



Article published on July 8th 2012 | [Computer](#)

~*~*~The BLZ explained whether MOP key and open the door task is to return in the blue posts recently (Unfortunately, the answer is still no return), as well as declined number of online popularity and game content monotonous described. The details are as follows,

~*~*~Players:

~*~*~Please put the key back to us! Not only a variety of door keys in TBC, there are subsequent versions of a variety of interesting open door keys.

~*~*~Blizzard:

~*~*~If you want to know the story, please go to the MOP scholars.

~*~*~Players:

~*~*~When you hear some casual gamers are complaining about nothing to do online, certainly there may be exit some problems in games, although each version of the end is same.

~*~*~Blizzard: No matter how is the version of the end, whether you like it or not, this situation cannot be avoided. WLK era, TBC, Old World also had. The previous situation was exactly the same with now.

~*~*~Players: the key, the door tasks, no matter how you do, stay drifted to some players.

~*~*~Blizzard: the designers prefer to let the players get more enjoyment and do not want the players repeated labor, even in distress. (Formerly the occurrence of such a thing)

~*~*~In MOP, the players can do a lot when they achieve the full level, such as:

~*~*~Â· Pet battle

~*~*~Â· Daily tasks (In MOP, there are more than 300 daily in total. These are given randomly, almost 48 one day, there is no daily limit, you can do what you want to do)

~*~*~Â· Scenario campaign mode

~*~*~A copy of the Normal / Heroic Dungeon

~*~*~Challenge mode (perhaps high player will want to go)

~*~*~Random / 10/25 team

~*~*~Some people completely unwilling to take the initiative to learn, So, you must let them to do the task, to do the task team, to do a copy of the task, do team task, tell them that this game is how good and connotation.

~*~*~Some players like the story of the game; but players do not like, the design of such a task only hinders them to fight. Whether a player is willing to learn and to work hard or not, we have no views.

Maybe sometimes, the content cannot arouse their interest, such as PVP and PVE players have their own preferences.

Yes, the original key may some bad, you think they're boring. Now it is 2012, game company can change and upgrade, do not design like TBC, these key type of task can be made of the occupational tasks to let the players to understand their occupational characteristics, rather than on the manual as now, the results is that they may not see it.

The definition of a professional to play "good" is so many. Everyone's views are different; what you feel right may be wrong in others eyes and some people even do not mind. Such as high-end PVP player, team PVE players, casual PVP players, casual PVE, their definition is definitely vary from person to person.

Article Source:

<http://www.articleside.com/computer-articles/world-of-warcraft-5-0-the-keys-and-open-the-door-task-will-not-return.htm> - [Article Side](#)

[Mybloga](#) - About Author:

Hello, This is myblog, If you don't want to spend time on wow. I think this website will be a good choice. They have been engaged in selling wow gold for many years. They provide gold on-line. Here you can know a [how to get gold in world of warcraft](#).

Article Keywords:

how to get gold in world of warcraft

You can find more [free articles](#) on [Article Side](#). Sign up today and share your knowledge to the community! It is completely FREE!