

EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- ▶ Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- ▶ Preferably play the game on a small screen.
- ▶ Avoid playing if you are tired or have not had much sleep.
- ▶ Make sure that the room in which you are playing is well lit.
- ▶ Rest for at least 10 to 15 minutes per hour while playing a video game.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

THESE ARE DARK DAYS

Dark days are coming. Three secret societies are all that stand between us and a great and ancient evil. The Templars, the Dragon, and the Illuminati remain divided in pursuit of power, but stand united against the rising darkness. These cabals are now recruiting new members into their ranks.

As the Earth prepares to fight the Filth that infects our dreams, the chosen few wake to find that latent powers in their DNA have activated, and they are able to manipulate the very fabric of the universe.

Wielding their newfound power, these heroes are in high demand. The Templars are building an army of crusaders to wage war on evil, and let nothing stand in their way. The Illuminati are recruiting agents to pull strings, and they use force to build influence and wealth. The Dragon are using their chaos theorists to set in motion seemingly random ripples that are set to escalate into sweeping tsunamis of change.

The world is still unaware of the things that stir in the dark places, and few know that we are approaching the end of days. So, it falls to the secret societies—and their new recruits—to stand between humanity and the Filth.

You are chosen. Dark days are coming. Everything is true.



WWW.THESECRETWORLD.COM

CONTENTS

- | | |
|-------------------------------------|-----------------------------|
| 1. ENTERING <i>THE SECRET WORLD</i> | 19. MISSIONS |
| 3. THE SECRET SOCIETIES | 21. JOURNAL |
| 4. CHARACTER CREATION | 22. LORE & ACHIEVEMENTS |
| 5. CONTROLS | 22. CRAFTING |
| 7. HUD | 23. PHYSICAL EXHAUSTION |
| 12. CHARACTER PANEL | 24. THE WORLD |
| 13. ABILITY WHEEL | 27. PERFORMANCE TIPS |
| 15. INVENTORY | 28. TECHNICAL SUPPORT |
| 15. PVP | 29. LIMITED 90-DAY WARRANTY |
| 19. SETTINGS | |

ENTERING *THE SECRET WORLD*

INSTALLATION

TO INSTALL (DISC USERS)

Insert Disc 1 into your disc drive.

When *The Secret World*™ Installer appears, follow the on-screen instructions.

If the Installer does not appear automatically, launch the setup program manually in Windows® 7, Windows Vista®, or Windows® XP by opening **Start > Run**, typing `D:\Setup.exe` in the text box (substitute the correct letter for your DVD-ROM drive if other than D:).

Once the game has installed, you can launch it from the Start menu (or the desktop icon, if you chose to create one).

TO INSTALL (DIGITAL DOWNLOAD)

Once the installer has downloaded, open it and follow the on-screen instructions.

Once the game has installed, you can launch it from the Start menu (or the desktop icon, if you chose to create one).

STARTING THE GAME

To start the game from the Start menu:

Navigate to **Start > All Programs > Funcom > The Secret World** and locate *The Secret World* shortcut. Click this shortcut to start the game.

To start the game from the Games menu:

Users who have enabled the Games menu can locate the game at **Start > Games**. There you will find *The Secret World* shortcut in the root folder.

NOTE: In Windows Vista Classic Start menu style, games are located in the Start menu under **Start > Programs > Games > Games Explorer** menu.

MINIMUM SPECS

OPERATING SYSTEM

You can play *The Secret World* on Windows XP, Windows Vista, or Windows 7.

COMPUTER

Your computer should have either an Intel Core 2 Duo Processor 2.4GHz or better, or equivalent AMD CPU.

RAM

Your computer's RAM should be as follows: for Windows XP: 2GB, and for Windows Vista and Windows 7: 3GB.

DVD-ROM

Ensure that your DVD-ROM is 8X or better.

HARD DRIVE

Ensure that you have at least 30GB of free space on your computer's hard drive.

VIDEO

Your computer's graphics card should be nVidia 8800 series/Radeon HD3850 series or better, with minimum 512 MB VRAM.

DIRECTX

Ensure that your computer is DirectX 9.0c compatible.

ONLINE CONNECTION

Ensure that your online connection is 512KBPS or faster.

NOTE: *The Secret World* is a massively multiplayer online game. This allows the developers to continuously update it, change it, and add to it. Any updates will be automatically downloaded when you start the game.

Changes might have been made to the game in the period between documentation and the release of the game. As such, there may be inaccuracies between the gameplay and this documentation.

For the latest information on *The Secret World* please visit www.thesecondworld.com.

ACCOUNT CREATION

To play *The Secret World*, you must first create an account at <http://register.thesecondworld.com> with the key registration included with your game. Your account page is where you manage your game and payment options. Your account user name and password are also used to login to your game.

To manage an existing account, please visit <http://register.thesecondworld.com>.

LOGIN

The login window is where you enter your username and password to access *The Secret World*. You can also access your account via Manage Account, or select SETTINGS to open the Settings menu.

SELECTING A CHARACTER AND DIMENSION

After logging in, you are taken to the character and Dimension selection screen. On the left is a list of slots for your created characters. To start creating a character, select any of the slots labeled Empty. If you already have a character stored in a slot, you can view their model in the center of the screen. Click the character and move your mouse to rotate the model.

The right side of the screen has a list of available Dimensions. Pick the type of Dimension that best suits your style of gameplay. When you are ready to begin your journey into *The Secret World*, click the Play icon at the bottom of the screen.

