or right-click on the food icon in the last slot of your action bar. Your character then sits and begins eating. While your character is eating, it gains back health rapidly. When it is finished eating, your character will be at full health and ready to attack more monsters.

## Turning In Your First Quest

The quest you are trying to fulfill asks you to kill a certain number of monsters. When you have fulfilled the requirement and killed the necessary number, return to the NPC that gave you this quest. Whereas before you saw a gray question mark over that NPC's head, now you should see a yellow question mark. The change in color tells you that you have accomplished your objectives and can turn in the quest.

Right-click on the NPC to open a dialog box and speak to it. Click on the Complete Quest button at the bottom of the box and your quest is erased from your quest log and a message in your chat log tells you that you finished the quest.

Upon turning in the quest, you'll gain a large experience point reward, which appears over your character, in your chat log, and in your combat log. Look at your experience bar and you will see that it has been filled with more experience.

If there was a material reward offered for the quest, it will be added to your backpack. If you had a choice of rewards, you will need to select one by clicking on it in the dialog box before you can click the Complete Quest button.

For more information about quests, and tips for managing them, please see the detailed explanation here : <http://eu.battle.net/wow/game/>

## Equipping Your Character

At least one of your beginning quests offers you a material reward that is a piece of armor. When you gain this reward, you will want to equip it immediately.

Open your Character Info window by clicking on the small portrait of your character in the bottom of the screen or by pressing the hotkey "C."

Your character appears in the middle of the info window, with slots on either side of it. Mouse over these slots to see that they correspond to areas of the body where you can wear armor. At the start, many of these slots will be empty.

Open your backpack, and left-click on the piece of armor in your backpack. The slot that you can place it in should now be glowing. Bring the cursor to that empty slot in your Character Info window, and click on the slot. The armor will then drop into the slot, improving your character's armor rating. Look at your character closely. Your character is now wearing the new armor. You can also equip armor and other items by right-clicking them in your backpack.

## Leveling Up

The experience you earned from killing monsters and completing your quests should fill up your experience bar. If not, kill a few more monsters or try to finish another quest. When your experience bar fills up, a congratulatory sound and a flourish of light tell you that you've just leveled up. Your chat log also congratulates you on gaining a level. Every time you level up, your character increases in power. Not only do you gain extra health, but you also gain increases to one or more of your primary attributes, such as agility or stamina. Spellcasters also gain mana when they level up.

## Training Your Character

Now that you have gained a level, it's time to visit your class trainer.

Characters gain access to new spells and abilities whenever they attain an even level of experience (2, 4, 6 etc). To learn these new abilities, you must speak to your class trainer. Right-click on the trainer to open the Training window.

Inside the window are all the abilities you could possibly learn. Abilities you can learn right away are green. Abilities that are beyond your current level are red. You can mouse over an ability to see what it does. If you can't learn it yet, mousing over it will tell you the minimum level requirement for that ability.

If you see any spell or ability that you can learn right now, click on it and then click the Learn button at the bottom of the Training window. Learning a new spell or ability always costs money.

## If You Need Money

If you don't have enough money to buy a new spell or ability, sell some of your loot at a merchant. Merchants are identified as such in their tool tips. To buy or sell from them, right-click on them to open up their merchant window. Your backpack also opens at the same time. Right-click on an item you want to buy or sell and the money automatically trades hands. When you have the money you need, return to the trainer. If you accidentally sell something you need, you can repurchase it for the amount you sold it for, using the Buyback option at the bottom of the merchant's screen.

## Adjusting Your Action Bar

After you learn a new ability or spell, it's time to add it to your action bar. This allows you to use it easily in battle. Click on the Abilities button on the bottom of your screen. This button looks like a book. You can also press the "I" hotkey.

In your Abilities window, you see your attack ability, along with any other abilities you already have. An ability that has the "passive" tag next to it does not need to be activated and is always on. These types of abilities never need to be placed on your action bar.

The ability you just learned should be on this ability page. If you learned a spell, it will be on the spell page. In some cases, you might have to click on the spell or ability tab at the bottom of your book to access it. Mouse over the new spell or ability icon in your spellbook or abilities book to see what it does. Then add it to your action bar. Left-click and hold the icon. Then drag it onto the third slot in your action bar. It now appears there. You can now use it by clicking on it or by pressing the appropriate hotkey, which is the 3 key.

## Onto Greater Adventures

Now that you have secured greater equipment and grown in power, it is time to continue your adventures in Azeroth. Complete whatever quests remain for you in your starting area. Speak to all the non-player characters you can one last time, and at least one of them will offer you a quest to venture beyond your home to greater settlements beyond.

Take heart in the lessons you have learned and journey forth with courage. Good luck. The *World of Warcraft* awaits.



## A Special Note on Dying

No matter how good an adventurer you are, eventually you will know the sting of death. Thankfully, death in the *World of Warcraft* isn't permanent.

### Death

When your health is reduced to 0 or less, through battle or accident, you die and your items will sustain a 10% durability loss (getting killed by another player does not result in the loss in item durability). A release window pops up over your corpse with a button you can press to release your spirit. If you choose the Release Spirit button or if you wait longer than five minutes, your spirit appears as a ghost at a nearby graveyard. All zones have at least one graveyard where dead characters reappear.

At the graveyard is a spirit healer. When you are a ghost, you can come back to life by retrieving your corpse or by asking the spirit healer to resurrect you. If you ask the spirit healer to resurrect you, your equipment will suffer a durability loss which must be repaired at a merchant for a fee, and you will also become afflicted with resurrection sickness. If you do not wish to be raised immediately, then you must run to your corpse and recover it. It is almost always better to run to your corpse rather than ask a spirit healer to resurrect you. That's because all you lose when you run to your corpse is time. Aside from this slight inconvenience, there are no other penalties associated with dying and retrieving your corpse.

### Corpse Retrieval

While you are a ghost, you run at increased speed. When you get close to your corpse, a resurrection window appears on your screen. To resurrect yourself, press the Resurrect Now button in the window. Be very careful about where you revive yourself. If you died fighting monsters, make sure the monsters are gone. When you raise yourself from the dead, your new body will replace your ghost, and you will appear with your health and mana bars half full.

### Resurrection Waiting Period

If you have died repeatedly over a short period of time, subsequent resurrections might have a waiting period of a few minutes before you can return to life. However, this waiting period resets to zero if you then play for an extended period without dying. There is no resurrection waiting period if you are resurrected by the spell of another player.

### Resurrection Spells

You can also be brought back from the dead through magic. Certain character classes can cast spells to raise you from the dead. The priest, shaman, and paladin all have resurrection spells. The difference between the resurrection spells of these casters is that they bring you back at different strengths. None of these classes begin play with their resurrection spells available, so it is an option that only higher-level characters can accommodate. When one of these classes casts a resurrection spell on you, you will be asked to consent to the resurrection. If you agree, you appear next to the caster with minimal health and mana as dictated by the spell.

