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MMOzine

Issue 2 | Winter 2007

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

RICHARD GARRIOTT'S

TABULA RASA

Is this the most advanced MMO yet?

HUGE REVIEW!

FURY

It's the nuts!
Review and guide...

REVIEW & TUTORIAL!

INTERVIEW!
CODEMASTERS'
DAVID SOLARI
Why Archlord and RF
Online are now FREE!

EVE: TRINITY
Massive Beta test of
the new expansion

PIRATES OF THE
BURNING SEA
We've played it, arrr!

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Tabula Rasa
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game, posters, and Richard
Garriott signed artwork!



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Lord of the
Rings Online

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banish darkness with the
GLASS OF AGLARAL!



PLUS! STAR TREK ONLINE • THE NEW WORLD OF WARCRAFT PATCH RATED • PLANETSID REVISITED • STARGATE WORLDS

Welcome to MMOZine

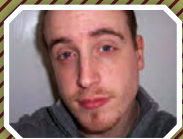
Thanks for all your quality feedback from our first issue. You'll find a selection of your comments in our letters page and please keep it coming. The reviews this month signal a concerted effort by some MMOs to move away from traditional fantasy fare, but with mixed results. Sometimes a spell is still a spell, even if you change its name! Meanwhile the latest WoW patch proves that traditional fantasy fare can still be very tasty indeed, while EVE: Trinity shows Planetside how to keep an older MMO at the forefront of technology and Pirates of the Burning Sea is raving, not drowning.

And be sure to grab the exclusive Glass of Aglaral for Lord of the Rings, free with this issue! Enjoy the magazine.

Steve Brown, Editor
mmozone@gamerzines.com

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

The MMOZine massive were told to go forth and multiplay, which they did...



FOUR FURIOUS
You won't like him when he's Furious!



FOUR FURIOUS
Has a religious experience with EVE and the holy Trinity.



FOUR FURIOUS
The Tabulas are turned when Lord Cueball arrives.

DON'T MISS!

This month's highlights...

PLUS!
EXPERT TUTORIAL
PAGE 30



RICHARD GARRIOTT'S TABULA RASA

Massive review of the sci-fi adventure, but can it banish swords and sorcery? PAGE 17

Fury
The really quite angry review!
PAGE 22

WIN!
SAPPHIRE ATOMIC VGA CARD



World of Warcraft 2.3

Is this the best free update so far? PAGE 25



Pirates of the Burning Sea

Huge Beta test PAGE 12

EVE: Trinity

The update that's a bright new star! PAGE 9



QUICK FINDER

Every game's just a click away

Star Trek Online
EVE Online: Trinity
The Secret World
The Chronicles of Spellborn
Zu Online
Darkfall
Lineage II: The Chaotic Throne - Kamael
Fury: Age of the Chosen

Stargate Worlds
Pirates of the Burning Sea
Richard Garriott's Tabula Rasa
Fury
World of Warcraft Patch 2.3
Planetside



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Publisher: TBA

Developer: Perpetual

Heritage: Gods & Heroes
(now cancelled)

Link: www.

startrekonline.com

ETA: Late 2008

**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
Star TrekPerpetual is
based in San
Francisco.Time to find a space
dock and repair!**"You'll be able to
join massive fleet
missions, the
equivalent of
player guilds"**If you can read
the sticker on
the Supernova,
you're too close.Imagine being Captain
of this monster!

Star Trek Online

**FIRST
LOOK***Boldly going where thousands have gone before...*

What's the story?

Begin as a lowly Starfleet cadet and work your way through training, space exploration and PvP and PvE combat to Captain or even Admiral!

What do we know?

Set soon after the events of the Star Trek Nemesis film in the early 25th Century, STO promises an enormously comprehensive experience split equally between space and new worlds, with locations spanning Starships, planets and Starbases. Once Academy training is over, where you'll choose to specialise in skills such as Science, Engineering and Tactical/Security, visit Starship hubs to meet other players and choose missions aboard smaller Starships. Beyond crew missions, you'll also be able to join massive fleet missions, the equivalent of player guilds.

There's a novel approach to player death in STO, with an automatic return to Sickbay when your health drops too low, or a ship's return to space dock when too battered to function properly. Although you'll never die, this will retard your progress.

When do we get more?

We're hoping for more news on a new direction for STO next issue (read on...)

Anything else to declare?

Perpetual has just been acquired by an unnamed media company who are reported to have plans to make STO more mass market, it is presumed by dropping subscription fees in favour of micro-transactions, encouraging players to pay for some in-game items.

STARGATE
WORLDS

Publisher: Cheyenne Mountain/MGM
Developer: In-house
Heritage: First game
Link: www.stargateworlds.com
ETA: Late 2008

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

Action promises to
be in-tents. Sorry.

"Combat promises
to be almost
comparable to a
modern first-
person shooter"

Why don't all religious
buildings do that?

It could almost be a
scene from Quake IV!

How do you fit
thousands of players
through a Stargate?

Stargate Worlds

FIRST
LOOK

Rediscover Atlantis and secure a free Milky Way!

What's the story?

Fight your way around the Milky Way in a perfect recreation of the Stargate SG-1 and Stargate Atlantis universe.

What do we know?

It must have been even more disappointing to these developers than to fans that Stargate was cancelled as an ongoing TV series, but the strict adherence to every detail of the Stargate universe should ensure that this space exploration and combat MMO will be well populated. The story will focus on the galactic war between the Tau'ri and Goa'uld and playable races will include Humans, Jaffa, Asgard and Symbiotes, although these will each splinter into many factions.

But it's not all politics. Combat promises to be almost comparable to a modern first-person shooter and tactical team co-ordination will be essential to victory, with Ghost Recon, or Gears of War-style use of cover to flank and advance on enemies. Bravado will be rewarded with certain death, even for experienced players at the barrels of the lowliest soldier, so rushes are right out!

When do we get more?

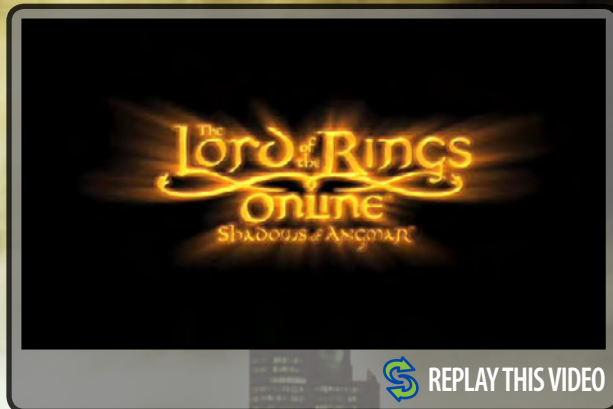
Beta test could be a little way off yet, perhaps summer 2008.

Anything else to declare?

Originally intended to run alongside the show, the TV series' recent cancellation ended that idea, but there are two straight-to-DVD Stargate films upcoming and these will reveal storylines parallel to the game. The game will also build backstory to the SG-1 series.

Environments
are diverse
and detailed.

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7UP

*Massively Interesting
Massively Multiplayer
Online games
(MIMMOs)*

The Secret World

Publisher: Funcom | **ETA:** Late 2008

From the makers of Anarchy Online and Age of Conan comes this new MMO inspired by modern conspiracy theories and ancient mysteries. Like H.P. Lovecraft meeting William Gibson and having a demon child that's quite good with computers. So if you like moving in the shadows and prefer questions to answers, this could be for you. Or is it all a scheme by an international cabal to draw out conspiracy theorists? Play it if you dare!



The Chronicles of Spellborn

Publisher: Frogster | **ETA:** Spring 2008

This post-apocalyptic fantasy is set on the surfaces of large rock worlds orbiting the dreadful vortex of the DeadSpell Storm. All is held together by ancient magic and the whole thing seems very mysterious.

