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

PHOTOSENSITIVE SEIZURES
SEIZURE WARNING—PLEASE READ PRIOR TO PLAYING

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

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

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

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

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

System Requirements

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

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

Installing the Game

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

Creating Your Account

1. Go to https://secure.ncsoft.com, and log in to your NCsoft® Master Account, or click Create Account and follow the on-screen instructions to create a new NCsoft Master Account.

2. Once logged in, click Use Serial Code, and enter the serial code provided.

3. Follow the remaining on-screen instructions to create your Aion game account.

Customer Support

Online Support for Game, Billing, or Technical Issues


In-Game Support

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

1. Double-click on the Aion icon on your desktop or click the icon in your computer’s Start menu to open the NCsoft Launcher.

2. Click Aion in the list on the left in the Launcher and choose Play Now to launch the game. Each time you run the game, it checks for and automatically loads any needed updates.

3. When the game loads, it prompts you for your Aion game account name and password to log in.

4. Once you have accepted the User Agreement, select a server on which to play or to create a new character. Aion has two player races in which you can create a character. If an on-screen message alerts you that you cannot create your desired race (Elyos or Asmodian) on a selected server, try a different server.

Character Creation

Select Race

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

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

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

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

**Mages** rely on their mastery of magic to deal large amounts of damage at long range. They are comparatively weak at close combat, and it is important for them to learn how to divert and evade the enemy. At level 10, Mages become either Sorcerers or Spiritmasters.
Priests specialize in healing magic and can use long-range spells to help allies and to hinder the enemy. While Priests can engage in melee combat, their strengths lie in healing and protecting themselves and their allies in battle. At level 10, Priests become either Clerics or Chanters.

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

**CREATE CHARACTER**

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

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

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

**Face:** The **Face** button on the left lets you choose a hairstyle, customize the appearance of your character’s face, and more. Use the drop-down menus
and sliders to change each desired detail of your character’s face and hair. Click the **Random** button at the bottom right of the box to change the options or sliders of either the Basic or Advanced tabs randomly. Click **Reset** to return the sliders to their default.

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

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

**Voice:** Select a voice style for your character.

**Finish Creating:** Once you are happy with your character’s look, click the **Create** button to finish creating your character.
When you log in to Aion, you see the default game interface on the bottom of the screen. (You can move the interface to the top of the screen by opening the Options window and selecting that UI style.)

1. **Character Portrait:** Click your portrait to target your character.

2. **HP, MP, and DP Bars:** These bars display your health points, mana points, and divine points. Divine points (DP) are earned with every creature your character kills after you choose a class specialization at level 10. You spend these points by using DP skills specific to a class and faction.

3. **Experience Bar:** The bar on the bottom of the screen displays how much experience your character has earned in its current level. Monsters that your character kills and quests it completes grant experience toward the next level.

4. **Lock Quickbar Button:** Click the padlock to lock the skills and buttons currently on the quickbar (the toolbar).

5. **Menu Button:** View inventory, skills, quests, and more through the game menu. You can also use the game menu to open a private store to sell wares to your fellow adventurers.
6 Influence Ratio: Influence ratio is related to the number of fortresses controlled by a race. Use this window to view the tax rates for all items purchased through vendors for a given race (Elyos or Asmodian) across the server.

7 Flight Button: Click this button to switch between flying and landing. The window also displays available flight time, cooldown, and keyboard commands for soaring through the skies.

8 Compass and Minimap: View your character’s current location and nearby points of interest. The green dot with a yellow arrow indicates your character’s position, and other dots on the map show nonplayer characters (NPCs), enemies, and other player characters. White dots mark characters of your faction and neutral creatures. Enemies are depicted in red. Blue diamonds represent your character’s group members. Arrows indicate NPCs with a quest or campaign. Click the button on the right of the minimap to open a full map (or type M). All available quests for a zone are shown as icons in the minimap and also in the full map. (See the Quests section of this manual for the icon meanings.)

9 Chat Window: The Chat window shows communication from the game and other players. Click the button on the left side of the window to open the Chat Preferences menu. You can add and remove chat tabs, lock the window, choose a font size, and open the Emotes window in this menu.