### Resurrection Sickness

When you are resurrected by a spirit healer, you revive with a condition called resurrection sickness. It lasts for a few minutes. During this time, all your character attributes are severely reduced and your maximum health and mana are much lower than normal. After the resurrection sickness passes, your attributes, health, and mana are restored to their normal numbers.

### Resurrecting a Ghost

Even if you have already released your spirit and are now a ghost running back to your corpse, you can still benefit from a resurrection spell. In this case, you will get the same resurrection window asking you to consent to the resurrection. If you agree, you will appear near the casting shaman, priest, or paladin in your newly revived body.



# Chapter 4

## Advanced User Interface

This chapter provides additional details and advanced user options for your interface beyond the beginning information provided in Chapter 3: Getting Started.

### CHARACTER SELECTION SCREEN

At the Character Selection screen you can make a new character, choose a character to play, change your current realm, enter the WoW website, access tech support, and adjust your account settings.

**Create New Character**

Clicking the Create New Character button takes you to the character creation screen, where you can generate a character to play in the game.

The right side of the Character Selection screen lists any characters you have created. If you haven't yet made any characters, this area is blank. You can have up to ten characters per realm.

Each character entry shows the character's name, level, current location. Clicking on a character displays it in the center of your screen.

**Delete Character**

To delete a character, select that character and then press the Delete Character button. You will be prompted to confirm the deletion. Click the Okay button to permanently erase that character.

**Change Realm**

Realms are discrete game worlds. You can interact with all the players in your realm, but not with players in other realms. When you first play *World of Warcraft*, your realm will be pre-selected for you.

If you wish to play in a different realm, press the Change Realm button. A list appears showing all available realms and the current number of players in each realm. Click on the realm you want to join, and press the Okay button.



## INTERFACE

### Understanding Your Target

As you adventure in *World of Warcraft*, you will encounter more than just friendly NPCs and simple beasts. You will meet many creatures and characters, and you will need to understand how to interpret the information you get when viewing them.

#### FRIENDLY PLAYERS

Friendly players appear with blue names over their heads. If they belong to a guild, their guild name will appear under their name. When you mouse over or select a friendly player, their tooltip will be green if the player is PvP enabled, or white if they are not.

#### OPPOSING PLAYERS

By default, all player characters have blue names. However, if a player turns on the player versus player flag and indicates that he or she wants to fight other players, then that player's name and tool tip turn red to members of the opposing faction, indicating that they are hostile.

#### NON-PLAYER CHARACTERS (NPCS)

NPCs are any humanoid character you can interact with, such as merchants, aerial mount masters, and quest givers. The tool tips of friendly NPCs are green. The tool tips of enemy faction NPCs are red. Neutral NPCs have their names and tooltips in yellow.

#### MONSTERS

Monsters are any characters that are not also faction's NPCs and that will fight back if you attack them. There are two categories of monsters: passive and aggressive. Passive monsters have yellow names and tool tips and only fight if struck first. Aggressive monsters have red names and tool tips, and attack you on sight. Some monsters are social, and will call for help from other monsters nearby if they are in combat.

#### CRITTERS

Critters are non-combatative animals, such as sheep, rabbits, cows, and prairie dogs. These animals will never fight you, even if you attack them. Killing a critter earns you no experience.

## Additional Portraits



### PET PORTRAIT

Some character classes can summon pets. If such a character is currently controlling a pet, a pet portrait appears underneath the main character portrait. The pet portrait displays the pet's name, health bar, and energy, mana, or rage bar. You can mouse over the bars for exact numbers.

### PARTY MEMBER PORTRAITS



If you are grouped with other players, their portraits appear under yours as well. If you also have a pet, the party member portraits appear under your pet portrait. Each party member portrait displays the character's name, health bar, and energy, mana, or rage bar. Mousing over the party member's portrait also reveals its level and class, as well as any spell effects that are currently affecting the selected party member.

### Spell and Ability Icons

Any beneficial spell or ability affecting your character appears in the upper right area of your screen as an icon. You can mouse over the icon to see the spell or buff's effect and duration. You can prematurely end any buff by right-clicking on its icon here.

### Minimap

Simple geographical features, like rivers, mountains, and towns, are shown on your minimap. If you are near a town, its direction is indicated as a white arrow at the edge of your minimap.



If you have a pet or are grouped with another player, then this pet or player is shown on your minimap as a large blue dot. If a party member is outside the radius of your minimap, then a yellow arrow at the edge of the minimap shows you his or her direction.

Whenever you use an ability that finds resources, such as find herbs or find minerals, then any applicable resources that are sufficiently nearby appear on your minimap as yellow dots. When you mouse over one of these dots, you see the name of whatever resource it represents. If the resource's name is grayed out, then that particular resource node is underground.

You can zoom the minimap in or out by pressing the plus and minus arrows on the edge of the minimap.

You can close the minimap by clicking the x above it. This closes the map, but not the name of the area.

## Chat Log

In addition to chat messages from players in your immediate surroundings, the chat log also displays private messages from other players, guild messages, yells from other players, and any non-chat messages relating to your character development, such as notices for when you gain a level, earn a skill point, or acquire a quest. Only the last eight lines of messages are displayed, although you can scroll the log up to view previous messages. To jump back to the latest message, click on the bottom arrow key next to the chat log.

### CHAT BUTTON

The chat button is especially important because it houses all the commands for effectively communicating with other players in *World of Warcraft*. By clicking on this button, you have access to party and guild chats, private messaging of individual players, emotes, and voiced speech. Many of these same chat options are also available through hotkeys or commands that you can type at the chat prompt.

### CHAT PROMPT

The chat prompt appears below the chat log when you press the Enter key. At the chat prompt, you type the messages you want to say to your fellow players. Chat commands, such as yelling and whispering, can also be typed at the chat prompt instead of selected through the chat button.

For more information about chatting and using the special chat commands, refer to page 35: Community, which tells you how to interact with other players in the *World of Warcraft*.

### COMBAT LOG

The combat log displays your actions and the actions of other nearby players, NPCs, and creatures. Combat, purchases, item creation, experience awards, or other activities are recorded in this combat log. The actions of monsters and other players appear in different colors to distinguish them from your actions.

The arrow keys to the right of the combat log let you scroll up and down the log to see previous actions. To jump back to the latest action, click on the bottom arrow key.

## Action Bar

At the bottom of the screen is your action bar: the toolbar where you can store frequently used actions for quick and easy access. You can place abilities or inventory items in your action bar and then use them with the click of a mouse or the press of a key. For example, instead of opening your inventory bag and clicking on a hunk of bread to replenish your health, you can just click the hunk of bread icon on your action bar.