THE SECRET SOCIETIES



ILLUMINATI

Whispering in the ear of every rising nation is the seductive voice of the Illuminati. Unscrupulous power brokers, they have leveraged multinational corporations and the tools of globalization to spread their reach worldwide. Based beneath Brooklyn, New York, in a hidden underground lair known as The Labyrinth, they manipulate markets to amass enough wealth and information to bend civilization to their will. The United States is the jewel in their crown, seized from the Templars by these masterful manipulators and puppet-masters. Though they prefer to stay in the shadows, do not think that the Illuminati are afraid to get their hands dirty.



TEMPLARS

The Templars have seen the darkness encroaching for millennia, threatening to consume the world in filth and impurity. Active since the dawn of western civilization, these battle-hardened crusaders have sought to purge what they deem unfit and undesirable through sheer strength of will. They scheme from the cold, marble halls of their seat of power in Ealdwic, London, to bring kings to their knees and empires to ruins. An unbreakable bond binds their steadfast ranks: a commitment to the order and its rhetoric that supersedes all. The Templars have solemnly vowed to cleanse humanity by any means necessary. Never forget that nothing is more dangerous than a true believer.



DRAGON

The history of the Dragon is as serpentine as their namesake. Shrouded in mystery, this secret society has held all of Asia in its grip for centuries. Today, the group hatches plans from an obscure corner of a nameless district in Seoul, Korea. They have adapted and persevered through the ages in a constant state of flux, embracing chaos as an agent of change and the crux of their philosophy. What the ignorant call random chance or freak accidents are in reality part of the Dragon's complex web of intertwining plots. Pulling at a thread in their conspiratorial tapestries only unravels your own understanding of the world.

CHARACTER CREATION



After selecting a secret society, you enter the character creation screen. Select your gender, head type, and skin color; adjust facial features; and custom select a hairstyle, facial hair, makeup, and outfits. When you are finished with your creation, enter a name for your character.

Gender	Choose to be a male or female character.
Head	Select a base head style, choose a skin color, and then tweak your eyes, nose, lips, and jaw to fine-tune your look.
Hairstyle	Select a hairstyle and color.
Make-up	Give your character a completely new look with make-up. Select a set make-up style and then adjust the eye shadow, eyeliner, rouge, and lipstick color.
Outfit	Select a full outfit from a set list of options. More clothing options open up as you play.
Randomize All	For the indecisive or curious, select RANDOMIZE ALL to have all of your character's features changed for a completely new look.
Name	Enter your character's name to finish and exit the character creation screen.



CONTROLS

The controls listed below are the default control scheme for *The Secret World*. To customize your control settings, click the menu icon in the upper left of the HUD, and then select SETTINGS. From there, select CONTROLS to add your custom control commands. You can also press **ESC** to automatically bring up the setting menu.

MOVEMENT AND COMBAT COMMANDS

Move	W/A/S/D/arrow keys
Strafe	Q/E
Autorun	NUMLOCK
Toggle run/walk	BACKSPACE
Jump	SPACEBAR
Enter Travel mode	SHIFT
Enter attack stance	Z
Assist defensive target	F
Assist offensive target	CTRL + F
Target nearest enemy/ previous enemy	TAB/SHIFT + TAB
Target nearest friend/ previous friend	CTRL + TAB/CTRL + SHIFT + TAB
Target self	F1
Target group members	F2 – F5
Trigger active ability	1 – 7



HUD COMMANDS

Toggle framerate	CTRL + ALT + F
Toggle HUD	ALT + Z
Inventory	I
Character Panel	C
Ability Wheel	N
Mission Journal	J
Crafting	Y
Web Browser	B
In-game Shop	,
Map	M
Achievement/Lore	L
Friends view	O
PvP stats and matchmaking	P
Cabal Management	G

CHAT COMMANDS

Activate chat	ENTER
Fast tell	CTRL + T
Fast reply	R
Invite player to group	/invite then enter the player's name
Send a private message to a player	/tell then enter the player's name
Send a message to players in your group	/group
Perform an emote	/emote then TAB to provide a list of emotes

MISCELLANEOUS COMMANDS

Abort action	ESC
Camp to Character Selection	ALT + F10
Use object	U
Take screenshot (png format)/Take screenshot (jpeg format)	F11/ALT + F11
Print character position in chat	F9
Print character position to clipboard	ALT + F9
Print extended character position in chat	SHIFT + F9
Auto loot	V
Activate command input	/
Copy active text region	CTRL + C

HUD



ABILITY BAR

The ability bar consists of the seven slots at the bottom of the screen where your currently equipped Actives (abilities) are shown. The Actives in these slots are triggered with **1 - 7**. Only equipped Actives are located in this bar. To view your equipped Passives, which add boosts to different Actives, click the small arrow to the left of the ability bar.

Each slot in the ability bar can hold an Active. To equip an Active to a slot, press **N** to open the Ability Wheel menu, select an unlocked Active, and click EQUIP. Then, select a slot for your Active. You can also simply drag the ability to a desired slot to equip it. You may also right-click an ability that you own to auto-equip it to an empty spot. Use this same process for equipping Passives. When you are finished, press **N** again to exit the Ability Wheel menu and view your updated ability bar.

Elite abilities can also be equipped through the Ability Wheel. You can only equip one of these advanced skills to your Active and Passive bars, so choose carefully.