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

As soon as you begin playing, you will see question mark icons right above the quickbar. Each of the question mark icons is a tutorial topic, and you can tell what the topic is by hovering over the icon and reading its tooltip. These topics give brief explanations in how to play *Aion*, covering different game features. Tutorial topics let you learn a game feature the first time you need to use it and build your game mastery in easy-to-use chunks.

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

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

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

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

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

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

- If your character jumps off an elevated point by using the spacebar, you can press the spacebar again to open its wings and gently glide to the ground.
• If the area your character is in allows flight, the Flight button lights up. Hovering over the **Flight** button gives more information about flight commands, as well as the remaining time your character can fly.

• Take to the skies with the **Page Up** key. You can also click the **Flight** button in the game interface to spread your character’s wings.

• Press the **R** key to rise in the air, and the **F** key to fall.

**WINDSTREAM FLIGHT**

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

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

**Attacking**

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

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

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

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

**Chain Attacks**

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

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

**Looting**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Talking to Friends and Teammates

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

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

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

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

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

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

Friend/Block

As you find people that you want to play with, you can add their characters to your Friend List to make finding them to play together online easier. Occasionally, you’ll also run into someone whose communication style
or behavior isn’t to your liking. You can block people’s chat communications, and you will no longer see their in-game chat.

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

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

**Social**

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>/who &lt;name&gt;</code></td>
<td>Search for the named character</td>
</tr>
<tr>
<td><code>/friend &lt;name&gt;</code></td>
<td>Add the named character to your Friends List</td>
</tr>
<tr>
<td><code>/deletefriend &lt;name&gt;</code></td>
<td>Remove the named character from your Friends List</td>
</tr>
<tr>
<td><code>/block &lt;name&gt;</code></td>
<td>Block the named character from sending whispers to you</td>
</tr>
<tr>
<td><code>/unblock &lt;name&gt;</code></td>
<td>Remove the named character from your blocked list</td>
</tr>
</tbody>
</table>

**FINDING PEOPLE AND GROUPING UP**

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

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

**Group**

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>/invite &lt;name&gt;</code></td>
<td>Invite the named character to a group</td>
</tr>
<tr>
<td><code>/leave</code></td>
<td>Leave the group you have joined</td>
</tr>
<tr>
<td><code>/kick &lt;name&gt;</code></td>
<td>Kick out the named group member (leader only)</td>
</tr>
<tr>
<td><code>/sign &lt;number&gt;</code></td>
<td>Display a sign above the head of the current target (leader only)</td>
</tr>
</tbody>
</table>
PETS

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

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

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

Pet Types

<table>
<thead>
<tr>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Companion</td>
<td>Unique appearance.</td>
</tr>
<tr>
<td>Fortune</td>
<td>When fed, gives its master useful random items.</td>
</tr>
<tr>
<td>Pack</td>
<td>Provides extra storage space.</td>
</tr>
<tr>
<td>Purebred</td>
<td>Has multiple useful qualities.</td>
</tr>
<tr>
<td>Signal</td>
<td>Warns its master when a character of the opposing race approaches within a certain range.</td>
</tr>
</tbody>
</table>

JOINING A LEGION

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

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

The Asmodians

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

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

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

The Elyos

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

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

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

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

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

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

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

AionOnline.com

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

Twitter

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

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

North American Community Manager Tamat: twitter.com/aion_tamat.
United Kingdom Community Manager Ayase: twitter.com/aion_ayase.
French Community Manager Arathaur: twitter.com/aion_arathaur
German Community Manager Imhotep: twitter.com/aion_imhotep

Facebook

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

YouTube

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

Game Guide

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

It features a wonderful beginner’s guide, articles on the game system, patch notes, and game lore, including information on classes, races, regions, quests, items, crafting, and gathering.
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Sunghyun Ahn
Youngsoo Yang
Namyoung Lee
Jinyoung Lim
Eunmee Choi
Hyunchul Han
Yongjue Ham

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Hyojin Park
Joohyun An
Jongho Lee
Sangyeong Jeong
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Jongwoo Chuan

