

# OMFG

AUG 28 2012

## Guild Warscraft, No Decision Needed – #GW2 #WoW

I admit I had zero interest in Guild Wars 2. I never researched anything about the game and I did not follow the pre-launch hype. A while back, Moxie from [Wild Boar Inn](#) posted about her friend Roger "Oldroar" Rall passing away. While it is terrible when someone passes, this itself is not gaming news. What makes it gaming news is that [ArenaNet](#) listened to the story and have honored him in-game.

To be honest, it is a pretty **incredible story**. Not only did they honor a fan of the genre and a fan of their game, but they immortalized him. They didn't stop at an NPC named after Mr. Rall, they actually named a server after him, the Sanctum of Rall. On top of that the Charr NPC Historian Goshkia makes [reference to Tribune Rall Oldroar](#), an undefeated, natural leader full of remarkable wisdom. All things that Moxie and Oldroar's former guildmates have said about him.

How incredibly awesome is that? To dedicate a tiny portion of their game to a fallen fan is certainly an honorable thing. It is also a big attention grabber. I'm not saying they did it to be whores. I'm just saying I can get behind a company that wants to give back like that. As a result, I started checking out Guild Wars 2.



I liked the things I saw. I was intrigued, though I admit I'm an MMO-whore. I attempt to try them all if possible. I've been burned more and more lately and as a result I've shied away from launches. Honestly, if there was a subscription I would not have moved on the impulse to buy and try it. Pandaren Monks are getting ready to come out and I know I will be playing that. The fact that there is no subscription caused the impulse to be the voice or reason. I buy video games for consoles and PC that I never play anymore. I play them, I have fun, I put them down, they collect dust. Yet for the time spent the money seems worth it. Being able to apply that logic to an MMO was a weird concept that worked, on me at least.

The pre-purchase head start began over the weekend. On the second day I decided to plunk down the cash and start the download. The next morning I woke up sick, but with that new game energy, I knew I would only play for a few minutes because of my illness but I still had to try it. Let me be completely honest. My head was pounding, my gut was a wreck, and my body ached. Yet being the stubborn gamer I am, I fired it up. I created a Charr and hit the log in button. I sat there for a couple of hours before finally throwing up the white flag and going back to bed.

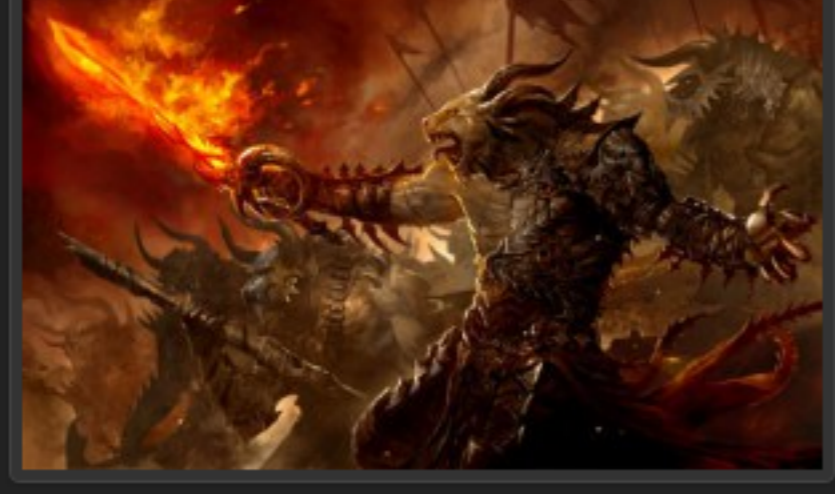
While I can't say I was blown away, I was still pretty impressed. I know there are people out there saying this is the next big thing, but let's be honest with ourselves. They always say that. After my extreme disappointment with Star Wars the Old Republic, I was pretty much thinking I would be out \$60 but at least it would be a game I could keep trying without dropping a subscription on.