World of Warcraft: Wrath of the Lich King

Publisher: Vivendi | **ETA:** May 30

This expansion will open up the dark continent of Northrend, home to the evil Lich King and his zombie hordes. Well, Lich was hardly going to mean 'happy and benevolent ruler', was it? A new hero class of Death Knight, siege weapons and destructible buildings will ramp things up.



Zu Online

Publisher: IGG | **ETA:** Summer 2008

Based on the life of monks, don't go thinking you'll be spending silent years thrashing your back with birches, practising calligraphy and abstaining from everything enjoyable in life. No, these are the fighty type of bladed-up monks from Chinese folklore who can fly on magic swords, forge mystic weapons and get into mischief up on Zu Mountain. It's a bit like Walton Mountain, but John Boy gets diced.



Fury: Age of the Chosen

Publisher: Codemasters | **ETA:** December

This arena combat game's only just out (read our review in this issue) but a free add-on is about to go live this month to further expand the brutal world. And it promises extra content and maps for new players and experienced MMO hands alike. A new 'Carnage' game type will be introduced for new players, where two teams of four must compete to kill bots and earn points.



Lineage II: The Chaotic Throne - Kamael

Publisher: NCSoft | **ETA:** January 25

Another huge expansion out in the new year is this free Lineage II update, which is the biggest so far and introduces a new race in the Kamael, who we're assured display neither one nor two humps and rarely spit in tourists' faces. Fortress battles will be online 24/7, there will be new lands to explore with Hellbound, Isle of Souls and Isle of Prayer and players will even be offered gender change services. In the game we presume.



Darkfall

Publisher: Aventurine | **ETA:** Late 2008

This PvP combat MMORPG feeds on traditional fantasy fare, with orcs, dragons, dwarves and knights all lurking in the deadly buffet. It's a great setting for clan battles. Real impact on your world is promised, as a legendary clan, a lone hero, or an empire builder.

**AUTUMN
2008**

The Secret World

**SUMMER
2008**

World of Warcraft:
Wrath of the Lich King
May 30

**SPRING
2008**

The Chronicles of
Spellborn

**WINTER
2007/08**

Lineage II: The
Chaotic Throne -
Kamael
January 25

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Publisher: CCP
Developer: CCP
Heritage: EVE Online
Link: www.eve-online.com/trinity
ETA: December 5th

EVE: Trinity

We're a Rocketman, we think it's gonna be a long, long time (till we stop playing this).

Your typical MMO is often set on a single planet. Whereas the bigger games may let you explore maybe two or three planets, at the other end of the scale, some smaller titles can often restrict you to a single continent. With EVE Online, this couldn't be further from the truth. A universal truth.

For those of you new to EVE, it's probably best described as a massively multiplayer online version of Elite (or, for those of you too young to remember Elite, it's a bit like X3), which lets you explore an entire galaxy, and the vast reaches of space within it, trading with

other players, fighting off pirates, and exploring the outer limits of the cosmos as you go. Offering a level of freedom that's not often seen in MMOs, yet alone games in general, EVE now has a huge 200,000 subscribers (all of which, somewhat incredibly, inhabit the same game world), and as way of celebration, CCP has seen fit to release the latest EVE expansion, the sexily named EVE: Trinity. We've been spending some hands-on time with the latest addition and we're spaced!

Before we get stuck into the improvements, we think we'd better spend some time explaining exactly how EVE: Online works. Putting you in charge of your own ship in a world that's full of rival player-run corporations, the world of EVE is a world of cutthroat business that you can choose to get into, or oppose. Plunging you headfirst into outer space, everything around you is affected by the player-run corporations that inhabit it, and signing up for these has many benefits, often bringing with it cheaper ships, and, of course, the added benefit of having a group of higher level players around you with



Space. Isn't it magnificent?

much more firepower.

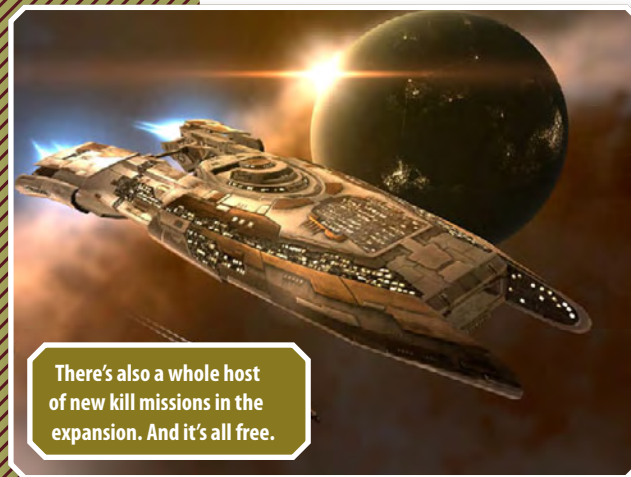
Of course, you can always choose to go against this, and make a living simply being a pirate and stealing from the rich, or mining the galaxy's numerous asteroids for

The way drones work has been redesigned too, with the introduction of drone bandwidth.



Thankfully, it's not all black and navy blue either - the space spectrum is surprisingly varied.

"It's probably best described as a massively multiplayer version of Elite"



There's also a whole host of new kill missions in the expansion. And it's all free.



As you progress through EVE's economy, you can own some truly hulking vessels

"EVE is now a much easier game to get into, which is obviously a good thing"



These bear quite a resemblance to a B-Wing, don't you think?



➔ EVE: Trinity cont...

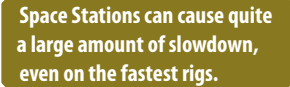
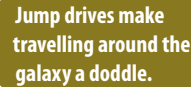
ore. While it's going to be impossible to avoid the influence of player-run corporations altogether, if you don't like politics, you don't have to get involved, and that's something we like to see.

One of the complaints that's often been levelled at EVE is that it's all just too complex for the novice player to get into. After all, with an expansive galaxy to explore, and numerous corporations bidding to get you to join from the get go, the whole thing can be a little daunting, and because of this, Trinity will be bringing with it a complete overhaul of the New Player System. With a revamped

set of tutorials that do a great job of explaining the basics, and a new contextual help system that gives you information on almost every menu in the game, EVE is now a much easier game to get into, which is, obviously, an incredibly good thing, especially when you see what they've done to the graphics.

According to the developers, by far the biggest update for Trinity is the complete graphical overhaul, bringing with it support for Shader Model 3.0 and Direct X 9.0c. Every single ship, space station, and stargate has been completely redesigned to make the most of this new update, and the effect is simply gobsmacking. As we're sure





"EVE: Trinity is looking to set a fire under the game's tail once more"



 EVE: Trinity cont...

you know, for an MMO, EVE wasn't exactly lacking in the graphical department before, but now, it looks more impressive than a lot of single player games. Unfortunately though, this graphical niceness doesn't come without a cost - to run everything well, you'll need at least a GeForce 8800 GTS, 2 gig of RAM and a 2.4 GHz CPU - on our system, which is actually faster than that, we still got slowdown around space stations, but taking into account how gorgeous everything looked, it could almost be forgiven.

Alongside the graphical overhaul come over 100 extra tweaks and additions to EVE, including a glut

of new Class 2 ships (including a rather tasty looking Black Ops battleship, which comes with an onboard portal generator), a refined fleet voice chat engine, and a few hundred extra missions to keep players occupied.