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Artist
Assistant Artist
Kiok Kim
Doehyoung Kim
Sungduk Kim
Jieun Kim
Taewan Kim
Hanhee Kim
YoungMin Park
Jinsuk Bae
Hyemin Baek
Changhee Lee
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Assistant Lead Designer

Jiho Lee

Assistant
Haeryun Kim

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Senior Designer

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Minho Kim
Jiyoung Min
Sungjae Park
Jangwon Park
Shinkyu Lee
Junghwan Lee
Junehee Lee
Youngha Jeon

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Jieun Gwak
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Heonno Choi
Namjoon Kim
Insung Cho

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Myunseok Sohn
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Sujin Kim
Eugene Kim

Sungrae Park
Jiyoun Park
Seyon Byon
Minwoo Aum

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Senior Designer

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Kyungtae Kim
Sangman Kim
Jungmin Kim
Kilwooo Nam
Hyunzoo Park

Assistant Designer
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Shinja Yang
Hoonseok Yang
Jongmin Lee
Jiwoong Han

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Sound Producer

InRo Joo
Music Composer

JooEun Hwang
Sound Designer

YongKi Lee

BGM/OST
Ryo Kunihiko
Composition & Arrangement/
Music Producer

Kuwano Hijiri
Orchestra Director

London Symphony (GBR)
Orchestra

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Programming Director

Hyungsuk Kang
Lead Programmer

Client
Myunguk Hyun
Programmer

Hyundong Lee
Junghoon Jee
Sangwon Park
Jaemin Shim

Engine
Jintae Kim
Senior Programmer

Jaewook Lee
Taeha Lee
Jeongwoo Kim
DaeHyun Lee

Server
Seunguk Baek
Senior Programmer
Kuwano Hijiri Strings
(Japan)

Origa (Russia)
Female Voice/Scat

Jia PengFang (China)
Erfu

Yokoo Takashi (Japan)
Irish Whistle

Abbay Road Studio (GBR)
Recording Studio

Hitokuchizaka Studio
(Japan)
Astro Studio (Japan)

Atom Heart the Mother
Studio (Japan)
Mixing Studio

Wonder Station
Mastering Room
Mastering Studio

Dubbing Artist
HyukSoo Kwon
Dubbing Artist
SeungJun Kim
Jang Kim
YoungSun Eun
MyungSun Lee
YoungJun Si
JungHwa Yang
MinJung Yeo
YeoJin Yoon
JIYoung Lee
YoungWoong Jung
YouMi Jung
SungTae Park
TaeYoung Kim
DohHyung Nam
MinHyuk Jang
SeungHwa Jeon
KyuJun Cho
MokYong Kim

SeokHwan Kim
SeungChul Baek
MoonHee Lee
ByungYong Lee
HyungSeok Jung
JiHoon Choi
SeJung Myung
YoungAh Kim
JIYoung Kim
YoonHee Maeng
JIHyee Lee
JaKyung Jeon
WonJung Choi
JuYeon Han
SuYeon Hwang

BlueSound Studio (Korea)
Recording/Editing Studio

Aion Theme Song
Ryo Kunihiko
Composition &
Arrangement/
Music Producer

Pat Byun
Vocal Director

Kyoungwon Choi
Lyric

Yozoh
Vocal/Chorus

Kuwano Hijiri Strings
(Japan) Orchestra

Seoul Record Studio
(Korea)
Vocal Recording Studio

Atom Heart the Mother
Studio (Japan)
Mixing Studio

Wonder Station
Mastering Room
Mastering Studio

UI TEAM
Youngsuk Kang
UI Manager
Sangjin Park
UI Design
Miae Myoung
Hyunjung Chun
Eunyoung Kang
UI PM

DOMESTIC SERVICE
Aion Marketing Team
Victor Um
Business Manager

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Min Kim
Youngmin Park
Eunyoung Son
Myungchan Ahn
Elaine Ahn

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QA Manager

Younghee Hong
QA Lead

Jungmoo Lee
Test Lead

Seyong Kim

Sangkwun Kim
Game Test Engineer

Hayan Kim
Hyewon Kim
Ingyu Park
Philrip Bak
Jihoi Sohn
Soohan Song
Sungje Ahn
Jeongmin Lee
Changjung Oh
Kyoungah Jeon
Gitaek Hwang
Wonki Lim
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Eunjung Kim

