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# MMOZine

Issue 1 | Oct/Nov 2007

Free Magazine For MMO Gamers. Read it, Print it, Send it to your mates

RICHARD GARRIOTT'S

## TABULA RASA

Hands-on playtest of the sci-fi smash

DEFINITIVE REPORT!

HUGE REVIEW

## GUILD WARS: EYE OF THE NORTH

Massive review of the first full expansion

INTERVIEW!

FURY

Containing Fury with  
Adam Carpenter

HUXLEY

We catch up with the  
first-person MMO

HOW TO MMO

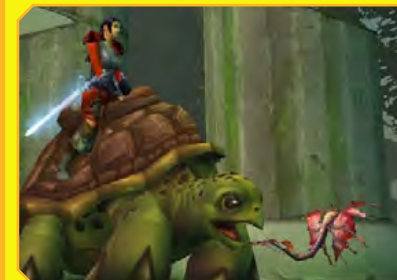
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unique in-game mount...



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## Welcome to MMOZine



Congratulations on downloading MMOZine, the world's first magazine dedicated to massively multiplayer online gaming. Whether or not you're a seasoned EverQuest veteran who's taken part in every MMO beta for the last ten years, or a complete newcomer to the genre who's heard of Warcraft and wants to dabble their virtual toes, we hope you'll find something in these pages for you.

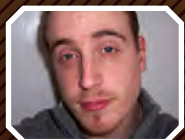
MMOZine has a unique mix of reviews, previews and features on new patches, game guides and retrospectives that you won't find anywhere else. Which means that as well as the latest on brand new titles, you'll find reasons to go back and visit old favourites too.

Adam Oxford, Editor  
mmozone@gamerzines.com

**READER FEEDBACK!**  
Click here to tell us what you think of the new issue!

### MEET THE TEAM

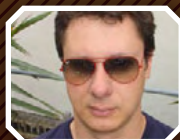
If they spent any more time online, they'd be bought by British Rail.



**DARREN HEPWORTH**  
Can teach you how to MMO.



**IAN MORRIS**  
Fights like a man when it comes to PVP in Fury.



**STEVE HILL**  
Is waiting for Saturday to come in Footie Man Live.

## DON'T MISS!

This month's highlights...

Every New MMO Reviewed



### RICHARD GARRIOTT'S TABULA RASA

Wiping the slate clean in the sci-fi MMO that's in its final beta **PAGE 11**



### GW: Eye of the North

Is it time to revisit Guild Wars? **PAGE 17**



**Fury**  
The last word in angry PVP play **PAGE 14**

### Win a WoW mount!

And much more **PAGE 36**

### Football Manager Live

The season starts **PAGE 9**



### QUICK FINDER

Every game's just a click away

Huxley  
Perfect World  
Warhammer Online

Stargate Worlds  
Pirates of the Burning Sea  
Aion

Gods and Heroes: Rome Rising  
EverQuest II  
Age of Conan  
FM Live

Tabula Rasa  
Fury  
Guild Wars: Eye of the North  
Lord of the Rings Online  
World of Warcraft  
City of Heroes  
Bounty Bay



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ONLINE GAMING WITH NO FEES\*





PERFECT  
WORLD

Publisher: N/A

Developer:

Perfect Space

Heritage: WoW, Final  
Fantasy and City of HeroesLink: [www.wanmei.com/en/wmgj.htm](http://www.wanmei.com/en/wmgj.htm)

ETA: TBC

**PREVIEW  
FEEDBACK!**  
Click here to  
tell us what you  
think of Perfect  
World



And no one told Jane about  
her uncomfortable odour.

**"You can build a  
fortified city for  
protection, and  
invade other towns  
to expand"**



I'm sure I've seen his face  
somewhere before...

**GET CLOSER**  
Get your mouse  
over here to  
enlarge.

After being made  
redundant by a  
softdrink maker, Pete  
charges per ride.



# Perfect World

**FIRST  
LOOK!**

*A Perfect World for your perfect life*

## What's the story?

Perfect World is set in Pangu and features a storyline heavily influenced by Chinese mythology. Rideable mounts, flying, even swimming are all key elements in the game and of course as with all MMO games, getting from A to B is of the utmost importance. Graphically it's very reminiscent of the Final Fantasy series of games and that's surely not a bad thing.

## What do we know?

Perfect World's live throughout Asia and even Brazil and is on its way to the West for an imminent launch. The world of Pangu is divided up into different lands in which warring factions are constantly raging a turf war. Players are actually able to build a city with battlements for protection and use it as a base to invade other cities to expand your ever growing kingdom.

Character creation is also a huge feature in game, allowing players to edit even the tiniest of details on their chosen race be it Human, Elf or Beast. Go on, create the perfect woman in the Perfect World.

The graphics have been debated online, but the consensus is that turned up to 11, the water effects are stunning. Is that enough though?

Rideable mounts are a big feature too, and players are able to choose the beast of their choice and ride the wee fella. Think Iceland car park on a Saturday night (without the wheel spinning and stereos) and you won't be far off of how the players take their beloved pets so seriously. A real interesting feature is the ability to teach your chosen pet and it actually grows and gains skills as you level up.

## When do we get more?

The European and American launch is imminent.

## Anything else to declare?

Is there room for another WoW style MMO on the market?



**Publisher:** Webzen**Developer:**

Webzen

**Heritage:** MU Online,  
SUN**Link:** www.huxleygame.  
com**ETA:** March 2008, open  
beta next month**PREVIEW  
FEEDBACK!**  
Click here to  
tell us what you  
think of HuxleyAn MMO on  
XBox? At last.**"Players duke it out  
in deathmatches,  
team matches and  
co-operative play"**Huxley looks ace  
– it first came to  
prominence as a  
graphics engine.

# Huxley

*Still on course for release!***FIRST  
LOOK!**

## What's the story?

Initially popping up on our radar in 2005, before disappearing below the surface, Huxley has recently resurfaced again from the bowels of development hell when the developers announced closed Beta testing was going to begin on September 13th.

## What do we know?

Looking as gorgeous as it ever did, Huxley is a first person shooter that unfortunately doesn't star a stop-motion animated pig. Apparently, the game is set to feature a persistent online world (well, duh), which not only lets FPS players duke it out in deathmatches, and team deathmatches, but will also feature a city which changes over time, and features various shops and repair facilities.

## When do we get more?

News should be leaking out from the closed Beta as we speak – hopefully we'll be able to bring you a preview in the next few months.

## Anything else to declare?

As well as having a standard array of multiplayer modes, Huxley also features team-based co-op quests, which see a team of players fighting against AI opponents in a variety of missions. To complement this further, the game will even allow for cross-platform play against players on the 360, with 360 players making up one faction in game, and PC gamers another. Huxley is already shaping up to be an interesting project.

If all goes according to plan, this could be the best thing since the original PlanetSide.



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# 7UP

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Massively Multiplayer  
Online games. Or  
MIMMOs.*



## Warhammer Online Age of Reckoning

**Publisher:** EA | **ETA:** Spring 2008

There's a gaping hole in our MMO socks, but EA is here to darn them. Warhammer Online is soaked in the rich mythology of the Warhammer universe. The game follows the path well-trodden by WoW with the delicious twist that beefed-up characters can get involved in epic scraps for seething cities.



## Stargate Worlds

**Publisher:** Cheyenne Mountain | **ETA:** TBC

Taking it's cues from the sci-fi series we all love to watch when we've got a hangover, Stargate Worlds looks every inch the all-action MMO. Squad play will be emphasised as you work with specialist pals to see off enemies such as those tricksters the Ori.

## Pirates of the Burning Sea

**Publisher:** Sony Online Entertainment | **ETA:** 22nd January

I know what you're thinking – it's a funny sea that burns. But it does, thanks to the careless positioning of some 70% proof rum and a barrage of explosives in this mouth-watering seafaring stunner. Choose to be British, French, Spanish or a pirate as you and your crew set about ruling the high seas. Historical realism meets epic faction warfare. Yo-ho-ho.



## Aion: Tower of Eternity

**Publisher:** NCsoft | **ETA:** 25th January

NCsoft have long-billed Aion as the most beautiful MMO ever, which is hardly a proud boast when you consider some of the ugly dishes we've been served with in past years. The game's set in a fantasy world where the collapse of the titular Tower has given rise to two factions – The Chosen and The Fallen, who battle in the Abyss – a magical no-mans-land peopled by an NPC dragon race.



## Age Of Conan Hyborian Adventures

**Publisher:** Funcom | **ETA:** 25th March

Proud to be the first 18-rated MMO, Conan isn't simply a fantasy romp with some saucily scant armour. AOC is one of the most ambitious MMOs in development, featuring epic landscapes, tense player-versus-player scrapping and monumental siege warfare that should help settle a few virtual rows.



