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TERA Guide to Combat System by Matthew Jones

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TERA Online is next generation game for the MMO industry that already released in South Korea last January, 2011, and will be launched in the United States of America and the Unined Kingdom in this coming May 2012. When you first begin to play TERA online you will be dazzled by the stunning graphics, but you will quickly begin to realize that this is not the only fascinating thing that TERA brings to the field. It is said that TERA Online opens the new style of MMORPGs because it improved many systems that never happen before in this type of games. Once you reach your first fight you will quickly learn about the TERA basic combat system. It is not like the typical point and click games that you are use to, as you will realize at this point.

TERA Basic Combat System

TERA features a new style of combat for the MMO genre of games. No longer will you have to endlessly click and spam attacks when fighting; that's enough to put you to sleep. Instead, you actually have to dodge attacks and time your own combat moves. Gone are the days where running out of mana was your greatest worry, now you must actually use a lot more skill to defeat your opponents. This will take out a lot of the boring point and click spamming and will add some actual strategy and skill to the MMO genre, especially for those who were becoming bored of this type of play style.

The World of TERA

In this game there is a central story line that your character can follow to learn about the story of the world of TERA. For new players, it is recommended that you have your first character stay strictly to the story line quests to make it easier for you to level and to help you learn all about the world. For people who don't like to venture into unknown horizons, there is some familiar ground for you to stand on. Advance player may not give an interest much in main quest but put an effort to sidequest instead. Some sidequest is easier to achive and have better rewards than main quest.

Just like in any MMO, instances consist of three DPS, one Tank, and one Healer. Healers will definitely have a new experience however, no longer can you stand there and smash your heals on allies. For instance, TERA Mystic now have to move so that they can avoid incoming attacks, rather than just worry about their aggro -- which is typically the Tank's problem.

TERA Guide

If you are TERA beginner or a pro, it is recommended that you purchase a guide to help you with your gaming experience. This is a whole new type of MMO than previous, and any player can use a little help. Even professional gamer's use guides, in fact it helps them along their path of becoming a pro gamer! With the help of TERA guide, you will find this game a lot more fun and easier to grasp. It is your key to success, use it.

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