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The Analysis of Achievements Shared Problems in World of Warcraft Mists of Pandaria by Mr.lennon

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World of Warcraft Mists of Pandaria (as WOW 5.0) will release the achievements sharing system.In this text,I will introduce some problems about achievements sharing, like what achievements can be shared and how the system work in the game?

Some key rules about WOW 5.0 achievements sharing:

1. It is sharing in a hole Battle.net account, not just a game account.

We can assume that the game system and not the concept of the "World of Warcraft account, account share the achievements system will be based entirely on battle net account, rather than hanging in the following World of Warcraft account.

2. 250,000 Honorable Kills 2500 daily share the progress of most of the other achievements of the progress is not shared.

There are two account the unique achievements (not included in the name of any one individual roles). One is the achievement of a single role can not be completed. Another is that you completed (and you never do not want to do it again) has been considered a very remarkable achievement in a single role, such as the 2500 daily or 250,000 Honorable Kill class. In this case, the contribution to the achievement of progress in each of your roles will be cumulative each other.

3. Package achievements, such as strange long trip, the major achievement of the various versions of the team to glory, lit by a number of achievements can be completed by the multiple roles.

These achievements require you to complete a bunch of other specific achievements. Such as the infamous "long strange trip" achievement. The progress of these achievements is basically a generic account.

4. Single achievement is lit by a number of green goals (such as the earth fission gourmet lakes academics, better educated) need the same role of light in order to completed.

5. glory, out-of-print glory, mounts, pets, all of the shared.

Blizzard achievement shared intention: We hope to get all the achievements of award (pets, mounts, titles and badges) also can be shared in the account level, and do not want the players be limited to only play a role.

6. Very few accomplishments of which will only exist in the account level.

7.The vast majority of achievements actually still belong to each role, can be obtained by the multiple roles many times.

So there is no separation of roles to the trading of high achievement, and isolated from the original pass, leaving only the role that won achievements.

8. prestige does not account sharing horse sharing mechanism has not been set.

There are also some details to be determined, the official version out before the changes are the thing of a word.

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