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MMOZine

Issue 3 | March 2008

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

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PIRATES OF THE BURNING SEA

SWASHBUCKLING REVIEW & STARTER GUIDE INSIDE!

INTERVIEW! AION'S SENIOR GAME DESIGNER
Is this the best-looking MMO ever made?



HUGE REVIEW!

EVE ONLINE: TRINITY

The universe expands with a big bang!

AGE OF CONAN
Massive preview of the barbarous MMO

EARTHRISE
The stunning new dawn for space MMOs

PLUS! DARK AGE OF CAMELOT REVISITED • KINGDOM UNDER FIRE II GOES MASSIVE • WOW UPDATE • EMPIRE OF SPORTS

LINEAGE II
THE CHAOTIC THRONE



YOUR FREE GAME TRIAL!

The Kamael FREE Playtest!

We've got exclusive trial codes to give away right now...

+ MORE TO WIN INSIDE...



Lineage II Game Bundles
Full game, plus limited edition goodies including this statue!

+ PREVIEW & TIPS!

Lineage II: The Chaotic Throne - The Kamael
Beginners' guide and our massive playtest

Welcome to MMOZine



It's an exciting time for established MMOs and all-new franchises alike this Spring, with fantastic expansions to EVE Online, Lineage II, Hellgate London and more, plus the launch of the flagship Pirates of the Burning Sea, god bless all who sail with her, and the upcoming Age of Conan: Hyborian Adventures. As always it's going to be tough deciding where to spend your valuable time, but luckily you've got us to help you. Use our playtests and reviews to make your choices and our handy tutorials to get the most out of your new forays.

And on top of our great advice, be sure to claim the useful freebies on offer this month, with a 14-day trial of Lineage II: The Kamael and a combat-boosting locket for Pirates!

Steve Brown, Editor
mmozine@gamerzines.com

MEET THE TEAM

Go forth and multiplay...



JIM ROSSIGNOL
Spent the month in the Caribbean.



IAN MORRIS
Got spaced out and no-one was able to hear him scream.

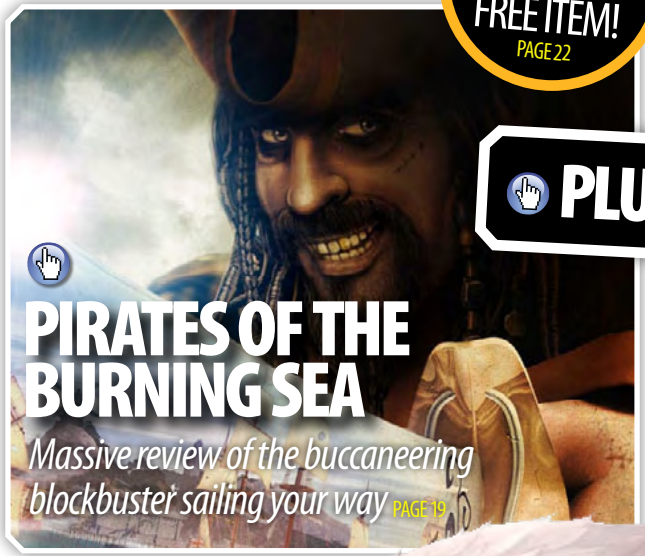


ADAM OXFORD
Sold himself to us for the price of just one Kamael.

DON'T MISS!

This month's highlights...

PLUS! CLAIM YOUR FREE ITEM! PAGE 22



PIRATES OF THE BURNING SEA

Massive review of the buccaneering blockbuster sailing your way PAGE 19



EVE: Trinity

Threesome reviewed! PAGE 24

PLUS! *A FREE TRIAL PLAY OF LINEAGE II: THE KAMAEL*



Lineage II: The Kamael

Huge playtest PAGE 9

PLUS! STARTER'S GUIDE PAGE 30

Age of Conan

You and whose Arnie? Bulging playtest PAGE 14

QUICK FINDER

Every game's just a click away

Earthrise
Kingdom Under Fire II
Warhammer Online: Age of Reckoning
NASA LT
Kwari
Ice Age
Jumpgate Evolution
Lineage II: The Kamael
Empire of Sports
Age of Conan
Aion
Pirates of the Burning Sea
EVE Online: Trinity
World of Warcraft
Dark Age of Camelot

MORE FREE MAGAZINES! LATEST ISSUES!

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If you are reading this, then you didn't choose "Play" when Adobe Reader asked you about multimedia when you opened the magazine.

Without the multimedia playing, the magazine will look correct, but you will be missing out on all of the extra content built into each issue, like videos, animated screenshots, annotations, quizzes, competitions and more.

We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.



Close Search Issue Zoom In Zoom Out Toggle Full Screen Previous Page Next Page



Publisher: TBA
Developer: Masthead
Heritage: First game from this studio
Link: www.play-earthrise.com
ETA: 2009

Earthrise

FIRST LOOK

Fallout 3 meets Deus Ex in this new MMO

What's the story?

After an apocalyptic third World War, Earth survivors build a new city known as Sal Vitas, where all appears rather too rosy with the discovery of new energy sources, cloning, nanotechnology and quantum engineering, all driven by a unified but strict government.

What do we know?

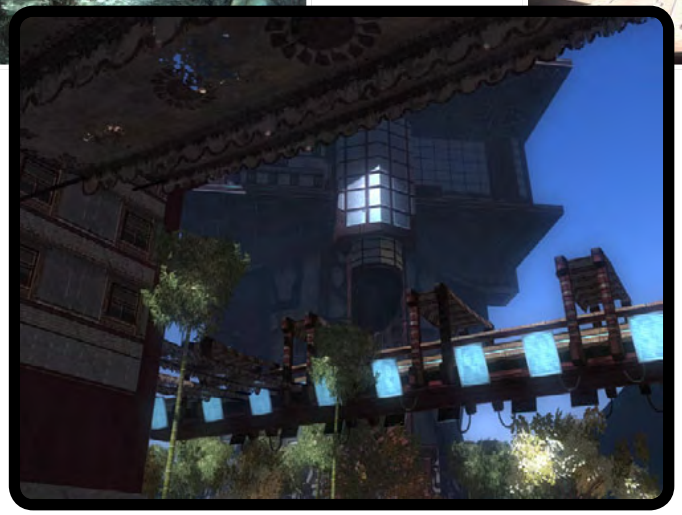
This advanced society means that every citizen is in effect immortal, consciousnesses uploaded to a data vault and downloaded into new cloned bodies as necessary. A bit like a computer game in fact. How fortunate! But it's not quite so fortunate for the apparently happy populace, as their government are a bit more discerning in who they decide to bring back from the dead than is at first apparent. But once the supernanny state's selective reanimation program leaks out, insurgents rise against the government and the rebels form a shadow government known as Noir.





"The supernanny state's selective reanimation"







When do we get more?

We're a long way from Beta yet, but we'll bring you updates through the year until we can get hands-on.

Anything else to declare?

Earthrise will feature over 100 skills and promises meaningful Player versus Player combat, whether you're a noble soldier, an underworld criminal, or a renowned engineer in one of the new technologies. This will be an MMO that Huxley should keep an eye out for, although its release date should be a way after that dystopian MMO.

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

Kingdom Under Fire II

FIRST LOOK

The RTS that thinks it's an MMO...

Publisher: Phantagram
Developer: Blueside
Heritage: Kingdom Under Fire console versions (Circle of Doom, Heroes and The Crusaders)
Link: www.phantagram.com
ETA: 2009



He's like a Lord of the Rings Nazgul on steroids.



"Kingdom Under Fire II will feature an MMO mode on top of the massive single player campaign"



Should be Kingdom Under Grumpy Cloud.



Cornrows were a popular warrior hairstyle.

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

What's the story?

A new storyline for the franchise will introduce a third mystery faction to the ongoing war between the Human Alliance and the Dark Legion.

What do we know?

Essentially an action RTS series, the next instalment of Kingdom Under Fire will feature an MMO mode on top of the massive single player campaign. The sequel promises to deliver an unprecedented battle scale, with vast tactical war fields that will make the previous games look like Luxemburg if it was relocated between Russia and China. Blueside's CEO Sejung Kim boasts that, "We are preparing for an immense game that will feature not only field battles, but also titanic siege engines and thousands of units that will swarm over monstrous fortresses in siege battles of epic proportions." The Kingdom Under Fire franchise has always managed to deliver impressive numbers of warring units, so we're confident in his statement.

When do we get more?

We're hoping to bring you more information on the mysterious third faction in our next issue, along with even more details of the MMO features.

Anything else to declare?

RTS and MMO is perhaps a strange mix, but it's a brave experiment and if it works well we're all for expanding the genre. It could usher in PvP action on an unprecedented scale.

RULE THE OCEANS.
SEIZE THE LAND.
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22/01/08

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E3'07 EDITORS' CHOICE WINNER

DEEP SILVER

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7 UP

New MMOs and content updates to mark on your calendar with a BIG RED PEN!



Jumpgate Evolution

Publisher: Codemasters | **ETA:** Late 2008

This space combat MMO is a substantial update to Jumpgate, featuring a total graphics overhaul, plus a new raft of advanced AI that promises to ensure upredictable events and gripping scenarios as you fight and trade your way through the void. There will be more weapons available, new missions with a greater focus on PVE targets, plus greater social aspects with players able to own their own space stations!



Hellgate London: Stonehenge Chronicles

Publisher: EA | **ETA:** OUT NOW!