June Kim
Localization Manager

Jisun Lee
LMP

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System Manager

Connor Lee
Bruce Park
Network Engineer

Clark Kim
System Engineer

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Brian Kim
DBA

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ChangGyu Sung
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WonWoo Choi

Overseas Technical Support
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Technical Support

Shingon Kim

Sanggeun Kim
Sangman Lee
QA Manager

WEB SERVICE
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General Manager

Yongook Kim
Manager

Joohee Kang
Yunjung Yi
Manager

Web Service Planning
Heejung Kim
Manager

Paeksu Choi

Miyoung Kim
Manager

Jeongho Park
Heeju Lee
Jeahun Jung

Web Service Operation
Jihye Kim
Hyunsil Lee

SPECIAL THANKS
Joon Soo Chang
CAD

AND ALSO THANKS
Joohyung Jang
Kye Young Ahn
Kwangro Yi
Eunsung Lee
Youngsic Park
Seung Bo Sim
Ji Ook Han
Sungjun Ahn
Sangil Zeon
NCsoft Korea

Aion 2.0

EXECUTIVE PD
Senior Executive Producer
Taekjin Kim

Executive Producer
James Bae

P D
Producer
Hyungjun Kim

GAME DESIGN
Game Design Directing
System Design Director
Jiliang Kim

World Design Director
Jiho Lee

Assistant Lead Designer
Jieun Gwak

Designer
Shinjin Kang

System Design
Senior Designer
Jiyoung Min

Designer
Junghwan Lee
Sungjae Park
Namjoon Kim
Shinkyu Lee
Sangmin Jee
Sanghyun Park
Seungwoo Lee

World Design 1
Senior Designer
Myunseok Sohn

Designer
Heonno Choi
Kilwoo Nam
Eugene Kim
Kyungtae Kim
Minho Kim
Euhyun Kim
Youngshin Kim

World Design 2
Senior Designer
Hyunzoo Park

Designer
Sujin Kim
Sangman Kim
Jangwon Park
Seohye Kim
Seunghyeon Yoo
Hyunsoo Kim
Chaeseon Rhee

World Design 3
Senior Designer
Seonho Lee

Designer
Insung Cho
Seyon Byon
Jungmin Kim
Minwoo Aum
Kangbi Shin
Seohue Lim
Minkyung Kim

World Design 4
Senior Designer
Seyoun Oh

Designer
Nayoung Kim
Jiyoun Park
Dongeon Byun
Joonki Kim

Moonyoung Kim
Bora Ahn
Jaewoo Lim

Assistant Designer
Shinja Yang
Hoonseok Yang
Hyun Park
Hanju Lee

GAME PROGRAMMING
Programming Director
Maro Shim

Server
Lead Server Programmer
Seunguk Baek
Taehyoung Ahn

Senior Server Programmer
Yunsung Eom
Byungjun Jeon

Server Programmer
Dongchan Lee
Geonmin Lee
Kijeong Hyun
Taesung Hahn
Jiyoung Moon
Jungsuk Song
 Sangho Song

Client
Lead Client Programmer
Hyungsuk Kang
Jintae Kim

Senior Client Programmer
Jeongwoo Kim
Taeha Lee
Junghoon Jee
Myunguk Hyun

Client Programmer
Injae Kim
Sangwon Park
Yongju Shin
Daehyun Lee  
Jaewook Lee  
Hyundong Lee  
Gyuhyuk Han  

**Overseas Development**  
*Project Manager*  
Doin Kim  
Youngwook Heo  

**GAME ART**  
*Art Director*  
*Character Art Director*  
Hyunsook Kwon  

*Background Art Director*  
Minyoung Yoon  

*Assistant Art Director*  
*Character*  
Youngchea Jeung  

*Background*  
Yongyoub Roh  

*Character Concept*  
*Senior Artist*  
Hunyong Ryu  

*Artist*  
Minsun Koag  
Jungmi Won  
Sungyoon Go  

*Character Modeling*  
*Senior Artist*  
Yongjue Ham  

*Artist*  
Jaeseung Park  
Youngsoo Yang  
Sunghyun Ahn  
Namyoung Lee  
Eunmee Choi  
Yujin Kim  
Minwoong Yeom  