There are 12 slots on your action bar, and each can hold one spell, ability, or usable inventory item. Each action icon also has a hotkey – displayed in the icon's upper left corner – that corresponds to the 1 through 0 keys and the – and + keys on your keyboard. You can perform the action in an action slot by clicking on the icon there or by pressing the hotkey on your keyboard.



## POPULATING YOUR ACTION BAR

To place an action in a slot on your action bar, open the window where the action appears (such as your spellbook or backpack), left-click and drag (or shift-left-click) the icon of the action to one of the 12 slots on the bar. To remove the command from your action bar, pick the action icon up by left-clicking on the icon in the action bar and then click on an empty area of your screen. This removes the icon from your bar, although the action still remains in your Spellbook & Abilities panel or your inventory.

Holding your mouse over an action slot tells you what the action in that slot is.

For actions involving weapons and wands, the ability to use the weapon or the wand is what must be added to the action bar from the Spellbook and Abilities panel, not the weapon from your inventory.

## NAVIGATING YOUR ACTION BARS

You can customize how the action bars are displayed from the Interface Options selection from the Main Menu. You can also navigate through these action bars in three ways:

- ◆ You can scroll up or down your action bars by pressing the up and down arrows to the right of the action bar.
- ◆ You can jump to an action bar by holding down the Shift key and pressing any number key from 1 to 6. That will take you to one of the six action bars.
- ◆ You can scroll through the action bars by holding down the Shift key and scrolling with your mouse wheel.



## MACROS

Macros are a very advanced type of user option that allows you to create hotkey buttons for your action bar that duplicate text messages, actions, and spellcasting. You could, for instance, bind the phrase "Hello everyone" to a single button using macros so that whenever you wanted to greet your guildmates, you only had to press your macro button instead of retyping the phrase each time.

You can even bind spells and abilities to your macro, and add text to your casting. Some players bind a healing spell, for example, and a phrase such as "I am healing %t [targeted player name]" to a single button.

Macros can save you a lot of time by automating some of your more common and repeated actions in the game.

To create a macro, open your chat prompt and type `/macro`, or open the Options menu (ESC) and select Macros.

For more detailed instructions on how to create and use macros, you can refer to the *World of Warcraft* website at: <http://eu.battle.net/wow/game/>

## Pet Action Bar

If your character has access to a combat pet as a class feature, then anytime you summon a pet, a smaller action bar appears above your own. This pet action bar is used and populated the same way as your regular action bar. The hotkey for pet action bar icons is ctrl plus the appropriate number key. For example, the hotkey combination for your pet's first action bar icon is ctrl+1.



## CHATTING

Your window for chatting is your chat log, which is located in the lower left area of your screen, above the Action Bar. The messages displayed in your chat log are from all chat channels you have joined in the current zone. A number and channel name in brackets precede every chat message. The name is the chat channel that the message originated from, and the hotkey number corresponds to that channel. By default, whenever you enter a zone, you automatically join the zone's General and Trade channels. To talk in a channel, press Enter to open the chat window, and then type `'/l your sentence'` to send the message to channel 1.

To see a list of all channels in the zone, type `/chatlist`.

### JOINING AND LEAVING CHANNELS

To join a chat channel, type `/join` followed by the name of the chat channel. For example: `/join trade`.

To leave a channel, type `/leave` followed by the name of the channel you wish to exit. For example: `/leave general`.

### CREATING A CHANNEL

To create a channel, type `/join` followed by the name of the channel you wish to create. If no channel by that name exists, one will be created for you. Others can then join your channel with the join command.

## Chat Modes

There are different types of chat. Pressing the Chat Button next to the chat log shows you these different options. Simply click on the desired chat type to begin chatting in that manner, whether it is yelling, guild chatting, or whispering. You can also bypass the Chat Button by pressing the Enter key to pull up the chat prompt and then typing / followed by the appropriate chat command or hotkey.

### SAY

Say broadcasts your chat to all players in your vicinity. This is the default chat mode. You can also type `/s` at the chat prompt to begin saying a message if your chat prompt is set to a different chat type.

### PARTY

Party chat only chats with members of your party. Use this chat to speak with your party members without cluttering the chat window of other players. You can also type `/p` to begin a party message.

### GUILD

Guild chat broadcasts a message to all people in your guild, no matter where they are. You can also type `/g` to begin a guild message.

### YELL

Yell broadcasts a message to all players in your zone. The chat message appears red by default in everyone's chat window, making it stand out. You can also type `/y` to yell a message.

## WHISPER

Whispering sends a private message to one player. Unlike other chat types, you must specify a player to whisper to. After clicking the whisper command or typing /w at the chat prompt, type the name of the player you wish to whisper to. Then type your message. Whispers cannot be sent to players in the opposing faction or players who are offline.

## REPLY

If a player sends you a whisper or tell, you can reply to that player either by choosing Reply from the Chat Button menu or by pressing r.

## Chat Memory

By default, when you hit the Enter key to pull up the chat prompt, your chat will be a /say message. However, if you send a different type of chat, such as /party, the next time you pull up your chat prompt, you will still be in party chat mode. The chat prompt remembers your last chat mode and stays there until you specify a new one.



## INTERFACE PANEL



The interface panel is the line of buttons at the bottom of your screen to the right of your action bar. By pressing on the individual buttons, you can view your character, open your spells and abilities book, select your character's talents, access your quests, interact with other players, look for group members, adjust game options, and get help from a Game Master. If you hold your mouse over each tab in the interface panel, you can see the name of the panel and its corresponding hotkey.

### Character Info



The first button on the interface panel is Character Info. Clicking on this panel opens a window that shows your character and any equipment it is currently wearing. In addition to equipping yourself with items, you can also see the attributes, skills, reputation and PvP statistics of your character.

### REPUTATION

Your standing with the different groups and alliances within the *World of Warcraft* is reflected in the Reputation tab. As your character comes into contact with new groups, they will be added to the list, with information about your current standing with that faction. For detailed information about how factions work and which factions might benefit you, you can refer to the website here:

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

### SKILLS

All of the skills possessed by your character, including weapon skills, proficiency with armor, and profession skills, are listed under the skills tab. You can see which skills you have trained and to what level you have developed each skills.

### PVP

This tab shows the honor you have accumulated by participating in PvP battles and the number of kills, both lifetime and recent. If you are part of one or more Arena teams, the number of points accumulated and the current standing of the teams will be shown.