With a whole host of new features, and one of the most spectacular graphical overhauls we've ever seen, EVE: Trinity is looking to light a fire under the game's tail once more, making its current fans ecstatic, and enticing new fans in. For an asking price of absolutely nothing, there's no reason to say no - if, like us, you've been looking for a reason to try EVE, there couldn't be a better time. ●

MMOZine Verdict

*A stunning graphical update for
an already stunning game*

HOW COMPLETE



FIRST IMPRESSIONS





Publisher: Sony
Developer: Flying Lab Software
Heritage: Sid Meier's Pirates, World Of Warcraft
Link: www.burningsea.com
ETA: December 2007

Pirates of the Burning Sea

Avast! Hoist the mouse mat and boot up the gibbet! Pirates is online, and hungry for your gold.

Well push me down the gangplank and call me Jolly Roger, Pirates of the Burning Sea is looking pretty damned good. We'd not had much optimism for this largely ignored swashbuckler, but it's looking like there's plenty to commend it. The game is strongly reminiscent of Sid Meier's classic game, Pirates! Only this time you've got some lovely 3D

towns to explore, some real-time sword combat scenes with massed groups of pirates and soldiers (who obviously HATE each other), and a huge world filled with dozens of players and a number of fiercely battling factions.

The core of the game is based around the development of your sea captain. Everyone has their own wayfarer and their own ship, which can be used from the off to battle both computer-controlled and real, human pirates on the high seas. Much of what you'll be doing will, of course, be based around running missions for the various characters you find in cities across the world - it's the classic quest structure we're so familiar with from games like Everquest and World Of Warcraft. The difference here is that you're heading out across wide blue oceans to trade, battle with pirate fleets and search for lost treasure.

There's a mixture of different levels

of action, from the rather good ship-to-ship combat, to the boarding battles in which you rush onto ships or forts and put the survivors to the sword. This personal combat is rather like World Of Warcraft, allowing you to lock on and then use various abilities, while the ship-to-ship combat sees you struggling against the wind and trying to get the cannons loaded in time for a brutal broadside. It's entertaining stuff, even if it does

"In boarding battles, rush onto ships or forts and put the survivors to the sword"

There's plenty of bears in this game.

Your character can be heavily customised.

Pirates of the Burning Sea Tutorial
Optional: Click "Quick Reference Avatar" icon in toolbar for controls
Speak to Benjamin Wickham (complete)
Learn how to use Skills (complete)
Use Skills to kill the Big Rat (0/5)

Pitched battles take place every few missions.

Various buildings offer different services.

PREVIEW FEEDBACK!
Click here to tell us what you think of POTBS

Ships can be bought, upgraded and sold on.



➔ POTBS cont...

need a bit of elbow grease to get it up to scratch.

Some of the towns still feel a little bland and empty, while there's only a limited number of quests and missions you can expect to undertake. Nevertheless we're hoping that the developers, Flying Lab, will be able to work on that once the overall game is in place and ready for release. What's perhaps most alluring about the game, however, is the potential for involvement in large factional struggles - England, Spain, France and dastardly pirates can all fight for control of various towns and

bases - making this a game with real long-term potential. One of the most difficult things for MMOs these days is how the 'end game' will play out for the gamers who stick around long term, and allowing them to participate in an ongoing war against other factions is an excellent way to scupper the chances of them abandoning ship and heading off to another MMO.

Terrible puns aside, this is a game that we have some genuine excitement for: it's different enough and detailed enough for it to have a real chance of success in a game niche that is so consistently and unpleasantly dominated by elves and orcs. ●



"Ongoing war against other factions is a great way to scupper abandonment"

Other players can offer assistance.



MMOZine Verdict

High hopes for the high seas - piratical exploits are looking good.

HOW COMPLETE



FIRST IMPRESSIONS



Free the Codemasters

Codemasters Online VP David Solari tells us why we're all going to get something for nothing...



In what can only be described as a daring move, Codemasters Online announced a few months ago that one of your top MMORPGs, ArchLord, is going to become a completely free-to-play, free-to-download game. Then, a few months ago Codemasters Online announced that from Oct 17th RF Online will also be following suit, in that it's free to download, and free to play. To many outsiders, this may seem like an incredibly risky move - what was the motivation behind Codemasters Online decision?

It was a daring and risky move; however Codemasters Online is committed to developing the online games market in the West. To develop the market we need to be bold and explore new



business models. There are a number of lighter free to play experiences in the West and some of these have been successful. We looked at what they had done and decided to experiment.

It wasn't a spur of the moment decision, we have been planning to do this with ArchLord for about four months and we were waiting for an updated shop functionality and the ArchLord system to come from our development partner.

I'm pleased to say that ArchLord has really flourished since we went free client/free to play. Concurrency has increased by over 700% and we have had to open a new world to cope with the demand.

We had always planned to do the same with RF Online if it worked well with ArchLord.

RF Online and ArchLord will now be supported by a micro-transaction system in which players can purchase gold from yourselves for use in-game. How do you anticipate players reacting to this - do you think that many will simply continue playing for free, and not bother to buy any of your premium items?

That's inaccurate, we don't sell gold. We sell in-game credits, in the

What's wrong with a nice little pony?



"I'm pleased to say that ArchLord has really flourished since we went client/free to play"

case of ArchLord they are called Chantra credits. These can only be spent in the Chantra store. The store carries a range of items, most of which are consumable which help the players in a variety of ways.

About 20% of players in ArchLord buy credits right now, the rest don't. We are happy to support both types of players.

Can players realistically progress through the entire game without ever spending a penny, or will they eventually have to spend to get better weapons, to defeat the next boss, etc.



"There is nothing to stop someone from becoming ArchLord and spending nothing"

Interview cont...

Yes players can get through the whole game for free. There is nothing to stop someone becoming ArchLord and spending nothing. Those who spend credits will have some advantages and tend to be more committed players.

Are there any other ways you're planning on getting revenue streams out of the free MMOs, for example, through something like in-game advertising?

We are always looking at different business models. In-game advertising is one such route, however it is very important that the advertising works with the game. With ArchLord and RF Online being fantasy and sci-fi games it doesn't

make sense and we have no plans to put advertising in-game.

Presumably, this will make trading items a lot more interesting in-game, and create a unique economy, as items will now be worth a real world value - is there any scope for particularly adept traders to sell gold back to you, therefore making a real world profit out of playing the two games?

As the items can't be traded for gold this isn't possible. However the concept of players being able to sell in-game items for cash is an interesting one. However at the moment we have no plans in this particular area.

Is this a move that, depending on

the success of the scheme, you could see being applied to more MMORPGs in future?

Definitely! It's already huge in the East and I see more and more Western games moving to this model as the customer becomes more comfortable with this method of play.

Are there any plans to make your other Massively Multiplayer games completely free of charge in the near future?

We are certainly looking closely at this business model for future titles. I hope to have some announcement's to share in the near future.

MMOs are one of the fastest developing markets in the world of gaming - what do you see happening to MMOs in around 10 years time?

We don't even talk about MMO's anymore; we talk about online persistent entertainment. In my view 90% of all games will have persistence of one form or another in 10 years. It's really simple - people like choice, they want to play alone, they want to play co-operatively and they want to play against each other.

In 10 years MMO functionality will be pretty much the minimum consumers will expect. I'm really excited to see what the cutting edge will be and I hope Codemasters Online can be there leading the line.

Thank you for your time

My pleasure. ●

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Publisher: NCSoft
Developer: Destination Games
Heritage: Ultima Online, Ultima
Link: www.rgrtr.com
OUT NOW

MINIMUM REQUIREMENTS:
2.5GHz CPU, 512MB RAM, DX8 graphics

Richard Garriott's Tabula Rasa

Is the clean slate a critical clean sweep?

Was NCSoft nervous about the potential for Tabula Rasa to succeed? With the exception of Eve Online - and early Planetside - there hasn't been a brilliant pure sci-fi MMO: lasers and force shields have been brutally cut down to size by the swords and sorcery brigade. Nothing, from Star Wars Galaxies to Neocron has quite lived up to expectations.