Each type of Active has a different color: blue for Magic, red for Range, orange for Melee, and green for Healing. You can only use your Actives when they are in full color. If an Active is grayed out, it cannot be used.

SOCIETY INTEL

There are several reasons why you might not be able to use an Active that has been equipped to your abilities bar, such as if your target is out of your attack range, or if you do not have the weapon required for your Active equipped. Also, some triggered Actives require a cool-down period before they can be used again, while others can only be triggered when you have enough weapon resources.

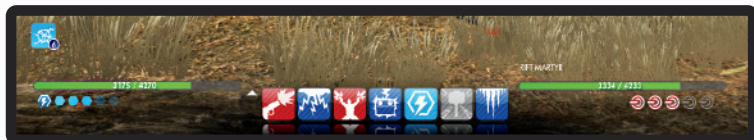
HEALTH BAR

The green bar to the left of the ability bar is your health bar, while the numbers inside the bar represent your exact health count. The number to the right is your maximum possible health, and the number to the left is your current health. When you take damage, your current health bar and numbers will decrease. Once your bar changes to red, you are in danger of becoming physically exhausted. Your health returns over time, and you can help increase your health rejuvenation rate with certain Talismans, or by using Healing abilities.

TARGET HEALTH BAR

Your current target's health bar and health count are displayed to the right of your abilities bar.

WEAPON RESOURCES



During combat, you generate weapon resources, which you can use for additional effects and damage. For example, certain Actives require a specific number of weapon resources before they can be activated. The way you acquire weapon resources during combat and the way they are displayed depend on the type of weaponry you use.

Ranged Weapon Focus

Ranged weapons acquire resources, or Focus, on enemies. As you use builder abilities the weapon resources you gain are shown under the enemy nametag and next to the enemy's health information at the bottom of the screen.

Magic Weapon Charge

Magic weapons acquire resources, or Charge, as you perform magic. The resources you gain through your builders are displayed beneath your health bar.

Melee Weapon Momentum

Your Melee weapon resources, or Momentum, are shown under your health bar, like Magic weapon Charge, but instead of building your Momentum only during combat, you gain it both outside and during combat.

DUAL WEAPONS

Since you are able to equip up to two weapons at a time, it is possible to have two weapon resources on the screen. This means that if you are wielding a Ranged weapon and a Magic weapon, you will see your weapon resources build on the target and under your health bar. Also, any ability that builds a resource for one of your weapons automatically builds a resource for your second weapon unless specifically noted otherwise in the ability's description.

STATE SYSTEM



During combat, you can put your enemies into states. While an enemy is in a state, you can use certain Actives to cause massive damage. There are a total of four states you can induce.

Impaired

This state is applied whenever your target is knocked back, stunned, or silenced.

Weakened

This state occurs whenever your target is debuffed.

Hindered

Snares and roots put foes into this state.

Afflicted

This state is applied when the enemy is affected by a damage over time (DoT) effect that is marked as an affliction attack.

When you put an enemy into any one of these four states, the icon for that state, which is located under your health bar and under the enemy target's health, lights up. When the foe is no longer in that state, the icon becomes gray.

XP BAR

As you defeat enemies and complete missions, you are awarded experience points (XP). XP is tracked in the bar at the bottom of the screen.

GAINING ABILITY POINTS AND SKILL POINTS

As you fill the XP bar you gain Ability Points (AP) and a Skill Point (SP). AP is used to unlock new Actives and Passives, and SP is used to unlock new skill ranks. The more XP you collect, the more AP and SP you earn, and the more powerful you become.

MISSION TRACKER

The mission tracker on the right side of the screen helps you keep tabs on all of your ongoing missions. The selected mission has its icon and current Tier displayed. To switch between multiple missions, highlight the active mission icon, and then click a different mission to display in the tracker.

OBJECTIVE MARKER

Most mission objectives are marked onscreen with an arrow and distance icon. The arrow shows the general direction of the objective, while the distance number lets you know just how far you need to travel. The objective markers are only displayed for your currently tracked mission. If you wish to see objective markers for a different active mission, switch to that mission in the tracker.

SOCIETY INTEL

Objective markers are great for helping you locate your next task, but keep in mind that they show you the general area the objective is in and not the exact location. You may find if you follow an objective marker too strictly that what you need to reach is behind a wall or other obstacle. To better plan your route toward an objective, press **M** to open the map and view exactly where you need to head.

MINIMAP

The minimap in the top right of the screen displays your current location, and if applicable, it also shows the general direction of your tracked mission's objectives. The central arrow represents your location, and the direction the arrow is pointing is the way you are heading. Anima wells—locations you return to when you fall prey to physical exhaustion—are marked on the minimap, too. Click the + sign to zoom in on your location, or click the - sign to zoom out. To see a full color map of the location you are in, press **M** to open the map.

MAP



Press **M** to open up a full map of the surrounding area. The map marks your current location with a yellow arrow and indicates the direction you are facing with the arrow tip. Street names, Anima wells, objective markers, and previously encountered NPCs are all displayed on the map. Click the magnifying glasses on the bottom right of the map screen or scroll your mouse wheel to zoom in and out. You can also click and drag your mouse to move around a zoomed-in map. The coordinates for your mouse arrow's current location are displayed in the bottom left of the screen.

You can also add your own map markers. Right-click a location for your waypoint, select **ADD WAYPOINT**, and add a name in the text box that appears.