## Spellbook & Abilities



Clicking on the Spellbook & Abilities tab opens a book containing all the spells and abilities your character has. Most spells and abilities are acquired by purchasing them from a trainer, but some are only available as quest rewards. Any spell or ability you acquire shows up here once you pay for it. Holding your mouse over a spell or ability in the book tells you what that spell or ability does, how often you can cast it, and how much energy, mana, or rage it costs to use.

To use a spell or ability, you can open this book and then right-click or left-click on it to activate it. However, a much easier way to use an ability or spell is to add it to your action bar.

Your spells and abilities are kept in separate sections. To switch between sections, press the appropriate tab at the side of the book. If you have more spells or abilities than can fit on one page, you can scroll to successive pages by clicking the left and right arrows at the bottom of the book.

If you have a combat pet, you will have a second tab on the bottom of your book with your pet's abilities.

In addition to class abilities and spells, the Spellbook & Abilities panel also is where your profession abilities show up. The associated ability of a profession, such as the Find Herbs ability you get when you learn herbalism, appears in the General section of your Spellbook & Abilities panel. You can drag these profession abilities to your action bar and use them as you would class abilities.

## Talents



The Talents button opens up your character's Talent window. Talents are additional powers you can select for your character that not only improve your existing abilities and spells, but that also customize your character. Using talents, two players of the same class can differentiate their characters greatly.

The *World of Warcraft* online strategy guide at:

<http://eu.battle.net/wow/game/> is your best source for up to date Talent information.

## Quest Log



Whenever you acquire a quest, that quest is added to your quest log. All your currently active quests appear here.

The Quest Log window is organized into two sections: the quest list and the quest information window. The quest list shows all the quests you currently have, organized by the zone in which you acquired the quest. A zone only appears if you have a quest from there.

When you select a quest from the list, the quest info window displays all the information you need to complete it. The summary gives you the bare essentials for the quest: the goal you must achieve and the NPC you must talk to in order to complete the quest. Below the summary is the same text you received when you first acquired the quest, including the exact instructions and location of the quest, and any additional information you received at the time you acquired it. At the bottom of the quest info window is the reward heading, which tells you what you get if you complete the quest. Keep in mind that not all quests specify their possible rewards, and some quests unlock other quests.

When you complete a quest, it disappears from your quest log.

Your quest log can hold a maximum of 25 quests at a time. If you try to acquire a new quest, you get a message telling you your quest log is full. If that happens, you can complete a current quest to free up room to take on another quest, or abandon a quest to remove it from your quest log. Abandoned quests can be reobtained from the same NPC you received it from.

## Social



The Social window is where you keep track of your friends in the game, search for specific players, and display lists of players in the game by level, zone, name, or class. The four different sections of the Social window are: Friends, Who, Guild and Raid. You can switch between sections by clicking on the tabs at the bottom of the window.

### FRIENDS

You can add people you enjoy playing with to the list in your Friends section. You can then refer to your friends list to see which friends are logged on and where they are playing. You are also notified when your friends log on or off. The tab at the top of the Friends section allows you to also block contact from others by placing them on your Ignore list. A player on your Ignore list will not be able to speak or whisper to you with that character.

### WHO

This section is used to search for groups of players using key words, such as guild names, character classes, and races.

### GUILD

The guild section is only available if you are a guild member. This section allows you to manage your guild relationships. It displays all members of your guild, and shows their basic character information. If you are not a member of a guild, this tab is grayed out.

### RAID

If you are currently a member of a raid party, the other groups will show in this tab. You can see the names and classes of the other raid members, and which groups they are in.

## Looking for Group



The Looking for Group tool makes it easy to find other players to join you in a quest or instance. Clicking the button on the toolbar opens a window where you can select whether you are a player looking for a group, or an existing group looking for more players.

You can then select whether you are looking for a group for a dungeon, a quest or a raid, nominate the specific instances or quests you wish to do, and add comments about what members you are seeking, or what skills you would bring to a group. Once this information is completed, you can be automatically added to a group by the LFG tool, or if you would rather be contacted about grouping opportunities first, you can deselect Auto Join.

Adding yourself to the Looking for Group tool also automatically adds you to the Looking for Group channel, allowing you to connect with other players who are also seeking party members.

## Main Menu



Clicking on the Main Menu tab opens up the main menu. From here, you can adjust video and sound options, customize controls, logout, quit, or resume playing. You can also open the Main Menu by pressing the Escape key.

### VIDEO OPTIONS AND SOUND OPTIONS

Here you will find a range of options to customize the way the game is displayed and heard according to your computer's specifications. You may need to experiment to find the right settings for you.

### INTERFACE OPTIONS



From this menu you can turn on more advanced options such as inverting the mouse, turning on the status bar (combat log), showing your pet melee and spell damage, turning on the right-click to move option, and more. More information on these advanced options can be found at the *World of Warcraft* website at :

<http://www.worldofwarcraft.com>

### KEY BINDINGS

The Key Bindings menu lists all the hotkey commands in *World of Warcraft* and the default buttons associated with them. You can then customize all these hotkeys by typing in your own letters or mouse buttons. If you are later dissatisfied with your own key bindings, you can restore the Blizzard defaults.

### LOGOUT AND QUIT

Clicking the Logout button takes you back to the Character Selection screen, while the Quit button closes *World of Warcraft* and takes you to the desktop.

### CONTINUE

Pressing this button closes the main menu and takes you back to the game.

## Help Request



The Help Request button opens up the Knowledge Base which provides you with answers to common questions. You can open a ticket here to request assistance from a Game Master (GM) . For more information on tickets, refer to Appendix II: Customer Support.

## World Map



The World Map tab (M) opens up a full-screen map of the world. The world map defaults to a hand-drawn map of your current zone. Any locations you have explored appear on the hand-drawn map. As you continue exploring, more locations will be drawn added to your map.

Your character appears as a grey arrow on the world map. If you are grouped, party members also appear as blue dots. To tell who each dot is, hold your mouse over the dot. The character's name will then pop up on your mouse cursor.

Major cities already appear on your world map, even if you haven't explored them yet. To zoom out to a view of your continent, right-click on the map. Right-click again to zoom out for a map of the world. You can also adjust the view by clicking on the Zoom Out button at the top of the map.

The name of the zone or continent you are viewing is always displayed at the top of the world map. If you mouse over an explored location or known landmark, such as a city or mountain range, its name will appear at the top of the map instead.

You can also jump to a map of a specific zone by selecting a zone from the zone pulldown menu at the top of the screen. Left-click on the arrow next to the menu to open it, and then click on the desired zone. To jump to a different continent, press the arrow in the continent pulldown menu to the left. Jumping to a new continent will reset the zone pulldown menu to the zones in that continent.

## Note

The world map covers your entire screen, blocking out your main window and the action bar. Be careful when opening the world map while you are in combat or running.



# I. Glossaire

These are common terms and acronyms used all the time in chat in *World of Warcraft*.