Sci-fi simply fits the play mechanics of twitch or strategy games. When I fire my disruptor beam at something, I want it disrupted. I don't want to wait until it's my turn to pull the trigger and be unable to influence the direction of the resulting fire beyond a vague 'over there please'.

Even though the design team realised this simple truth and gave TR's combat system the twitch feel, this is 'Richard Garriott's Tabula Rasa', in a way WoW was never 'Bill Roper's

World of Warcraft'. Was it only by referencing the name of a man so above us he's literally going into orbit next year (www.richardinspace.com) that NCSoft thought people would take TR seriously?

Having the fear

Maybe: the beta wasn't particularly well received and even the release

version commits many tragically typical MMO sins that will put off newcomers in the first few hours of play.

Here are a few. The interface is buggy, badly laid out, but locked into position so you can't, for example, move the chat window if

you find its position uncomfortable. There are a total of just nine action buttons which soon fill up, so you have to scroll through load-outs in the middle of a battle to heal

Some quests, inevitably, involve slaying innocent fauna.

REVIEW FEEDBACK!
Click here to tell us what you think of Tabula Rasa



PEOPLE OF INTEREST

Because the world is not a blank slate

HUMAN

THRAX

FOREAN

Only human after all

Unlike most MMOs, you can only play TR as a human fighting for the AFS. The ability to paint your armour means everyone looks different, but it means there's no PVP outside of clan-based wargames and duelling. Uniquely, you can switch to a lower populated server at any time, but where's the fun in that?



"Lasers and force fields have been brutally cut down to size by swords and sorcery"

➡ Tabula Rasa cont...

yourself. The quest log - which will always be very full - is tricky to read and navigate, and often resets the tracker with no 'select all' option for easy flagging of markers on the map. And the innovative circular interface (accessed by holding down CTRL) is just overdesign. A simple bar at the bottom of the screen is cleaner and works better.

Shall we continue? In combat, once you've emptied a magazine at your foe, you can't stop the reload process to fast switch to a pistol and carry on fighting. Instead, you'll be pasted while scrabbling around for cartridges in the open.

There's no explanation of how the levelling and crafting systems work until after it's too late to change your mind (see our guide on page 31). You could argue that the joy of suddenly discovering how to craft a few buffs for your favourite gun for yourself creates a sense of achievement, but it'll be overshadowed by the thought that 'I could have been doing this for the last eight levels..'

Then there's the almost unforgivable squishing of community behaviour: bases don't feel like places to gather and talk, there's no auction house for trading goods and you can only watch a single chat channel at any one time. So you must monitor LFG or Trade, or be subjected to the usual inanity

of General chatter.

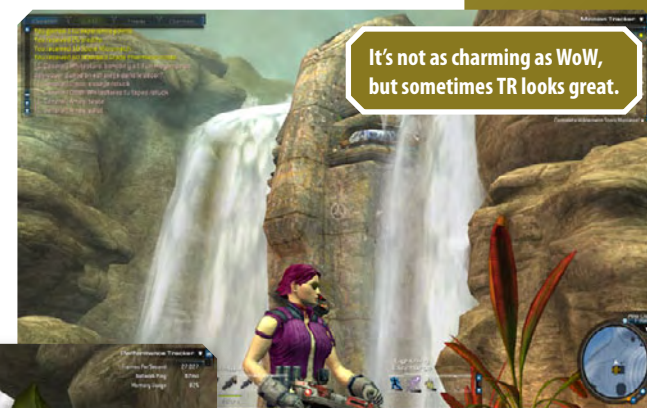
Bane brain

If you've glanced ahead at the verdict, by now you'll be a little confused. Is NCSoft bankrolling us?

The point of the rant is that the overall quality of TR raises so many questions about why it gets these basics so wrong. From the moment you enter boot camp with a new character, there isn't another MMO that whips along at such a cracking pace. As a new recruit to the Allied Free Sentients, you'll drop straight into the frontline in a war with the Bane. Each area - or battlefield - is divided up by fortified bases and camps, which are populated with NPC quest givers, equipment vendors, hospitals and so on. Once ➡



Anyone remember M*A*S*H?



It's not as charming as WoW, but sometimes TR looks great.



Other players rarely feel like an imposition.

"As a new recruit you'll drop straight into the frontline in a war with the Bane"

THAT'S MAGIC

Actually, it's Logos, but it might as well be.

LOGOS

TABLETS

LEARN

Writing's on the wall

While much of the character development is based around which combat or support class you train for, many of the quests involve discovering Logos - a mystical essence left by the Elohim which receptive beings can use for special powers. Finding a Logos adds it to your slate.



 **Stunning visuals and gameplay, but flawed basics.**



➔ Tabula Rasa cont...

discovered, each of these camps has a teleporter through which you can travel the world quickly and painlessly.

Between them, there's danger at every turn. Enemy patrols drop in regularly and within just a few missions you'll move through areas as varied as forest exploration, the scorched fortifications of the front line and underground explorations.

The feeling that you're never alone, part of something bigger, is particularly strong - even

if you're soloing the landscape, there's usually a friendly NPC squad somewhere in the vicinity of a tough quest who can help.

Very little, though, will prepare you for the quality carnage that awaits at the first Control Point (CP) base. Like other MMOs, these are strategic points that can switch sides. There's no PVP here, which may sound dull as the AI isn't great, but it means that when a strike against a CP occurs, it's a massive firefight - like only Planetside dreamed of. Wave after wave of Bane soldiers are dropped in and it's a frantic battle to stop them.

And that's the thing that really encapsulates TR, and why it's so much more fun than many of its



peers. Usually, a solo player won't want to come up against two or more mobs of his own level for fear of the dreaded respawn run. In TR, with its heavy weaponry and Logos power (see boxout 'That's Magic'), you can single-handedly take out patrols of five or more with ease. That's the power I crave as a gamer.

Combine this with twisting story arcs that rapidly move between heroic deeds and conspiracy theorems, and even that multitude of sins can easily be forgiven. The moment I knew TR was working for me was after emptying a long dungeon to find a Logos power I couldn't even use, and should have been exploring new environs for the review. That's the kind of

compelling atmosphere an MMO needs to survive, and so long as the devs continue to patch away the problems, TR will. ●

MMOZine Verdict

Lacks some polish, but makes up for it with atmosphere.

- | | |
|--|---|
|  Never boring |  Occasionally obtuse |
|  Convincing quests |  Frustrating interface |
|  Colourful character creation | |

"Very little will prepare you for the carnage that awaits at the first Control Point base"

WIN!

SPECIAL EDITIONS & SIGNED ARTWORK

Exclusive bundles signed by Richard Garriott himself...



Yes, Richard Garriott, or 'General British' as you'll see him in Tabula Rasa, has given us five exclusive bundles of Tabula Rasa goodness to give away. As well as a beautiful collector's edition version of the game, (including exclusive in-game items like a special character emote, unique armour colours, a pet, maps, guides, dog tags and an AFS coin) you'll also receive a beautiful poster and another piece of exclusive artwork signed by the game's creator himself.

IN IT TO WIN IT...

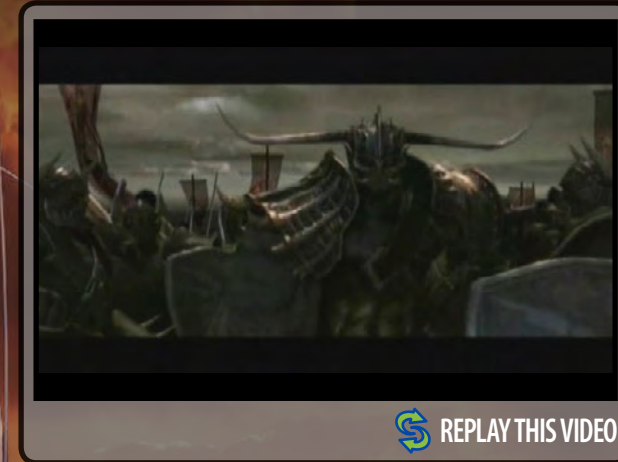
To be in with a chance of winning one of these five awesome collectable bundles, answer the question opposite...



