The Introction to Different Advantages of Runescape Classes by Mr.lennon

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In the lastest Guild Wars 2 stress tests, players experience PVP in a PVE area, very exciting, the reporter shared his views for this activity.

Guild Wars 2, the official release gets closer, many people look forward to higher and higher. The official release date was announced last week that the players excited and extreme media ignoring the stress tests conducted prior to this day, today, let us look back.

The stress test pre-order players last several hours to prepare a small test activities. Players can help test the game server, and let the game be better prepared for the official sale. The official test also prepared a special surprise.

At the end of the stress tests, ArenaNet Charr in the land held a big world. Some players in this field turns into a depraved monster. When you become a monster, your appearance will change dramatically, and get a new set of skills can attack other players. The ability to run the magic after the deformation is removed, the immense damage being done to balance the new skills.

The best part of this activity is an activity performed in the area of ??the POI. It is very interesting, because in the most recent test, all PVP on a separate card, or the structure of PVP. Many people want to be able to PvE PvP battle area adventures, while stress testing provides such an opportunity.

ArenaNet does not open in all regions of the free PVP can also be understood, mainly because these acts are not adapted to the worldview of play All major ethnic groups are actually good neighborliness and friendship, rather than fight against each other as in the past. The other players allows players to randomly attack the alliance is clearly inappropriate. So if you look at this event, is a map of the players into two teams and give each team a set of goals to accomplish, so that the region of the PVE PVP battle to justify.

Really make all reasonable activities have their own story. The corrosion resistance of the part of the dragon player in the ugly monster. The monster camp must comply with the instructions of the dragon to find a way to spread degenerate into. Players are not affected need to stop corrosion, we must all return to normal. Unfortunately, the battle was not a winner closed server, is not evident after the victory, what are the rewards. Given the size of the event, will certainly be regional or players have huge effects.

This event brought another thing is to let the players together. PvE and PvP players can join together to learn from each other Reflects the game that, too WVW, new items, so WvW card is not the only large-scale mixing of PVP and exploration work team in PVE. Seamless combination of two different games, players can learn in a familiar place and the game mode sense.

The stress test is very interesting, people can not know but wonder ArenaNet also hidden goodies. Also it makes people more eager to Guild Wars 2 on sale. Do not forget last test starting the weekend, it is the first time to play Sylvari and Asura, two new race.

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