## Gods and Heroes: Rome Rising

**Publisher:** Perpetual Entertainment | **ETA:** Not any more

There is a dream that is Rome. But the reality is a fascist state where merciless generals hold the drugged masses to ransom with the threat of violence and the promise of free bread and Christians getting knifed in the arena. Sounds perfect as a backdrop for an MMO. It was, until this promising title got canned. The developer has cited several reasons for pulling the plug, including focussing on its other main game, Star Trek Online. Boo.



## EverQuest 2: Rise of Kunark

**Publisher:** Sony Online Entertainment

**ETA:** 13th November

Everlasting Everquest 2 earns itself a fourth expansion pack, this time taking in the wartorn continent of Kunark. This battered land is the home of a new race – the Sarnak – and a new starting city.

**AUTUMN  
2008**

**Football Superstars**  
October 2008

**SUMMER  
2008**

**World Of Warcraft:  
Wrath Of The Lich King**  
May 30

**SPRING  
2008**

**Football Manager Live**  
Spring 2008

**WINTER  
2007/08**

**Lineage II: The  
Chaotic Throne –  
Kamael**  
January 25

**Hellgate:  
London**  
November 11

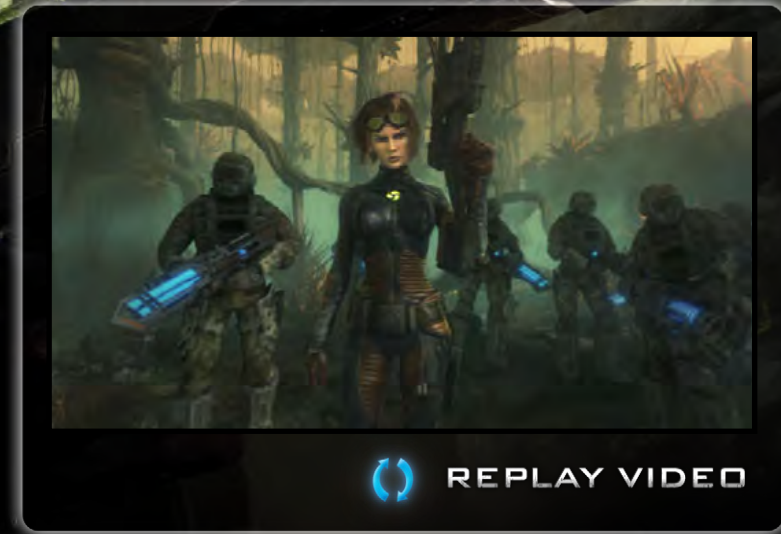
**ON  
THE  
RADAR**



RICHARD GARRIOTT'S  
**TABULA RASA**



**JOIN THE FIGHT**



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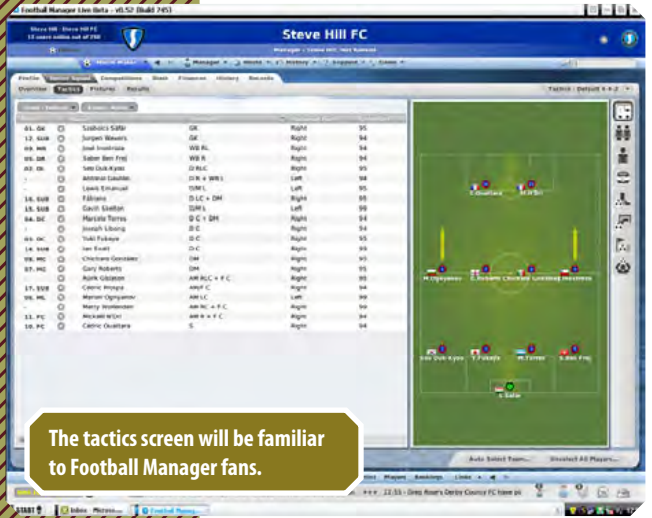




**Publisher:** Sega Europe  
**Developer:** Sports Interactive  
**Heritage:** Championship Manager, Football Manager  
**Link:** www.footballmanagerlive.com  
**ETA:** Spring 2008

# Football Manager Live

**PREVIEW FEEDBACK!**  
Click here to tell us what you think of Football Manager Live



The tactics screen will be familiar to Football Manager fans.

*Fantasy football meets eBay meets MSN...*

The world of online football management is littered with minor successes and major disasters, not least the ill-fated Sky Sports Football Manager, which died on its arse to the tune of several million pounds. And while hobbyist attempts at the genre plod along at their own pace, nobody has really taken it to the level of a commercially viable massively multiplayer game.

Step forward Sports Interactive. The story of the two teenage brothers who programmed Championship Manager in their bedroom is well documented. For legal reasons, that mutated into Football Manager, which continues to break records on its annual release.

The idea of an online version is something that they have talked about for years, and Football Manager Live was finally announced earlier this year. Having studied the various attempts, and played Football Manager networked in the office, SI concluded that for the game to be a success it would have to involve playing your opponent at the same time, as opposed to simply logging on and seeing the result.

For a start, everyone's approach to the game is different. As Managing Director Miles Jacobson says, "The guys in the office play the game in a different way. I'm a transfers whore, other people are tactics whores, but in FML you don't have to sit around



The higher you are in the world rankings, the more cash you get.

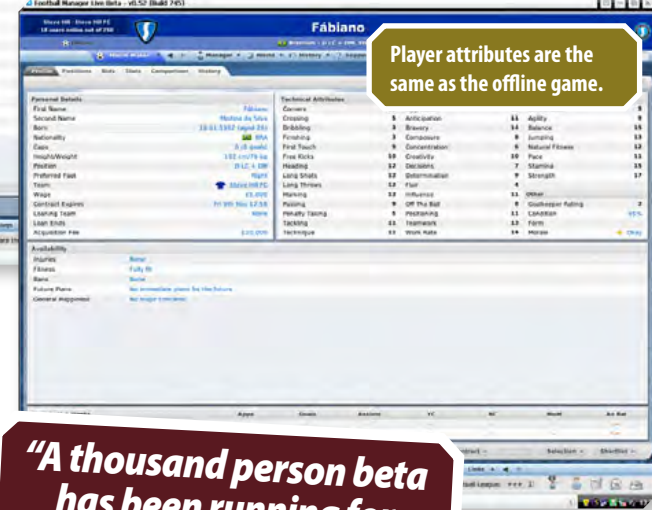
waiting for them to change their team as there's a four minute limit."

Using a version of the current Football Manager engine, matches and competitions are user-generated, with league and cup games playable in any order rather than at a fixed time.

"You've got to play a game by a certain time rather than being



A team of world-beaters.



Player attributes are the same as the offline game.

*"A thousand person beta has been running for several months"*



**"An online version of the game has been talked about for several years. It's here at last"**

## FM Live cont...

online at a certain time," says Miles. "If you go online and the person you're due to play is there you can play them, you just have a resolution date for when you have to play matches. At the moment we've got a culture of some people playing in the afternoons, some people playing in the evenings."

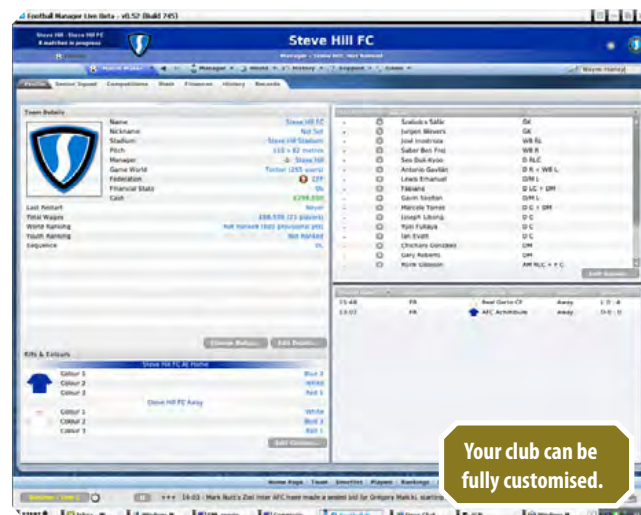
And if your opponent fails to turn up before the cut off point, the AI will simply take over. In-game prize money is awarded for success in competitions. As for the all-important transfers, players are made available in timed auctions, hence

the eBay comparisons. And of course there are lobbies where you can get everything off your chest, as well as an in-game chat box enabling you to wind up your opponent.