Competition closes 30th January 2008. See website for full T&Cs.

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Publisher: Codemasters
Developer: Auran
Heritage: Trainz
Link: www.unleashthefury.com
OUT NOW
System Requirements:
 Pentium 4, 512MB RAM,
 128MB Graphics Card

Fury

That's a little harsh. 'Minor Annoyance' would suffice.

It's a strange time for online gaming. Multiplayer shooters are investing heavily in persistent online stats, leaderboards, ranks and clans, and MMOs are, well, becoming less massively multiplayer. In fact it's fair to say that Fury, Auran's new PVP

'MMO' has as much in common with the likes of Call of Duty 4 or Halo 3 as World of Warcraft or any other traditional MMORPG.

Auran's thinking is that MMO gamers must be getting tired of the old dragon-slaying PVE-based

offering, and instead crave to stick their broadswords into the necks of fellow gamers exclusively.

Unfortunately, the lack of any sort of PVE content, while perhaps a refreshing change, isn't compensated by the essentially shallow player versus player shenanigans.

The game world, arguably the most important part of any MMO, barely exists at all. It's a parking space for NPCs, a place to pick up team-mates, wait in line for your next battle to begin and precious little else. In fact, it's little more than a three dimensional representation of a FPS lobby.

ALT+6 is mightier than the sword, but so much slower

The nitty gritty of Fury, the battles themselves, take the form of three different game types - Bloodbath, Elimination and Vortex - which are basically cheesily-named variations of your typical Deathmatch, Team Deathmatch and Capture The Flag game modes, and that's it. Regardless of which game type you choose, as soon as your feet set foot in the arena you realise that despite focusing purely on MMO gaming's PVP aspect, Auran really haven't cracked it.

Combat is presented in an overly complex, overly-chaotic



John had difficulty sleeping in his new pyjamas



and altogether ungainly package. Gone are the days of choosing a small selection of skills and abilities and defeating your enemies with a dash of skill and cunning. Here, you're swamped with abilities/skills/spells, call them what you will. What's important is that there's supposedly around



➔ Fury cont...

400 of them, a hell of a lot of them are little more than useless, and you'll be placing them on your bloated 24-slot 'quickbar'.

Battles are insanely fast affairs. Imagine a third-person fantasy-based Unreal Tournament in which you're sacrificing a simple mouse click in favour of 24 various abilities. While you'd dearly love to pound your opponents with the click of the mouse, instead you have 5 milliseconds to choose whether to hit them with a severe frowning, a hurtful frowning or a vicious frowning depending on which ability's almost-identical stats would be most useful, hit the relevant hotkey, and hope for the best while planning the next 5 milliseconds.

Combat needs to be stepped down a gear or ten and to be seriously refined.

Money Making Online

There seem to be roughly the same number of subscription options as there are abilities. Free Hero-Access

subscriptions, monthly 'Immortal' subscriptions, Quarterly, Annual, Semi-Annual subscriptions, and Quarterly subscriptions with all abilities unlocked for a fee. Then there's the online store where you can blow your wages on unlocked abilities for each of the 8 archetypes, or swap real money for gold.

Call us cynics, but there's a reason that the vast majority of MMOs out there actively discourage subscribers from raiding their bank accounts in a quest for e-wealth. In fact in many games the spending of real money on in-game currency is enough to have your account banned altogether. In a title which boasts that skill rather than time is the key to progression, it's a shame that players with heavy wallets can gain the upper hand.

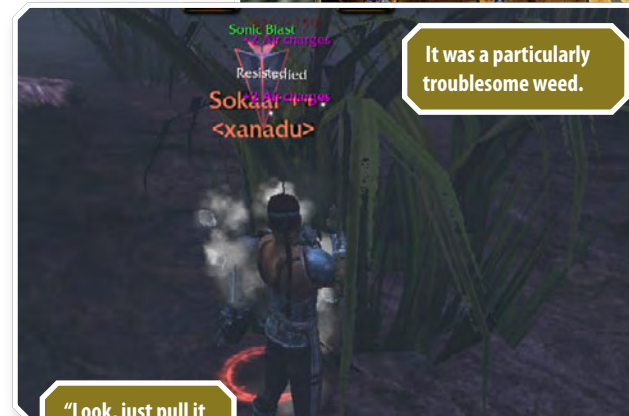
So what is Fury? Well, we're not sure. It's certainly not an MMORPG. While you get the usual (although limited) character creation and assortment of spells, skills, and loot, you don't get the game world in which to quest, any sort of involving story, or the gaming crack that's abundant in your average dungeon crawler. At the same time, it's no shooter. You get the persistent stats and leaderboards, but it's missing pick-up-and-playability, an intuitive interface, or to be honest, the fun.

In all, there's potential there, but at the moment it's a shell of a game. ●

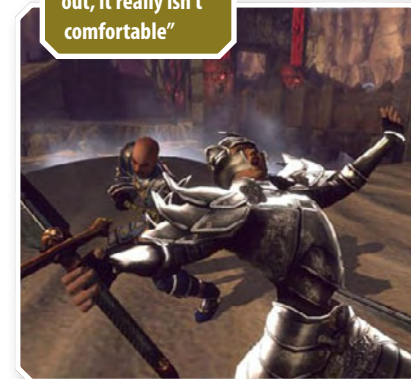
"Battles are insanely fast affairs, like a third-person fantasy-based UT3"



It was a particularly troublesome weed.



"Look, just pull it out, it really isn't comfortable"



MMOZine Verdict

The odd nice idea amongst the undercooked chaos



A break from the norm



Extremely shallow



Plenty of potential



Seriously over-paced

VANGUARD

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World of Warcraft Patch 2.3

The great leveller has arrived...

One of the largest and most important updates so far, 2.3 messes with levelling, opens Guild Banks in the high street with human managers you can actually talk to and reveals new gods. But is all this meddling really a good thing? Well, yes. It's all very positive really. Levelling has been improved

significantly, making for a much fairer progression curve. The experience needed to gain a level between levels 20 and 60 has been decreased, while the experience gained by questing has risen between levels 30 and 60. As part of this, many quests and creatures in level 1 to 60 experience have been opened up to

solo play – great news for the lone heroes out there!

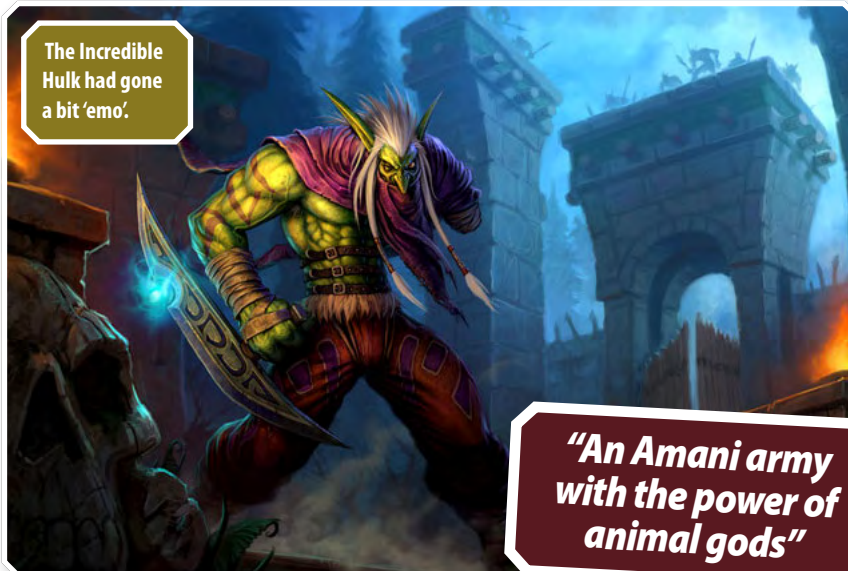
Meanwhile Guild Banks now allow members to store items and money for mutual use (but don't worry, a Guild leader must approve all withdrawals) and there's a great deal of account management available to the diligent leader, allowing restricted access to customised categories of deposit using a simple tab system.