The first update for Hellgate features the mysterious stone circle and new outdoor quests into the demon-infested realms beyond it.

Lord of the Rings Online: The Ashen Wastes

Publisher: Codemasters | **ETA:** Feb

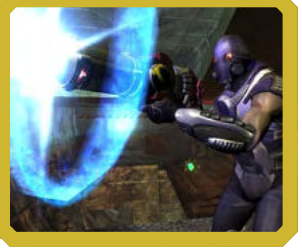
Book 12 will be the latest update for LOTRO and feature significant changes to several classes including Guardian, Burglar and Champion. The Ashen Wastes will also expand greatly on current customisation features including the Outfit System and Barbershops.



Kwari

Publisher : Kwari | **ETA:** OUT NOW!

This new online gaming service provides a networking site for online FPS gamers and allows players to compete for real money stakes in deathmatch games using the free client software. Once a kitty has been established and your own real cash put in, the game starts and your slice of the money pie increases or shrinks according to the hits you give or take. Now that's scary!



Ice Age Online

Publisher: FOX | **ETA:** Late 2009

Incorporating elements from both hit animated films, Ice Age and Ice Age: The Meltdown, this recently announced licensing deal is a long way off, but does lend itself well to the MMO genre if you think about it, with plenty of exciting environments during a time of chaos, loads of animal and human character classes and an appeal that has already proven itself with kids and adults.



Warhammer Online: Age of Reckoning

Publisher: EA | **ETA:** Spring

Based of course upon Games Workshop's epic tabletop game, this MMO promises innovative combat in RvR or Realm versus Realm gameplay. It's been a long time in development and Beta testing, but we genuinely think it's approaching completion now and can't wait to get our mitts on it!

NASA LT MMO

Publisher: NASA LT **ETA:** TBA

America's National Aeronautics and Space Administration's Learning Technology division has announced intent to develop an MMO that will promote scientific exploration and help to develop skills in strategic thinking and analysis!

ON THE RADAR

WINTER
- Jumpgate Evolution

AUTUMN
- Aion - Tower of Eternity

SUMMER
- World of Warcraft: Wrath of the Lich King

SPRING
- Age of Conan - Hyborian Adventures

REDEMPTION THROUGH ANNIHILATION

WARHAMMER 40,000 DAWN OF WAR SOULSTORM



PLAYBACK OPTIONS: ENHANCED FULL SCREEN





WAGE WAR ACROSS AN ENTIRE SOLAR SYSTEM AS TWO NEW ARMIES, THE SISTERS OF BATTLE AND THE DARK ELDAR UNLEASH THEIR FURY ON AN INTERPLANETARY SCALE IN A BRAND NEW STANDALONE EXPANSION TO THE AWARD-WINNING DAWN OF WAR! TAKE COMMAND OF AIR UNITS THAT REINVENT EVERY MAP, BATTLE, AND STRATEGY AS YOU LEAD ANY ONE OF NINE ARMIES IN THE LARGEST DAWN OF WAR CAMPAIGN EVER ENVISIONED. BURN THE HERETIC, KILL THE MUTANT, AND FEED THE HUNGER OF THIRSTING GODS.

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Publisher: NCsoft
Developer: NCsoft
Heritage: Lineage, Lineage II, Tabula Rasa
Link: www.lineage2.com
OUT NOW

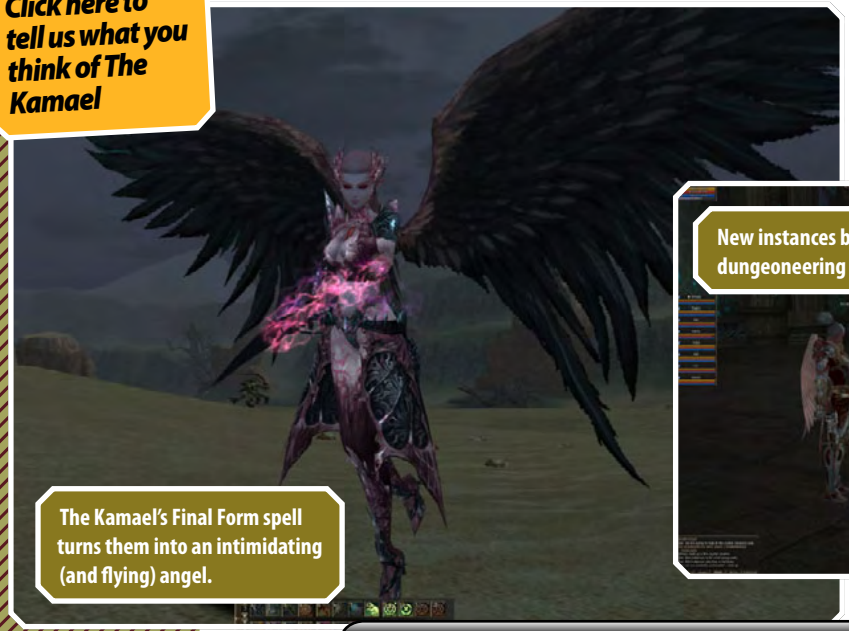
Lineage II: The Kamael

It's going to be a good year for MMOs, so can old man Lineage II keep up with the new kids in town?

Warhammer, Age of Conan, Pirates of the Burning Sea, Aion, more WoW: 2008 is shaping up to be a fine year for sophisticated, good looking MMOs. Can the latest expansion pack for Lineage II: The Chaotic Throne save it from looking rudimentary and dated when set against the new breed?

Lets deal with the looks part first. While no-one will pretend that the latest add-on pack will have the audience swooning in its chairs, it does a good job of hiding the fact that the game is approaching its fifth birthday. High-dynamic lighting and more

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



The Kamael's Final Form spell turns them into an intimidating (and flying) angel.



New instances bring dungeoneering to L2 at last.



'Pimp my wolf' was a popular show.

"2008 is shaping up to be a fine year for sophisticated, good looking MMOs"

The Kamael cont…

complex modelling bring the new areas of the world to life, including the Isle of Souls, the starting area for the new race, the Kamael.

It's a good starting place for the newcomer to Lineage II. The Kamael are by some way the most interesting race in the game now, a race of banished giant killing angels stripped of one wing and finally released back into the world, they ooze sang froid as only a cold-blooded, one winged angel armed with a crossbow can.

More pertinently, they're quite pissed off about things, and have dark magic affinities to prove it. Their spell attacks are powered by draining the souls of their foe. And the magic is powerful too: should you manage to take a Kamael up to level 80, the last spell in the list, Final Form, uses the energy of souls to double your seraphim's size and restore the lost flying protuberence to your rear.

Pee vee pee

While there's a lot we'd change about Lineage II in terms of the quest structures and general finding your way around stuff - this isn't a massively newbie friendly game - The Kamael pack does do more than just add in a new race. Lineage II is rightly renowned as one of the most intensive PvP games out there short of Unreal 3, and with the introduction of fortresses - smaller castles - there are more pitched battles for territory, albeit on a smaller scale, than the two week rollover for the castles allows. Fortresses are constantly under threat of seige, and attacks can take place at any time of the day or night against other players or NPCs. Just as with castles, though, there are diplomatic and strategic bonuses to owning a fortress, increasing your empire's reach and gaining taxes from the local populace.

Perhaps more importantly, though, in terms of extending L2's reach at least, NCSoft has added in instanced dungeons for more PvE play, allowing clans and alliances to adventure together in dungeons like the eerily beautiful Crystal Caverns, collecting S grade armour drops and fighting the biggest bosses in the game so far. Instances can be found in the new level 70+ areas - the wispy Isle of Prayer and red-earthed Hellbound - as well as in the hunting grounds of the main continents of the normal game.

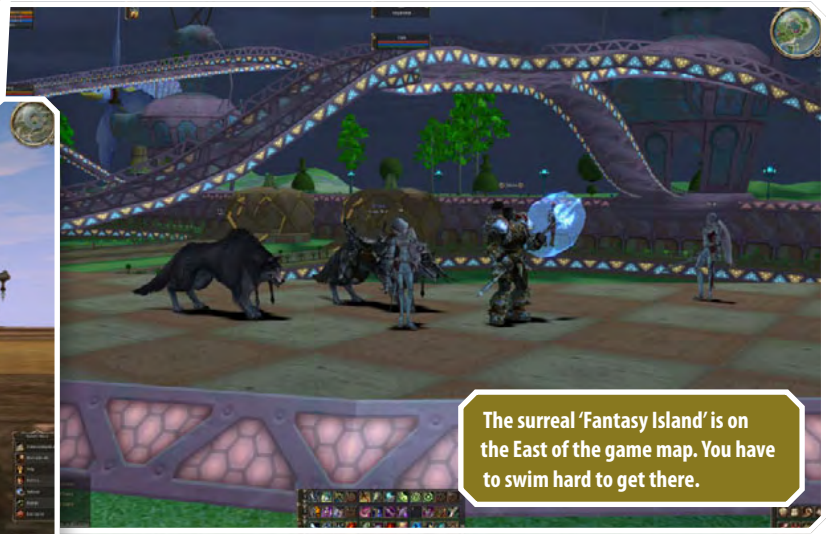
Incidentally, in those five years since it went live, NCSoft reckons L2 has attracted 17million players. Stick that in your Warcraft and smoke it.



"Stick that in your Warcraft and smoke it!"



Looking out over the world from the edge of the Isle of Prayer.