MENU ICON

The menu icon in the upper left is where you can access all of your key menus. Click the icon to open a dropdown menu with the Character Panel, Ability Wheel, Inventory, Journal, Item Shop, Crafting, PvP, Settings, and Exit options. Each of the selectable menus also has its shortcut displayed for future quick access.

ACTIVE TARGET

Your currently selected target is highlighted with a colored ring at its feet; a red ring signifies an enemy, while a green ring signifies an ally. The target's name, health bar/numbers, and interaction bar are all displayed above their head. For hostile targets, the same information appears on the bottom right of the screen. There, you can also view the target's state information and any buffs currently inflicting them.

INTERACTION BAR

You can interact with certain objects in the world. These objects have an iridescent glow and often directly relate to your mission. Double-click one of these objects to interact with it. As you interact with an object, a yellow meter appears above your ability bar. When it is completely filled, you have successfully interacted with the object. You must remain still while the meter fills, or else your interaction will be cut short and you will need to try again. Being attacked while attempting to interact with an object can also prevent the meter from filling.

CHAT WINDOW

The chat window, located in the lower left side of the screen, is how you communicate with other players in the world, and it is also where you can find general game progress updates, combat history, and much more. By default, there are three tabs displayed in the chat window: General, Combat, and Tell Messages. The General tab houses all of the messages about your game progress and combat, as well as anything other players type using general text command or type to you directly. The Combat tab only displays messages related to combat. The Tell Messages tab is for private messages from other players.

There are several additional tabs that can be added to the chat window, each of which specializes in displaying a specific type of information. To add one or more of these tabs to your chat window, click the + icon in the upper right and then select the tab you want to add. To adjust a tab's settings or remove it from your chat window, click the tab to highlight it and then click the gear icon to the left to access a list of options. You can also right-click a tab to open this list of options.

When typing in a comment to the chat window, you can choose to direct it to the general community, to a specific classification/group of people, or to an individual person. Click **[SAY]** in the text entry line to alter whom you are speaking to.

SOCIETY INTEL

You can also create your own custom chat windows for personal communications.

CHARACTER PANEL



Press **C** to open the Character Panel and view detailed information regarding currency, crafting, factions, titles, and gear. The Character Stats on the left give detailed information for offense, defense, and healing statistics. Hover over any of the stats for a full description of what is being tracked. Your seven equipped Talismans are listed on the left. The seven Talismans can greatly increase your stats depending on what you have equipped. Make sure you inspect the effects of each Talisman to create the most desirable stat boosts.

Your equipped weapons are listed in the center of the screen. You can equip two weapons at a time.

SOCIETY INTEL

Press **I** to have your Inventory opened at the same time as your Character Panel. This allows you to switch out weapons and Talismans quickly. To change a weapon or Talisman, click and drag the item from your Inventory into the appropriate slot. Your Character Stats adjust instantly, making it easy to see how each change you make affects your statistics.

DRESSING ROOM

The Dressing Room, located on the left, is where you change and manage your character's clothing. You can also preview clothing items on your character. Click the circular arrow on the top right to randomize your character's clothing and check out a new outfit from your available clothing.

GEAR MANAGEMENT

Gear Management is where you save and load preset equipment and abilities you have created. This allows you to create various combinations of your favorite abilities and equipment and swap between them quickly.

ABILITY WHEEL



Press **N** to access the Ability Wheel instantly. The Ability Wheel is where you learn new abilities, allowing you to form your own style of combat, as well as manage your Actives and Passives. The wheel is split into three segments, which represent the three forms of combat: Range, Magic, and Melee. Within each segment are several weapon types as listed below. Each weapon type displays a list of abilities that can be unlocked with AP.

Range	You can select three different Range weapons to master: Assault Rifle, Pistols, and Shotguns.
Magic	There are three types of Magic to choose from: Elemental, Blood, and Chaos.
Melee	There are three types of Melee weapons available: Blades, Hammers, and Fists.

CELLS

Select a Cell, or a portion of the Ability Wheel, to view a list of several abilities for your desired combat form and weapon type. The abilities listed in Cells must be unlocked in sequential order. The last ability in any cell is an Elite ability. Elite abilities are very powerful, and you can only have one equipped to your Active and Passive bars, so choose wisely.

The Inner Ring of the Ability Wheel is where you unlock the base abilities for each form of combat and weapon type. Once you unlock all of the base Cells for a weapon type in the Inner Ring, the Outer Ring for that weapon type is unlocked. The Outer Ring contains six additional cells of advanced weapon abilities per weapon type and three general purpose cells. Abilities from the general purpose cells do not require a specific weapon type to use.

PURCHASING ABILITIES

When in a Cell, the list of available abilities is shown on the left. To unlock an ability, click the description, and then click **BUY**. Keep in mind that you can only purchase abilities for which you have already purchased the prerequisites and if you have enough AP. After making your purchase, the ability automatically equips to the first available empty slot. If all seven of your Actives and Passives slots are full, then you can click **EQUIP** to manually replace a currently equipped ability with your new one.

You can purchase abilities anywhere in the game, however if you would like to test an ability and refund the points, you should return to your faction training area. There you can experiment with different abilities and refund them at will. Note that leaving the training area will lock your selections and you will no longer be able to refund them.

Your current list of equipped abilities can be viewed in the Equipped Actives and Equipped Passives bar at the bottom of the screen.