*Character Animation*  
*Artist*  
Jungsoo Kim  
Yongju Park  
Kikok Kim  
Jihwan Park  

*NPC Concept*  
*Senior Artist*  
Jibae Park  

*Artist*  
Jiyoung Lee  
Minyoung Hwang  

*NPC/Item Modelling*  
*Senior Artist*  
Yeonsu Seo  

*Artist*  
Doobong Baek  
Jonghi Lee  

*Effects*  
*Senior Artist*  
Jinhwan Kim  

*Artist*  
Heesub Shin  
Seokhwan Lee  
Minwoong Choi  
Inkul Sung  

*Background Concepts*  
*Senior Artist*  
Jonghoon Jung  

*Artist*  
Myoungsub Yang  
Soyoung Kwak  
Jongjin Yun  
Suneun Kim  

*Background World*  
*Builder 1*  
*Senior Artist*  
Yusuk Kim  

*Builder 2*  
*Senior Artist*  
Gibok Kim  

*Builder 3*  
*Senior Artist*  
Taeho Kim  

*Outsourcing Management*  
*Senior Artist*  
Misoon Kim  

*Artist*  
Jongho Lee  
Kwangchoon Yim  
Sangho Kim  
Seungchul Lee  

*Translation/Overseas Communication*  
Changwon Choi  

*PR*  
Artist  
Jungho Seo
UI

Artist
Miae Myoung

Assistant Artist
Artist
Youjin Kim
Hyeonmi Kim
Sanghoon Yeo
Jaeyong Yoo
Eunhee Yang
Taejin Gong
Yongju Shin
Jinsil Kim
Chungchin Tang
Soojean Hwang
Minho Lee
Seunggyu Choi
Jayoug Kim
Myoungbae Kim
Seonwoo Hwang
Sanghyun Park
Ik Heo
Aran Yoon
Gangyong Kim
Kuiseok Cho
Jongwon Seo
Kichae Jeong

PROJECT MANAGING

Senior Project Manager
Jaebok Lee

Project Manager
Jeongil Kim
Minyoung O

GAME SOUND

Game Sound Team
Sound Producer
Jonghyuk Byun

Music Director
(Composition/Arrangement)
Inro Joo

Recording Studio
CNSO Studio (Czech Republic)

Recording Engineer
Stanislav Baroch (Czech Republic)

Mixing Studio
Seoul Studio (Korea)

Mixing Engineer
Chanmin Park (Korea)

Mastering Engineer
Inro Joo
Wonki Kim

Dubbing Artists

Voice Actor
Seungjun Kim
Jang Kim
Youngjun Si
Youngwoong Jung
Sungtae Park
Taeyoung Kim
Dohyung Nam
Kyujun Cho

Voice Actress
Youngsun Eun
Myungsun Lee
Junghwa Yang
Jiyoung Lee
Minjung Yeo
Yumi Jung

Recording/Editing Studio
BlueSound Studio (Korea)

Recording/Editing Engineer
Sunghoon Yoon (Korea)
Duwon Kim (Korea)
UI SUPPORT
UI Outsourcing Management
Eunyoung Kang

QUALITY ASSURANCE
Technical QA
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Jinseop Kim
Younghee Hong

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Jungmoo Lee

Game Test Lead
Yeontack Hwang
Seungjoon Lee

Game Test Engineer
Haejung Kang
Seungheon Ko
Donghyun Kim
Sangkwun Kim
Taeho Kim
Hyewon Kim
Ingyu Park
Philrip Bak
Changjung Oh
Moyoung Lee
Jeonghaeng Lee
Gitaek Hwang
Jeayoun Hwang

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Sungje Ahn

Overseas Game Test Engineer
Hayan Kim
Soohan Song
Giljin Lee
Kyoungah Jeon
Bongjoo Chun