The surreal 'Fantasy Island' is on the East of the game map. You have to swim hard to get there.

MMOZine Verdict

A good makeover which breathes new life into Lineage II, worth trying if you've a newbie too!

HOW COMPLETE

98%

FIRST IMPRESSIONS

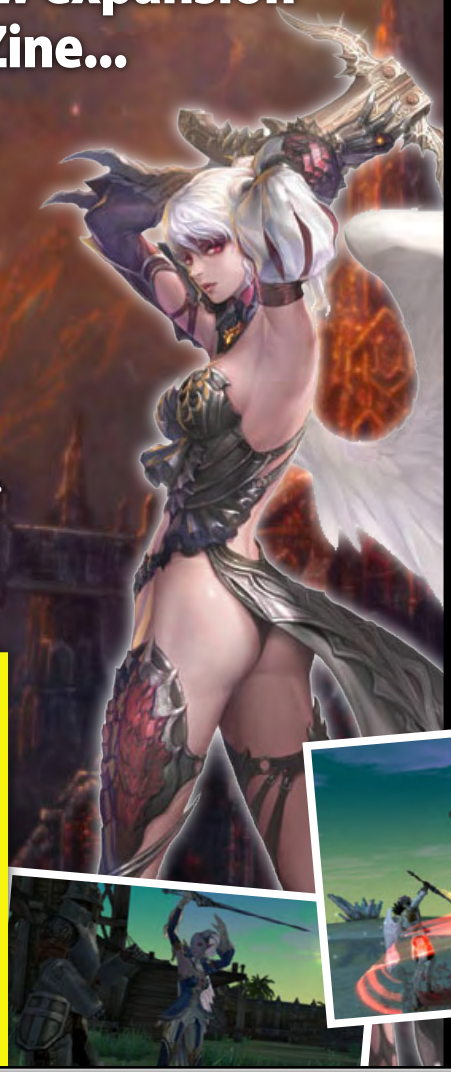
80%



Play Lineage II The Kamael now!

Try this stunning new expansion for FREE with MMOZine...

We've been playtesting the awesome update to Lineage II this month and NCsoft has generously provided us with 50,000 14-day trial places for our readers to join in as well. To apply for one of these exclusive codes use the MMOZine form opposite to request a play code and then visit the gamershell download page at **www.gamershell.com/download_22214.shtml** to obtain the client software. Finally follow the instructions at **http://eu.plaync.com/eu/activate** to activate it. But do hurry, because these exclusive codes will fly like one-winged Kamael!



IN THE KAMAEL TRIAL...

Meet the new Kamael race, one-winged soldiers with dark magic

Engage in a thrilling Fortress Battle, available 24/7

Explore the new areas of Hellbound and Crystal Oracle

Use the beginner's guide to Kamael on page 30 of this issue!



REQUESTING YOUR 14-DAY TRIAL...

STEP 1:

Enter your details into the box below and register. There is only one registration per reader allowed. At the same time as registering for the 14-day Kamael trial you can subscribe to any of our GamerZines and we will email you whenever we publish an issue that interests you. Like our magazines, this is a free service ad you can unsubscribe at any time.

STEP 2:

You will receive an email with your unique 14-day Kamael trial code. Do not share this key with anyone else, as it is only valid for one use. If you chose to subscribe to any GamerZines you will also receive a confirmation email for the subscription, which you must activate.

STEP 3:

* Once you have received your code, go to www.gamershell.com/download_22214.shtml
* Download the Lineage II: The Chaotic Throne - Kamael Client and install it
* Visit http://eu.plaync.com/eu/activate and then follow the instructions to activate your PlayNC account
* Play Lineage II: The Chaotic Throne - The Kamael for 14 awesome days!

gamershell.com

Empire of Sports

Publisher: Infront
Developer: F4
Heritage: Track and Field
Link: www.empireofsports.com
ETA: Summer 2008

As someone on Star Trek almost said, "It's gym life, but not as we know it"

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

MMO players have befitted over the years from a myriad of new, strange and wonderful experiences through their avatars - slaying orcs and goblins, engaging in deep space battles, plundering the high seas and saving the world with superpowers. But who could have prepared gamers around the globe for the most alien experience yet - a life as a super-fit sports star?

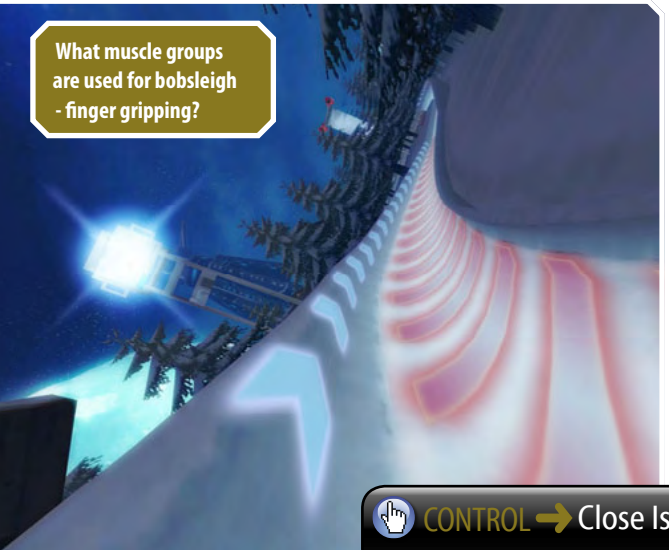
Yet this is essentially what Empire of Sports offers - a lean, clean, social network where you can meet, train, practice and compete with your aspiring peers in massive, slightly futuristic city environments that are a cross between an Olympic Village and a Dan Dare strip. The sports themselves are, well... the main events, and so far include tennis, basketball, football, bobsleigh and skiing. But as much time will be spent networking, training with teams you have joined in the various disciplines and improving your physical stats in fitness centres.

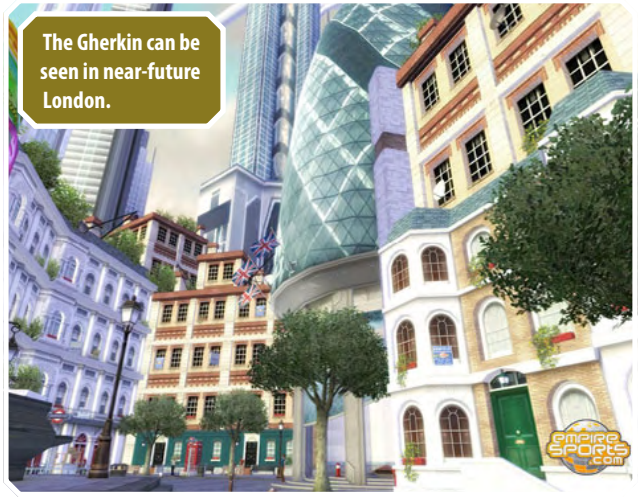
So Player versus Player sports games are at the heart of this Empire, with simple un-daunting controls such as WASD and mouse for the instantly addictive tennis. Join, or start your own guild-like sports clubs and train with your team in the gym to improve specific muscle groups relevant to each sport, go dancing to improve your reactions, or try the shooting gallery to perfect accuracy, particularly for basketball and tennis. Much gym training is of the Track and Field button-mashing variety and you'll need to choose muscle groups to improve that relate to your upcoming events. As you specialise in one sport, it will be harder to retrain for another that uses very different muscles.

The cities of the Empire are loosely based on the areas of



"Who could have prepared us for this alien experience - a life as a super-fit sports star?"





Empire of Sports cont…

London, Paris and the Black Forest, with the addition of the obviously fictional Sportopia. All cities host all sports, but there will be different competitions held regularly in each location, so if your club wants to compete overseas you'll need to appoint a team coach to arrange meeting and travel in advance of the event. You'll also need to pay for luxuries like air travel and new equipment (which can also be traded) out of the winnings your club brings back from events. You'll gain valuable experience from the events you take part in, again improving specific muscle groups. With experience you'll also gain tricks (such as a boost spurt in skiing), although these can also be gained via quests, which will mean being challenged to beat a certain player, or get a good time or score.

Laying down such challenges may be licensed sports stars from the real world and as the game is being developed by Swiss sports ad agency Infront, along with French developers F4, the connections are there to make this happen. Infront sell advertising for events such as the FIFA World Cup and also hope to license real sports clubs for the game such as Benfica and Man United. Empire of Sports is certainly a very different approach to the MMO and if the developers can bring on board big names from the real world of sport they could be real winners.


Is this a gym or the set of the Blockbusters quiz show?

Tennis has basic controls but is amazingly addictive to play.

"They hope to license real sports clubs for the game such as Benfica and Man United"


Looks like one of those old Afterburner arcade cabinets.


Tricks like speed boost are equivalent to spells.

MMOZine Verdict

If you can have your own training montage set to music, we're sold.

HOW COMPLETE

60%

FIRST IMPRESSIONS

75%

Publisher: Eidos
Developer: Funcom
Heritage: Anarchy Online
Link: www.ageofconan.com
ETA: May 20th

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

Age of Conan
Hyborian Adventures

Camel-punching, sword-wielding, empire-taking, blood-shedding, breathtaking!


Age of Conan is a very mature and bloody MMO.