SOCIETY INTEL

Sometimes you may purchase a new ability only to see that there was a different ability you wish you had purchased instead. When this happens, you can choose to refund your recently purchased ability and get your spent AP back. However, you can only refund abilities you have just purchased—once you leave the Ability Wheel, your purchases are locked. Also, if you refund an ability that is a dependency for other abilities, those will be refunded too. You can only refund abilities in the faction training areas.

DECKS

If you want to play the game as a predefined role, then use the Deck tab to select a deck. Choosing a deck marks abilities in the Ability Wheel that you need to fulfill that role. Completing a deck rewards you with a title and a wearable outfit.

Each faction has a unique set of decks to choose from.

ABILITY SEARCH

The Ability Search tab lets you search for specific abilities and locate them quickly. There are various filters that allow you to refine the results of your search.

CHARACTER SKILL POINTS



The tab at the top of the Ability Wheel opens the Character Skill Points screen. Here, you spend your SP to increase your rank with weapons and Talismans, allowing you to equip more powerful items. The cost of each Skill increases incrementally with the rank. (Rank 1 costs one SP, Rank 2 costs two SP, etc.). Your skill ranks also provide you with special feats.

There are two skill lines per weapon type where you can spend your SP; one is damage and the other is for group play. For example, you can improve Assault Rifle skills in either Damage or Healing. Putting points into Damage improves your character's damage output but putting points into Healing gives you more powerful healing abilities to use on yourself or other players.

You can improve in either (or both) of these lines, but you should consider your play style when deciding which line to choose from.

INVENTORY



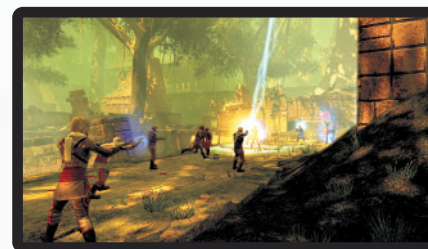
Press **I** to open your Inventory and view all of your collected items, such as Talismans and weaponry. Your Inventory can hold a large number of items, which you can search through quickly using the Search bar at the top of the window. You can also organize the items in your Inventory into bags. Each bag can be individually named, locked, or deleted. To create a new bag, click the + icon at the top of the Inventory window. Deleting a bag does not delete the items inside of it; it simply returns the items in the bag to the Inventory window. You can also click and drag the bottom right corner of a bag to resize it.

To delete an item, click and drag it out of the Inventory window. After confirming that you want to delete the item, it is removed. To select multiple items to delete or move, hold down **CTRL** and select several different items.

TOKEN CURRENCY

Open Token Currency to keep track of your money.

PVP



Press **P** to open the PvP window and view Matchmaking. Here, you can sign up to join PvP and view the status of locations around the world. This lets you keep track of which societies control which regions.

THE COUNCIL OF VENICE

The Council of Venice created a mandate to protect the factions from each other and external forces, and to ensure that civilians remain unaware of the factions' existence. Part of the mandate covers how to conduct inter-society fighting for dominance and valuable sources of power in as fair and impartial a manner as possible. Because of this, most of the open conflict between the societies is to be resolved on the battlefields sanctioned and refereed by the Council of Venice.

BATTLEFIELDS



There are various locations of power throughout the world that the three societies fight over. Known as Battlefields, these locations have different rules of engagement, as set down by the Council of Venice.

EL DORADO

A city paved with gold hidden deep inside the South American forests, El Dorado is a source of impossible riches and unbridled power. Although the gold has enticed many, it is not the source of El Dorado's ultimate allure. There are ancient relics within the golden city; relics that hold key to the mysteries of Anima. The substance is coveted by all the secret societies, and thus the Council of Venice has decreed that none can win permanent control of the city and its relics. Battles are staged regularly and the winners get to reap the rewards—if only for a while.

COUNCIL OF VENICE RULES FOR EL DORADO:

- ▶ The El Dorado skirmish is a limited time event. Every team can field up to 10 players.
- ▶ There are four legendary relics at El Dorado.
- ▶ Each relic can be picked up and carried. Defeating the carriers frees the relic.
- ▶ Relics can be placed on the ground to provide benefits to nearby members of the holding faction. Each relic provides a different benefit.
- ▶ Controlling a relic provides points. The more relics your faction controls, the more points you accumulate per update.
- ▶ If any faction controls all four relics for 120 seconds, they escape with the relics and win regardless of the score on the board.

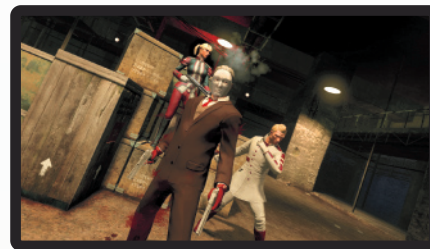
STONEHENGE

Within the ancient stone circles of Stonehenge a source of pure anima flows, hinting toward the real purpose of the magnificent monument. Such a source of enormous power must be regulated, and the Council of Venice referees the games, making sure no faction can control it for too long.

COUNCIL OF VENICE RULES FOR STONEHENGE:

- ▶ The Stonehenge domination game is a limited time event. Every team can field up to five players.
- ▶ Points are given for domination of the central stone formation.
- ▶ Points are given for defeating opposing faction members.
- ▶ Victory is won by being the first team to reach the score limit or by having the highest score when the time runs out.

