FREE!

MMOZine

Issue 7 | November 2008

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

EXCLUSIVE #1

The Lord of the Rings Online™
VOLUME II
MINES OF MORIA™

EXCLUSIVE SCREENS & HANDS-ON
FOLLOW GANDALF INTO MORIA...

EXCLUSIVE #2



AION: TOWER OF ETERNITY
Characters and classes revealed
Exclusive interactive screens!

EXCLUSIVE #3

World of WarCraft
Wrath of the Lich King

Exclusive screens and video from Dalaran!

PLUS! CRONOUS • STARGATE WORLDS • BUFFY • FALLOUT



+ REVIEWED

Warhammer Online
Definitive review and gaming guide inside...



+ REPLAYED

Tabula Rasa
Play it again today!



+ REVEALED

Star Trek Online
Take control of your own starship

FREE!

MMOZine

Issue 7 | September 2008

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

EXCLUSIVE #1

The Lord of the Rings Online™
VOLUME II
MINES OF MORIA™

EXCLUSIVE SCREENS & HANDS-ON
...AND FACE THE FIERY BALROG!

EXCLUSIVE #2



AION: TOWER OF ETERNITY
Characters and classes revealed
Exclusive interactive screens!

EXCLUSIVE #3

WORLD OF WARCRAFT
WRATH OF THE LICH KING

Exclusive screens and video from Dalaran!

PLUS! CRONOUS • STARGATE WORLDS • BUFFY • FALLOUT



+ REVIEWED

Warhammer Online
Definitive review and gaming guide inside...



+ REPLAYED

Tabula Rasa
Play it again today!



+ REVEALED

Star Trek Online
Take control of your own starship

Welcome to MMOZine



This month we've been hands-on with the all-new Lord of the Rings Online: Mines of Moria. If you're a fan of Tolkien's tome, you're in for a real treat with best MMO recreation yet of his expansive world, though whether it will be enough to tempt in new players is the question. Hear what the developers themselves have to say.

Wrath of the Lich King is also nearly upon us in it's full glory, so don't miss your essential guide to entering Dalaran, your soon to be new home.

The big MMO release of recent weeks though has undoubtedly been Warhammer Online: Age of Reckoning, so don't miss our in-depth long-term play review and check out our essential guide to WARring to decide if it's for you.

Enjoy the mag, and tell your guild/kinship/etc about us! Go on, do it now!

Dan Hutchinson, Acting Editor
mmozine@gamerzines.com

MEET THE TEAM

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



KIERON GILLEN
Adventuring in the Mines of Moria



IAN MORRIS
Customising his Aion characters



ADAM OXFORD
Weighing up Warhammer Online

DON'T MISS!

This month's highlights...



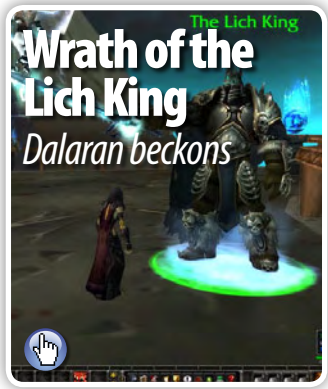
LORD OF THE RINGS ONLINE: MINES OF MORIA

Hands-on preview & interview



Aion: The Tower of Eternity

New details unveiled



Wrath of the Lich King

Dalaran beckons



Warhammer Online: Age of Reckoning

Read the expert review here...

PLUS! WARHAMMER TUTORIAL

QUICK FINDER

Every game's just a click away

- Cronous
- Star Trek Online
- Stargate Worlds
- Darkfall
- The Chronicles of Spellborn
- Earthrise
- Buffy
- Fallout
- Sun
- The Chronicles of Spellborn
- Lord of the Rings Online: Mines of Moria
- Aion: The Tower of Eternity
- World of Warcraft: Wrath of the Lich King
- Warhammer Online: Age of Reckoning
- Tabula Rasa



PLUS! *WIN ONE OF 20 WORLD OF WARCRAFT BOOKS!*

DON'T MISS ISSUE 7 SUBSCRIBE FOR FREE!

WARNING! MULTIMEDIA DISABLED!

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.