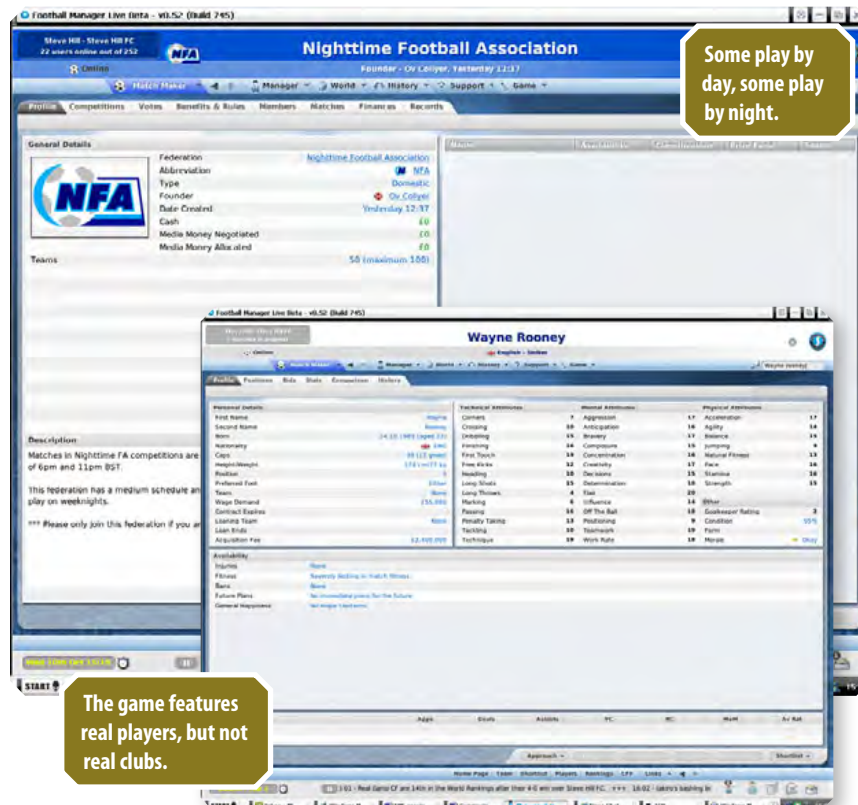
In line with the size of the eventual worlds, a 1,000-person Beta has been running for several months, and since we last dipped in, it's undergone a number of changes. Catering for the different times people are available, five separate federations have been set up, namely Extreme, Weekend, Nighttime, Daytime, and Casual.

While it's not immediately as addictive as vanilla Football Manager, it's something that you can tuck into without ruining your appetite. Subscription details are yet to be confirmed, but as Miles says, "We really do want this to be for everyone."

**Steve Hill**



Your club can be fully customised.



Some play by day, some play by night.

The game features real players, but not real clubs.

## MMOZine Verdict

*Impressive stab at the Holy Grail of online football management.*

### HOW COMPLETE



### FIRST IMPRESSIONS







Publisher: NCSoft

Developer:

Destination Games

Heritage: Ultima,

Lineage II

Link: www.playtr.com

ETA: November

# Tabula Rasa

*Lord British is back for more, with a new sci-fi universe*

**T**he name Richard Garriott is synonymous with RPGs, and with good reason. The pioneer behind Origin games, Garriott went on to create the Ultima series, which, although it's recently died a somewhat understated death, was one of the most significant games of the decade. So successful, in fact, that Garriott has recently scraped together the pennies to book a flight to the International Space Station. After working on Lineage II, Tabula Rasa is Garriott's first original game in many years.

Where World of Warcraft had an immense gaming heritage to draw upon for its MMO, Tabula Rasa has nothing. Set in a completely original sci-fi universe, Garriott has locked himself away and created a world with the sort of scope and vision that would put George Lucas to shame. The plot revolves around a war with an alien race known as the Bane. When Earth is invaded by the alien menace, humanity turns on its tail and runs.

**"If you log out in friendly territory, you may return to find it has fallen into Bane hands."**

Discovering some ancient alien teleporters which have been left buried beneath the surface, the Governments of the planet hand picks people to travel through the teleporters, headfirst into a war on an alien planet that has raged for millennia.

Spooky sci-fi settings galore await in Tabula Rasa.

**PREVIEW FEEDBACK!**  
Click here to tell us what you think of Tabula Rasa so far.

In a nice touch, enemies don't just re-spawn either; instead, they're dropped from ships.

A lone hero standing on a solitary rock. What a soldier. What a hero. What an emo.

It's all fairly generic stuff, but it certainly has style.



➔ **Tabula Rasa cont...**

In Latin, Tabula Rasa, loosely translated, means “clean slate”, and not only does this show what Garriott is aiming for with the project, but it also reflects the character creation system. When you first start your game, you’re presented with a minimal set of options: you can’t edit your character’s race, or change your character’s class – all you can do is change your physical appearance. Because of this, everyone initially starts as the same type, or, as you see, they start with a clean slate. While in any other MMO this would be heresy, here it just helps to

There’s even room for Village People rejects in Tabula Rasa. It takes all kinds...

establish the “us versus them” feeling that makes the game so compulsive.

Tabula Rasa has a lot of features that Garriott has been quick to

blow his horn about, none less so than the “dynamic battlefields”. Instead of fighting on a fixed front line which respawns after a quest is complete, the maps you play across on Tabula Rasa are constantly falling into enemy, or friendly hands. If you log off in a friendly area at one point, when you next log back on, you may well find yourself in Bane central. While you’re playing, you’ll see human and AI forces assaulting Bane strongholds in an attempt to capture more land. And the benefits of doing so to the player are obvious – you’ll get access to new quests, new hospitals and even new teleport locations to jump to.

Sci-fi MMOs don’t have a fantastic heritage: our favourite, Planetside, was quickly killed by bad patches, while others, like Auto Assault, failed to find a following. So here’s to hoping that TR carves out its own legacy. With the backstory already

Battles always do have a way of making boring pictures.

**“When Earth is invaded by the alien menace, humanity runs away”**

in place, and the Beta picking up momentum every day, Garriott is already halfway there. We’ll be waiting on its slightly delayed November release with baited breath. ●

**Ian Morris**



Character creation could do with being padded out a bit. Unlike fatty here.

## MMOZine Verdict

*Sci-fi heaven, or Star Wars wannabe?  
We'll find out soon enough...*

### HOW COMPLETE



### FIRST IMPRESSIONS





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# The fast and the Fury

Ever felt the mobs are too fickle in most MMOs?  
Don't get angry, get Fury: a pure PVP game.



Just because you like PVP doesn't mean you should sod off and play Quake Wars or risk eternal ganking on a WoW server. Adam Carpenter of Auran Games explains why Australian MMO Fury should satisfy both the creative and destructive elements of your soul.

**In a nutshell, can you explain what makes Fury stand out from other MMOs?**

First and foremost, Fury is a pure PVP game. It's not a game which mixes PVE and PVP together, a game where you need to kill NPCs before you can have fun fighting

against players. Likewise, Fury's PVP is different from your standard MMO. Fury's PVP is arena based, not persistent world PVP. This means we are able to leverage matchmaking algorithms in order to ensure even matches for all players. These elements come together to make Fury really stand out as a new genre of online gaming.

**We understand that in Fury, unlike in other MMOs, you aren't bound to any one character class but instead, the abilities you use will define your class – could you explain to us a bit about how this work in action?**

Think of it like Magic: The Gathering. In Fury, your Avatar's abilities and equipment serve as your 'cards' and you are able to put them together to create whatever Incarnation (deck) you would like.

The abilities and equipment you add to an Incarnation are constrained by an Equip Points system.

Each player can save over 200 different incarnations and can switch between them any time before battle. Likewise, how specialized or how diverse your incarnations are is entirely up to you.



Make him get on his knees and beg.

***"Because of the arena PVP, Fury really stands out as a whole new genre of online gaming..."***

**Could you tell us a little bit more about how the "Charges" fit into the game?**

Looking at typical RPG combat, it is very easy for players to fall into ability use patterns that are quite stale and boring. With the Charge system, we've added elements that make combat much more dynamic.

Fury's Charge system functions by having two elemental axes. On the Energy axis, you have Fire and Water. On the Form axis, you have Nature and Air. Think of each axis as being a slider that ranges from +10 to -10.

By using certain Fire abilities called charge generators, you increase







Would you look at the shaders on that?



Fight arenas are beautifully themed.

Our plan is release free content updates three or four times a year. The intent is that content updates add a variety of new features and improvements, such as new game systems, e.g. crafting, new game types, and new maps.

**The game has had an immense build up, especially the \$2 million of prizes players could win by taking part in a tournament over the open beta. Has the feedback been as positive as you'd have hoped?**

The idea for Fury Challenge (FC) originally came from Tony Hilliam, who is Auran's CEO and Fury's Executive Producer.

Right now, the competition is half over, however, that doesn't mean it's too late to get into it. The prizes for participating are based off your 10 best matches throughout the two competition weekends and a lot of the prizes are in game Fury gold which you can use at release. Anyone who wants to check out the game and win gold that can be used at release should head to [www.furychallenge.com](http://www.furychallenge.com) to download the game, get an activation key and then check out the game this weekend.