I can say the game itself felt very much like RIFT. I didn't experience any of the launch woes people were complaining about so my first impression was strictly gameplay driven. Also, please remember I literally knew *nothing* about the game before logging in. Again, I had zero intention of playing.

The graphics are beautiful and smooth. The controls were fluid and responsive though I did adjust the camera rotation speed up. The default feels a tad slow. Dynamic events may seem gee-golly-wow to some players, but to me they felt like rifts in Trion's game. Instead of things popping out of the sky and people running to or away from them, mobs start running in and attacking things. While this is fine at launch, this will likely be boring or annoying in the long run. They are more a combination of rifts and public quests (from Warhammer Online). In a few months, the random attacks will annoy noobies the way they did in Warhammer and RIFT. Though these do appear to be better thought out and way more solvable if need be.

The game really shines in the lack of a real quest system (as far as I can tell in the early levels). You are encouraged to take it slow and explore. It encourages you to find the little nooks and crannies of the zone while enjoying the beautiful scenery. The only real quests I have come up on so far are the personal story. At one point it was even instanced out to make sure you are the sole hero in the story. The typical "go here and talk to this guy" is present, but not as "smash you in the face" obvious. On your way there, a dynamic event can break out and you can fight for your life or flee. If you fight you will get XP and rewards. If you flee, you will continue on to the next part you choose to do. Basically the questing system is there (I think), but it is masked to be included as part of your character's over all story. For example, you are told to go save some guy. Part of saving him is picking up pieces of metal on the group and depositing them in a set location. Then you have to kill X amount of things in order to get to him. Next you have to kill him. It looks like ArenaNet took the same general quest formats and smashed them all together into one beast. Quests are now more like events. You are still *sort of* doing the same things, but in a slightly different format. It is already clear though that this is a much better way of telling a story.

I can't comment on the World vs World vs World PVP. Most people say the bread and butter lies there. It is certainly an interesting concept that I don't think my head has wrapped around yet. I can't wait to try it though.



Tonight I will be at a dilemma though. I don't have the "OMFGGW2!" bug but I do want to play it and explore it some more. World of Warcraft's big patch comes out today too. I see a split night of gaming. I want to play WoW, but I want to play the Pandaren Monk. I admit I have the "end of the expansion bleh" attitude about WoW. I want to play, but not what is currently there. Tonight may swing it in the other direction. Changes are always exciting. Guild Wars 2 though, it may stick with me for a bit simply because I can take

my time and I don't have worry about that "I have to play" mentality that a subscription brings. Truth be told, I wish *all* MMO's had GW2's business model. Buy the game like a usual FPS or sports game, then you have the option of spending money on cosmetics that don't do a whole lot to effect the gameplay. That model alone might keep GW2 near the top of the charts longer than say SWTOR. Free to Play is a terrible model simply because it lets every asshat kid create as many accounts as they want to troll with. Having a \$60 entry barrier will hopefully be enough to thwart douchey kids from abusing the access to the game world. ArenaNet gets a huge prop from me for banning accounts for all kinds of kiddie type antics on the internet. They have even been replying to people on [Reddit](#) and telling them exactly why they were banned. This is hilarious because most of the people act innocent and then when their general chat is copy and pasted for all to see it is obvious they are morons.

Guild Wars 2, will it be the WoW-killer? No. Will it be a fun alternative that could eventually take over as some people's main game? Sure. Will it do that for me? I don't know. The days of "what's your game" may be shrinking though. Gaming liberty is a great thing that could become addicting. I would love to be able to freely play multiple MMO's the way I play multiple first person shooters. It's easy to talk friends into plunking the normal costs on a FPS down and playing a few rounds together. It's hard to justify a subscription to those same gamers. It is also hard to pitch the Free to Play model because as soon as they log in they are greeted by loud mouthed baboons making asses of themselves and taking everyone down with them. If that isn't the case, their toons are completely gimped and one look at the microtransactions needed to make your playtime not suck would be the same as a subscription if not more! Therefore the Guild Wars 2 model seems too good to be true. We will see.

Oh and Madden comes out today too! It is a great day!

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