FIGHT CLUBS



Every city has a fight club—an underground area where faction members test their powers against each other. Neither the Council of Venice nor the societies themselves sanction these areas.

The fight clubs contain a spectator's area, where you can watch combat without fear of being attacked, but the arena itself flags players for attack from friends and enemies alike.



THE WARZONES



Warzones are persistent areas of the globe where a massive amount of players fight for control of objectives. These objectives give benefits to members of the dominating society all across *The Secret World*. Warzones are the heart of not only PvP combat, but also faction dominance as a whole, where tactical play, loyalty, and shifting alliances determine who holds which objective, and for how long.

FUSANG PROJECTS (PERSISTENT WARZONE)

The mythical lands of Fusang have been found. They are not so much lands as a source of power hidden in plain sight in the middle of an urban expansion project. Within there are ancient facilities camouflaged as temples. Enormous automaton protectors have awakened to guard its secrets.

After its recent discovery by the secret societies, the area has been sealed off from the public, and the factions wage war to control the facilities and their ancient guardians.

COUNCIL OF VENICE RULES FOR FUSANG PROJECTS:

- ▶ The Fusang Projects is a warzone, a persistent PvP game with no time limit. If someone manages to hold the zone, they can be challenged immediately.
- ▶ Capture and control the Anima wells to gain additional respawn points.
- ▶ Destroy the Gate Turret to gain access to the facilities.
- ▶ The defenders can repair the gate security system by interacting with the repair console at the gate.
- ▶ Subdue the Custodian guard, then interact with the facility's console to take control of the facility and its guardian.

SETTINGS

Press **F10** to open the Settings menu. Here, choose to adjust audio, video, or interface options, customize your controls, exit the game, or resume the game.

Audio Options

Tweak your audio settings in this option. Choose to enable or disable audio and music; adjust the volumes for master volume, dialogue, interface, sound effects, ambience, and background music; or set the background music frequency. If you are having difficulty with your audio, click the Troubleshooting tab to gain some assistance.

Video Options

In the Basics tab, you can set the overall quality of your video, select your screen information, and adjust the coloring. In the Advanced tab, you can adjust higher-level video options.

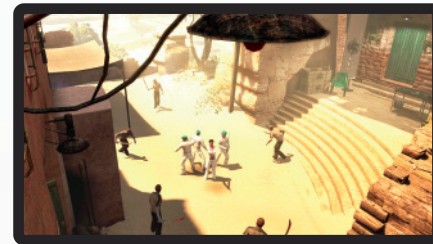
Interface Options

In the Basics tab, you can select and adjust options for missions, targeting, chat, and camera. In the Nametags tab, choose to display player or target nametags, show the nametags for players and NPC in the vicinity, and toggle details regarding nametag displays. In the HUD tab, toggle HUD elements and select a team list type. In the Advanced tab, you can determine your mouse, chat, and privacy settings.

Controls

In Controls you can view and change keyboard shortcuts that perform various commands.

MISSIONS



Missions give large XP and other rewards upon completion, making them the fastest route to earning AP and SP. They also fill in the background story of *The Secret World*, providing insight into the secret societies and their politics. There are many different types of missions, ranging from official faction undertakings to small requests from locals.

When someone has a mission for you, a mission icon and name appear next to their head. (In the case of an object holding a mission, the mission icon and name appear above the item.) Click the icon to reveal more information on the mission, including task description, Tier info, cash reward, and XP reward. The mission's difficulty is listed, as well.

MISSION TYPES


There are four main mission categories: Story, Main, Dungeon, and Side. Story missions are the backbone storyline of the game, and you almost always have one active, leading you deeper into the mysteries of *The Secret World*. Only one Story mission can be active at a time.

Main missions are acquired from various characters around the world. These missions are Investigation, Action, Sabotage, and PvP. Main missions can cover a range of objectives, from sneaking into factories to plant explosives, to solving a riddle from centuries past, to unlocking a dusty tomb. You can only have a single Main mission at a time.


Dungeon missions are acquired from various characters in the world and require players to group up and enter an instanced location to overcome difficult challenges and encounters. Groups receive unique and powerful rewards the first time they complete these missions.

Side missions are discovered as you explore *The Secret World*. These can be triggered on items from discarded weapons or even lost telephones. They can be as simple as locating the owner or as difficult as taking down a major boss. You can have up to three Side missions at any time.


Story Mission

Story missions are labeled with  and directly relate to your progression through *The Secret World*. These missions often come as a result of an objective your faction has given you. Story missions are usually lengthy, but they have massive rewards.


Action Mission

Action missions are labeled with  and have a fighting focus. These missions can often lead to intense combat, but they often have great rewards. Combat missions add additional story to your game and have unique opening cinematics.


Item Mission

Item missions are labeled with  and focus on collecting a group of items. These missions often have several objectives scattered across your current location.


Investigation Mission

Investigation missions are labeled with  and shed light on the history of one of the factions.


Sabotage Mission

Sabotage missions are denoted with  and have you put aside your weapons and take a covert approach. Evading guards and surveillance cameras, avoiding traps and bombs—these missions have you display your finesse over your power.

Dungeon Mission

Dungeon missions are marked with  and are for groups of players to try together. These can lead you into the greatest challenges available in the game, where teamwork is required.

PvP Mission

PvP missions are denoted with . These missions are all about pitting you against other players.