Fun Quality Assurance
QA Manager
Hoon Park

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Junyoung Cheon
Jaemin Ju
Sangwan Woo
Myungsik Seo
Miyoung Chung
Gise Lee
Yongsoo Lee

GAME MASTER
Game Master Manager
Sungtae Jung

Assistant Manager
Jinsook Han
Yeongseok Kim
Ahin Kwak

Game Master
Youngil Kim
Yongo Kim
Sunset Hong
Sanghoon Byun
Jaewon Lee
Sujine Cho
Junghan Rho
Hayoung Park
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Yoonjung Youn
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Yeonjung Choi

DOMESTIC SERVICE
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Hyeonik Kim

Marketing Manager
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Marketing
Eunyoung Son
Mieun Kim
Eunkyoung Lee
Misun Kang

Yuree Lee
Chanwoong Bahk

Business Management Manager
Kookhyun Kim

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

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Hyojung Shin
Keunhyuck Kim
Yongduk Yun
Chanjung Park

Community Marketing Manager
Joungho Jo
Jungyoon Kim
Jiyoun Shin
Seok Bahn

Partnership Business Manager
Myungchan Ahn

Soondo Hong
Jeongmin Park

Marketing Visuals Manager
Sanghoon Kim

Junwan Park
Jongwook Oh
Junghoon Park
Junghoon Park
Hyeyoung Jung
Jieun Cheon
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Global Marketing
Manager
Wonki Lim

Hyunjung Gu
Eunjung Kim
Eungsub Lee
Jungduk Suh
Christian-Peter Heimbach

Global Sales
Manager
Jinho Park

Jeongheon Kim
Taehoon Kim

Global Business
Manager
Hyukee Roh

Namsoo Kim
Jungsuh Suh
Banho Lee
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Shukun Chao
Younghoon Choi
Jinsoo Hong

LOCALIZATION
Localization Coordination
June Kim

Localization PM
Paul Lee

Localization Content Management
Jisun Lee
Jisun Yun
Wonny Jeon

Localization Engineer
Myunghwa Choi

TECHNICAL SUPPORT
Game Support Platform Development
General Manager
Hyunseok Kim

Manager
Heewon Kong
Jaewon Ryu

Seunghoon Park
Hyewon Cho
Minae Kim
Yongbae Kim
Hojun Lee
Gwangil Ho
Dongkyun No
Sooyeon Park
Youngun Kim
Seunghyeon Choi

OVERSEAS TECHNICAL SUPPORT
Manager
Hyoungguen Kim

Shingon Kim
Sangman Lee
Sanggeun Kim
Sangmin Lee

INFORMATION SERVICES
Information Services Manager
Donwoo Byun

Information Statistics / Analysis Development
Jukyung Won
Sehwan Kim
Seunghak Baek
Nammi Lee
Sumi Lee
Gilju Jang
Hun Sim
Soongbeom An
Sunghoon Jung
Yeji Lee

System Operation Manager
Eunchan Oh

Jongju Lim
Information Planning Analysis
Joongwon Shin
Dongsoo Yeo
Changhi Lee
Wooseok Yang
Hyein Kim
Jaehak Lee

Information Operation Management
Namhun Kim

Jieun Bong
Illoh Lee
Junho Son

SYSTEM SUPPORT
General Manager
Eungssoo Youk

System Operation Manager
Gilbert Park

Bongkyun Kim
Wonil Kim
Yoonho Kim
Hongjoo Kim
Myeongwon Bang
Jinsu Park
Hyunchul Oh
Hyelim Lee
Jaehoon Jang
Joonhee Choi

Domestic Game Service Operation
Kongsu Lee
Yonghyue Yang
Seungmo Cho
Domestic Web Service Operation
Sungjun Hong
Hwanyong Kim
Hyunyoung Cho

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

Overseas Service Operation
Manager
Soon S. Kim

Network Engineer
James Kim
Minyoung Yang
Connor Lee

Server Engineer
G.J. Kong
Clark Kim
Seunghyun Ahn
Michael Lee

DBA
Brian Kim
Eunsook Kim
Roy Kim
Rei Kim
Gonsoo Moon
Harry Park
Changgyu Sung
Sunghee Choi
Wonwoo Choi