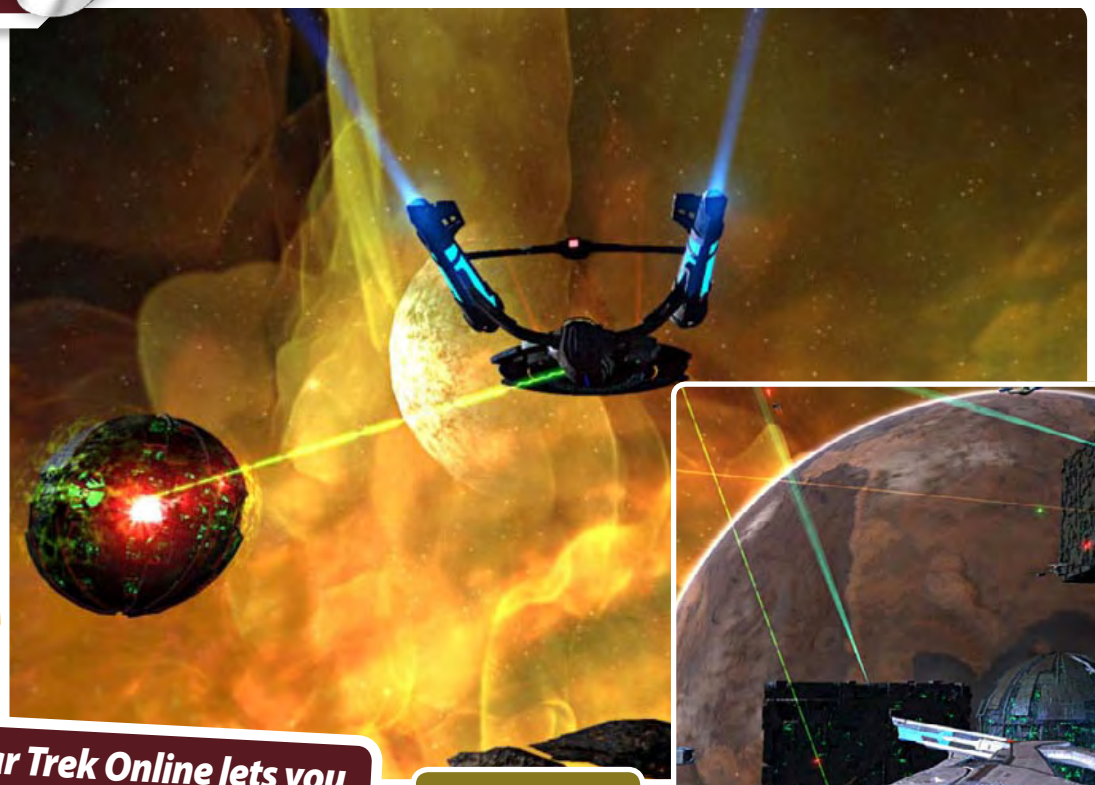
Star Trek Online

FIRST LOOK

Boldly going where no gamer's gone before

Publisher: TBA
Developer: Cryptic Studios
Heritage: City of Heroes, Champions Online
Link: N/A
ETA: TBA

PREVIEW FEEDBACK! Click here to tell us what you think of Star Trek Online



"Star Trek Online lets you take control of your own Federation Starship"

The opportunity to fly the Enterprise sounds too good to miss.



If you don't fancy the Federation ships, you could always command a Klingon one.





The graphics look truly stunning.

What's the story?

Star Trek Online is exactly what it says – a huge MMO set in the Star Trek universe, letting Trekkies get their Kirk on with gamers worldwide.

What do we know?

STO lets you take control of your own Federation starship (or a Klingon ship if you'd prefer), scouring the galaxy for new planets, and taking in a variety of true-to-their-TV-form locations as you go. From the Starfleet Academy, to the fire caves of Bajor, there'll be plenty to do that's sure to get Star Trek fans foaming at the mouth. Whether or not you'll be able to get jiggy with a Vulcan in the shower remains to be seen.

Anything else to declare?

A Star Trek MMO has been in the offing for a long time, and we think there's no better place for the license than the team at Cryptic. They're innovative, talented and experienced at running huge MMOs – and you can bet your top credit that this is going to be huge.



