

16 June 2008

By: Calin Ciabai, Games Editor



Even more monsters to follow?

[Funcom Plans Age of Conan Evolution](#)

Massive expansions announced

With [Age of Conan](#) slowly turning into a phenomenon, Funcom and Eidos plan to use the momentum and build on the initial success to make sure their hit MMORPG will continue to gather as many players as possible. And we all know that there is no better way to do so than by releasing extras - and this is exactly what the developers plan to do. Without further ado, let's see what Funcom plans to do for Age of Conan in the upcoming months: First of all, one of the most appreciated features in [Age of Conan](#), the PvP system, will be improved sooner than any other of the game - by the end of the month. Called "To the death!", it will bring more rewards to PvP with a big focus on the Fugitive system (the lower is the level of the player you kill, the easier it is for others to hunt you down). Also, ten PvP levels with additional ranks will be introduced, as well as specific gear and weapons for Player versus Player combat. Also, this fall will bring the active and loyal Age of Conan players rewards called Powerpoints (Powerfeats, weapons, armor and potions as well as the possibility for Powerpoints to help you level up faster!). You will win these points by owning a Battlekeep, playing the end-game at level 80, winning PvP matches, or simply being an active guild member or even subscribing to the game. New areas, dungeons and quests are in production as we speak and Funcom promises that AoC players will never have to wait for an expansion in order to experience new stuff in their game. Just some of the extra things we should expect to see in the near future are: a brand new dungeon in Aquilonia, three reshaped dungeons in Stygia, and an entire mountain range in Cimmeria. Also, player-made villages and Battlekeep systems will be improved. With these, about 60 fully voice-acted quests will be brought to the game world. However, the most important update is considered by Funcom the introduction of Guild Alliance Warfare "later this year". Named Kingship! at the moment, it allows large clusters of guilds to form alliances, then rule and conquer on a massive scale. Everyone in these guild alliances will play a part in the system, and gamers will work together to erect unique looking alliance Battlekeeps and even culture-specific "wonders of the world", with a direct link to higher powers! As part of the system, Funcom will also facilitate larger amounts of players in massive battles. Finally, Funcom plans to work a bit on the social part of the game, too, by promising some motion captured combo-dancing. After so much fighting, a dance is everything a Hyborian adventurer needs!