TIERS

Each mission is broken down into Tiers, or individual objectives. Tiers must be completed in sequential order, and once you finish all of the Tiers for a mission, the mission is complete. Story missions can have a large number of Tiers, while other mission types might have only one or two Tiers. Your current Tier progression is listed in the mission tracker, and a full description of your current and completed Tiers is available in the Mission Journal.

JOURNAL



Press **J** to open your Mission Journal for a full list of current, completed, and paused missions. Your current missions are shown by default. Click a mission to expand its information and view a summary, a list of finished and ongoing Tiers, and the completion reward. Click the same mission again to hide its information. To change the journal display to completed missions or paused missions, click the pull down menu at the top of the window and make your selection. You can also select missions via region using the regions pull down menu.

SOCIETY INTEL

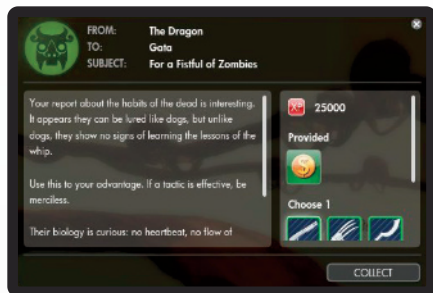
Just because you completed a mission once does not mean you can never run through it again. Many missions are repeatable after going through a cool-down period. To see which of your completed missions can be performed again, look for the repeatable note in the finished missions list.

PAUSING AND RESUMING MISSIONS

If you already have a Main mission (or three Side missions) and wish to take on a different one, you can do so without fear of losing your Tier progress. When you attempt to take the new mission you are given a prompt “Do you wish to pause your current mission?” Selecting YES pauses your current mission and starts the new one.

To resume a paused mission, simply return to the NPC or object where you picked it up and accept the mission again. This resumes the mission from the Tier you were on when you paused it.

REWARDS



After finishing all of a mission's Tiers, send in a report to your faction to collect your rewards. Click **SEND REPORT**, located under your mission tracker, to open a correspondence with your faction. View your final reward and select one of the available reward items. When you have made your choice, click **COLLECT** to close the correspondence and claim your rewards.

Some missions do not require you to send a report to collect your reward. Those missions simply give you your reward upon completion.

LORE & ACHIEVEMENTS

Press **L** to open your Lore and Achievements menu. Here, you can view the pieces of Lore you have collected and various achievements you have accomplished. Pieces of Lore are hidden all throughout *The Secret World* for you to collect. Accomplish specific goals, such as exploring an entire section of the world or killing a certain number of creatures, to unlock different achievements.

CRAFTING

In *The Secret World* you are able to craft various items when you have acquired specific materials and schematics. To open the crafting menu, press **Y**. Here, you can place items in the crafting grid to disassemble the item into materials, or craft items by placing the correct number and type of materials in the grid along with an item schematic that uses those materials.



PHYSICAL EXHAUSTION



When your health is completely depleted, you become physically exhausted. At this time, your Anima form is released from your body and respawns at the nearest Anima well—the orange glowing pits located throughout the world. When you are in Anima form, the world becomes a hazy monotone, and you cannot attack or interact with the objects or people around you. However, no one can attack you.

Your physical body remains where you fell, and its location is marked with a black arrow and distance marker on the screen. Once you reach your body's tombstone, you can revive yourself and continue your journey. You also have the option to resurrect at the Anima well itself rather than returning to your body.

In some instances such as in Dungeons or PvP, you automatically resurrect at the nearest Anima well and not return to your body.



THE WORLD

LOCATIONS

The grasp of the secret societies reaches nearly every corner of the planet; modern cities, ancient lands, and even mythical landscapes. Beyond the factions' hubs of London, New York, and Seoul, you will find these key locations.

NEW ENGLAND



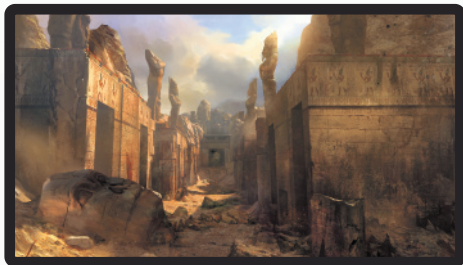
The town of Kingsmouth is deserted. Its denizens have vanished without a trace. At the diner, the tables are set for lunch, and the food is slowly rotting. Doors to homes and businesses are open, but the rooms within are empty. In the streets there is nothing but abandoned cars and the walking dead.

In the hills to the west, there is an ancient Native American holy site, haunted by monsters from forgotten legends according to rumors.

A strange lighthouse to the south still casts its ghostly light over the Atlantic Ocean, and in every dark corner lurk nightmarish creatures and things that should not exist outside the fevered minds of the insane.

Surrounding the island is a thick and eldritch fog that stops any living thing from leaving or entering.

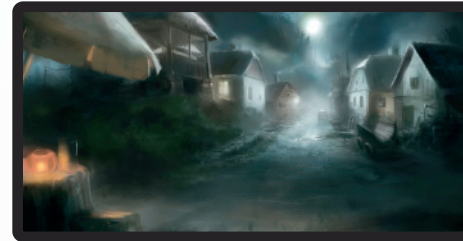
EGYPT



A couple of weeks ago an earthquake ripped through a secluded valley deep in the Egyptian desert. A dark, oily substance is seeping out of the cracks in the earth, corrupting the land. Forgotten monsters are crawling out of dusty tombs and hidden temples, and ancient secrets are revealed inside the obsidian mountainsides.