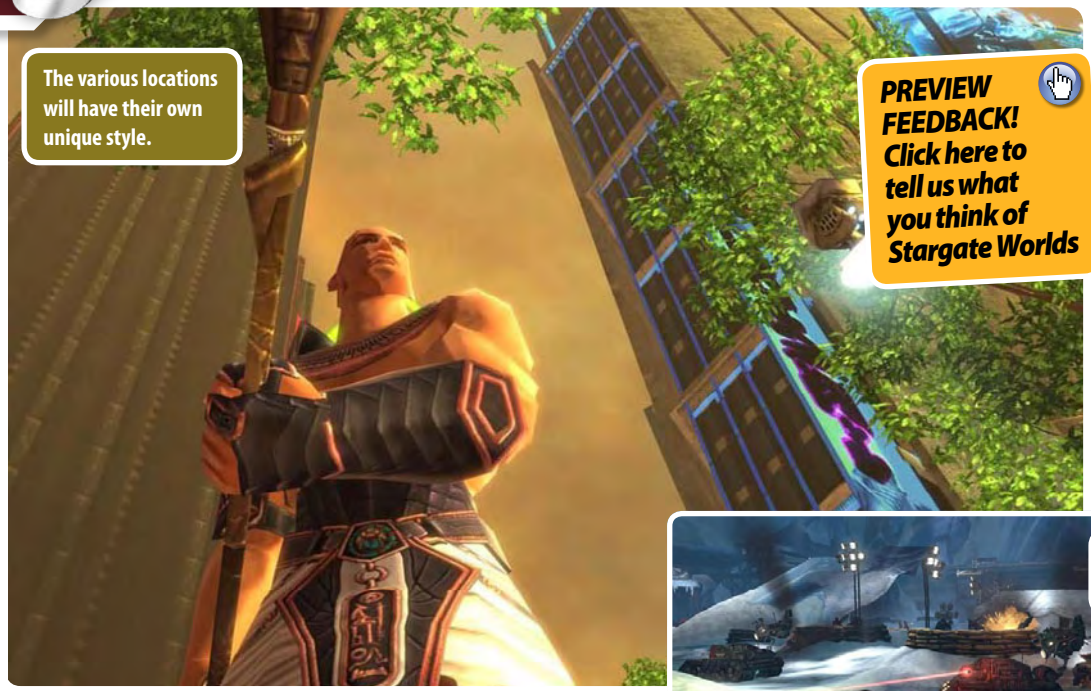
CONTROL Close Issue Print Page Search Issue Zoom In Zoom Out Toggle Full Screen Previous Page Next Page

Stargate Worlds

FIRST LOOK

Suit up, and prepare to enter another world

Publisher: FireSky
Developer: Cheyenne Mountain
Heritage: None
Link: www.stargateworlds.com
ETA: TBA 2009



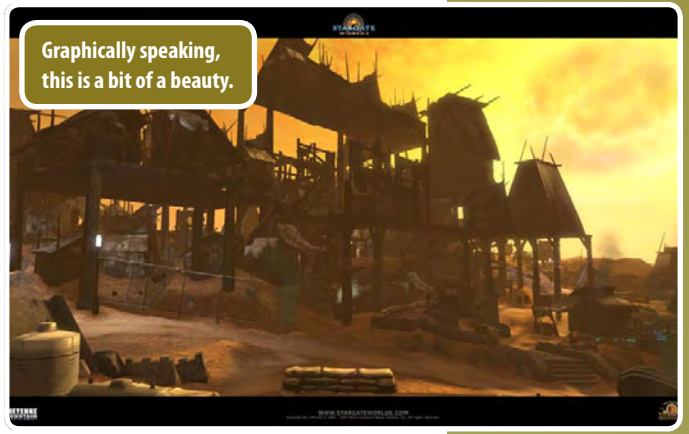
The various locations will have their own unique style.

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



Fans of the show are going to love this game.





Graphically speaking, this is a bit of a beauty.

What's the story?

Well, the story is that Stargate Worlds is a hugely ambitious project, based around the incredibly popular Stargate SG-1 and Atlantis TV series. So far, so very interesting, then.

What do we know?

Looking at the shots on this page, it's very clear that Stargate Worlds is visually stunning, with a graphical style that probably closest resembles the excellent Dawn of War, but brought kicking and screaming into the present day.

Set to let fans take in a variety of locations from the TV series simply by dialling it up on the Stargate, Stargate Worlds offers you the chance to explore the Stargate Universe like never before, as one of seven character archetypes, with unique skills and abilities.

