SWTOR Guide: the Preliminaries by Carl A. Schmitt

Article published on December 8th 2011 | Games

Star Wars: The Old Republic will be released on December 20th, 2011. Lucky users who pre-ordered the game are eligible for early access; get a head start on your competitors! This multi-player online game was created by LucasArts and BioWare.

Star Wars: The Old Republic allows the player be the hero of their very own Star Wars story. Players will roam in a time existing thousands of years before Darth Vader. Long ago, there was a war between the Galactic Republic and the Sith Empire dividing the galaxy in two. As players play through the stages, they create their own story and either align themselves with either the Light Side of the Force or the Dark Side of the Force. The choice is in the hands of the player. What will you choose? Read on for more details to help you make your choice. Alternatively, check out blogs and forums such as http://www.starwarstheoldrepublicguide.org/ for more guides and insights.

Players can choose to be one of many traditional Star Wars characters, including a Sith or a Jedi. As players journey down their path, they will encounter a multitude of characters that will either aid the player as sidekicks or become enemies . Eventually, players will team up with other like-minded players to battle enemies and get through the world.

Groups of players can have a variety of skills, including Crew Skills and Mission Skills. Crew Skills are intended to help a player in an area they are not quite skilled in. There is much to learn and master in Star Wars: The Old Republic that nobody will have the time to learn everything. However, the advantages in the game allow you to assemble a Crew. You can gather people with all sort of assortment of skills which, when banded together, makes on well-rounded group possessing a variety of skills; nobody will be left out. Plus, your Crew can be commanded or directed to do things for the rest of the team and everyone will benefit. The home base for any Crew is their Starship; orders can be sent back to the ship as Crew members continue exploring the galaxy. Plus, the Starship's workstation is a great place to create items that are needed in the future.

With Mission Skills, a player is able to send off their companions, crew, to other parts of the galaxy to attend to one of the many different missions. The crew's job is to find vital information on discovering loot or complete a goal that the main player will gain rewards for. To participate in a Mission Skill, a player must do the following: choose a companion, pick one of the multitude of missions from the pool and send the companion out to complete the mission. Keep in mind: the more a Crew member likes you, the better they'll perform.

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Carl A. Schmitt - About Author:
Learn more about SWTOR at http://www.starwarstheoldrepublicguide.org, a website that offers game-specific information.

Article Keywords:
swtor guide, star wars the old republic guide, swtor leveling guide, swtor guides, swtor user guide,

star wars the old republic user guide

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