Service Security Manager
Kwangjin Kim

Jaehoon Jin
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Jisu Kim
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WEB BUSINESS Game Web Support Manager
Hyerim Kim

Hyojeong Lee
Doowahn Park
Jeongdu Kim

Web UI Design
Web UI Design
Sunghee Kang
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Open UI Technology
Open UI Technology
Hyeran Jeong
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WEB DEVELOPMENT Web Development
Miyoungh Lee
Sungeun Lee
Yongrak Choi
Jungeun Choi
Gongyong Ha
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Web Service Operation Manager
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Yuree Jung
Jehun Yoo
Yeongyung Yoon
Sunyoung Park

Powerbook/ Knowledge Enchant Production Manager
Jaehun Jung

Eunjae Lee
Eungseok Lee
Jihye Kim
Minsung Ku
Jaechan Hong
Myunghwi Lee
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Changgun Lee

Web Support General Manager
Bumjun Kim
Youngbok Jeon

Avatar Book Game Log Analysis Manager
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Janghwan Kim
Youngpil Shin
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Eunjo Lee
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Jaeyoung Chung
Seungyeon Choi
Cheolho Choi
Jooho Kim

Avatar Book Development Manager
Dongho Shin

Dongjoon Jang
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Gwonnam Son
Youngkwang Yoon
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Zerohan Kim
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Gyungsu Kim
Hyeri Kim
Seokjun Kim
Miok Lee

**Mobile Service Development**
Manager
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Dongyoon Lee
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**Avatar Book Search Development**
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Véronique Lallier
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Sean Neil

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Clark Kim
Eun Sook Kim
Changsu Lee
Woo Lee
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Dan Lepine
Jason Lifsey
TJ Walker
Todd Warburton
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Sean Finch
Gary Hallmark
Michael McDonnell
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Aaron Salazar
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Amanda Walton

CREATIVE SERVICES
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Trevor Hennington
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Mandy Van Ackeren

STUDIO SERVICES
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Dylan Servantes
Sandy Zepeda

ACCOUNT SUPPORT
Caroline Jany
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Ray Anderson
Shiba Attico
Michael Augustine
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Matt Chernicky
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Ely Gutierrez-Athron
Michel Handy
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Leslie Lomeli
Lori Lomeli
Tim Saxon
Margaret Sheehan
Steve Short
Patrick Wagner
De’André Whittley

GAME SUPPORT
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Kari Bowen
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Jaouen Dusausoit
Aymeric Ferret
Markus Fried
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William Jen
Andreas Koenig
Jeff Lewis
Brandon Merrill
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Stephen Tong
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Chris Wilbur
Carey Williams*

GAME SURVEILLANCE UNIT
Rob Simpson

ACCOUNT SUPPORT
Amanda Barnett*
Guillaume Brunel
Marcell Cosby*
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Scott Jennings
Angela Juarez
Jason Lewis
Tommy Lieberman
Micah Lindsey*
Christa Seekatz*
Chris Voss
Manfred Weinert
Richard Wenta

TECH SUPPORT
Trollis Crider
Timothy Cunningham
Donovan Kennedy
Michael Lafond
Thorsten Litzki

QUALITY ASSURANCE
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Chris Carley*
Chris Doerr
Heidi Dozier
James Eldridge*
Jeff Grajeda*
Mary Meister
Gary Osteen*
Tad Pantaleoni
Cody Russell
Jonathan Tackett*
Chris Tilton
Stefan Trefil
Michael Wilhm

HARDWARE COMPATIBILITY LAB
Steven Tonkin
Chad Brauneck
Brian Giebelhaus
Michael O’Keefe
Kevin Ringelstetter
Joe Roberts*

WEB DEVELOPMENT
Brendan Works
Josh Ayala
Erik Friend
Michael Graves
Kris Hedstrom
Chanda Martin
Jonathan McLaughlin
Chad Ort
Brandon Ramsey
Zach Richards
Jeannie Voirin-Gerde

**AUDIO AND SOUND**
Blindlight (English)
McComb Sound (English)
Dunesound (French)
Studio Mühl (German)
Ton in Ton (German)

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

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

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