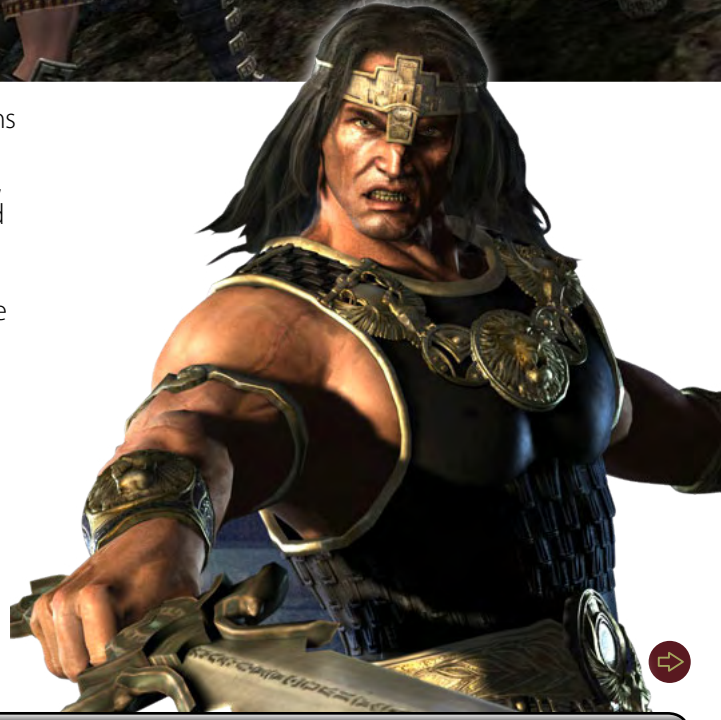
The legacy of the Conan films is extraordinary really. A fairly low-budget fantasy flick ended up producing a Californian governor and becoming synonymous worldwide with swords and sorcery. Everyone, from kids to granny, knows who Conan is and the barbarous world he represents. It's just surprising more hasn't been done with the brand until recently. But that's about to change in massive style.

"A low budget fantasy flick ended up producing a Californian governor"


Crush your enemies and hear the lamentation of their women!

Age of Conan is an unusual MMO, as it's also a strong solo RPG before you even get into the wider adventures. Because of the MMO element, you don't get to play as Conan, but as one of his followers. Conan is at this point King of Aquilonia, but his reign is troubled by invading evil, even facing total chaos if you don't help to throw out the bad gods and their terrifying beasts. This is a very mature MMO, matching the more gruesome and bloody scenes of the films with frequent brutality and the rule of the sword. Eidos warns that "this is no cartoony fairytale" and says that grown-up gamers should prepare "to unleash the ultimate havoc and fury".

The combat in Age of Conan is not only bloody and visceral, but extremely dynamic for an MMO, with a multi-point melee Real Combat engine that lets you swing weapons and make horrific contact exactly where you direct them in real time, even from the game's mounts. And the combat slashes across a wide range of conflicts, from one-on-one to massive battle sieges, where built-in command systems allow you to direct the tactics of your armies. At the lowest level you'll be getting into drunken street brawls when visiting the taverns of the cities and attempting skull-crushing mini-games. You'll also be able to compete in small group gladiatorial events at the arena fights, sometimes taking on pretty big monsters. The aforementioned



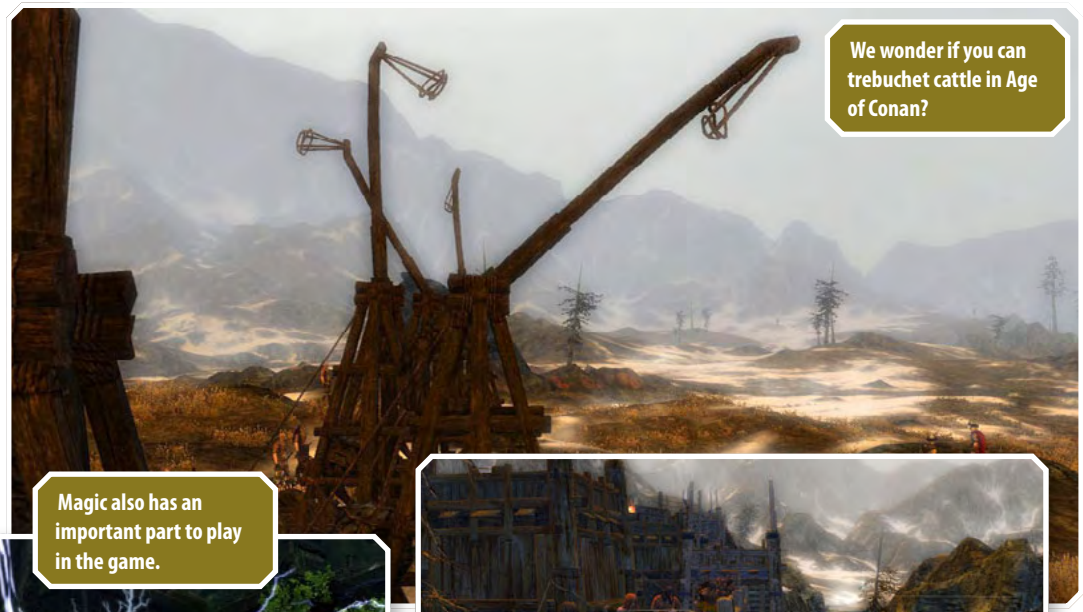
Age of Conan cont...

city sieges will be the thick end of the bloody wedge however, with construction of massive battlekeeps and assault weapons such as giant catapults and cavalry divisions.

But it's not all gut-ripping swordplay, death and destruction. You can also indulge in a deep guild system so that whole groups of you can get together for such bloodthirsty activities. Then you can all tear off on mounts to wage war on another guild's battlekeep together. Who says social activities aren't an important part of the barbarian lifestyle? And guilds will have plenty of room for questing in Age of Conan. King Conan may hold Aquilonia, but you can visit 30 regions in the game, including his birth nation of Cimmeria and the deserts of Stygia. Environments range as you travel from lush dripping jungle to dank underground dungeons and high mountain passes.

Age of Conan is a strong licence and behind this is an extremely powerful game - massive as Arnold's left pec, feisty as Red Sonia and as brutal as punching a camel in its face.

"It's not all gut-ripping swordplay, death and destruction. There are guilds too"



We wonder if you can trebuchet cattle in Age of Conan?



Magic also has an important part to play in the game.



A well-constructed battlekeep will be very hard to take.



Pick on someone your own size. If anyone like that exists?



Never forget your hang-glider. You'll just look silly.

MMOZine Verdict

Bow before Conan the Massivelymultiplayeronlinegamarian!

HOW COMPLETE

90%

FIRST IMPRESSIONS

90%

"The most beautiful MMORPG ever made"

It's a bold claim, but we have to admit that NCsoft's Aion - Tower of Eternity has the graphical baubles to back it up...



Aion's Senior Game Designer Kyoung Won Choi

This is one good-looking game, using the advanced Crytec engine and already boasting that it will be the best-looking MMORPG ever. But what lies beneath the pretty face of this model MMO - are there brains to match the beauty? Senior Game Designer Kyoung Won Choi invites us in.

Will characters be given plenty of customisation options?

The player has the ability to choose between several different hairstyles, colours, shapes of their face, skin colours, character height and voice. It is also possible to alter eye colours and to add tattoos to the character face. A character build feature is currently being planned, which will affect the size of the character, ranging from skinny to big.

Is player housing built in, or will be perpetual wanderers?

Not at launch, but definitely as soon as possible. It is likely to be in the first expansion.

What about mounts - how do we travel around fast?

No. There are currently no plans to implement regular mounts in Aion. Transport will be done by foot or by flying. There will also be a long-range teleport system and short-range travel in which you let the game control flight to your destination.



Wow, nice, err... moons!

"There are currently no plans to implement regular mounts in Aion. Transport will be by foot or flying."



Nautilus but nice. You'll want to shell out for this.



The Crytec engine has proved to be very scalable.



A joyful reunion, or will there be tears?



Fight and flight in Aion, with innovative travel solutions



Now that's a silly place to wear a dagger, mate.

Interview cont…

Can you explain how the massive sieges will work?

The main PvP area in Aion is the Abyss. There are several castles in Aion, all which can be captured by player guilds on behalf of their faction. A siege is in its very fundament a raid. Initially, each castle is controlled by the Balaur, who will not gladly give it up. A guild leader would gather his or her troops and initiate an attack on the castle and its defenders. After defeating the NPC defenders, the castle changes ownership. Since the battles take place in the Abyss, it's always possible that the other PC faction might interfere to either defend or attack. Once the castle has a new owner, there are a few hours during which no PvP can take place on the island. After this period, however, the castle is again open to attacks from the opposing faction.

There are many benefits to be gained from controlling a castle. The castle will have NPCs who vend unique items, whose sales the controlling guild may put taxes on in order to gain a bit of extra income. Guilds will also have direct access to the hunting grounds and resources surrounding the castle.

Please go into Player versus Player in more detail...

PvP is very important in Aion. To get most out of the game, one should definitely participate in PvP at some point. We want to gradually introduce non-PvPers to the PvP.

It is, however, not necessary to participate in PvP. One can go from level 1 to 50 without participating in a single PvP battle. It will take a little bit longer, though, as the most rewarding hunting grounds often are those found in the Abyss.

A feature that is currently in a planning stage is to randomly open teleportation portals in the Elyos and Asmodian lands. This would allow for very random, occasional battles where even lower level players get a chance to experience PvP, without it being a constant threat and presence.