The Gods of Zul'Aman introduces a complex new mythological backstory that will immediately start to attract adventurous, experience-hungry parties, involving a new feud between trolls and blood elves and a new vengeful Amani army with the power of the animal gods.

And these are just the main changes of the new patch. Also enjoy loads of new quests and bosses to battle in Zul'Aman and Dustswallow Marsh and hundreds of smaller gameplay tweaks that appear to be generating much player approval. ● **Steve Brown**

**REVIEW
FEEDBACK!**
Click here to
tell us what you
think of the new
WoW patch

The Incredible
Hulk had gone
a bit 'emo'.



*"An Amani army
with the power of
animal gods"*

TROLLING OUT THE CHANGES

Some animal god bosses of Zul'Aman...

NALORAKK

AKIL'ZON

ZUL'JIN

He's the Amani lord of bears and can take the form of a bear troll and a giant bear. He's the only left-handed NPC, so he's probably just very angry with a right-handed world.



MMOZine Verdict

A far-reaching and well-judged update

- ✓ New quests and bosses
- ✓ New stories to unfold
- ✓ More balanced levelling
- ✗ High-ranking players may sniff at experience tweaks
- ✓ Empowers players with more options
- ✗ Will be hard for next patch to beat!

Publisher: Vivendi
Developer:
Blizzard
Heritage: World's
biggest MMO, based on
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card with Hardware
Transform and Lighting,
DirectX(r) 9.0c or above,
6.0 GB HD space

PCGZine

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PCGZine Issue 12

Your monthly PC games magazine



PLAY AGAIN

PlanetSide

Archipelagos of vehicular combat await...

PlanetSide is one MMO that has yet to be surpassed by later generations: its mixture of vehicular combat and pure PvP territory control has always been thrilling in its singular focus: massed warfare, with aircraft, tanks, robots, and everything else you might want to make epic war in the future.

Things have changed in the world of PlanetSide. Where once

where continents, there are now islands. The reason for this is - let's be honest - there are less people playing it now than there were when it began. One of the problems the game had was that it couldn't scale to accommodate lower populations, and that's been patched up in the most recent version of the game. The landscapes have now been rejigged as a series of smaller islands on a number of different planets. As the population changes, so players can select the battle of the appropriate size for them.

PlanetSide is a peculiar mixture of FPS combat and experience points. While even a beginner can pick up a fairly beefy rifle and start making some headway for his faction, experience points allow you greater access to the range of equipment on offer - and there's quite a range, too. Three types of power armour, multiple tanks (with one unique heavy tank for each of the three factions), aircraft of both attack and support varieties, and every kind of weapon from a laser pistol to a sniper rifle.



"Teams are all experts, but they're keen to welcome new players"

The community that plays now is quite tough - they're all experts in the game and play as teams most of the time - but they're also keen to welcome new players. Don't be shy if you log into PlanetSide, there's always someone who will help you

out if you're talkative and polite. It's worth having a crack, too, before the game finally gets surpassed by a next generation MMOFPS like Huxley. **● Jim Rossignol**

**REPLAY
FEEDBACK!**
Click here to tell us what you think of PlanetSide



RETURNING TO PLANETSIDE?

Three things you should do...

DEFEND A TOWER

Don't just go running off chasing the front: take some time to defend a tower with some other players. Holding positions is just as important as capturing those bases, you know.

LEAP OUT OF A DROPSHIP

This is the highpoint of any operation in PlanetSide, and the plunge to ground has to be one of the finest moments in any vehicular combat game.

GET IN A DOGFIGHT

The mosquito and reaver aircraft are endlessly entertaining, and easy to fly. Try to shoot down one of the long term aces.

Codemasters Community Team is hiring!

A new dawn is rising at Codemasters HQ. The current Community Team is about to be expanded four-fold as we embark on our new plans to provide a fully-rounded suite of community functions and support for the entire Codemasters portfolio of gaming products and services. It's a very exciting time here right now, with such an interesting future ahead of us. If you'd like to be a part of Codemasters' history then now's a great time to come on board. Straight off the bat we have no less than 15 positions to fill as follows:

Action titles

- Community Officer, UK-based, Northern territories (UK, Scandinavia etc.)
- Community Officer, US-based, North America and Canadian territories
- Community Officer, UK-based, Eastern territories (Germany, Austria, Switzerland, Poland etc.), fluent German essential!
- Community Officer, UK-based, Southern territories (France, Spain, Italy etc.), fluent French essential!
- Global Community Manager, UK-based

Family and Sports titles

- Community Officer, UK-based, Eastern territories (Germany, Austria, Switzerland, Poland etc.), fluent German essential!
- Community Officer, UK-based, Northern territories (UK, Scandinavia etc.)
- Community Officer, US-based, North America and Canadian territories
- Global Community Manager, UK-based

MMO titles

- Community Officer, UK-based, Northern territories (UK, Scandinavia etc.)
- Community Officer, UK-based, Eastern territories (Germany, Austria, Switzerland, Poland etc.), fluent German essential!
- Community Officer, UK-based, Southern territories (France, Spain, Italy etc.), fluent French essential!
- Senior Community Manager, UK-based
- Global Product Manager - Premier MMO Title (see opposite...)

Other

- Senior Community Manager - Boxed Products, UK-based
- Global Community Manager - Casual Games, UK-based

GLOBAL PRODUCT MANAGER (Premier MMO Title)

Codemasters is an established games company and its expertise has attracted significant investment to expand teams and meet the challenges of industry-leading development. Based at our headquarters just outside Leamington Spa, we can offer exciting and challenging careers as well as a sensible work/life balance. Additional benefits include flexi-time and project bonuses. Our Online division is looking to expand its marketing team and requires a Product Manager to take global responsibility for one of our premier MMO titles, working across a major product/service. You will lead our online, creative, communications teams etc. to take their titles from development through to launch and beyond. Taking product responsibility for one of our portfolio of games you will:

- Work alongside the internal global product management team.
- Liaise directly with the games development team(s)
- Develop global marketing plans for delivery/execution by our local territory offices.
- Build appropriate long term strategic marketing plans and provide regular feedback to all relevant team members.
- Drive local PR & Community activities/initiatives ensuring the PR plans are delivered and maximised across all territories.
- Identify, develop and implement global promotions/third party partnerships etc. to maximise awareness of their products.
- Take budget responsibility for the assigned product and assign territory budgets.
- Brief in all required creative assets/materials.
- Drive local PR activities/initiatives ensuring the PR plans are delivered and maximized across all territories.