**In conclusion, can you sum up for us in five words what the player experience will be like in Fury?**

Fantastic. Fast. Fair. Free. Fun. (I like alliteration). ●



It's not just for shielding yourself, clearly.

## Interview cont...

your Fire charges and move the virtual slider towards -10. The more polarized you are towards Fire, the more effective and powerful your Fire abilities become. Conversely, polarizing yourself towards Fire decreases the effectiveness of your Water abilities.

Even more interesting and powerful elements exist which allow you to affect the charges on yourself, your allies and your enemies.

**Where does the RPG element come into Fury?**

RPG is mainly a descriptor for the game's combat system to differ it from FPS style combat. Fury includes a rich backstory, some advancement, gaining abilities and the like.

However, it isn't a classic RPG or MMORPG where your power comes directly from your level.

**Why was the decision made to make Fury a PvP only MMO?**

We didn't want to make another clone of the classic DIKU MUD style MMORPGs. Likewise with the budgets of games like WoW, we knew we couldn't compete at the \$50 million plus level. Instead, we looked at the MMO gaming space and identified that one area which hadn't been done right. PVP is a real love of mine, so we focused our skills and efforts to make the best competitive PVP game to date.

**How will Fury be being supported with additional content?**

**"PVP is a real love of mine. So I wanted to create the most competitive combat MMO to date"**



**Publisher:** Codemasters

**Developer:**

Auran Games

**Link:** [www.furychallenge.com](http://www.furychallenge.com)

**ETA:** In beta now



# VANGUARD

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**Publisher:** NCsoft  
**Developer:** NCsoft  
**Heritage:** City of Heroes  
and the previous Guild  
Wars campaigns  
**Link:** [www.guildwars.com](http://www.guildwars.com)  
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**SYSTEM SPECS**  
2GHz CPU, 1GB RAM,  
DirectX 8 Graphics

# Guild Wars: Eye of the North

**REVIEW  
FEEDBACK!**  
Click here to  
tell us what you  
think of  
GW: EON

*Oi, you of the south, get up here and have some extra fun*

**Y**ou're an avid Guild Wars Hero, sunning yourself by the sea edge at Lions Arch when all of a sudden the ground begins to shake. After effect of a bad curry? Of course not, it's a plotline to push in the brand new expansion for the series. So come forth Guild Wars: Eye of the North.

A rumble of the ground and the appearance of some form of non-violent snot monster, the new expansion pack is here. If you started in Lions Arch you will find a crevice in the cliff face just north that you can climb inside and begin the journey. It'll take you to some brand new locations in the GW universe. If you look at the map of Tyria you will see it has magically expanded in size to reveal the new, mainly northern hence the game name, area.

## Familiar, but different

Faces of old are back and there are even new races. Consisting of the Norn, these guys are a race of shape-

shifting half-giants who dwell in the Far Shiverpeaks. They love nothing better than to change into bears and rip people to shreds. The Asura are a bunch a magic loving, grumpy, big eared gnomes. That description doesn't do them any justice. Wielding a good understanding of the magic arts they can make

powerful Golems to crush foe. Destroyers are the bad guys in GW: EON and they're supercharged super powered cockroaches. They have come to crush the world and seem to be the arch-enemy of the dwarves. Not a new race, the Ebon Vanguard are humans who managed to escape from Ascalon



Keep your eyes on him  
and don't blink, blink and  
you're dead.

**"There are new titles  
to earn, and a raft of  
extra minigames"**

like yourself, but they didn't cut through the Shiverpeaks and end up in Lions Arch. They managed to head north in the mountains and have ended up at the fabled Eye of the

## THE MANY PLACES OF EYE OF THE NORTH

*Your quick and easy guide*

**CHARR  
WOODS**

**ICE  
LAND**

**IN THE  
JUNGLE**

Once again all the locations of the game have been beautifully created and each has its own theme and unique inhabitants. The Charr live in a green slightly wooded area, opting for lush vegetation and trees to hide in ready for attack.







Best wrap up well today.

You think he gets some of that fur caught in his armour?

## GW:EON cont...

north. The Deldrimor dwarves have appeared throughout the Guild Wars world and this is their greatest fight as they see the destroyers as their sworn enemy. Dwarven prophecies say the battle with the destroyers will result in the end of all dwarvenkind.

### Charr broiled

The Charr turned Ascalon into a cinder-topped bonfire blazing war zone in the first chapter of Guild Wars. They haven't changed their tune now that five years have passed. They are still intent in crushing the puny humans



She's a bit of all right, I don't fancy yours much.

## "The new race plotlines prepare you for a showdown"

they call "Meat". This time though we are far from the frontline of Ascalon and actually take on the Charr in their own backyard.

Good races of Guild Wars have their own title tracks to add to the hoard of names you already have collected for yourself. This time around each of the titles actually helps you out in game. For instance any title in the Ebon Vanguard group will allow you extra health against the dreaded Charr.

Not only do the friendly races dish out plenty of titles and skills, but there are also a raft of new

mini games to play. The Norn have both a fighting competition and a difficult drinking Olympics. The Dwarves have their boxing game which isn't really that remarkable and the Asura have the strangely



## GW:EON cont...

addictive Polymock game, another way for you to take on the guise of a different race. Choose 3 different beasts to play on your side and then take on these forms one after the other trying to kill off the three forms of the competition.

### What's it all about?

The aim of the game is to vanquish the great destroyer, but there is a huge amount of content to be enjoyed in GW:EON. The race plotlines involve preparing for the big showdown with the destroyers.



The heroes feature that was added in Nightfall is back, so new ones are available throughout the quest.

If there's a criticism, it's the fact that the new areas all start at the

same difficulty. Which means you can soldier through during the Norn missions, for example, picking up new weapons and armour, but then when you start the Ebon Vanguard missions it all seems a little easy, by comparison.

This isn't helped by the fact that the level cap hasn't been raised from 20, even though you'll need to have a top level character to play EON. Because the new content is geared towards high level characters, new players have to level up in one of the other three campaigns to join in, but experienced folk may feel a bit frustrated at the lack of a new goal.

### Looking good

The graphics and sound are the same as you would expect from the Guild Wars creators, and belie the true age of the engine. The locations have some of the most painstakingly painted landscapes and the effects of fire, snow or grass are all used to the best effect.



## PULSOMETER *Signs of life*

Prepare for jaw dropping scenery

New and old players alike start at level 20

It's far too short, bring on Guild Wars 2



Just as when it launched, Guild Wars remains a fresh breeze in the MMO world thanks to no monthly subscription and a focus on gaming rather than levelling. Eye of the North is shorter than we'd have liked, but there's plenty to enjoy while you wait for Guild Wars 2. Speaking of which, your characters and their legacies will be able to be ported across to the sequel, so if you miss this, you may miss out.

**Dan Muir**

## MMOZine Verdict

*Beautifully created worlds, they have to be seen to be believed*

- ✓ Loads of great new Guild Wars content.
- ✓ Ties up loose ends from previous campaigns.
- ✗ Not Guild Wars 2. We live in hope.

# 87%



## GUILD WARS®

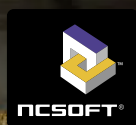
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**Miniature for**

**MMOZine**

**readers**

Its footfalls echoing throughout the swamps, the mighty Ceratadon rules the Shattered Coasts in Guild Wars: Eye of the North.

Now this powerful dinosaur is an exclusive in-game miniature!



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Enter your details into the box below and register. There is only one registration per reader allowed for the miniature. At the same time as registering for the pet you can subscribe to any of our GamerZine magazines and we will email you whenever we publish an issue that interests you. Like our magazines, this is a free service and you can unsubscribe at any time.

#### STEP 2:

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- \* At the log-in screen, click "Create Account of Enter Access Key."
- \* Enter in the access key provided below.
- \* Type /special in the Chat panel.
- \* Retrieve your item in your character's Inventory\*.

\* Only one character per account can activate and receive the miniature Ceratadon.





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**Publisher:** Vivendi

**Developer:**  
Blizzard

**Heritage:** World's  
biggest MMO, based on  
the strategy classics

**Link:** www.wow-europe.  
com  
**OUT NOW**

**SYSTEM SPECS**

PC or Mac, 800MHz CPU,  
1GB RAM, DX8 3D Card

# World of Warcraft Patch 2.2

*Voice chat comes to WoW: now you'll know if they're really Laughing Out Loud*

New WOW patches normally herald major new content for the game, major class skill revisions or, at the very least, some pretty weather effects. Whatever they add, they seldom fail to freshen up the world just enough

to keep you playing Blizzard your monthly fun tax.

Not so patch 2.2. Minor bug and balancing fixes aside – and the introduction of the Brewfest event – it has only one new feature, which doesn't affect game content at all,

and merely integrates something that was already available by other means: voice chat. With free integrated voice chat now a standard feature in new MMOs, it's something Blizzard needed to do to keep up with the competition.

