



*To make it easier for everyone we wanted to supply you with some information about **Conan Exiles**, detail some features and offer some helpful tips and tricks (if you want to use them). Our Oslo office have been working on this game for about a year, but there's still some ways to go before it is 100% finished.*

*Thank you for joining us on this Early Access adventure and hope you enjoy! ☺*

— **FUNCOM**

<b>Early AccessRelease date:</b>	January 31st, 2017
<b>Formats:</b>	PC Early Access, Xbox One (Spring 2017), PlayStation 4 (TBD)
<b>Price:</b>	\$29.99

#### **EARLY ACCESS WARNING**

*Conan Exiles* is an Early Access title, which means not all gameplay features will be fully implemented at launch on January 31<sup>st</sup>. Everything is subject to change and we will continue to develop, change and tweak the game based on feedback gathered from the community. We currently do not expect the Early Access period to last longer than 12 months. The game is not ready to be reviewed, but we hope this Early Access experience gives you an impression of what the game will become.



# AN OPEN-WORLD SURVIVAL GAME IN THE BRUTAL LANDS OF CONAN THE BARBARIAN

You are an exile, outcast and downtrodden, sentenced to walk in a barbaric wasteland where the weak are crushed and only the strong can live. Here you must fight to survive, build, and dominate the world alone on your own server or with enemies and allies in online multiplayer.

Journey through a vast, seamless world filled with the ruins of ancient civilizations and uncover its dark history and buried secrets as you seek to conquer and dominate the exiled lands yourself. Start with nothing but your bare hands and forge the legacy of your clan, from simple tools and weapons to gigantic fortresses and entire cities. Enslave the bandits of the exiled lands to do your bidding by breaking them on the grueling Wheel of Pain. Sacrifice the beating hearts of your enemies on the blood-soiled altars of your god to seize true power and glory. Summon the colossal avatar of your god and see them lay waste to your enemies and their homes.

Just remember: in this brutal land of vengeful gods, bloodthirsty cannibals, and vicious monsters, survival is more than tracking down food and water. Explore mysterious ruins in search of treasure and knowledge, but beware the risk of your mind being corrupted by the dark forces of the world. Traverse vast sand dunes and seek shelter from scouring sandstorms sweeping across the burning sands. March into war against your enemies and unleash your savage fury in brutal combat. Go in unprepared and it will be your head rolling and limbs flying.

Conan Exiles is not an empty sandbox. It is a world rich in history where you must discover the knowledge and secrets of ancient civilizations as you struggle to build your own.



## **STARTING OUT**

Upon starting the game and entering the main menu you have two choices: local or online play. In local play you host a server on your own machine and can play by yourself or with others as you choose. Online play is where people from all over the world play together on private or public servers in PvE and PvP gameplay.

After you've chosen your preferred server (or started hosting a local game), you can start creating your character. The character creator features 11 races from the Conan universe and plenty of options for modifying your character's appearance. During Early Access we hope to add more features to the character creator, like facial hair for the male characters, more hairstyles, and hopefully body sliders so you can further modify your character's appearance.

You spawn in a vast desert, the hot sun beating down upon you. Take a moment to look around and take in the surroundings. Somewhere nearby lies a letter and a waterskin, which we suggest you pick up to see if there's any water left. There's also a huge stone tablet in front of you that should also be examined.

Follow the road and make your way into the Exiled Lands proper. Be sure to gather sticks and rocks along the way, you'll need them to craft the first tools you need.

## **MODS AND SERVERS**

Conan Exiles will feature full mod support on PC. This is planned to be available from the start of Early Access. Mod developers will be able to download a custom Unreal Engine editor, letting them create a whole host of modifications to the game. Everything from changing aspects of gameplay to adding new monsters and items to the game can be done with the modding tools. A mod management tool which connects to the Steam Workshop allows players to easily load in the mods they want to play with.