## Common Terms

Add	An extra monster that joins an existing battle. This is often used as a warning by a group member: "Add!"
Alt	Other characters on your account besides the one you are currently playing. This is an abbreviation for alternate. Usually alt refers to any character other than your highest-level character.
Aggro	The act of a monster becoming hostile and attacking you. Often invoked when a player moves too close to a monster and unintentionally provokes it to attack. Aggro also refers to a monster's aggression level towards you.
Aggro – Radius	The radius around a monster at which point you will provoke it to attack you. Aggro radius depends upon your level and the monster's level.
Agil	An abbreviation of agility.
Avatar	Your character.
Buff	A beneficial spell cast on a monster or player. An example of a buff is the mage's Arcane intellect.
Carebear	A disparaging term for a player that prefers not to attack other players in a player versus player environment. Usually this term is used by players who prefer PvP combat.
Caster	A character that primarily stays away from the front of combat in order to cast helpful spells on allies and harmful spells on enemies. Mages and priests are two examples of casters.
Combat Pet	An NPC controlled by a player that can fight monsters and assist the player and his party members.
Cooldown	The waiting time before an ability, skill, or spell can be used again.
Creep	A monster.
Critter	A creature that doesn't attack back, like a rabbit or deer.
Debuff	A negative spell cast on a monster or player that weakens it. An example of a debuff is the warlock's curse of weakness.
Drop	The treasure left behind by a monster when you kill it. Used this way, it is synonymous with loot. Also a verb meaning the act of a monster leaving behind treasure.
Griever	A person who purposely tries to annoy or anger other players.
Grinding	Staying in the same area fighting the same types of monsters for a very long time.
Hate	The amount of aggression, or aggro, a monster has built up against you. When a monster has more hate against you than any other surrounding players, it will attack you. Different actions, such as healing players or damaging the monster, will generate different levels of hate. Hate is synonymous with threat.
Incoming	It means an attack or monster is coming. Sometimes abbreviated as inc.
Instance	A unique copy of a dungeon created when you and your group enter that dungeon. Only you and your group will be in your copy of the dungeon. Another group that enters the same area will enter their own copy of the dungeon.

Int	An abbreviation of intelligence.
Kiting	A style of combat in which a player continually stays out of combat range of an enemy, while simultaneously causing damage to it.
Log	Logging off or disconnecting from the game.
Loot	To take treasure from a monster corpse or object, such as a chest or box. Also used to mean the treasure itself.
Lvl	An abbreviation of level.
Mez	Any spell that temporarily incapacitates a target. Sometimes used as a verb to mean the act of incapacitating a target. An abbreviation of mesmerize.
Mob	Any computer-controlled character in the game, whether hostile or not. An abbreviation of mobile.
Newbie	Any new player to the game. Sometimes abbreviated as newb or noob. Some players consider it an insulting term.
Pet	A combative or non-combative NPC, such as a parrot, dog, or cat, owned by a player.
Pop	Respawn.
Port	To transport yourself or other players to another location in the world through spells or abilities. An abbreviation of teleport.
Pull	To draw a monster away from its current location and back to the party. Pulling is done so that the party can fight individual monsters and not groups of them.
Puller	A player that pulls monsters for the party.
Raid	A large-scale attack on an area by a group of parties and players.
Res	An abbreviation of resurrect or resurrection. Also rez.
Respawn	The act of a dead monster's spawning, or appearing, again. Also used to describe the respawned monster itself.
Spawn	The location or process of a monster or monsters appearing when they are created in the world.
Spi	An abbreviation of spirit.
Sta	An abbreviation of stamina.
Stack	A number of identical items placed in a single inventory slot to conserve space. Only certain items can be stacked.
Str	An abbreviation of strength.
Tank	A character that engages in melee with enemies and can withstand a lot of damage. Warriors and paladins are two examples of tanks. Also used as a verb to describe the act of engaging in melee with enemies.
Taunt	To provoke a monster into attacking your character, thereby pulling its attention away from its current target.
Threat	See Hate.
Train	To lead monsters so that they will attack another player.
Twink	A low-level character made more powerful by higher-level characters, usually through gifts of armor and weapons that the character would not normally have at such a low level. Also used as a verb to describe the act of giving low-level characters powerful items uncommon at their level.
XP	Experience points. Also called exp.

# Acronyms

AC	Armor Class	MMORPG	Massively Multiplayer Online Role-Playing Game
AoE	Area of Effect	MT	Mistell
AE	Area Effect	NM	Never Mind
AFK	Away From Keyboard	NP	No Problem
BRB	Be Right Back	NPC	Non-Player Character
DD	Direct Damage	OOM	Out Of Mana
DOT	Damage Over Time	PC	Price Check
DPS	Damage Per Second	PC	Player Character
FH	Full Health	PK	Player Kill or Player Killer
FM	Full Mana	PST	Please Send Tell
FvF	Faction versus Faction	PvE	Player versus Environment
GM	Game Master	PvP	Player versus Player
GTG	Good To Go	R	Ready to go
HP	Hit Points or Health Points	SW	Stormwind
IF	Ironforge	TB	Thunder Bluff
KS	Kill Stealing (or Kill Steal or Kill Stealer)	TY	Thank You
LFG	Looking For Group	UC	Undercity
LFM	Looking For More	WF	Westfall
LOL	Laugh Out Loud	WB	Welcome Back
LOM	Low On Mana	WoW	World of Warcraft
MMO	Massively-Multiplayer Online	WTB	Want To Buy
Online		WTS	Want To Sell
MMOG	Massively Multiplayer Online Game		

## II. Customer Support

If you encounter a problem with the game or with other players while playing *World of Warcraft*, you can contact a Game Master (GM) for support.

GMs are customer support representatives who are online 24 hours a day, seven days a week, to assist you with any trouble you experience in the game.

### HOW TO CONTACT A GM

To contact a GM, click on the Help Request icon, which appears as a red question mark, at the bottom of your screen.

Once the Knowledge base is open, you can search for an existing answer to your issue by entering keywords. If you cannot find the answer to your question, or you still need to contact a Game Master, choose 'Open a Ticket' to start the petition process. Game Masters can only assist with in-game issues related to equipment, gameplay and the world environment. For other issues, you will need to contact a different support team. More information can be found here: <http://www.blizzard.com/support>

#### Contacting a GM in the Game

At the next screen, you will want to select the category that fits closest to the issue you are trying to report.

You will then be prompted to enter a description of your situation. Please try to be as descriptive as possible.

After typing your description and clicking the Submit button, a ticket icon appears at the upper right corner of your screen. This tells you that you have an active ticket and that a GM will contact you.