**REVIEW  
FEEDBACK!**  
Click here to  
tell us what you  
think of voice  
chat patch

It ought to be  
funny, but it  
frightens us.

## Voice chat options - the end of Ventrillo bills?



Brewfest's ram racing features  
fetch-and-carry quests on these  
handsome steeds.

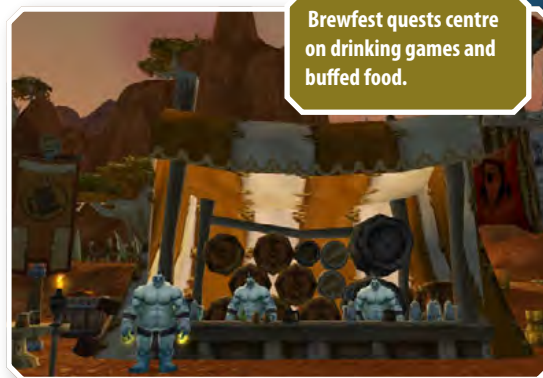


## WoW 2.2 cont...

Having said that, it changes WOW forever, and it'll be a matter of personal taste whether that change is for the better.

Will you really want to talk to strangers while running battlegrounds and instances with them? It makes faster, better teamwork possible: but it also breaks your immersion in the world. It's hard to feel like an invincible, murloc-murdering hero of the cow men when speaking with a heavy cold and an embarrassingly posh accent. And many guilds' female heart-throbs will find the gifts and attention dry up when their gruff voices expose them as guys.

Just after release, we found that most groups were unsurprisingly reluctant to use voice chat, and there's a danger that people will be pressured into something they're uncomfortable with. Partly because it splits the communication between the chatty haves and the typing



Brewfest quests centre on drinking games and buffed food.



Brewfest provides another excuse to experience the best ever simulation of drunkenness in gaming.

have-nots. However, running an instance or skirmishing in arenas with guildmates – or just catching up with a friend while soloing on opposite sides of Azeroth – is an absolute blast.

Either way, you can't fault the implementation. Unlike the alternatives that raiders and serious PvP guilds have been using until now – services like Teamspeak or Ventrillo – it's free, and beautifully simple to use. Chat is kept to groups, battleground teams and custom channels, and you can mute anyone who's particularly irritating (to have this feature in real life). You can either press a button to talk or set it to automatically detect when you're speaking, and the name of the current speaker pops up on screen.

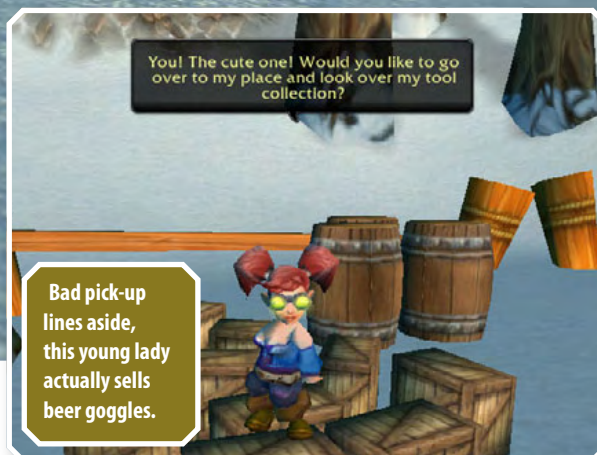
The sound quality isn't great and it's a bit too quiet; you can set sliders that turn down sound effects and music while there's talking, which helps, but we suspect that hardcore guilds will keep paying their Ventrillo bills. For the average player, though,

**"Hardcore guilds will likely keep a Ventrillo server"**

Blizzard's voice chat is more than enough, and a thousand times more user-friendly.

Aside from an improved chat-channel interface and the ability for Mac users to capture movies, voice chat is pretty much it for now. But patch 2.3 is live on test realms already, and it's a monster. A new 10 man raid dungeon, guild banks, faster levelling, new content, better quest rewards between levels 20 and 60, and nearly every class getting some serious love. It's the biggest change and best opportunity to jump on the bandwagon since Burning Crusade, so check back next month for more. ●

**Oli Welsh**



Bad pick-up lines aside, this young lady actually sells beer goggles.



WIN! EXCLUSIVE  
WORLD OF WARCRAFT  
MOUNT  
TURN TO PAGE 36

## MMOZine Verdict

*Now you can talk!  
But there's nothing much to talk about...*

- |                             |                      |
|-----------------------------|----------------------|
| ✓ Easy to use               | ✗ Iffy sound quality |
| ✓ Great fun in good company | ✗ Social awkwardness |
| ✓ Improves teamwork         | ✗ No new content     |



PLAY AGAIN

# City of Heroes

*A true hero always returns*

**S**o your cape is used to polish silvery nowadays? You sold your spandex suit to your kinky cousin? Then it's time to shape up, ex-hero. The criminally overlooked City of Heroes MMORPG

is stronger than ever thanks to a mammoth effort by the developers, who pledged that 2007 would be the year they gave the community what it craved for.

They delivered. First, with Issue 9, crafting was introduced to a game once heralded as crafting-free and it instantly boosted the game in ways the average City of Heroes-player wouldn't have thought possible. Then the Rikti aliens returned in Issue 10 with huge invasions, a superb new Task Force and a popular end-game raid.

As if that wasn't enough the next expansion, Issue 11, will give you the option to replay any mission via a Flashback system that also includes new missions based on City of Heroes' background lore. Issue 11 adds weapon customisation, too, which means you can choose between different weapons to wield.

**REPLAY  
FEEDBACK!**  
Click here to  
tell us what you  
think of City of  
Heroes now.



*"If you stopped playing in 2005, you'll find a very different game now"*

expansions and a series of harsh nerfs that left the players breathless. If you stopped playing City of Heroes back then, you'll find a much different game now. The sense of doom lurking around the corner is gone and has been replaced with a highly active player base.

The community is as friendly as always. There are occasional problems with spam and you might run into a kid who is just as patient as a hungry banana fly – but the number of capable and interesting players is surprisingly high.

Any ex-hero should consider a return to Paragon City. ●

**Jakob Paulsen**

## WHY YOU SHOULD PLAY COH AGAIN...

**REASON 1:** City of Heroes is still one of the most fun and accessible MMORPGs on the market. You can literally play 15 minutes a day and still enjoy it immensely.

**REASON 2:** The crafting system (inventions) adds tons of layers to the game and allows you to customise your hero into your liking.

**REASON 3:** Superman returned and it was a success, wasn't it?



Best of all,  
the expansion  
packs are free.

Fear the fey  
jumping...





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Issue 11 | November 2007

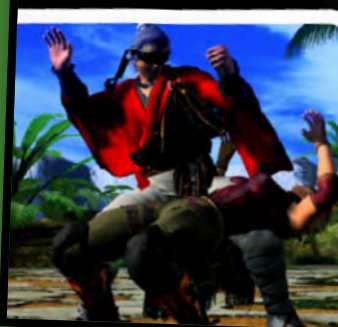
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PREVIEW & INTERVIEW

# CALL OF DUTY 4

Could this be the finest FPS ever to grace your 360?

PLUS!  
MASS EFFECT  
EXCLUSIVE INTERVIEW  
WITH GREG ZESCHUK



FIRST LOOK  
VIRTUA FIGHTER 5  
Get ready to rumble



HANDS-ON PREVIEW  
KANE & LYNCH

REVIEWED



1 FIFA 08  
Sumptuous soccer sim



2 SKATE  
New kid on the block



3 SEGA RALLY  
Vrooming lovely

PLUS LOADS MORE

## INSIDE ISSUE 11

**CALL OF DUTY 4: MODERN WARFARE**  
Better looking than Halo 3, we have the first full preview and exclusive interview inside

## MASS EFFECT

The "other" big Xbox 360 exclusive for this Christmas revealed in our developer interview

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# ROUNDUP

Condensed because you don't have enough time to play every MMO out there



## Dawnspire

**Publisher:** Lexicon Entertainment | **Developer:** Silent Grove Studios | **Monthly Fee:** Free | **Price:** £19.99

**S**et in a generic fantasy world, Dawnspire is a simple hack-and-slash 'em up MMO, which features persistent characters, a variety of maps and a full array of magical abilities. Somewhat disappointingly, there are just two modes on offer here, both of which are simple takes on the standard capture-the-flag principle, and this leads to Dawnspire getting old a bit too soon. Still, with a helpful and loyal community behind it, Dawnspire could well be worth a flutter, if you like your online games simple.



