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Funny about expectations: they can blind you in both directions. After the allegations that Guild Wars 2 would shake the stagnant genre of massively multiplayer online games, many were surprised and a little disappointed to discover that it looked and touched as a MMO. But empty expectations can be as deceptive as the hype that took them. It is true that you can hardly call Guild Wars 2 iconoclastic. From its head of high fantasies to its role-playing fingers, it is a shameless genre piece, an MMO everywhere, a giant motor designed to grind experience points and plunder under the tattoo of hundreds of thousand heat keys. But don't let your familiarity censure you with the fact that this mechanism has been redesigned since the first principles and purronics sweeter than any other before. In fact, Guild Wars 2 is by far the most important - and simple and enjoyable - a multiplayer game since the 2004 World of Warcraft. Finally, it's the change of the guard. To understand what the Arenanet has achieved and how, it is more useful to look at the details than the overall picture. Let's start with a seemingly small change in the MMO rules book. In most of these games, it is traditional that after attacking an enemy in the open world, it is marked as "your". Your experience points and looting belong to you alone, as well as any progression of the mission associated with killing you. If you are playing at a party, these things are rationed between you. If you help kill a monster that has already been marked, you get nothing. Things are done that way because someone once decided it was fair. Guild Wars 2 is a visual Force Four, even the excellent animation mix. You never played an MMO where your character felt so rooted in the world before. The final result of this policy is that the adventurers meet by chance in the fields. oEÅšAartsurf. oEÅšAartsurf e atiepsus maredisnoc es lilsloh megasiap amugla ed sortsnom ed encouraged to keep their distance or enter fast contests for "meat chips" as they queue for spas. See how Guild Wars 2 deals with tagging; you as much as landing a single scam on a monster, you get full credit for killing him. Experience, looting, quest progression, the works. It doesn't matter if you're in a group or not. It doesn't matter if the monster was killed by two players or 20. No matter if you just hit auto-attack and took a tea sip while someone you never met did all the hard work. Everyone wins. Is that fair? You win? Who cares? It's more fun - and so important, it's more social. You are rewarded for helping others, because many hands make the light work. And the result is that in the world of Tyria, in Guild Wars 2, those queues of souls of their own interest do not exist. In their place are happy, noisy player scrums, digital flash mobs blazing and dispersing around dynamic events: an army of adventurers fighting together for the common good. Isn't that how multiplayer games are? A small change; a giant and wonderful result. Alongside the libertarian labor ethics advocated by most of these games, Guild Wars 2 is practically a socialist utopia. The needs of one and many are aligned, and the terrible tension between soil and group game that pests most MMOs disappear in a goodwill puff. In addition to dynamic and questioning events, there are Skill Point challenges (usually difficult enemies) and Beautiful Views to discover. Never a MMO was so focused on exploring its spaces. Maybe it's because the first Guild Wars, with its private playing fields, was just a quasi-MMO that ArenaNet has now embraced open-world multiplayer games with an enthusiasm and commitment that none of its competitors can match. Everything flows from your determination to lift the barriers that prevent people playing together (although there is actually Much in the game you can not reach alone if you want or have to). The way the searches are organized, triggering and completing automatically depending on where you are, instead of who you spoke to. He maintained you out in the world, exploring and following the action instead of playing and forward in a personal treadmill. When you shoot Guild Wars 2, it is your map that you open first, not your search record - and nothing better encapsulates how this game makes you feel more like an adventurer than a boy messages. (In addition, it is not a search record.) There are the dynamic multiplayer events that occur in accordance with the views of views as threats in the map of maps and are repelled. You will have participated in dozens of these before you realize that you are not doing so much to do so (they do not tell the tasty rewards you receive for the conclusion of 100% of a zone) . It's just fun, and it is natural, join. I have the characters classes. Arena Net felt that the need to compose groups of players according to the "Holy Trinity" of tanking paps, healing and disabled damage was very large an obstacle to play together, so removed it entirely. If you are a mesmer or hard, guarding armored, you can heal yourself and others and stay with any