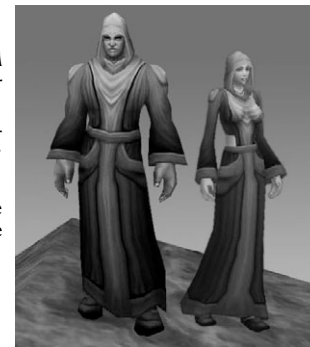
Once contacted, explain your situation to the GM. When the issue is resolved, the GM will erase the ticket from your screen.

#### Identifying a GM

Game masters can be identified in-game by the GM tag that accompanies their player name. For example: <GM>Taredan

In addition, any message that a GM says in general or sends to you privately is prefaced with the "<GM>" tag. For example: "<GM> Junco whispers: Hello..."

GMs also look distinct, since they wear a unique game master uniform consisting of a dark blue robe that is unavailable to other players.



#### GM-related Issues

If you have a concern with a GM, or would like to send positive or negative feedback, please send an email to [WoWConcernsEU@blizzard.com](mailto:WoWConcernsEU@blizzard.com)

### OTHER SUPPORT:

For support related to technical issues, billing queries and other out of game incidents, please use the webforms for the appropriate department. They can be found here: <http://www.blizzard.com/support>





# World of Warcraft Credits

## Game Design

Blizzard Entertainment

## Executive Producer

Mike Morhaime

## Team Lead

Mark Kern

## Art Director

William Petras

## Creative Director

Chris Metzzen

## Lead Animator

Kevin Beardslee

## Lead Artist

Justin Thavirat

## Lead Character Artist

Brandon Idol

## Lead Designers

Rob Pardo  
Allen Adham

## Lead Programmer

John Cash

## Lead Technical Artist

Kyle Harrison

## Producers

Shane Dabiri  
Carlos Guerrero

## Additional Production

Chris Sigaty

## Programming

Jesse Blomberg  
Dan Buckler  
Robert Bridenbecker  
Jeff Chow  
Scott Hartin  
Sam Lantinga  
Twain Martin  
Loren McQuade  
Collin Murray  
David Ray  
Joe Rumsey  
Derek Sakamoto  
Tim Truesdale  
Matthew Versluys  
Jeremy Wood

## Additional Programming

James Anhalt III  
Andy Bond  
Bob Fitch  
Don Grey  
Monte Krol  
Graham Madarasz  
Jay Patel  
Evelyn Smith

## Install/Patch/Distribution Programming

Brian Fitzgerald  
John Mikros  
John Stiles  
Tony Tribelli  
Stephen C. Wong

## Install/Patch/Distribution Producer

Derek Simmons

## Macintosh Programming

John Mikros

## Additional Macintosh Programming

Rob Barris  
John Stiles  
Animators  
Adam Byrne  
Jay Hathaway  
Eric Henze  
Solomon Lee

## Dungeon/City Artists

Jose Aello, Jr.  
Roger Eberhart  
Dana Jan  
Aaron Keller  
Jimmy Lo  
Matt Mocarski  
Brian Morrisroe  
Jamin Shoulet  
John Staats

## World Content Artists

Carlo Arellano  
Sam Didier  
Brian Hsu  
Roman Kenney  
Maxx Marshall  
Matt Milizia  
Dan Moore  
Ted Park  
Gary Platner  
Technical Artist  
Peter Underwood

## Exterior Level Designers

Bo Bell  
James Chadwick  
Mark Downie  
Alen Lapidis  
Matt Sanders  
Additional Art  
Dave Berggren  
Allen Dilling  
Toph Gorham  
Trevor Jacobs  
Tom Jung  
Cameron Lamprecht  
Rob McNaughton  
Mickey Nielson  
Matt Oursbourn

## Game Designers

Tom Chilton  
Eric Dodds  
Michael Heiberg  
Kevin Jordan  
Jeffrey Kaplan  
John Yoo

## Quest Designers

Alex Afrasiabi  
Michael Backus  
Suzanne Brownell  
Shawn Carnes  
Michael Chu  
Jeffrey Kaplan  
Pat Nagle

## World Designers

Geoff Goodman  
Andy Kirton  
Joshua Kurtz  
Steven Pierce

## Additional Design

Tom Cadwell  
Dave Fried  
Dave Hale  
Eric Maloof  
Scott Mercer  
Matt Morris  
Jennifer Powell  
Dean Shipley

## Cinematic Intro Director, Writer

Matt Samia

## Cinematic Trailer Director, Writer

Harley D. Huggins II

## Cinematics Producer

Scott Abeyta

## Video Processing & Post Production Supervisor

Joeyray Hall

## Cinematic Artists

Jonathan Berube  
Nicholas S. Carpenter  
Jeff Chamberlain  
Aaron Chan  
Ben Dan  
Fausto DeMartini  
Sheng Jin  
Jeremiah Johnson  
Jon Lanz  
James McCoy  
Matthew Mead  
Joe Peterson  
Dennis "wiz" Price  
Jarett Riva  
Xin Wang  
Kenson Yu

## Cinematic Technical Artists

John Burnett  
Joe Frayne  
Steeg Haskell  
Jared Keller  
Hung Le  
Nelson Wang

## Render Farm Supervisor

Mike Kramer

## Additional Cinematic Artists

Dan Burke  
John Chalfant  
Ryan Duncan  
Mark Skelton  
Patrick Thomas  
Seth Thompson  
Ru Weerasuriya  
Jason Wen

## Audio Supervisor (Cinematics)

Glenn Stafford  
Sound Producer  
Gloria Soto  
Lead Composer  
Jason Hayes

## Lead Sound Designer

Brian Farr  
Music  
Tracy W. Bush  
Derek Duke  
Jason Hayes  
Glenn Stafford  
Sound Design  
Tracy W. Bush  
Victor Crews  
Brian Farr

## Casting Supervisor/ VO & Sound Editor

Tami Donner Harrison  
Voice Direction  
Chris Metzzen  
Micky Neilson  
Voice Acting  
Michele Arko  
Tracy W. Bush  
Joey Cash  
Johnny Cash  
Victor Crews  
Samwise Didier  
Tami Donner Harrison  
Derek Duke  
Michelle Elbert  
Brian Farr  
Ron Frybarger  
Manuel Gonzales  
Carrie Gordon-Lowrey  
Trula Hoosier  
Harley Huggins  
Timothy Ismay  
Monte Krol  
Abe Lasser  
Jon Mankin  
Twain Martin  
Holly Matecki  
Sean McCrea  
Chris Metzzen  
Kaeo Milker  
Lani Minella  
Mike Morhaime  
Collin Murray  
Gloria Neely  
Mickey Neilson  
Nicholas Pisani  
Gary Platner  
David Saunders  
Evelyn Smith  
Glenn Stafford  
Snoopy Watkins  
Sunda Zafrin