## Bounty Bay Online

**Publisher:** Frogster Interactive Pictures | **Developer:** Yusho | **Monthly Fee:** £6.99 | **Price:** £19.99

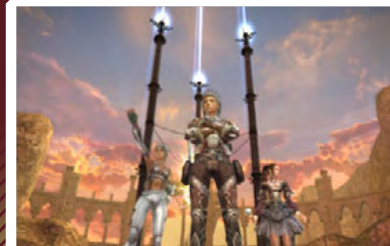
**S**ail the open seas: loot, pillage and plunder villages, but watch out for the awful translations on the way. With a firm Pirates of the Caribbean aura in tow, Bounty Bay Online tries hard to capitalise on the sea-faring desires of moviegoers worldwide, but fails. It's completely unpolished, with uninspiring graphics and some of the blandest settings around. And £6.99 a month to play it looks like daylight robbery, not piracy.



## Maple Story

**Publisher:** Nexon | **Developer:** Wizet Corporation | **Monthly Fee:** Free | **Price:** Free

**I**t claims to be the world's only 2D MMORPG, and after playing it for a while, we can certainly see why. Overflowing with cutesy characters, and poorly translated English, the game is a mess, and almost completely devoid of fun. The worst part is by far the combat, which simply requires you to hammer a button until everything's dead. The press release claims this has 67 million players worldwide. We really can't see how. Even if it is completely free to download, there are better things to do with your time.



## Sword of the New World

**Publisher:** K2 Network | **Developer:** imcGames | **Monthly Fee:** Free | **Price:** Free

**S**word of the New World is an MMORPG with a difference – instead of making you team up with complete strangers to defeat the toughest monsters, it lets you make an entire party of adventurers on your own. This effectively turns the game into an online Icewind Dale, and helps Sword of the New World stand out from the crowd. With a fantastically varied art direction, and completely free to play, you could really do a lot worse.



## Travian

**Publisher:** www.travian.co.uk | **Developer:** Travian Games | **Monthly Fee:** Free | **Price:** Free

**T**ravian is a bit of a weird one. A free, browser based MMO, Travian is best described as a grand-strategy game on a very small scale. You start out in control of a village, and from here you can upgrade your various resource gatherers, and look after your townspeople. However, the twist comes that while you're doing this, you're actually sitting on a map with thousands of other players, all of whom are doing the same. Raid, trade and form alliances with other players – if you have the people skills.

### MMOZine Verdict

Simple, but that's the problem

- ✓ OK for a while
- ✓ No online fee
- ✗ Gets old too soon

65%

### MMOZine Verdict

Bland ahoy

- ✗ Too expensive
- ✗ Unpolished
- ✗ Badly translated

54%

### MMOZine Verdict

Don't waste your time

- ✗ Overly Cutesy
- ✗ Awful
- ✗ Awful Gameplay

40%

### MMOZine Verdict

Sharp, and tasty

- ✓ Great visuals
- ✓ Team-based
- ✓ Completely free!

81%

### MMOZine Verdict

Trading places

- ✓ Innovative idea
- ✓ Plenty of players
- ✗ Very slow paced

71%



# Feedback

*Join the gang!*

**CLICK HERE** 

**M**assively multiplayer online games are nothing without their players. Just ask the developers of Auto Assault. And so we cannot create the magazine you deserve without your help. As you'd expect, we can't wait for you to mail us at [mmozine@gamerzines.com](mailto:mmozine@gamerzines.com) with your thoughts about the mag and the world of online gaming. We'll publish as many of them as possible here.

That's what any magazine would do. We want more. In the constantly updating world of MMOs, we need you to be our eyes and ears. What guilds are ruling your servers? How has the latest patch changed your favourite game? Are you

tired of being the one class that gets endlessly nerfed, or are you still playing an old MMO (like Planetside, maybe?) that you think people should give a second chance to?

If you're a good enough writer, we'll even commission you to write up the story for real money, or maybe even be our official correspondent for your favourite game. Don't think we've got enough Eve coverage? This is your chance to put that right – and potentially get paid for doing it.

This is your chance to be in at the start of the only magazine dedicated to all forms of MMO gaming out there. Get in contact today, send us an email at [mmozine@gamerzines.com](mailto:mmozine@gamerzines.com)



# A Guide To Surviving The Other Worlds

*Or: How I Learned To Stop Worrying And Love The Community*

**W**hether you're a veteran MMOer with a gaming history as long as Blizzard's patch notes, or a total newcomer to this monumentally successful gaming subculture (more on 'newbies' and 'n00bs' later). There are certain guidelines and rules both written and unwritten, to which the player should at least have a relatively sound understanding. Whether you choose to embrace them or not is up to you, but you should at least possess the knowledge before deciding whether or not to make use of it. MMOs have been

around for a long enough time for the more experienced of us to realise that regardless of whether you're running missions for Darth Vader, trying to dethrone Thrall, or following the directions of Gandalf the Grey, MMORPGs at their core, share a lot of common ground. For all of the gaming industry's efforts to take MMOs to the next step, they're also particularly cautious not to get too far ahead of themselves. The real beauty of the genre is the ability for these games to provide a unique experience, while maintaining a good degree of familiarity from one title to the next.

With this familiarity comes not only the ease with which new subscribers can dive into the latest MMO titles, but a familiarity with what each game's community expects from you as a fellow player, guildmate, and opponent.

What follows is far from a complete study of MMO etiquette, but rather an introduction to that subject and more importantly, how to make the most of gaming's most social genre.

**"MMOs are each a unique experience, but at the same time comfortably familiar"**

## GETTING STARTED IN YOUR NEW WORLD

Setting foot in a new MMO is a daunting experience for us all. You'll see other people running around as if they know everything, and that really doesn't help matters. Just remember, they were once in exactly the same situation that you are in now. First things first, always follow the new player's tutorial. Not only will it introduce you to the controls and basics of your surroundings, but it will usually lead you to your first series of quests and advancement. We've all been there before, itching to get to grips with your new weapon, and exploring these strange lands, but you've really got to take your time and learn the basics first.

You'll often be introduced to your class's trainer where you'll be taught new skills and spells, to your first quest(s) and how to recognise quest givers, and given your starting weapons, armour and equipment.

Seriously, don't get too far ahead of yourself. The more time you spend adjusting to your new game, and learning the fundamentals, the easier and quicker you'll find it to advance later on.

You'd be surprised by just how many MMO gamers reach the high-end game, but have struggled to get there because they've missed out on a few bits of simple but important information.

### Find your way around the interface



## WHAT NOT TO DO ON YOUR FIRST DAY

- 1) Beg. Unless you want to be on a wide selection of ignore lists.
- 2) PM high level players asking what to do. Read the manual instead.
- 3) Use the trade channel for advice. Especially if it's about your love life.
- 4) Attack everything that moves. You're new, and relatively weak. That demon looks dangerous.
- 5) Become a traveller. Familiarise yourself with the starting areas first.
- 6) Expect to hit level 20. Slow down. Levelling rapidly does not make you attractive to the opposite sex.
- 7) Spend like a WAG. Low level equipment won't last long. Save cash and live off quest rewards or mob drops.
- 8) Specialise without reading-up. In some MMOs spending XP is irreversible.
- 9) Make enemies. There's plenty of time to ruin your reputation later.
- 10) Quit! Just take your time and you'll learn the ropes in no time.



## Group Dynamics

### ON ETIQUETTE: PART I

*Treat your virtual friends the way you would your real life mates*

Ok, so it's fairly unlikely that your RL ('Real Life') job sees you killing wild dragons and collecting their scales to hand in to your boss, (well maybe it does but if that's the case, you have bigger problems than this guide can deal with). But you have to bear in mind that the world in which your character lives also houses thousands of other players' characters. Behind each of these characters there sits a guy or girl who just like you, has chosen to spend their precious free time logging in to a virtual environment.

It's worth checking out a now-infamous post on the World of Warcraft-Europe General Forums entitled 'I did something nice'. Not only will it warm the cockles of your heart, but it's a great example of just how big an effect your virtual deeds can have on the real lives of others.

There's nothing more degrading...

Hi guys, don't suppose I could borrow a tenner?

The three main keys to running a successful group are: being prepared, good communication and a well balanced selection of classes. The first is simply a matter of bringing any quest items/potions/equipment you may need and familiarising yourself with the tasks you're about to undertake.

The second is that when communication stops, you're putting your party in danger. The last, is not quite so easy. While a group full of mages may sound fantastic, you're in trouble as soon as a troll resists your spells and takes to your faces with a log, and a group full of

warriors will do well... until they run out of healing potions. There is no hard and fast rule, but the generic, and usually most successful, setup consists of three main classes and two secondary classes. Tank, Nuker, Healer are the big three. While the Tank takes the beating, the Nuker lays the hurt on the enemy and the Healer keeps the Tank alive.

The secondary classes of Crowd Control and Buffer/Debuffer further enhance the group by controlling surrounding enemies and keeping them out of action, while enhancing the skills/spells/stats of your group and reducing those of your foe.