At launch players will have access to 100 public servers hosted by Pingperfect. On these servers players will experience the full unbridled brutality of Conan the Barbarian's world. Servers

. Public servers will have a capacity of 70 players per server, with hopes to increase this as the game grows during the Early Access period. Public servers come in two categories: Blitz servers that will reset every 30 days, and default servers that won't be wiped at all.

Private servers are where players can modify and alter the gameplay experience to their own specifications, adjusting various settings to their liking. The server settings are available to server admins from inside the game via the options > Server Settings GUI. From here you can enable PvP gameplay, turn the sandstorm on and off, and choose what players lose when they die. Things like the day/night cycle, player health and stamina, resource yield, experience growth and resource spawn rate. The avatars can also be turned off in the system settings.

As a server admin you will also have access to a full featured admin panel. From here you can spawn in any item found in the game, from crafting resources to weapons, armor and clothing. Building pieces will also be available to you at the touch of a button, and if you want to you can instantly give your character all the crafting recipes found in the game.



We want to offer players a wide variety of servers for different kinds of communities, which is why we've made community filters to help players find the community they want to play with. These are tags people can use to communicate what type of server they're offering.

- **Purist**
- **Relaxed**
- **Hard core**
- **Roleplaying**
- **Experimental**

## **KEY FEATURES AND HOW TO EXPERIENCE THEM**

### **Crafting:**

The crafting menu can be found in your inventory. Hit the I button on your keyboard to open it. On the left side is your inventory, with everything you've gathered in the game. The middle window is your character screen, where you increase your attributes and learn new crafting abilities. To the right is the crafting window. Here you use the resources you've gathered to create tools, clothes, weapons and building pieces. Click on any crafting recipe you have learned to see what resources you need to create what you've selected. If you've gathered enough just hit the "Craft" button and the rest will take care of itself.

### **Building:**

Building is a key part of Conan Exiles. A shelter can protect you from the wicked sandstorm that blows through the Exiled Lands and keep you safe from both man and beast alike. It's also a place where you can store all your stuff and lock it behind a closed door.

To start building you'll need to have learned the appropriate recipe for the building pieces. Once this is done, and you have all the ingredients, you can start crafting the building pieces from your crafting menu. Building in Conan Exiles is modular and you need to make each individual piece from scratch.

Start out by creating some foundations, which will work as flooring. Put them on your hotbar, select them and then place them almost anywhere in the world. You can attach walls, doorways, windows and other foundations to these in order to quickly and easily make yourself a house. Or something bigger, if you prefer. You can decorate your home with furniture and decorative items that you create in the crafting menu. More decorative items and furniture will be added to the game during Early Access.

The scroll wheel can be used to rotate your building pieces, and if you scroll while holding down Shift you can raise or lower them from their default position. What's unique with the building system in Conan Exiles is the ability to build against the side of a mountain or under water. Just remember to have a lot of support pillars to maintain stability.

When you eventually make tier 2 or 3 building pieces you can easily upgrade your buildings from the old tier to the new. Just craft the pieces you need, point them towards an old building piece of the same type and click on them to upgrade. Higher tier building pieces are better at



withstanding certain weapons and destructive items. Tier 3 buildings can even withstand explosives to a certain extent, but will fall eventually.

### **Thralls:**

The thrall system lets you capture NPCs, break their wills on the Wheel of Pain, and force them to work for you as guards, dancers and craftsmen. In order to get started with capturing thralls you'll need a truncheon to knock them out with and a rope to drag the unconscious NPC back to your Wheel of Pain.

Placing them on the wheel will begin the process of breaking them, but you will also need to feed them in order to move the process along. All kinds of food is usable, but certain foods are more effective than others.

Gruel can be made from seeds, which can be found when harvesting bushes for plant fiber. Once your thrall's will has been broken they'll be yours to do what you want with.

All NPCs can be converted to thralls, but what type of thrall they become depends on what type of NPC they were before you converted them. An archer will remain an archer no matter what. The equipment they carry and the clothes they wear will mark them as a certain type of NPC and works to signal players about what type of thrall they become.