In essence you will manage marketing communication and internal evangelism of the product and be the internal Champion! Assist the marketing team with the production and distribution of marketing assets and materials in line with our European marketing timelines, and ensure that all packaging/advertising deliverables are delivered to our local territory offices. Manage approval submissions through our development partners and licensors and traffic them in a timely and efficient manner. You will manage/participate within our events calendar. You must be able to work under pressure to tight deadlines and you should have good knowledge of the current online game space and wof MMO and casual games. The successful candidate will ideally have at least two years product/ service-orientated marketing experience with a marketing-related qualification, excellent knowledge of MS Office including Word, PowerPoint, Excel etc., have excellent interpersonal, presentation, communication and organisational skills and be a team player with the willingness to help out where necessary.



codemasters™

If you fancy applying for one of these roles then in the first instance please submit your application and CV via the forms available at our recruitment website: www.thenewbreed.info If you can't see the details for the role you are interested in yet, please feel free to submit your CV using the "speculative" option. Thank you very much!

The Lord of the Rings
Online
SHADOWS OF ANGAMAR

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> Inbox

Thanks for your feedback, keep the emails coming... MMOZine@gamerzines.com

READER FEEDBACK!
Click here to tell us what you think of MMO games or MMOZine!

MASSIVELY MUSICAL ONLINE

PUT IN SOME NEW hip cool music or something while we read the magazines...but dont forget to put an options button to turn off the music in case someone doesn't like it.

> Arton

> It's a nice idea Arton, but unfortunately music can cause a few problems such as licensing issues and increased download size. Why not just play some music of your own while you read? Let us know what you think the best MMO music tracks would be!

FREE DRAGONS!

SINCE WE ARE RUNNING a browser MMORPG I would like to take this opportunity to introduce it to you and your team. Please have a look at www.warofdragons.com (the game has been running for two weeks, 200 players on-



line at any given time, 18,000 registered).

> Sergei

> Thanks Sergei - the world of Faeo is certainly impressive for a browser-based MMO and we'd encourage our readers to take a look and have a game themselves.

DON'T JUST PLANET, DO IT!

GREAT FIRST ISSUE. I saw that you did a "Replay" article on City of Heroes. Could you do one on, or investigate Planetside? What is up with that game? It is the only MMOFPS and it is/was fantastic. I played that game solid for two years in its prime. Now it is very dated and is incompatible with newer hardware. Love to see a Planetside 2 or even a greatly improved version of the existing game. Keep up the great work.

> Doug

> Well Doug, you're in luck - we have indeed revisited the awesome Planetside this issue, so check it out. Don't forget that Huxley promises

some promising MMOFPS antics early in 2008, but we'd also love to see a Planetside sequel.

POSITIVE THINKING

GREAT FIRST ISSUE, I have been waiting for a (Maga)Zine like this for ages. It's nice to see some positive enjoyment for MMO's the internet and press is full of negativity towards certain MMO's not being adequate in areas, but when you think about it MMO's need to be what the player wants, its about immersion! Keep it coming, I play lots of this genre and try to keep up on the general MMO news and betas. Who knows, I may even get involved - it certainly is a gaming area close to my heart.....

> Shuttler

> We're glad you like it Shuttler and you're absolutely right - most MMOs are what the players make them, although they need to be positioned well to attract those players in the first place and structured cleverly to allow them that freedom effortlessly.

POWER TO THE PREQUEL

I LOVED EYE OF THE NORTH, but I truly wish that they would continue the Current Guild Wars series. I know that I will Love Guild Wars 2, but nothing will be as good as the original Guild Wars. If they spent the time, Guild Wars could be so much more than Guild Wars 2 will ever be. And you can tell them that this is what many of the Guild Wars players believe. Also that if they held a poll on their site, a large majority of



current players would rather have them continue the series. Please convey my message and the message of all of the community of Guild Wars players. Thank you.

> Tyler

> It's a good point, Tyler, but the inevitable march of technology and the need to generate significant new revenue to fund game series will always mean full sequels at certain points in time. We're sure the next Guild Wars is going to be a major step forwards and more so than updates to the first game could ever bring. Why not petition for the features that the community would most like to see in the next Guild Wars too?

CHATBACK

WHAT DO I THINK of the voice chat patch? I can't say because I can't find a headset that works well enough to put up with the hassle. Seriously! It would be great if someone would review a variety of sets.

> Joel

> Good idea - we'll look into it soon.

Which sets do you use? Tell us!



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Beginning life in Tabula Rasa

Filling in the bits the manual left out.

You are a human. You are male, or female. You are not an orc, an elf, an alien, or a cat; nor will you ever be. Everyone else playing this game is also a human, male or female, and yet, as you wander around, you'll be surprised at the diversity of characters you see. It's certainly never boring.

Richard Garriott's Tabula Rasa isn't unique in the fact that everyone begins their journey in its MMO world from the same point - and on the same side - but it is unusual. Think about it, though. Tabula Rasa. Blank slate. What you are at the start is not about what you will become.

Rewards have to be earned in Tabula Rasa.



That's the message of the game and the 'ethical' dimension to some of its quests - because uniquely what you do in Tabula Rasa will affect available quests later on.

Don't get too hooked up on painting your character's armour before you begin, for example. As soon as you start collecting loot, your appearance will rapidly change - and at any point you can fairly cheaply create a paint box to change the look of your armour.

Unlike certain large MMOs we could mention, a powerful character in Tabula Rasa is not a goal you set and then level towards, adding on the 'right' skill tree buffs from an ever narrower selection. Instead, it's about trying out new things and enjoying earning rewards, rather than having them already spent for you.

Of course, as we noted in the review, there's more than one area where the tutorial system is sadly lacking, so let MMOZine be your guide in this new and strange world.



Cue War of the Worlds music (and death).

HOW TO FIGHT

The combat system in Tabula Rasa is far superior to most MMOs, and yet also seems curious at times. For example: unlike other MMOs, if you have a gun, you can point it and shoot it anywhere you like, without having to wait for an arbitrary turn system. If something is in the line of fire, it stands a chance of being hit.

Yet the same isn't true of Logos powers. You can't fire a lightning bolt at a tree, for example. In fact, if you don't have your reticule squarely over a live target - it will turn red when you do - you'll keep hitting the lightning bolt button and nothing will happen. The golden rule of combat, then, is to use the TAB key. This locks you onto a target for as long as possible, until they move out of sight. Then it's just a question of holding down the trigger and interspersing it with your choice of Logos attacks.

Remember, though, if you die, it's a quick trip to the field hospital and resurrection illness. So keep a medical pack on the first line of your action bar and don't be afraid to use it. Even better, make the most of cover to avoid enemy fire as much as possible - your armour will take a lot of damage, but once it's run out, your body won't.

Roll over screen for annotations



10 GOLDEN RULES OF TABULA RASA

- 1) Don't skimp on ammo - every kill earns credits, so money shouldn't be in short supply.
- 2) Keep your guns reloaded between fights.
- 3) Use the Tab key to lock on to an enemy, and get ready to switch it mid-fight.
- 4) Read the terminals. You'll find elements of the back story which may influence decisions later in the game.
- 5) Join a clan. It's a great game to solo, it's even better to group.
- 6) Use the right weapon. Some mobs are immune to physical, laser or pulse weapons, but very vulnerable to others.
- 7) Save your training points. Don't feel obliged to spend them on craft skills, if next level you'll get a major fighting buff.
- 8) Clone before you specialise. Nuff said.
- 9) Learn the keyboard shortcuts. They're quicker than the radial menu.
- 10) Punch them in the face. A swift tap of the F key close up can be devastating.

Learning the craft

LEVELLING UP

Climbing the skill tree like a nimble little space monkey

The skill tree in TR is straightforward, and yet offers huge variety. Each skill or ability has six levels from Novice to Master, which cost skill points to increase. At level 5, you can choose to be either a specialist or a soldier - opening up new talent to learn and closing off the other tree for good.

At levels 15 and 30 there are more choices to be made which see you specialise further, so by the end of the game there are eight different classes, each with hundreds of permutations of abilities.