## CLASS WARFARE

*The must-have roles when grouping*

**THE TANK**

**THE NUKER**

**THE HEALER**

Whether it be a warrior, berserker, paladin, soldier, guardian, champion or other similar moniker, the role of the Tank is to take a bashing. While purposefully being smacked around the head may sound a little bizarre, the Tank is equipped and armoured for this very task. If the demon your group has just come across doesn't target your tank, it's going to hit your squishier classes like mages and healers, and that's going to end in tears. The Tank is also responsible for keeping 'aggro'. In other words, taunting the creature into focusing on the Tank, and leaving other party members alone.

[Click Here](#) Fighting in a group requires new gaming skills.





## Look, I'm not your babe

### ON ETIQUETTE: PART II

#### Looting and the dreaded Ninja

Are you the one who makes a quick exit when it's your time to get the next round in? There are few things worse than a stingy friend, and loot-hogs are their online counterpart.

Always be fair when it comes to picking up the loot from a fallen foe. If you can't use it, don't ask for it. If nobody can use it, feel free to roll on the item and sell it if you're lucky enough to win. It's extremely frustrating when that glowing staff you've been dreaming of for the past six months drops, and some unsporting geezer takes it simply to sell in the auction house. The worst type of all is the dreaded Ninja. Whether it be through an exploit in the game's looting system, lying, or conning, the ninja-looter will steal their group's shiny things without regret or conscience. 'Ninjaing' is widely regarded as one of the most immoral MMO crimes, and is certainly not something you want to be known for. Remember, MMO servers may house thousands of players, but it's surprising how you'll often see the same faces around, and frequently find yourself grouping with the same people.

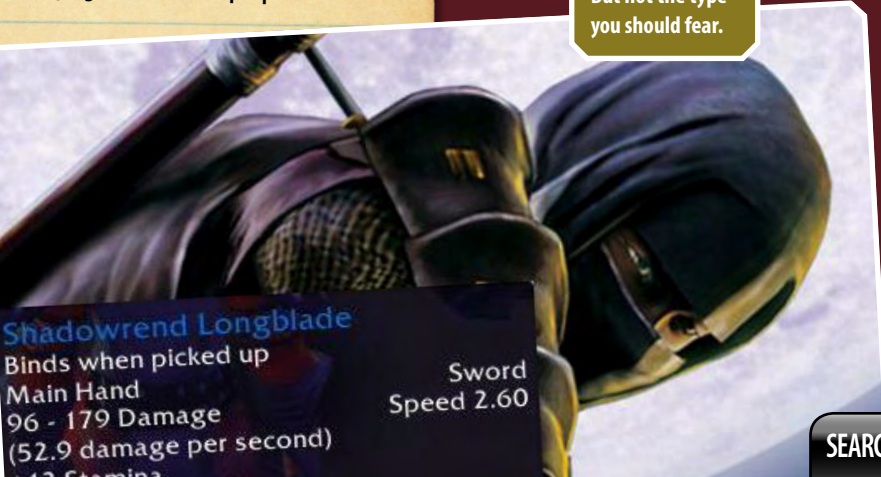
Over the years gaming has seen a steady rise in the number of 'girl gamers', but our beloved MMOs are one of the more popular genres amongst the female gaming demographic. Unfortunately, some male gamers aren't used to, or prepared for this, and seem to make a big deal out of the gender of their fellow gamer. There are plenty of girl-gamers around who keep their gender to themselves, as to them, it's not an issue. Does it really matter whether it's male or female hands controlling that axe-wielding dwarf?

Unfortunately to some, yes. As a rule, whether the player be male or female, if they help you out or add you to their friends list, this doesn't mean they want to settle down

with you and introduce you to their parents. It's quite embarrassing just how often a new female guildmate will be showered with gifts, offers of help, and even promotion. If that's how you are with everybody, that's great, but please, don't judge your fellow gamers on whether they wear bras or not.

**"Don't judge your fellow gamers by whether or not they wear bras"**

This is a ninja.  
But not the type  
you should fear.



Some girls play MMOs too. Get over it.



## HOW TO FIND A GROUP

*Finding a group is easy. Finding the right group, unfortunately, isn't.*



**DO**

- Use your MMO's party system to find a group or group members.
- Ask politely in the group channel.
- Look to build a well balanced fighting contingent.
- Be realistic. A level 10 isn't going to be much use in a gathering of level 20s.
- Be patient. Wait for people to arrive if they're questing.



**DON'T**

- Join a group if dinner's going to be ready in 10 minutes.
- Act like Rambo. It won't only be you who gets slaughtered.
- Boss people around. As clever as you think you may be, the others won't see you as Churchill reborn.
- Leave people waiting too long.
- Be impatient. People make mistakes, and you're not the MMO Police.



## MMO Terms and Acronyms, WTF?

**“Leet speak makes you sound like a grounded eight year old with ADHD”**

### ON ETIQUETTE: PART III

There's no need TO SHOUT!

SPEAKIN WIV CAPZ LOK ON N UZIN LEET SPEAK IZ ANNOYIN! For some god forsaken reason, some people are really into their Caps Lock key. So much so that they can't help but hit it every time they talk to somebody in-game. Not only is this bloody annoying, but speaking in capitals is seen as the written version of shouting, and looked upon as pretty damn rude. Worse still is 'leet speak', the online cousin of the dreaded text-talk. Spouting out "Sellin xbow wiv hi lvl enchantz n dbl dmg fr cheap" over the trade channel is far less likely to bag you a sale than using the good old traditional English language. "Hi, I'm selling a crossbow with high level enchantments and double damage, very cheaply" is not only more likely to line your pockets with gold, but it also increases the likelihood that your server will view you as a regular gamer, rather than a grounded eight year old with ADHD.

**1H/2H:** One Handed or Two-Handed weapon

**AC/AR:** Armour Class/Armour Rating

**Add:** Additional enemy ("We've just attracted an Add to the fight!")

**AFK:** Away From Keyboard

**Aggro:** The attention of an enemy, and the likelihood they'll attack. ("I just got aggro!")

**Bot:** A character automatically-controlled, illegally, by a player's computer

**Buff:** Effect or spell that increases your stats or abilities

**Camp:** Staying in a certain area and waiting for certain enemies to spawn

**Care Bear:** A none-PvP player or server

**CC:** Crowd Control. The ability to immobilize or otherwise detach enemies from a fight

**Critter:** Enemy

**Direct Damage:** Spell or attack that hits directly

**Debuff:** Effect or spell that reduces stats or abilities

**DKP:** Dragon Kill Points. Point system used by many guilds to distribute loot

**DoT:** Damage Over Time. A Spell of attack that has a lasting damaging effect on an enemy

**DPS:** Damage Per Second: The rate at which you deal damage

**Drop:** Loot dropped by a monster

**Epic:** A rare piece of equipment

**EXP:** Experience Points

**Farm:** Killing creatures repetitively in order to acquire gold/loot or experience

**FFA:** Free For All. Looting system that allows anybody in the group to pick up loot

**FTW:** For The Win. Aka "How cool are we!?!?!!"

**Gank:** To kill a lower level player

**GM:** Game Master. Employee of the game's publisher who hopefully deals with all your in-game problems

**Group:** A group of players questing together, usually for larger rewards

**Guild:** An organization created by players who wish to band together

**HoT:** Heal Over Time. A Spell or effect that has a lasting healing effect

**HP:** Hit Points. A player's health gauge

**Instance:** A dungeon created by the server specifically for you or your group

**Kite:** Allow a monster to chase you at a safe distance

**Lag:** Slowdown due to the player's computer or the game server

**LFG:** Looking For Group

**LFM:** Looking For More (group members)

**LFP:** Looking For Party

**Lol:** Laugh Out Loud

**Loot:** Items dropped by an enemy, or found in a chest

**Mana:** Measure of magic points

**Mob:** Most common term for a single 'enemy' or 'monster'

**MP:** Magic Points/ Mana Points

**Ninja:** Greedy player who leaves other players an unfair chance to acquire loot

**Noob:** Also Noob, Newb, and Newbie. A new or an unskilled player

**NPC:** None Player Character. A character or monster controlled by the game

**Nuker:** A class or role that entails extensive damage-dealing

**OOM:** Out of Mana

**Party:** A group of players questing together usually for larger rewards

**Patch:** A collection of additional files downloaded by the game to improve gameplay or fix bugs

**PM:** Private Message

**Powerlevelling:** Intensive advancement using the fastest means possible

**Pull:** To attract 'Aggro' from an enemy

**PvE:** Player Versus Environment. The player battles with game-controlled enemies

**PvP:** Player Versus Player. Combat between players

**Raid:** A large collection of players, usually made up of several groups or parties

**Regen:** Regenerate health or mana points

**Reroll:** Create a new character

**Rez:** Ressurect a player

**RL:** Real Life

**ROFL:** Rolling On the Floor Laughing

**ROFLMAO:** Rolling On the Floor Laughing My Ass Off

**RP:** Roleplaying. A player or server which encourages the player to act and speak as their character

**Spawn:** Place or moment in which an enemy will appear

**Squishy:** A character who has low armour and health, such as mages or healers

**Tank:** A player who takes a bashing and holds a monster's aggro

**Toon:** Another word for 'character'

**Trash:** Worthless enemy or loot

**Train:** A line of chasing enemies

**Twink:** A low level character who has been equipped with the best, or higher level equipment by guild members

**Vendor:** An NPC to whom you can sell, or buy items

**Wipe:** The death of a whole group of characters

**WTB:** Want To Buy

**WTF:** What the f\*\*\*

**XP:** Experience Points

**Zerg:** Overwhelm an enemy with sheer numbers

Shout a little louder. We still won't hear you.