## Worldwide Launch Executive

Paul Sams

**Worldwide Launch Management**  
Itzik Ben-Bassat  
Lisa Pearce

## Worldwide Launch Management

Eli Catalan

## Manual Producer

Jason Hutchins

## Manual Development and Editing

Eli Catalan  
Elliott Chin  
Jason Hutchins  
Mark Kern

Denise Lopez  
Jonathan Mankin  
Chris Metzzen  
Rob Pardo  
Lisa Pearce  
Evelyn Smith  
Manual Artwork  
Carlo Arellano  
Adam Byrne  
Samwise Didier  
Allen Dilling  
Eric Henze  
Brian Hsu  
Brandon Idol  
Semi Kim  
Chris Metzzen  
Ted Park  
Bill Petras  
Glenn Raine  
John Staats  
Justin Thavirat  
Ru Weerasuriya  
Thanks to White Wolf

## Quality Assurance Manager

John Lagrave

## Quality Assurance Assistant Managers

Sean McCrea  
Mark Moser

## Q.A. Night Supervisor

Jonathan Mankin

## Q.A. Lead Testers

Robert Foote  
Michael Murphy

## Q.A. Lead Assistant

Kelly Chun

## Q.A. Technical Engineers

Jason Fader  
Evelyn Smith

## Q.A. Compatibility Testing

Omar Gonzalez  
Danny Nguyen  
Taylor Russ

## Q.A. Team Leads

Michele Marie Arko  
Scott N. Army  
Ben Brode  
Shane S. Cargilo  
Jamie Chang  
Michael Chen  
Steven Chow  
Dennis Crabtree  
Les W. Douglas  
Michelle Elbert  
Ron Frybarger  
Ed Kang

Jin Kim  
Ray Laubach  
Chris Manprin  
Justin K. Parker  
Lee Sparks  
Craig Steele  
Stan Wang  
Game Testers  
Nicholas Betteker  
Edward Bui  
Jeff Chang  
Jack Chen  
James Cho  
Aaron Contreras  
Brandon Crumpler  
Tim Daniels  
Foster Michael Elmendorf  
Mei Dean Francis  
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Michael Maggard  
Stuart Massie  
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RA Pearson  
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Chuck Salzman  
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Samuel Schrimsher  
Michael Schwan  
Anant Singh  
Brian Stankowitz  
Shawn Su  
Michael Mooteh Sun  
Alex Tsang  
Joseph Vales  
Brandan Vanderpool  
Sean Wang  
Geoffrey Yeh  
Tengying Yu

#### **Additional Game Testing**

Zach Allen  
Zebulon Batke  
Josh Bertram  
Zach Callanan  
Wesley Campbell  
Greg Cucchissi  
Dustin Chang  
Yuan Cheng  
Jack Cheung  
Joel Cliff  
Matt Coalson  
Beni Elgueta  
Dave Eliasberg  
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Christopher Van Der Westhuizen  
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Constance Wang  
Ian Welke  
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#### **Assistant Technical Support Manager** Jason Stilwell

#### **Billing and Account Services Lead** Doug Abel

#### **Technical Support Programming** David Nguyen

#### **In-Game Support Management** Eric Avila

#### **In-Game Support Leads** Mitchell Bricker Chris Manley Jason Park John Schwartz Max Whitaker

#### **Localization Producer** Jason Hutchins

#### **Associate Localization Producer** Jonas Laster

#### **BLIZZARD EUROPE TEAM**

#### **Blizzard Europe Management** Itzik Ben Bassat

**Blizzard Europe Management Team**  
Cedric Marechal  
Jean-Michel Courivaud  
Benoit Dufour  
Benoit Berard  
Julia Gastaldi  
Frederic Menou  
Benoit Mechineau  
Delphine Le Corre

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Mathieu Chauvin  
Laurent Bourcier  
Fanny Hermant  
Philippe Peeters

**Network Team**  
Julien Mariani  
Thierry Sudan  
Jean-Claude Krijestorac  
Mourad Kaci

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Matthew Arthur

**Web Team**  
Guillaume Sartre  
Sebastien Garnault  
Prune Moldawan  
Yann Pallatier  
Martin Leidenfrost  
Pierre Rosenthal

**Community Team**  
Gernot "Garry" Leusch  
Jean-Baptiste Pennes

**Technical Support and Billing Team**  
Robert Ashby  
Cedryck Poitelon  
Alexandre Vallee  
Lisa Cree  
Christian Czubatinski  
Marie-Helene Atienz

**In-Game Support Team**  
Christian William Scharling  
Mark Clements  
Gregory Bourgeois  
Owen James Thomas  
Sebastiaan Van Doornspeek  
Kasper Giehm  
Richard Barham  
Sebastian Nachtigall  
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Rinaldo Andreolli  
Alexander Ipfelkofer

Clemens Krainer  
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Yann Dessaude  
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**Translation Vendor Manager**  
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**Linguistic Coordinator**  
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**Software Engineering**  
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David Hickey

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Conor Harlow

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Maurice Larkin  
Russell Perin  
Dimitry Renardet

**Q.A. Testers - German**  
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Henry Ertner  
Hugh Lawton

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Bill Sweeney  
David Fleming

**RTM Validation**  
Philippe Gendreau

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**Business Development & Operations**  
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Denise Lopez  
Isaac Matarasso  
Lisa Pearce  
Sarah Tucker

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Mike Kramer  
Hung Nguyen  
Mike Pearce  
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Casey Suyeto  
Stephen T. Wong  
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Jeff Berube  
Data Archivist  
Kris Mackey

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Kaeo Milker  
Jamie Neveaux  
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Elliott Chin  
Gil Shif  
George Wang  
Web Team  
Lisa Bucek-Jensen  
Mathieu Chauvin  
Geoff Fraizer  
Mike Hein  
Jon Jelinek  
Gil Shif  
Alex Sun  
Blaine Whittle

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Daniel Chin  
Paul Della Bitta  
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Gil Shif

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Lowell Vaughan

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Jessica Drossin  
Zachary Hubert  
Steve Parker  
Raul Ramirez  
Hayley Sumner  
Bill Watt

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Jack Sterling

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Brom  
William Petras  
Justin Thavirat

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Tom Bryan  
Bob Wharton

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AT&T  
DACOM/KIDC  
Telia

#### **Director of Dunsel Development**

Frank Pearce  
**Dunsel Specialist**  
Alan Dabiri

#### **Thanks To**

Chris Sigaty  
Brad Mason  
Don Grey  
Huong Grey  
Kirk Mahony  
Jimmie Nelson  
Donna Anthony

Beau Yarborough  
Ian Welke  
DJAMES Goddard  
Christophe Ramboz  
Michael Fuller  
Flavie Gufflet  
Stu Rose  
Duane Stinnett  
Brenda Perdion  
Special Thanks  
Blizzard North  
Bruce Hack  
Jean-Francois Grollemund  
Bob & Jan Davidson  
Cinematic Sound Contractors  
David Farmer  
Paul Menichini  
Jeff Kurtenacker  
Michael Aarvold  
Robert Michael Sherlock  
Tom Brewer  
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performed by the University  
Choir & California State  
University, Long Beach  
Original music recorded at  
Citrus College, Glendora, CA

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A VERY SPECIAL  
THANKS TO ALL OUR  
FAMILIES. YOUR  
NEVER-ENDING  
PATIENCE AND  
UNDERSTANDING  
MADE IT ALL  
POSSIBLE.  
WE LOVE YOU!