As secret society agents scramble for the spoils of history, the local population lives in constant fear of a re-awakened cult devoted to a dark god. At the heart of it all, guarded by seven eternal sentinels, lies the black pyramid: the tomb of a king whose true reign has been all but wiped from the papyrus rolls of Egyptian history.

TRANSYLVANIA

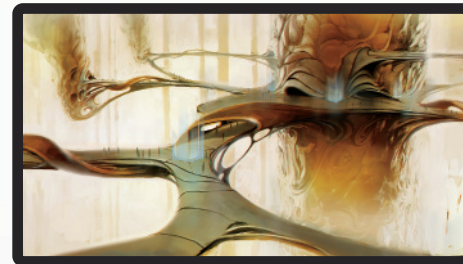


The forces of darkness are laying siege to Baca County, a remote valley in the Transylvanian mountainside. A great army of vampires seeks to purge the valley, revolting against a long-held truce between man and magic before pushing into the wider world.

In the ancient forest, a tribe of Romany monster-hunters has arrived to do battle. They may have to call on their tribe's founder, one of the greatest local heroes, in order to survive.

At the same time, in the mountains, among the wreckage of forgotten Soviet research bases and abandoned military grounds, a large machine is digging ever deeper for a secret that thousands have died to keep buried.

AGARTHA



Agartha is the Hollow Earth. It is the remnants of a civilization that pre-dates the rise of man, and it is a network of deep tunnels reaching every tiny corner of the globe. Through technology so ancient and advanced it appears to us as magic, the tunnels can open portals in time and space, transporting people from one corner of the globe to another — from one age to another — in seconds...if its guardian automatons let them.

THE FACTION REPRESENTATIVES

Each secret society is a long-standing organization with countless members. The faction representatives handle the new recruits' development, as well as teach them the ways of the organization.



KIRSTEN GEARY - ILLUMINATI

Personable, talkative, hardworking, and cutthroat, Kirsten has made herself an indispensable piece in the New York Illuminati machine. It is not because she rarely makes mistakes, but that those rare mistakes are removed from the fabric of the universe. New recruits pass through her guidance on a remarkably effective cocktail of rapport and terror. The last decade of Illuminati rising stars all owe their start to Kirsten, and they usually end up owing her many other things too.

Her mentorship walks a fine edge of contradiction: she honestly wants her charges to succeed, not least because of the kudos she racks up. She is equally prepared, however, to simply flick the switch on basic human trust and empathy in a failure scenario. It is the Illuminati way, and Kirsten is at least completely upfront about the inherent viciousness of the organization.



RICHARD SONNAC - TEMPLARS

Richard is the face, the warm smile, the manicured hands, and the crisply pressed suit of new Templars. He personifies the acceptance of new blood into an old order. Universally liked and respected—even the opponents of the Templars' heavy-handed approach cannot resist his charm—Richard could easily be a mayoral candidate if he was interested in politics. He is not, leaving that to the old-school Templars working behind the scenes. Instead, he focuses on guiding fresh faces through the Templar machine. Richard is a firm believer in the will of the organization, just not their way. He feels it is through the newcomers that the Templars will achieve their greatest victories.

THE DRAGON - DRAGON

The Dragon is a completely flat organization, with one exception. There is one leader, and everyone obeys this leader: The Dragon. When the head changes, the entire organization undergoes a transformation.

A group of mute monks perpetuates the change of head. The monks are timeless and have only one purpose: to scour the world for the next Dragon, the next Golden Child, and to then effect this transformation. The golden child is sought, eventually found, and then transported to Seoul where he will fulfill his destiny as the orchestrator of global chaos.

The role of Dragon is always and has always been at the grace of the monks. If a particular leader does not work out, the monks will "terminate" his contract and locate another one.

PERFORMANCE TIPS

PROBLEMS RUNNING THE GAME

- ▶ Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed: For NVIDIA video cards, visit www.nvidia.com to locate and download them. For ATI video cards, visit www.amd.com to locate and download them.
- ▶ If you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com to download the latest version of DirectX.

GENERAL TROUBLESHOOTING TIPS

- ▶ If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- ▶ If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- ▶ For optimum performance when playing, you may wish to disable other background tasks (except the Origin (EA) application, if applicable) running in Windows.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

This game uses the following TCP and UDP port(s) for Internet play:

TCP: 7000-7999

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

TECHNICAL SUPPORT

The Funcom Customer Service team is available to assist you 24 hours a day. You can choose to get in touch with us through e-mail, live chat and in-game support.

In-Game Support:

Please enter **/petition** into the chat window to bring up the support interface.

Web-Based Support:

Please go to www.thesecondworld.com/support and choose a contact method, either e-mail or live chat.

LIMITED 90-DAY WARRANTY

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Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") is free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium free of charge upon receipt of the Recording Medium at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program that was originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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Returns Within the 90-Day Warranty Period

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium resulted from abuse, mistreatment or neglect, or if the Recording Medium is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online Warranty Information: <http://warrantyinfo.ea.com>

Automated Warranty Information by Phone: You can contact our automated phone system 24 hours a day for any and all warranty questions: US 1 (866) 543-5435

EA Warranty Mailing Address

Electronic Arts Customer Warranty
7700 W Parmer Lane, Building C
Austin, TX 78729-8101

Notice


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Package Cover Illustration: Gravillis and Michael Kerbow

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