WHER IZ DA TRAINR M8?

Sorry, I'm afraid I only speak English





# The Lord of the Rings Online™

SHADOWS OF ANGMAR™

## How to make your own ring

*Everything you need to create magic jewellery*

Crafts and professions in The Lord of the Rings Online are comprehensive, but that can come across as complicated. Jewellery, for example, is a multi-step affair and requires a lot of dedication in order to progress beyond the simple copper rings. If you do, though, you'll start to be able to craft from Silver and Gold and create items that are both useful because of their bonuses and worth enough money to justify the time crafting.

The basic ingredients for jewellery are unsurprisingly metals and gemstones. In order to get both of these, you need to mine them using the Prospector "vocation" (aka skill). As a jeweller, you have this automatically, so you need to buy some bronze mining equipment and bronze jewellery crafting tools. You can get the tools from any Jeweller Novice by the crafting tables. Once you're set, head out and find some ore...

**Don't just ignore ore deposits that you can't use. You might find gems, and they could re-spawn as an ore you do need. If you end up with ore you can't use, convert it to ingots (for crafting XP) before selling it to the highest bidder.**



**1** Make sure you have your mining tools equipped by right clicking on them in your inventory (quick tip: add these tools and the jewellery ones to your QuickSlot bars, like the Alt+ one, to swap between them easily. Next head out and look for an outcrop of ore – as you get more proficient you'll obtain the Mine Tracking skill, which when active will show locations of mines on the mini-map and point you towards them with blue arrows.



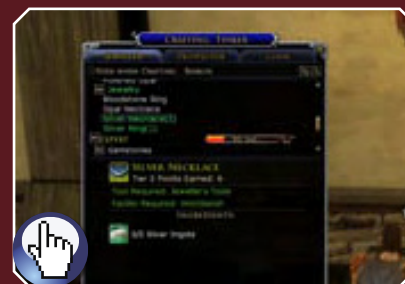
**2** Ore deposits have a single set of ore in them, so only start mining if someone else isn't. When you start out, you will only be able to mine Copper and Tin ore. You progress to be able to mine better ores (Silver and Barrow Iron) by smelting enough basic level ore in a forge. Ore drops from deposits range from 1 to 3 bits of ore, and sometimes include a gemstone, which you can use, or dye ingredient, which isn't used in jewellery.



**3** Go back to a forge (you can't use the Master forges in Thorin's Gate) and ensure that you have your mining tools equipped still. Right click and then select the Prospector Tab and assuming you have enough ore (two ore pieces require per ingot), the ingots should be green. Click on a recipe, like Copper ingot, and then click Make. The number next to the Make button can be increased to craft multiple ingots in one sitting.



**4** You now have some metal. Go to a jewellery crafting table and equip your jewellery crafting tools. Right click on the table and then select the Jeweller tab. If you have any uncut gemstones, these will appear at the top – select one and click Make to polish it. You can now either make a plain ring, or a ring with a gemstone in it. Each item you craft will add to your progression towards the next level of the Jewellery craft.



**5** When you have done enough crafting to progress, you will need to talk to a Novice Jeweller who will send you on a quest to the Forsaken Inn to see a Master Jeweller. He'll send you to get a recipe and ingredients to test you and you'll then level up and can make Silver items. Try not to craft more Copper items until you've done this as you'll need to do more Copper items after levelling and the skill points aren't carried over.

### MINING LOCATIONS

#### *Finding the best deposits*

The ore drops in LOTRO have been tweaked several times during content updates, but the places you will find ore have remained the same. By and large, you will find copper in Ered Luin and west of Breeland. Silver ore starts to appear in the Barrow Downs, along with Barrow iron. There's gold ore further east, beyond the Forsaken Inn and north of the Shire in the southern part of Evendim, around Oatbarton. Platinum appears in the north east of Evendim, but you're going to need to be level 35 or above really to be around there. Misty Mountain silver, well, take a wild guess where you find that. These have consistently proved to be the easiest places to mine for us. When you need the Superior Workbench, the only one is available in Esteldin in the North Downs.



# How to skin World of Warcraft

*The top five interface mods for WOW, and how to get them*

There are huge numbers of mods, or add-ons, out there that customise World of Warcraft's interface in every way imaginable. You can find mods to suit every class and every occupation, be it raiding, battlegrounds, or professions; mods that do everything from redesigning the entire UI to adding a Leroy

Jenkins battle cry macro. But there are also a few basic mods that no player should be without.

## 1 EquipCompare

Simple and utterly indispensable. You know the tooltip that compares the stats of an item of weaponry or armour in the auction house, or at a vendor, with those of the item

you have equipped? EquipCompare makes this work everywhere: your bags, bank, quest reward pages, loot windows, even links in general chat.

## 2 Auctioneer

By scanning auction house records, Auctioneer can price your auctions to sell, and let you know which loot is worth auctioning and which is vendor trash.

## 3 Titan Bar

An elegant, unobtrusive skin that adds a number of massively useful readouts: gold (and how fast you're making it), location co-ordinates, how full your bags are, XP per hour, time to next level, armour durability and repair costs. And best of all, an actual clock, so you know when the pizza is going to burn.

## 4 MonkeyQuest

This superb quest tracker gives you a tidy, quick-to-use window, grouped by region, with at-a-glance quest levels, colour-coded progress and handy summaries in a tooltip. Small enough to leave open all the time, and much less fussy than the game's own quest log.

## 5 Atlas

Do you keep missing bosses? (And no, we don't mean pining for your childhood summers with young Ragnaros.) Atlas is a map browser that can guide you through WoW's most labyrinthine instances, with boss, entrance and chest locations marked.

## HOW TO ADD ON ADD ONS

*A beginner's guide*

DOWNLOAD IT

INSTALL IT

ENABLE IT



Visit a mod database such as Curse ([wow.curse.com/downloads/addons](http://wow.curse.com/downloads/addons)) or IncGamers ([wowui.incgamers.com](http://wowui.incgamers.com)), and search for the mod you want. Take a minute to browse for others that might fit your personal needs.



EquipCompare is a tiny utility that makes the whole game more painless.

Auctioneer has a hugely detailed but easy to follow way of tracking prices.

Mousing over Titan Bar's basic readouts gives you a wealth of nerdy detail.

MonkeyQuest integrates either with WoW's quest log or its own version.

OK, so the eagle-eyed will spot we're just in Ragefire Chasm, not Ahn'Qiraj.



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# WIN! A unique mount for

You may have flown all over the outlands on an epic winged beast, you may have earned a gladiator's regalia, but we bet you haven't got one of these. A unique Saltwater Snapjaw mount for your main World of Warcraft character, courtesy of Vivendi Games and Upperdeck Entertainment.

And that's not all. To celebrate the first issue of MMOZine, we've got a huge give away of Warcraft goodies. One lucky winner is going to receive books, posters, limited edition artwork and two other loot cards from the World of Warcraft Trading Card Game, all you have to do to enter is answer the question in the main panel.

## YOU COULD WIN ALL THIS!

- Special Edition of the original World of Warcraft game
- Special Edition of The Burning Crusade
- Two Burning Crusade posters
- Large, double sided laminate map of Azeroth
- Four World of Warcraft related novels
- Two Sunwell Trilogy WoW related manga
- WoW Trading Card Game (TGC) starter set
- TGC poster
- TGC box inlay signed by artist Alex Horley
- TGC card signed by artist Alex Horley
- World of Warcraft mouse mat
- World of Warcraft undead warlock miniature
- Three Unique Loot drop cards from the Trading Card Game: Fire Tabard, Hippogryph Hatching and Saltwater Snapjaw Mount
- And a 60 day pre paid timecard

## PLUS!

Four runners-up will also receive copies of WoW and The Burning Crusade!



## MMOZine Competition

Enter your details into the box below to enter. There is only one entry per reader allowed. The closing date is 30th November 2007. You can find full T&Cs on our website. At the same time as entering the competition, you can subscribe to any of our free GamerZine magazines and we will email you when we publish an issue that interests you. Like our magazines, this is a free service and you can unsubscribe at any time.





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Full review of the sci-fi smash

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