There will also be rare NPCs living in the Exiled Lands. These are the best at what they do and can be converted into high tier thralls. Shemites are the best archers, for instance, so a high tier Shemite archer will be more effective than other archers.

Artisan thralls can be forced to work on your crafting stations and will unlock unique crafting recipes. A Cimmerian blacksmith might give you access to Cimmerian weapons and armor in addition to higher tier items you previously didn't have access to.

### **Religion:**

Conan's world is one balanced on the edge between barbarism and civilization, but it is also a world where the gods themselves sometimes interfere within the lives of mortals. We want to emulate this to a certain extent in *Conan Exiles*. Players can worship the Hyborian gods to gain certain favors and advantages until finally being granted the ability to summon a mighty avatar of their god to smite their enemies for them.

You select which god to worship at character creation, with four available at the start of Early Access: Crom, Set, Yog and Mitra. Out of these four Crom is different than the others. Like in Conan's world he will do nothing for the people worshipping him. He's essentially the agnostic option, for players who don't want to engage with the religion system.

Choosing a particular god at character creation unlocks the first tier of that god's altars. Other gods can be worshipped, but you need to find NPCs who will teach you about said god, or use a lot of recipe points, in order to do so. Crom, who does nothing, requires no worship.

After building an altar to your chosen god you can craft a special tool connected to that god. Worshippers of Set get a special knife, Mitra's followers an ankh, and Yoggites get a stone club. Each item can be used on NPCs or other players after you've killed them to harvest a special



crafting resource that can be used at the altars to craft certain helpful items. Those who worship Set can get special antidotes. Mitra's followers get ambrosia that regenerates health. Yoggites get human meat that's been blessed by their god.

Whenever you craft something on an altar you gain favor from your chosen god. Said favor, in addition to the appropriate building materials, can be used to upgrade the altar to the next tier.

### **Avatars:**

Avatars are the ultimate expression of your religious fervor in the game. These are physical manifestations of your chosen gods that can be summoned to smite your enemies and destroy their bases. The avatar of Mitra is a giant bronze statue that crushes everything in its path. Set's avatar is a gigantic snake, coiling through the sand. The Yog avatar is a horrible, squid like beast that emits a toxic sludge as it slowly drifts through the air.

To summon an avatar you need two things: the highest tier altar available and a high level religious thrall to worship at your altar. The summoning spell is an item that you then can craft at your altar and take with you into the Exiled Lands. Crafting this spell will destroy both your religious thrall and your altar. Once the crafting process is done you can use the spell when you want.

When you begin casting the summoning spell your character will be vulnerable in several ways. A beam of light will come down from the skies, shining upon the summoner and marking their location. Everyone on the server will also be alerted to the fact that someone is performing a summoning. Calling upon the avatar takes about a minute, and if the summoner is killed within that time frame the summoning will fail and the avatar will not appear.

If the summoning is successful the player can control the avatar for one minute, after which the avatar will disappear. The summoner is still vulnerable at this time and can be killed by other players, so it is important to protect the summoner at all costs. It's also important to not summon an avatar within your own city, unless you want all your stuff completely destroyed.

Avatars can be disabled in the server settings, in case you don't want to engage with this feature at all.

### **Lore:**

While *Conan Exiles* isn't a story focused game we're not shying away from trying to incorporate some storytelling into the game. NPCs found throughout the game will tell you small tidbits about your situation as an exile or the Exiled Lands themselves. Many secrets lie buried beneath the sands and in deep caves.

You will find clues about the ancient civilization that once inhabited this place as you play and explore. Their magic still resides in many places of the Exiled Lands. What appears to be instructions for their subjects can still be found, half buried in the sand dunes. Explore far and wide to see ghosts of the ancient past and glean information from their ways.



*Conan Exiles* is not an empty sandbox. In developing the game we've wanted to give the world depth in the form of lore and a backstory. We've also recorded a lot of VO for both NPCs and special lore pieces found throughout the world.