enemy in the game. This is perhaps the bravest movement of Guild Wars 2, and is what allows the ease of free flow with which the game community can cooperate (including taking pain and waiting often out of forming a group for one of the dungeons of five players of the game). Arenanet has evidently worked hard to ensure that the features and negotiation of Guild Wars 2 maintain the pace with the uninterrupted flow of their action, but did not. It is all very easy to use - especially the perfectly implemented auction house, which allows ues ues on ridergorp raxied licjAf otium © Å sam .oicr©Amoc od sošAerp so arap etnemaenatnsni adnev e erpmoc skills lag well behind your character and equipment levels, while the split currencies - with much of the best gear available for 'karma' reward points - inevitably devalues the gold market. Meanwhile, the paid item store, offering a variety of boosters, utility and cosmetic items, seems overpriced when compared to the generous rewards that flow from everyday play. The world map is a masterpiece - it scales and drags like Google Maps, offers essential utility as well as information on where to find fun, and has a gorgeous hand-painted look to boot. Inevitably, there is a price to pay for all this harmony and ease, and it's a certain shallowness. The jack-of-all-trades classes all have great personality and are fun to play, but without that "holy trinity" there's little room for the deliciously interlocking designs and deep team dynamics of the traditional MMO, so brilliantly expressed by Blizzard in WOW. When tackling one of the dungeons you do still need to work as a team and concentrate, and the freedom (necessity, in fact) of movement in the more immediate combat is welcome compensation. But it's hard to imagine high-end dungeon-running in Guild Wars 2 achieving the same diamond-hard pressure. This shallowness has a social dimension, too. It's so easy to play with others that you rarely need to communicate much to do it, and the chances of a friendship or a good laugh springing out of a random encounter are tiny. The generally mature and collaborative atmosphere makes up for this though, and the lack of snark in the chat channels is remarkable - it seems that ArenaNet's generous mood is catching. It's when Guild Wars 2 attempts to go against its democratic principles that it really grates. The inclusion of a personalised "story" quest chain not unlike Star Wars: The Old Republic's (though more limited in scope and, thank God, less encumbered with exposition) does help you make sense of the game's fiction - but with your gameplay. The instant solo missions are poorly balanced, take you out of the world and introduce foreign disorders as points of verification with a total lack of wool or so much. The quality of writing and action varies greatly between the five raans (as Quintin discovered). The dungeons are few, but rewarding and extremely well done (if a little unbalanced at the moment). In addition, return to them after an initial story reveals a new mode of exploitation with alternative routes, enemies and heads. Not these concerns about the quality of the work of art. Arenanet sculpted a consistently beautiful and naturalistic scenery on a scale, finding elegant twists of reasons of high costumes, from the irregular steampunk war engines of Charr Cat-People to the wild and phosphorescent gardens that grow in around the Sylvari plant. The capitals, in particular, are a view to see. You are encouraged to explore and admire every centimeter of this impressive screen by a map of map discovery pad trail, which includes some light platform challenges (alião, this should be the first mmo with jumping that is not o © pã © ssimo). It is a beautiful place, overflowing with handcrafted details, that will absorb tens of hours of visual virtual dreamer with easily-the genius fantasy made by a fan of, say, rift or Analur Kingdoms. But for me, there is still something missing in Tyria. It is a little dwarf. Personality or environment, intelligence or courage that can make it look less like a chocolate box parano and more like a house. What a place to take fan, however. And you can treat it like that, because Arenanet is not taking a signature fee by Guild Wars 2 - so it looks more like a fan than a vocation. 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No coincidentally, it is the most successful, pleasant and popular PVP mode in a long time. (You can More about this in Quintin's report.) It is not leveling, it is the participation it counts. This is what makes Guild Wars 2 large. Almost all aspects of their design serve the individual player and the whole community equally, and there is a breezy desire to put the grind in front of the grind along. It is a little light, perhaps; Your fantasy world is more picturesque than truly engaging, and your social and gameplay hooks offer instant gratification on binding ladies. But it is still the most coherent, seamless, social and fun MMO in a long time - and the sad that can be truly modern. modern.

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