What social activities will bolster Aion's combat dynamic?

Except from the extensive character customization, Aion will have a wide array of emotes to be used in various situations. We also plan to put some fun and cute "items" in there that don't have much actual value except for role-playing. Other activities that could appeal to the role-players out there are resource gathering, crafting and of course cooking.

"PvP is very important in Aion. To get the most out of the game, one should definitely participate in PvP at some point"

Publisher: NCsoft
Developer: NCsoft
Heritage: Lineage, Lineage II, Tabula Rasa
Features: Flying, sieges, PvP combat, Crytec engine
Link: www.aiononline.com
ETA: Late 2008

RICHARD GARRIOTT'S

TABULA RASA



JOIN THE FIGHT



REPLAY VIDEO

16+ www.pegi.info

PC DVD ROM

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DESTINATION GAMES

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Publisher: SOE
Developer: Flying Lab
Heritage: Sid Maier's Pirates, Eve Online
Link: www.burningsea.com
ETA: OUT NOW!
System specs: Pentium 4 1.5Ghz or better, 512MB RAM, DirextX 9 3D card

Pirates Of The Burning Sea

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

Massively multiplayer buccaneering with a touch of class

Ten million people are now paying to play World of Warcraft. You can see why: that lurid fantasy world is so enticing, and so brilliantly imagined. Nevertheless for some of us there's the nagging feeling that we really don't want to spend our time mashing goblins or frolicking with the night elves. Perhaps you'd rather do something rather less fantastical, something like plundering the high seas of the 18th century? Yeah, that's more like it. So thank Davey Jones' Locker for Pirates of the Burning Sea, a genuinely different massively multiplayer game with a personality and penchant for piratical behaviour that will bring a glimmer of happiness to even the blackest gamer's heart.

Salty Sea Dogs

Inspired by Johnny Depp's Hollywood antics this pirate revival might have been, but Pirates of the Burning Sea is very much its own game. Set in the Caribbean of the 1720s, we get to fight as English privateers, Spanish smugglers,

OFF THE PEG

Another typical day at the helm...

THE EXPERT | THE VILLIANS | THE OPEN SEA

An early missions sees you having a mysterious map examined by one of the local collectors. He's not the only person interested in it, however, and violence rapidly ensues as evil pirates turn up to intercept it.











Equipping a ship is a vital process throughout the game.



"The ships are where the real action is"

Pirates cont…

place on dry land, however, is only a small fragment of what the game has to offer. Like Sid Maier's Pirates, or the less famous Age Of Sail series, Pirates of the Burning Sea puts you in charge of your own sailing ship, which can be upgraded and outfitted according to the depth of your pocket. The ships are where the real action is, allowing you to travel rapidly between ports, or to engage enemy ships in naval combat. This ship-to-ship combat relies on your manoeuvring against the wind to get the best broadside on your opponent, and it's a tricky challenge, especially against multiple forces. Once the enemy is weakened you can either sink them, or choose to board the ship to fight its crew and plunder the cargo.

Economic Warfare

The hand-to-hand fighting is probably the most confusing aspect of the game, although the system it is trying to teach us is quite elegant and nuanced. You fight alongside a band of your crewmen and attempt to down the enemy captain. The fighting systems sees you trying to get your enemy off balance so that you can connect with a killing blow, all the while charging up your own initiative bar so that you can use your special moves. It takes some getting used to, but we'd expect to see the concept reworked by other games in the future.

Beyond the sailing, swashbuckling, and brutality there's also a fairly deep long game that

The hand-to-hand fights are truly chaotic.







Pirates cont...

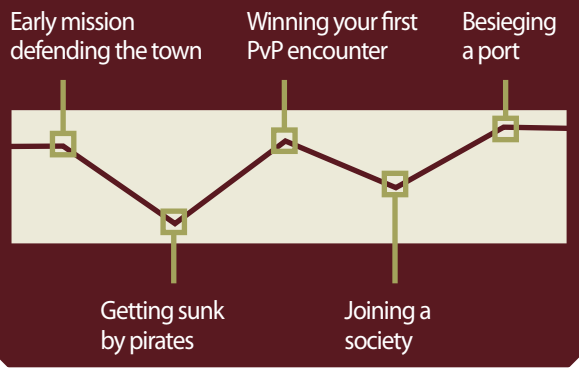
requires multiplayer co-operation to play. Ports, which can be captured by various factions, allow players to farm various resources. These resources are required for ship-building. A number of players will have to work to work together to produce any one ship, and they will all reap the rewards. These ships, of course, are set to be lost in combat, and so the captains who sail them will always need more.

The Player versus Player features of the game are centred around this resource battle aspect. Players can contest the ownership of ports for their faction by hanging around and attacking other ships in the vicinity. As the level of contention increases players push the town towards a decisive battle. Once the battle kicks off players from the contesting factions are all invited to join and fight for the port. While it's not quite as open or free as the territorial conflict in, say, EVE Online, it is a remarkably strong concept for the player-combat endgame.

Pirates of the Burning Sea isn't quite as robust or polished as many gamers would have hoped, but it nevertheless has the whiff of classic pirate storytelling, as well as a broad massively multiplayer world, complete with the conflict and economic complexity that gives the best such games their long-term appeal. ●

Jim Rossignol

PULSOMETER: Signs of life



MMOZine Verdict

Riches to be found on treacherous waters.

- ✓ Loads of quests in a fun world
- ✓ Stimulating long PvP game
- ✗ Still a little patchy

FREE ITEM!

PIRATES OF THE BURNING SEA

Boost your combat skills with this rare FREE locket, an exclusive in-game item!

THERE ARE MANY forms of combat in the stunning seafaring MMO Pirates of the Burning Sea. Swordfight in Fencing, Florentine, or even Dirty Tricks style, but whichever method you favour, on land, or at sea, you can now give yourself the edge over your foes with this amazing and exquisite heart-shaped locket, which will provide a healthy combat bonus when equipped.

Sony Online Entertainment has stolen us a treasure chest full of these delightfully piratical charms to give away from 14th January (think of it as a surprise Valentine's gift that will make your enemies' hearts bleed), so hurry to request yours right now. Simply follow the Treasure Map instructions opposite to hunt down this rare treasure and equip it in the game.

LOCKET TREASURE MAP

STEP 1:

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

STEP 2:

You will receive an email with your unique item code. Do not share this code with anyone else, as it is only valid for one use. If you chose to subscribe to any GamerZines you will also receive a confirmation email for the subscription, which you must activate.

STEP 3:

You will not receive your in-game locket item until 14th February 2008, but you may apply in advance of that date. To claim and equip it you will need to start the game and then enter your unique MMOZine code from the email in Step 2. Follow the in-game instructions to acquire and equip the locket in your inventory.



PCGZine

IN ISSUE 14, OUT NOW:

AGE OF CONAN PREVIEW
PIRATES OF THE BURNING SEA INTERVIEW
SPACE SIEGE PREVIEW
UNIVERSE AT WAR REVIEW

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We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.

PCGZine Issue 14

Your monthly PC games magazine



EVE Online: Trinity

The content update that's far more than a pretty face

REVIEW FEEDBACK! Click here to tell us what you think of EVE Trinity

Publisher: CCP Games
Developer: CCP Games
Heritage: EVE Online
Link: www.eve-online/trinty
ETA: OUT NOW!
System Requirements: Pentium IV 1.5GHz AMD 1.5GHz, 1GB RAM, GeForce 6 series/ATI X1300

It's pretty, oh so pretty, but is Trinity more than just a graphical overhaul?

For the past few months, CCP have been teasing us with details of the all new EVE expansion. Released completely free of charge, this update was, we were told, mainly supposed to compromise of a huge graphical update, bringing Eve's slightly aging visuals back to forefront of MMORPGs. Other than that, not much else was known, as CCP reiterated that the one big feature was the visual update. Luckily for us, there's a whole lot more to get your teeth into here.

But to start off with, let's look at the eye-candy - after all, it would almost be rude not to. Taking a supposed fifty man-years of time to create, EVE Trinity's graphics engine is, in a word, stunning, and takes the beauty of space to a whole new level. Huge gas clouds swirl around, painting the skies a menagerie of colours, colossal ships hulk past your tiny, insignificant fighter, dwarfing you 500:1 in size. EVE Trinity really is an incredibly pretty game, and thankfully, it has the involving gameplay to match.

Roll over screen for annotations





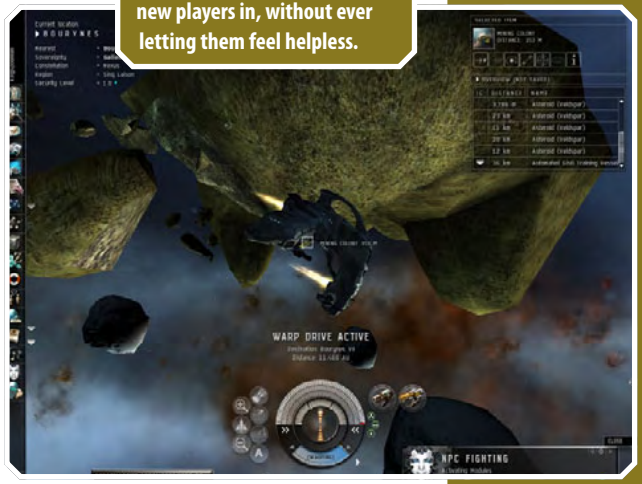
EVE Trinity cont…

Along with the graphical overhaul, Trinity's bought with it a host of various UI tweaks, gameplay additions, and various other bits and bobs, the most notable of which are the new ships. Whilst these all cost a fair amount to buy, each of the new ships has been specialised to cater to a certain player, whether it's the Heavy Interdictor Cruisers, who can simply sit in the midst of any battle, generating an anti-warp field, effectively trapping all ships that come too close, or the Jump Freighters - huge frigates that can, as the name may suggest, use their built in jump drives, or EVE's jump gates to jet around the galaxies.