#### Additional Thanks

Michael Fuller  
Christophe Ramboz  
Yan Kahle  
Jean-Claude  
All European Guilds  
All our Families  
Our Wives and Husbands  
Our kids  
Our poor red eyes  
The parents of the unique  
"Famous"  
The coffee machine  
"Mum and Dad"  
The inventor of the cheese  
sandwich  
"Mamie in the kitchen"  
Our new chairs  
The Japanese restaurant  
The double brain theory  
"Zickouille"  
"Boomshaker"  
"Pompounette"  
The GMs that keep their shoes  
on

"The Pitbull"  
"Graou"  
"Ricounet"  
"Douds"  
Uncle Scrooge  
Le "Check"  
The "bobox" pushers  
All the clowns  
"\$%## me, I am famous!"  
The Sexy HR Girls  
All the "boulets"  
The Galapagos Islands  
The Famous Danish Humour  
The holy moving plan  
"M" fast food feeding our GM  
teams  
Parisien Vampire society  
"Yes... But... No... Well...  
Basically... Hum... Honestly..."  
Spygirl for the hooter to Eric for  
loosing at War 3 and babyfoot  
Cédric's wine cave  
"Yes... soooooooon" TM  
William, the Danish knight  
Gali Mehl  
The great city of Holon  
"The Kibbutz"  
Celeste Aviva, Tracy Farr, Amber  
Ray, Tiffany and Taylor Hayes,  
Andrea Lobo, The Idols & Pat  
Morrison, Shane Hensley,  
Michele Henze, Claudia &  
Alanna Guerrero, My brother  
Brad...we all  
need heroes, Kim & Ashley  
Bridenbecker, Alexander K. Lee,  
The Chosen & Bill, Peter Millizia,  
The Petras Family, Rob Chacko,  
Kandice Murray, Michelle  
Delgado, The Thavirats &  
Corinna Lee, Kayla Hong-Tim  
Nguyen, Mike Phillips, Cathy  
Tsai and The Chow Family,  
Suzanne Di Piazza, Pooka, Kerri  
Jaquith Simmons, Patricia, Nate,  
Chris, Matt & Jenna, Laura  
Szigeti, Sofia Vergara, Sarah  
Arellano, Olivia Lee Heiberg,  
Nikita Mikros, April & Sofia  
Metzen, Girls of Starbucks,  
Mary, Johnny, and Joey Cash,  
Katherine & Penelope Jordan,  
Danna, Jessica, Tisa,  
Jade and Breanna, Gammaray  
Helen Mckenney,  
Bill & Kathie Blomberg, The  
Sakamoto Family, Nick "Blood  
Angel" Bettaker, Angelista,  
Napoleon Dynamite, Joohyun  
Lee, April and Noah Beardslee,  
Dawn Marshall, Mandilynn  
Weygandt, Stephanie Keefer, the  
good people of The Daily Blab,  
Ed, May, & Sheryl Narahara,

Arlene Powell, Andrew Thorson,  
Imelda & Alex Kern, Olivia Lee,  
Peter Jackson, Victoria, Garrett,  
& Cassandra, Katherine Jordan,  
Gina MacGregor, Karen & Julia  
Barris, The Infamous Kitt3n,  
Hillary & F.C. Carnes, Happy  
30th to RUSH, Lara Lee, Brenda  
Perdion, Tina & Melissa Maloof,  
The Pearce Family, Smoove TB,  
The Bandit, The PUNisher, The  
Leaky Faucet, T. Blave, The  
Censor, Susan, Matthew &  
Michael Sams, Megan Wooley,  
Tina Chan, Stacey Frayne, Haibo  
Li, Katelynn Hassler, Luciana  
Kochhoff, Shelly Mead, Debbie  
Lanz, Jessica Ellis, Khana Le,  
Brian Flora, Chen Bin Hua, The  
Price Family, Deana Matarasso,  
Harminder Brar, The McCoy  
Family, The Yu Family, The Wang  
Family, The Samia Family, The  
Chamberlain Family, The Burnett  
Family, The Haskell Family, The  
Dai Family, The Peterson Family,  
The Carpenter Family, Joe  
"Vargen" Biafore, Beverly &  
Shangreaux Lagrave, Dee Ann  
Fifer, Riley & The Sigaty Family,  
Melissa Huggins, Laura Clifton,  
Jason & Damian Hall, Koren  
Buckner, Gali Mehl, The Ben-  
Bassat Family, David, Cameron  
& Brianna Di Iorio, Nicole  
Hamelin, Matt, Shaun &  
Amanda Smiley, Ty, Noel &  
Marge Williams, Silvia, Kai, and  
Kiana Van Dusen, Astrid and  
K.C. Ross, Janée Laster,  
Everyone at Hewlett-Packard,  
Everyone at Cisco.

No pixels were harmed in the  
making of this game.



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**1. Grant of a Limited Use License.** The Game installs computer software (hereafter referred to as the "Game Client") onto your hardware to allow you to use your Battle.net® Account to play the Game through access to the Service. To play the Game you must therefore: (i) register for and login using an authorized Battle.net® Account, (ii) obtain access to the Service and (iii) agree to the terms of this License Agreement, the WoW Terms of Use and the BNET Terms of Use Agreement. Subject to your agreement to and continuing compliance with this License Agreement, Blizzard hereby grants, and by installing the Game Client you thereby accept, a limited, revocable, nontransferable, non-sublicensable and non-exclusive license and right to install the Game Client for your personal and non-commercial use on one (1) or more computers which you own or which are under your personal control. All use of the Game is subject to this License Agreement, the BNET Terms of Use Agreement, and the WoW Terms of Use, each of which you must accept before you can use your Battle.net® Account to play the Game through access to the Service. Blizzard Entertainment and/or Blizzard reserve the right to update, modify or change the Game for the reasons stated in Section 9 below. Changes to the License Agreement will be notified and enter into force according to Section 15 below.

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(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.

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**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.

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**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:



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