#### **KNOWN ISSUES:**

- Combat: Our goal for *Conan Exiles* is to have the best combat system in the open world survival game genre. At the moment we think the combat system is working well, but like a lot of other things in the game it will be improved and tweaked throughout Early Access. More weapons and new attacks are two of the things we will be adding to the combat system.
- Bugs and glitches: Obviously there will be bugs and glitches in *Conan Exiles* at Early Access launch. We will make reporting bugs as quick and painless as possible.

#### **WHAT'S TO COME:**

In the following months we'll be releasing both big and small updates to the game, working with feedback gathered from the community in order to make the best survival game we can. Here are some of the things we will be bringing to *Conan Exiles* during the Early Access period:

- Mounts and taming: Later in Early Access we'll implement mounts and a way to tame them. Mounts will function as transportation methods, and we hope to add mounted combat, but we won't implement warmounts that fight for you.
- Expanded religion system: We want to expand it with doctrines that require you to act a certain way for a period of time in order to gain favor from your god.
- Siege weapons: We're working on implementing the trebuchet into the game soon, allowing you to attack other player's fortifications with massive rocks. We're also going to let you shoot rotting corpses with the trebuchet!
- Clothes customization: We want players to express themselves through the clothes their exile wears, which is why we will soon implement a system for players to dye and customize their clothes.
- Expanded thrall system: For now thralls act as guards or craftsman. We wish to expand this system to thralls can also work as hunter/gatherers for the player. Thrall scheduling and city management will also be added to the game, as well as thrall upkeep with food.
- Biomes: We launch with the desert biome and will add other biomes during the Early Access period.
- Hitbox damage: We will set up damage amounts for the different body parts during Early Access.
- Sorcery system: Magic is an important part of Conan's world and so it will be a part of *Conan Exiles*. You won't get access to fireball and similar types of combat magic, but going from a starving exile to a dark sorcerer will be a path you can take. It will, however, be long and difficult.

Of course, we will also be constantly improving the game throughout Early Access with bug fixes, optimization, and polish on key features such as AI, combat, and more.



**COMMUNITY:**

We'll be working extensively with our community during the Early Access period, gathering feedback on the game from the players and making changes and tweaks to the game when necessary. We'll be publishing patch notes on all of our official channels in order to keep the community informed about all updates and changes to the game.

These are our official community channels, where you can follow all our updates:

- [Facebook](#)
- [Twitter](#)
- [Instagram](#)
- [Reddit](#)
- [Steam forums](#)

**GOOD LUCK, EXILES.**

Best regards,

The *Conan Exiles* team



## **WHERE TO FIND ASSETS (videos, screenshots, artwork, etc)**

**FTP:** [http://ftp.funcom.com/press/CONAN\\_EXILES/](http://ftp.funcom.com/press/CONAN_EXILES/)

**Website:** <https://www.conanexiles.com/>

**Steam:** <http://www.store.steampowered.com/app/440900/>

## **SYSTEM REQUIREMENTS**

	<b>MINIMUM:</b>	<b>RECOMMENDED:</b>
<b>OS</b>	Windows 7 64 Bit/ Windows 8 64 Bit/ Windows 10 64 Bit	Windows 7 64 Bit/ Windows 8 64 Bit/ Windows 10 64 Bit
<b>Processor</b>	Intel Quad Core i5 or AMD equivalent	Intel Quad Core i5/i7 3.3 GHz or AMD equivalent
<b>Memory</b>	6 GB RAM	8 GB RAM
<b>Graphics</b>	Nvidia GeForce GTX 560 (1GB) or AMD equivalent	nVidia GeForce GTX 780 Ti / 970 (High settings) and 1070 (Ultra settings) or AMD equivalents
<b>Direct X</b>	Version 11	Version 11
<b>Network</b>	Broadband Internet connection	Broadband Internet connection
<b>Storage</b>	35 GB available space	35 GB available space

## **FUNCOM CONTACT**

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