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The changes after blood fall on the ground in GW2 Gold by Caolinyan

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The guild wars 2, Jon Peters recently talked about the planning in the game of professional status and treatment way, solve the player has existed for a long time in the heart of the mystery-in the GW2 Gold, had how and fight shoulder to shoulder with teammates.

In the Guild Wars 2 Gold's official website the latest update, Jon said, "we will let players in new ways to regard the treatment and role death."

The so-called new ways, including the introduction of new called "counterattack Mode feature. In other games, when the monster of only 10% health, it can still go all out with you fight, and in the Guild Wars 2 Gold, the game plan want players to experience when your role is in critical condition, personally feel the approach of failure.

"And past the sudden death of different, when the player controls the role of blood loss serious when, they will fight back into the 'model'", Jon said. In this mode, the characters will have many counterattack skills, players can use these skills to a gamble, away from the death of bad luck.

This is not to say that you in this mode is invulnerable, you control characters will still be attacked. If you are in a counter in the mode is a real knockout, will have to wait for other players from the rescue or from the graveyard born again. This will be your last chance, but fortunately still can continue to fight. In this case, you can choose a little retreat to behind team-mate long-range strike monster, or the use of the land bound skills trapped monster, convenient your teammates down it.

When the monster was knocked out, then you can restore all physical strength to join the fight. The whole "against" mode will allow more nervous interesting melee link.

About other players to the resurrection of you, you can see this as a Cheap GW2 Gold version of the resurrection crest. "When you were in counterattack mode or is defeated, any teammates can cast for you raised. No matter any occupation, or any level, even if the grade 1 teammates also can do so." Jon said. If there is any reason can't do this, you can choose to cast any had discovered the graveyard.

If the resurrection from the grave, will spend a certain amount of gold players, but this wasn't a problem. The strength of the death penalty have been greatly reduced, and to do so is the main reason of the role of the punishment not meaningful. Jon explained, "why after death, let you give you Debuff losing some experience, or in the state of the soul run all five minutes? Why not let players really into the game the crucial link of death penalty for players to take? More tension, but this is not too much interest. We want players can into the game as soon as possible interesting content. Beat itself is a kind of punishment, didn't need to give players the second damage."

The treatment of challenges traditional triangle mode

As for the therapeutic part, perhaps monk the treatment itself is worth of professional miss, but would not miss someone standing in open space on the career of the scene yell treatment. Lack of treatment that players took the first step in exploration when they fail, this kind of frustration is ArenaNet hope to solve the problems of one. "From the highest level of the world PVP, mode, to scuffle PVE, we hope all the Guild Wars 2 Gold of combat mode are full of creativity and available for players free play.

The traditional treatment, tanks and DPS triangle mode will disappear. Officials are more willing to talk about is the output, support and team control, saying provided a lot of skills for players to solve the problem of the meeting.

Output will have projected GW2 Gold kills, and have a DOT way damage. For example an injection and arrows and let them through the wall, to the enemy cause serious burns. And treatment is more to take the initiative way. Planning hope players in his teammates before the attack by to they must support. This role is more a godsworn, the combination of the two. The support group can increase damage role, AOE treatment, protect a bonus. Control of the role of the team, and it is they can use dizziness, unable to move and so on many kinds of ways with the enemy. If that way of using the more frequently, so its duration is shorterã€,

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