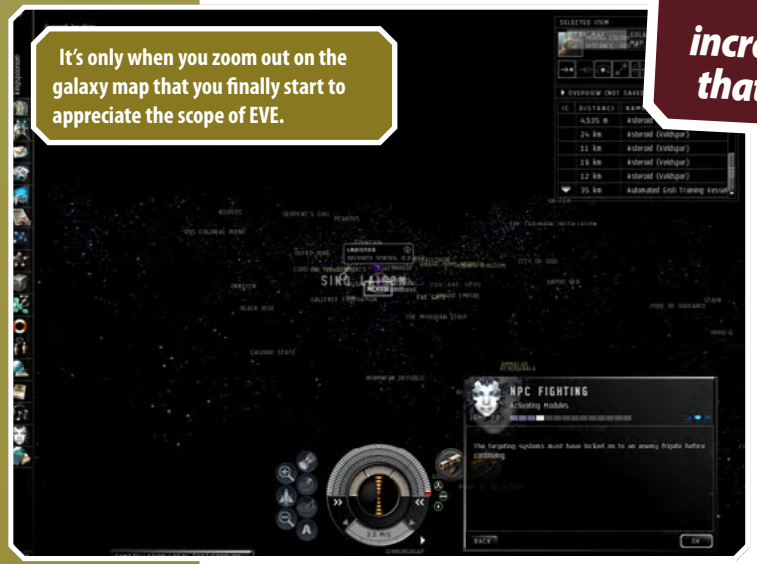
Already, we're looking at an incredible expansion pack, but yet, there's still more. Bringing up the rear is an extra 140 or so missions that have been added across all races, including the much wanted return of mining missions, to allow the money-conscious miner to earn a bit of extra dough while they're digging. Giving loyal players even more to do, and swamping new players with tasks, these extra missions will take hours to complete, and add even further to the value of this already fantastic expansion.

But while the graphical update is sure to impress, the extra missions will most likely drain hours from your life, and the new ships offer tonnes of strategic possibilities, in our opinion, the most incredible thing about EVE Trinity is that it's all free! This is no mere patch - this is the sort of thing shop-bought expansion packs were made for, but instead, it's all free. And we're not complaining.

With an all new tutorial easing new players into the game, there's never been a better time to dive into EVE's unforgiving galaxy. Join a corporation, or start your own - rule the world through business or force. Go it alone and live the life of a bounty hunter, or simply wonder round admiring the sights. No matter what your persuasion, the possibilities in Eve are practically endless, and on the back of this new update, we hope even more people decide to give EVE a chance. Take it for a spin - you won't be disappointed. ● ***Ian Morris***



The new tutorial helps ease new players in, without ever letting them feel helpless.



It's only when you zoom out on the galaxy map that you finally start to appreciate the scope of EVE.

"The most incredible thing is that it's all free!"



Warp gates, believe it or not, are among the smaller structures in EVE, and offer an effective way of getting from point to point.

MMOZine Verdict

Fifty man years were well worth it

- ✓ Outstanding visuals
- ✓ Loads and loads of free stuff
- ✗ May swallow your life



Publisher: Vivendi
Developer: Blizzard
Heritage: Warcraft, Starcraft, you know by know
Link: www.wow-europe.com
ETA: OUT NOW!

SYSTEM REQUIREMENTS
Windows: Intel Pentium(r) III 800Mhz or AMD Athlon 800Mhz, 512MB or more of RAM, 32MB 3D graphics card with Hardware Transform and Lighting, such as NVIDIA(r) GeForce(tm) 2 class card or above, DirectX(r) 9.0c or above, 6GB available HD space, 4x CD-ROM drive, A 56k or better Internet connection

World of Warcraft Patch 2.3.3

Welcome, player 10,000,001 to the binary world of Warcraft!

REVIEW FEEDBACK! Click here to tell us what you think of WOW 2.3.3

Another month, another enormous milestone for total live (or at least recent) subscribers to Warcraft. The new dungeons added in to 2.3.0 (see MMOZ2) seem to have done the trick in terms of enticing people back into the game. That and the fact that levelling up a new alt is so much easier now.

Speaking personally, though, as a mage my favourite new feature is in the latest, albeit minor, patch, 2.3.3. Swapping Ice Block out of the talent tree and making it a purchasable spell leaves room for Icy Veins, giving my frost wizard extra chances at landing a critted frostbolt at will.



For the main game, though, there's increasingly a golden question mark hanging over its head about the sense of continuing to grind now that the Wrath of the Lich King is looking quite close.

The point is, that when the Burning Crusade launched, within the first area there was more high power loot than festered on the floors of Ahn'Qiraj - more players are starting to grumble that grinding their way to purple armour sets now seems pointless if they'll be able to kill 50 rabbits for a better head-dress in a few months time. Doesn't seem to be putting too many people off playing, though, does it - perhaps Blizzard learned their lesson?

Back to the current game, though, and there's at least one more high level dungeon with tier six and above armour drops on the way before the Lich King gets here. Sunwell Plateau, to the north of Silvermoon City, will be even tougher than Zul'Aman, so watch this space. ● ***Adam Oxford***

THOSE MAGNIFICENT MEN (AND WIZARDS)

Please board at your gate now...

CATTLE CLASS **TURBO PROP**

One thing we didn't mention last month was that level 375 engineers are now able to create flying machines to navigate the Outlands. The first is a mere 60% speed movement, like a regular flying mount...



MMOZine Verdict

WoW keeps getting bigger, but is it enough?

- ✓ More small tweaks
- ✓ No date for Lich King or Silvermoon
- ✓ Performance test included
- ✗ Is the grind still worth it?
- ✓ New flying machines
- ✗ Timetest a bit pointless

PLAY AGAIN

Dark Age of Camelot



Publisher: EA
Developer: Mythic
Heritage: Darkness Falls, Spellbinder, ID4, Warhammer Online: AOR (upcoming)
Link: www.darkageofcamelot.com
Released: 2001
System reqs: Windows XP, Pentium 4 2.0GHz, 512MB RAM, 64MB DX9+ Video Card with Shader 1.1+

We don't like players whooo spam-a-loooot!

If you've never tried Dark Age of Camelot, or stopped playing it a few years back, then now is a great time to revisit. Originally released in October 2001, DAOC fixed upon the under-represented legacy of legendary King Arthur and has a very British back-story, with game locations such as Hadrian's Wall and Stonehenge and plenty of Celtic folklore mixed in with Norse influence.

When EA incorporated the developer Mythic, many assumed the corporate death knell had sounded for a game that had become a little bogged down by manifold imbalances and an outdated (if originally quite innovative) User Interface. But Mythic has listened to the community and over recent years, through expansions and updates, revamped almost every aspect of the game to keep gameplay contemporary and involving for old players and new. The game has continued to develop systems and quests and still offers an experience you won't get anywhere else. The UI, for instance, has been totally updated to iron out bugs and respond to community feedback on the features players wanted to add. There's a vastly improved chat system that is now tab based rather than split window and the UI look has been modernised to match other graphical improvements to the game, fixing slow framerates and performance issues that were affecting aspects like keep sieges.

In terms of content, new campaigns are rolled out roughly twice a year and there are plenty of new incentives for players to head to the realm frontiers for awesome and now totally smooth RvR combat. Dark Age of Camelot is one of those rare MMOs that has succeeded over the years in modernising itself without losing its heart and soul. A bit like a successful development in Property Ladder. If Sarah Beeny came back now to review the work, even she would be pretty impressed with the results! ● ***Steve Brown***

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



A mount, a mount, my kingdom for a mount!

"One of those rare MMOs that has succeeded in modernising"



The Neverending Story ended badly this time.



The Quake III retrospective is next door, mate.

RETURNING TO CAMELOT?

Three things you should do…

GAME OF ARRERS Be sure to try out the vastly improved archery that has been revamped so that the clunky old 'multiple click' system is now single click and damage balanced.

TRY AN ADD-ON There are now seven content expansions for Dark Age of Camelot - four retail and three now free to download. Look out for the upcoming Dragons Revenge!

KEEP TRYING Go and attack a keep. Now that ladders have been replaced by ramps and new textures put in, the experience is a joy and not a trial.

>Inbox

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

PREVIEW FEEDBACK! Click here to tell us what you think of all things MMO!

BOLDLY GOING NOWHERE FAST

STAR TREK ONLINE certainly looks good on paper, but so did the M25 London orbital motorway. I'd certainly like to get my hands dirty with it. They would need to keep the PvP element realistic though; the preview mentions you start as "...a lowly Starfleet cadet", Starfleet vs other player races would work for me, but not Starfleet vs Starfleet. I'll be interested how they manage that one. Also, I hope they keep the pay-to-use items cost effective in both number and cost. Looks good, ready for more!