The trick to levelling up cleverly is to look at the skill tree in advance - it's on the Character>Skills screen (K).

Of course, the downside to levelling in TR is that the same points you spend on character building must also be used for increasing your crafting abilities. That really narrows your horizons a bit.

"Did I drop a skill around here somewhere?"



When you start the game, Crafting can seem like TR's best kept secret.

None of the tutorials mention it, and although you'll pick up tons of recipes as loot, no-one seems to sell the parts to buff your laser up.

The secret is the other loot you collect. For any weapon or armour that has been enhanced (i.e. has an extra green line of text with a buff), you can either sell it as vendor trash or take it along to a crafting station - there's one at each major outpost - and disassembling it. You'll see a list of the parts it can be broken down into, depending on your level in the crafting ability. If disassembling fails,

the item is destroyed.

Using schematics found on the battlegrounds or purchased from Military Surplus, you can then use these parts, and later Logos, to create buffs for your favourite weapons or armour. Be warned though, you can only create modifications if you have at least a level in the appropriate craft skill - Body mods, for example, require the Medical craft skill. Most of the buffs have fairly prosaic names: Threat Reduction, for example, rather than the more exciting 'Cloaking device' it could have been. Don't let that blind you to the versatility and addictive nature of getting into crafting in TR.

[Roll over screen for annotations](#)



CLASS ACT

By the end game, there are eight classes. Choose yours wisely.

SPY

GUARDIAN

MEDIC

Each of the final eight classes has access to a specialised weapons and a 'signature' ability, which involves some kind of area of effect blast radius, either killing enemies or buffing friends. The spy, for example, is a master of stealth and infiltration, his 'stealth wave' ability increases the stealth bonuses for the whole party for a minute.



Fury: Getting Started

Helping make newcomers to the game a little less furious...

The general rule for playing a new MMO is 'Never rush into the game!'

We all do it, especially if it's the title you've been waiting three years for and you've finally got the shiny game disk in your DVD drive. Sometimes you just can't be bothered reading dozens of pages

about skills, classes, creatures or worst of all, the game's plot (you just want to start stabbing things with your starter dagger right!?!). Well don't! Read this instead...

Fury, more so than most other MMOs on the market, is very easy to get lost in. Not lost in the 'I wish I'd left a rice trail behind me' sense, but in a 'Ummm...what the hell am I supposed to do, and why am I already dead?' sense.

This newbie guide can't tell you exactly what you should do or how you should play, but it will help push you in the right direction and stop you getting your decapitated head flushed down the toilet on your first day in Altaia.

"This will stop you getting your decapitated head flushed down the toilet on day one"

CREATING TWINKLYBUNS

Fury's character creation system is simplistic at best. However, it's important that you get it right. You're given the option of male or female avatars, and upon making your decision, you'll be able to change a few things about your new in-game hero. While options such as your hair style and colour aren't exactly the most important of decisions to make, it's always nice to get it right the first time around. What is important however is getting your name right, for two reasons. Firstly, you're stuck with it. There's no name changing features (as of yet), and it's doubtful that your ever-so-witty naming of Flowertot as your avatar will seem quite so funny six months down the line. Secondly, and this is the deal breaker, you only get one character slot and the avatar is non-deletable. So, even when you're sick and tired of your clanmates' jeers at good 'ol Flowertot, there's no going back, no changing names, and no starting afresh with a more ruggedly named character.

You'll spend a lot of time choosing abilities and equipment, and they're easily changeable, so do yourself a favour and put a bit of time and thought into the very thing that other players will recognise you by, your name.

Roll over screen for annotations



ARCHETYPES

There are eight starting archetypes to choose from within four schools of advancement, and while it's easy to change at any time, or create your own blend of class, it's good to choose an archetype and stick with it for a short while when you first start playing, as they largely offer a balanced and user-friendly introduction to Fury's range of abilities.

1) CHAMPION.
Life School melee.

2) HEALER.
Life School healer

3) WARDEN.
Growth School melee

4) ORACLE.
Growth School support

5) DESTROYER.
Death School melee

6) INVOKER.
Death School ranged DPS

7) OVERLORD.
Decay School melee

8) DEFILER.
Decay School debuffs & DPS

ABILITIES AND CHARGES

Fire, Water, Nature and Air. It's a bit like Center Parcs for homicidal maniacs.

While Fury offers a huge array of abilities for you to learn and equip, it is perhaps the charge system that is Fury's greatest achievement. Many abilities either generate or consume a number of charges. Abilities with a '+' symbol generate one or more charges, and abilities with a 'o' symbol consume one or more charges. Each charge is aligned with one of the four elements, which are in turn grouped into two axes, Fire and Water, Nature and Air. Every time you wish to use a fire ability that consumes three charges, you must have at least three fire charges available on the charge display on the left hand side of your quickbar. If you don't you'll have to build these charges using Fire generation abilities. The more charges you have in any given element (up to 10), the more damage abilities aligned to that element will inflict. Simple enough. Where things become more complicated is that you are only able to build up one type of charge on each axis. You can't have Fire charges if you have Water charges, nor can you build up Air charges at the same time as Nature. Each time you use a charge generating ability, you will either generate a charge of that type, or if you already have charges of the opposing element, you'll sacrifice a number of those. Also, as charges increase the effectiveness of abilities within that element, they weaken abilities aligned with the opposing element. As a result, especially for new players, you're far better choosing to concentrate on one element for each axis. Fire and Air, Fire and Nature, Water and Air, or Water and Nature, all of these combinations will allow you to try your hand at abilities from different elements, without creating a difficult situation of conflicting charges.

Learn to choose axes with care.

The Fast and the Furious

Lets face it, your first battle in Fury should have 'WTF?' superimposed over the user interface. It's seriously fast paced, seriously chaotic and furiously frustrating. What the hell is going on? Well, it's not all that complicated in reality, but with everything happening so quickly, and meaningless numbers flying around everywhere, it's easy to feel as though it'll never make sense.

Unfortunately, it doesn't matter how many guides you read, how much you know about the game,

or how long you've played MMOs for, it's ultimately just a matter of getting used to it.

Rather than trying to keep pace as soon as you enter a warzone, take it easy, take your time, and rather than concentrating on killing your opponents, focus on learning what each of your equipped abilities can do, and how to use them effectively. Try to stick to Bloodbath warzones for a while where you can afford to take it easy, and don't run the risk of annoying experienced teammates.

[Roll over screen for annotations](#)



WARZONES

If you want to gain ranks and abilities, you'll need to complete Trials. To complete Trials you'll need Essence, and to win Essence you'll have to head to the Warzones.

ELIMINATION

BLOODBATH

VORTEX

Elimination pits you in a 4 V 4 team battle. The match is split into three rounds, the winning team being the first to win two rounds, and most importantly there is no respawning until each round ends. One of the most popular tactics is to take a healer in with you. You may have your own healing abilities on your quickbar, but you're probably better smacking the enemy around and protecting a player who's build is focused specifically on healing. Elimination, while a little less frantic than Bloodbath, is not the best gametype for beginners. Every time you die in Elimination, you're weakening your team, so you're best practicing in Bloodbath first of all, where nobody else relies on your skill.



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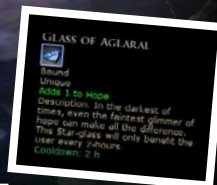


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Publishing Director: Dave Taylor

Email: dave.taylor@cranberrypublishing.com

Editorial Director: Dan Hutchinson

Email: dan.hutchinson@cranberrypublishing.com

Commercial Director: Duncan Ferguson

Email: duncan.ferguson@cranberrypublishing.com

Telephone: 07770 648500

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Contributors: Lee Hall, Lee Hart, Ian Morris, Richard Melville,
Chris Schilling, Jason D'Aprile

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