> Ane

>Unfortunately, since our preview last issue, Star Trek Online seems to have suffered a catastrophic engine room failure and development seems to have been sucked into a temporal anomaly and set back to year zero! In



January the developer Perpetual Entertainment lost the license for the game and is no longer working on it. It now seems that any new development studio assigned to the project will have to start from scratch, which could put years on the project.

UNDER THE HAMMER!

I HAVE YET TO FIND a crafting/auction house combo that deals fairly with players. It seems the "House" always wins. In Lord of the Rings Online - to post an item for 48 hours costs money and then the house takes a percentage from the final sale - it gets you coming and going. You can lose money on this deal if the bottom drops out on an item. Auction costs should reflect the current going price of an item - rising and falling as it does. In my opinion.

> Otter

> We're afraid that's often the nature of an auction. Usually the house cut taken from the sale of your auction items is considered to be payment for hosting your items while you carry on playing, rather than you having to spam countless others yourself to sell crafted goods. At least some MMOs like World of Warcraft take less of a cut for sales to your allies than for sales at neutral auction houses. Maintaining a house cut also helps MMOs to regulate the inflation in the virtual economy, preventing too much currency from floating around the game at any time.

GAME SCHOOL

HEYA, MY NAME IS NICK, and I just found out about your zine today, and I was reading through your MMOZine, and you guys wanted feedback it says. Well, here's what I have to say. Definitely a winner! Why do I say that you ask? Because otherwise this would be a waste of your time to read. Well, I'm going into college at the moment for Digital Entertainment and Game Design, so I love video games, and MMOs are one of the most popular types of games out there right now. For most of us, it's a dream to make an MMO one day of our own. But anyways, I just wanted to pass that all on to you. Thanks again for making a UNIQUE method of brining the information to us. Have a great day.

> Weasel

> Thanks Nick, or 'Weasel'. Good luck with your studies - sounds like you know what you want to do and have found a great course! But why is everyone named after a critter this month?

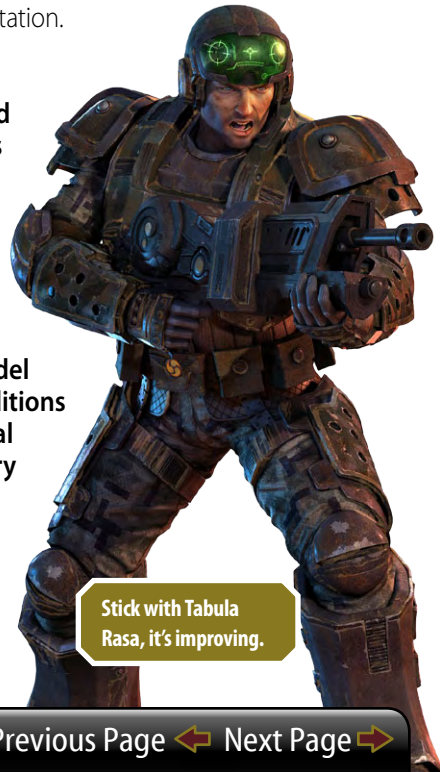
BLANK SLATED

TABULA RASA - Awful game, has no heart. I've played MMO's since Everquest, and was hoping this was going to be World of Warcraft's successor. Played Beta and thought it was bad because, well, it was Beta... But the game has been released and I really regret buying it hoping it would have changed into something I knew damn well it wasn't going to be. The game has no soul, the quests pointless, the gear dull and uninteresting, the locations drab and lifeless. Immersion factor zero, fun factor zero. Nice idea, truly awful implementation.

> Richard Evans



> Tabula Rasa had its disappointments as well as its successes, but since launch many issues have been addressed and there's a great content update model of regular small additions rather than the usual big expansions every few months. This is working well and Tabula Rasa is proving a real grower.



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Lineage II: The Kamael

Beginners' guide to being a Kamael



The Kamael have to earn back their wings.

While it has a massive following in Korea and the US, Lineage II is still growing fast in Europe. And with all the additions in The Kamael expansion, we're expecting quite a few of you to take up arms and join the fight in one of the most PvP-centric MMOs out there. Since the new race is so striking and unusual, we'll be referring to them exclusively in this beginners' guide.

Just as with most MMOs, L2 is race/class based game, although the class tree will vary from race to race and opens up as you progress past certain levels. As a Kamael, for example, you can only choose to play as a soldier initially. Almost uniquely, class options are also gender dependent - so your choice of sex will affect your abilities.

The world of Lineage II is split between three empires who vie for territorial power across the continents, advancing their frontlines by taking control of castles and outposts. The more land you have, the more revenue you can draw in: let battle commence.

"The class tree will vary, but as a Kamael, for example, you can only choose to play as a soldier initially"

HELLO, NEWBIE

Getting started in the Lineage world

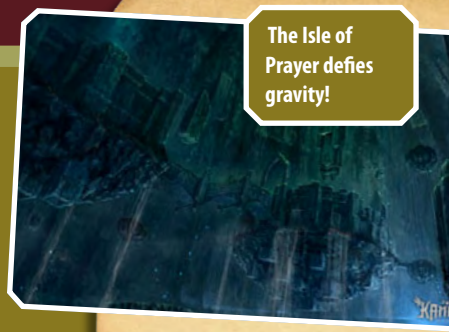
Unlike many other MMOs you won't always be attacked by wandering fauna from the start. Your birthplace on the Isle of Souls is inside a temple-like structure, the Cave of Souls and when you first leave, you'll find fields full of wildlife. You can either ignore this for the time being, and head on to the first town area, Kamael Village, or thwack a few innocent mammals to start levelling up. Combat is initiated by double-clicking on a mob, or using the icons in the action bar.

If you head into the village, there's a helpful Newbie Guide who'll give you a fair amount of useful information about your world environment to get you started.

As with other MMOs, you can buy stuff and pick up quests in Kamael Village by talking to the NPCs standing around. The first few quests will see you running around and just getting used to the layout of the town, but as you advance, there are two instances on the Isle, Normil's Garden and Normil's Cave to get you grouping. You should be up to around level 20 before you leave for the mainland.

Roll over screen for annotations





The Isle of Prayer defies gravity!

NEW LOCATIONS OF THE KAMAEL

Walking you down the isle...

ISLE OF SOULS
The starting place for Kamael warriors: the entire race was banished here as punishment for fighting the gods. Now the divinities are trying to rehabilitate the angelic warriors into society.

ISLE OF PRAYER
A gravity defying place of floating islands and underwater instances, the Isle of Prayer is a high level hunting ground.

HELLBOUND
The highest level area accessible via a quest chain in the Isle of Prayer. The final raid boss, Beleth, lives here.

FANTASY ISLAND
Still in development, but swim hard to the west and you just might be able to find it...

CLASSES OF THE KAMAEL

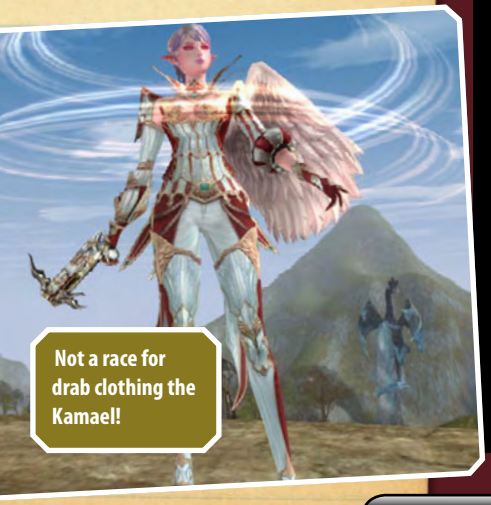
Not a dromedary or bactrian to be seen

TROOPER
A male Kamael levels from Soldier to Trooper, at which point he can use magic, as well as his sword, for melee fighting.

WARDER
The Female Kamael, meanwhile, learns traditional hunter skills like ranged weapons and traps.

SOUL HOUND
Powerful mage warriors, at the final class selection all Kamael classes also gain the Final Form power to win back their missing wings.

DOOMBRINGER
A high level beserker, the Doombringer's magic is generally reserved for defence, but their sword skills are second to none.



Not a race for drab clothing the Kamael!

Fighting talk

The key to the game is PvP

You're probably aware that advancing in Lineage II is going to mean smacking down other players. You may even be relishing the challenge, but remember that there are certain rules to abide by, even in Lineage II.

You'll probably want to practice with the duel option a bit too. First off, there are safe areas where PvP is restricted. These are usually the towns and villages. Any character that starts a fight here will be attacked by the village guards.

Once combat is initiated with a rival player, the aggressor is flagged with a purple label. Purple players are fair game for all, and will drop loot on defeat. Attacking white - or non-aggressive - players, though will earn you Karma points. Too many Karma points, and you'll receive the 'Chaotic' flag in red by your name. That means you won't be able to use the services of local tradesmen and the like. Karma can be reduced by killing mobs in the hunting ground, or completing special quests.

New players are offered some protection - you can't be killed by a character more than 10 levels above you and characters below level 40 will be offered specialist buffs from the newbie guides to help them.

Roll over screen for annotations



Class action

Choices arise with levelling...

"Soul-sucking, shape-shifting power!"

Every race in Lineage II has two starting classes, except for Dwarves and the Kamael. When you first create your winged soldier, you may be a little disappointed at the amount of options open to you: don't despair, pretty quickly you'll have plenty of ways to customise your new character to your own taste.

Class selections are influenced by your actions in the game, though - hey, Richard Garriott had a hand in this you know. At levels 19, 35 and 76 (the level cap is 80) you begin a quest chain, which takes several levels to complete and will eventually see you converting to a more specialised class in a skill tree not entirely dissimilar to Tabula Rasa. A Human fighter can become a Warrior, Knight or Rogue at level 20.

To really personalise your character, at level 75 you can choose a subclass to adjoin your main abilities. Once you choose a new subclass, you must then begin levelling it separately from your main class: when your subclass hits a class choice level, you can then diversify again.

And although Dwarves and Kamael get it tough at the start, the Dwarves' excellent crafting skills later in the game and the Kamael's soul-sucking, shape shifting power more than make up for it.

THE OTHER RACES OF LINEAGE

Getting to know you...

HUMANS **DWARVES** **ELVES**

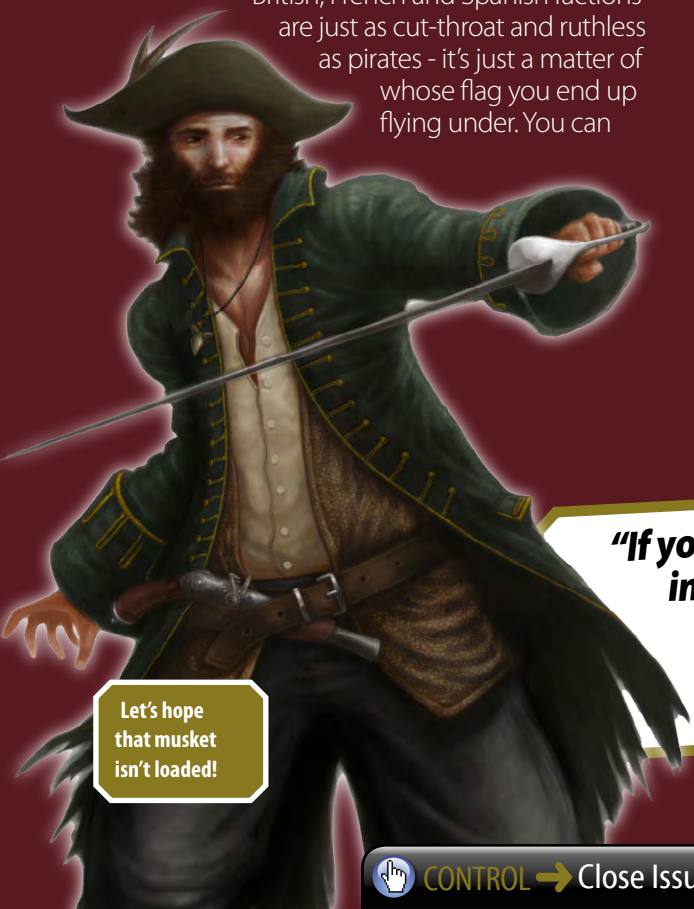


The race of man can start off as a fighter or mystic, with two possible talent trees for the world of arms and the world of magic. They boast the most versatile skillset, and can end the game as anything from a master archer to a high priest.

Pirates of the Burning Sea

Beginner's guide to becoming a Pirate of the Burning Sea

When starting out on the high seas it's worth remembering that the British, French and Spanish factions are just as cut-throat and ruthless as pirates - it's just a matter of whose flag you end up flying under. You can create multiple characters so don't feel like you're stuck with a single choice once you're into the game. Of course if you really want to enter into the spirit of things you should aim to play either as a pirate, or as a privateer attempting to hunt down and kill the very same. Whatever you choose, you're going to be facing the same corrupt crime bosses, the same evil local governors, and the same tooth-and-nail battles on the ocean. Don't forget to use the chat functions to ask other players for help if you need it - there's always someone who knows the answer to your questions.



Let's hope that musket isn't loaded!

"If you really want to enter into the spirit of things you should play as a pirate or as a privateer"

SETTING SAILS

Your ship is the most important element of your game

Unlike other MMOs your pirate character in Burning Sea is secondary to the ship he sails. While he's all-important for those fights and running around town, your success will hinge on how well your ship is fitted out, and what ship you decide to sail out of port on a particular day. You can go to the auction house to pick up both ships and equipment, and once you've got them you have to head down to the dockyard to get them set up. Every port has a dockyard and you can check out your ships in any of them. Don't forget to fit out your current ship with loot from older ships, and keep the ammo stocked. Getting yourself afloat in something suitable is the difference between death and riches.



Roll over screen for annotations



VITAL SHIP COMBAT

We're going to need a bigger boat!

Remember that while a tougher ship might be able to blow you out of the water, you still have a chance if your combat skills are good (we'll come to that in a minute).

Getting the grapples to allow you to board means slowing the enemy down by blasting his rigging, and keep his crew at bay by blasting the decks.

To fight, or to run away?

Learning it's sometimes better to live and fight another day!

Once you've completed some of the opening sections of Pirates of the Burning Sea you'll begin to travel around the large map. This will leave you open to the possibilities of combat with other players. You can either do this by having your PvP flag on, which will allow other players to attack you, or by attacking players who are PvP flagged. Alternatively you can enter PvP zones, and the contended areas in which battles for control over ports are taking place. If a port is being contended you'll get a broadcast message informing you of the battle, and you can go there to fight for your side. Control of a port allows industrious players to produce the resources required for the more advanced ship production, and also reduces the tax rate for the owning faction's players.

"Having your Player versus Player flag on will allow other players to approach and attack you"

Roll over screen for annotations



SWASHBUCKLING

Keeping your opponents off-balance

Hand to hand combat in Pirates of the Burning Sea is a unique experience. Firstly, you tend to fight with a big posse of crew, but you're also fighting in a way that is more realistic than in other MMOs. As you engage your enemy you are trying to reduce his balance with particular blows. Get him off guard and you can use the power you charge up - your initiative - to land a killing blow. This makes fighting far more tactical than it might have been in other, similar games, and you really have to figure out the combos if you want to take down an enemy captain quickly.

FENCING Use of the sword is the key attribute of fencing. Being able to knock weapons away, or stab someone in the face is key to mastering fencing.

FLORENTINE This style is certainly the most stylish, with your character using two blades at once to take on opponents. It's fast, even if the damage is low.

DIRTY FIGHTING
Pirates fight dirty, so if you want to stay in character then this is probably the way you want to go. Knees, elbows, headbutts, hidden blades and more!

Are you a dirty fighter? It's okay in this game!



GETTING THE GOOD STUFF

Use crime to get yourself the best gear

SCUM BOSSES BRETHREN

Tortuga is the hub of pirate activity, and the city harbours some pretty villainous scum. Chief of these is the Crime Boss, who can be found through the tunnel at the back end of the city. Once there you can accept a number of missions, which involve running other missions for the various town crime bosses. Clock up enough points and the crime overlord will reward you with a decent ship. It's a fast-track to decent rewards.



WIN! LINEAGE II: THE CHAOTIC THRONE – THE KAMAEL

Exclusive game and goodie bundles, plus a limited edition elf!

To celebrate the upcoming launch of the superb new expansion for massively multiplayer masterpiece Lineage II, NCSoft has loaded us up with exclusive gifts to give away. Ten lucky readers will win bundles that include the game itself, a Kamael T-shirt, a cool standee figure, and Kamael posters. The ultimate winner will get all this plus a limited edition statue of a beautiful lady elf (see left)!

To be in with a chance of claiming these fantastic Lineage II: The Chaotic Throne – The Kamael bundles, simply answer the question opposite…



This competition brought to you in association with the National Elf Service.

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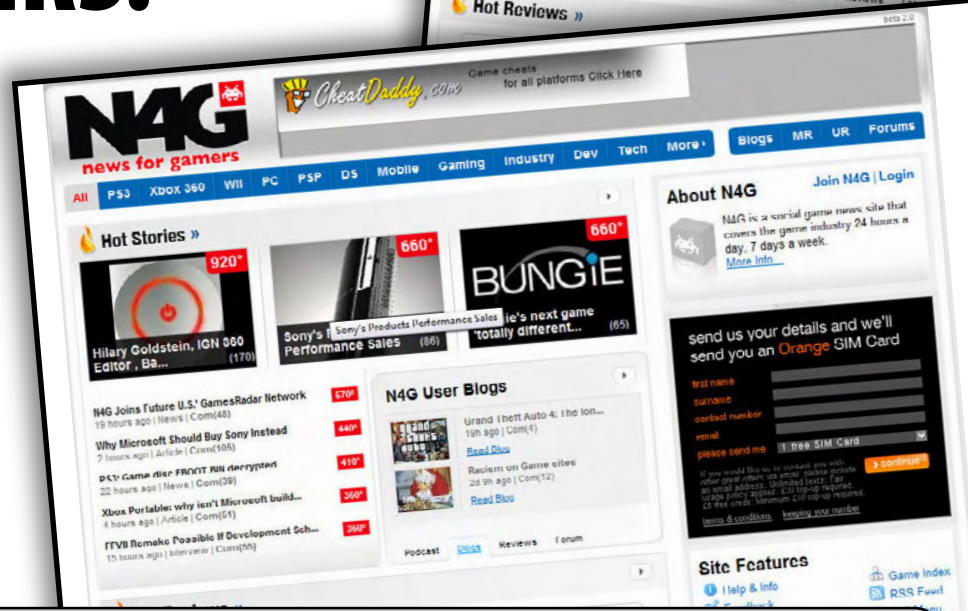
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