Anything else to declare?

Believe it or not the Stargate TV shows still have an audience of around 17-22 million people each week. That's an incredibly large audience to sell to, and with over 213 episodes of SG-1, and a ravenous fanbase that's always craving the next chunk of Stargate action, there's every possibility that this could be one of the most popular MMOs of the year. Whichever year it's released in, that is, as the date's currently TBA. As soon as we hear of a firm release date for this intriguing game, then we'll be sure to let you know.

Cronous

FIRST LOOK

Nothing to do with the flow of time, sadly

Publisher: Aeria Games
Developer: Lizard Interactive
Heritage: Sho Online, FunFun
Link: http://cronous.aeriagames.com
ETA: TBA

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

EXCLUSIVE SHOTS!



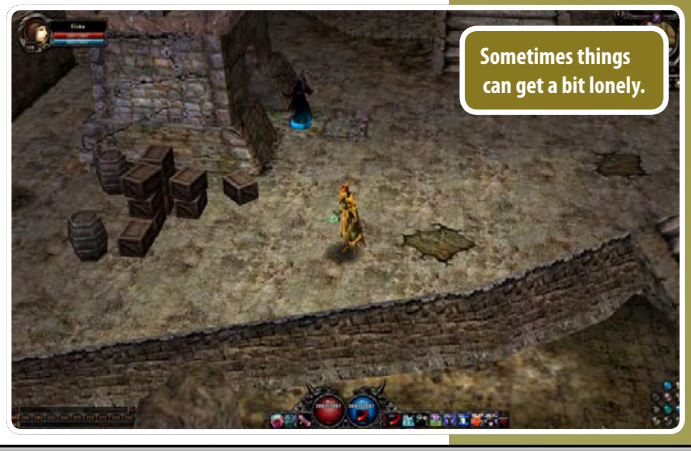
"Unlike a lot of Korean MMOs, this one's taken the step into the third dimension"

Visually, it resembles NeverWinter Nights, which is no bad thing.



3D displays are fully supported.





Sometimes things can get a bit lonely.

What's the story?

Cronous is a brand new MMO that's in the vein of Diablo, letting players merrily hack, slash and chop their way through some visually appealing lands as one of a variety of character classes, including Fighters, Valkyries, Magicians and Savages. Unlike a lot of other Korean MMOs though, this one's taken the step into the third dimension, meaning you'll get plenty of luscious visuals to go alongside all of the dismemberment – of which there is sure to be plenty .

What do we know?

There were three Gods protecting the world of Cronous – Lapis, Exiliss, and Coellis. Everything was fine in Cronous land, until one day, an alien God visited, named Maquapel. The Gods of Cronous welcomed him into their land initially, but unfortunately for them, Maquapel had other plans. He wanted to make the world his own, and so a war broke out between the three Gods and the Alien God. Two of Cronous' Gods were lost during the battle, but eventually the war was won by Coellis. Or so it seemed. Unfortunately for them, Maquapel left followers behind, who have also studied his magic. Followers, who've now found a way to revive their God and use the power for their own good. To counter this, the followers of the remaining Gods formed an organisation called Oracle, and started another massive war. And that's where you come in.

When do we get more?

Cronous is currently in open beta. Download the client from http://cronous.aeriagames.com and give it a try yourself.

ONLINE GAMING • NO SUBSCRIPTION FEES

GUILD WARS







Join millions of players worldwide and play through all four chapters in the award-winning Guild Wars universe!

OUT NOW!

€14.99/£12.99 (SRP)

© 2005 – 2008 NCsoft Europe Ltd. All rights reserved. NCsoft, the interlocking NC logo, ArenaNet, Guild Wars, Guild Wars Factions, Guild Wars Nightfall, Guild Wars: Eye of the North and all associated logos and designs are trademarks or registered trademarks of NCsoft Corporation. All other trademarks or registered trademarks are property of their respective owners.

WWW.DISCOVERGUILDWARS.COM

NCSOFT® ARENANET

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

7 UP

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



Darkfall

Publisher: Adventurine | **ETA:** 2008

Although we'll admit we've never heard of the developer (Adventurine, anyone?), we're still quite excited about this one. Visually stunning and with dragons aplenty, this one looks set to be another great traditional fantasy romp online.



Earthrise

Publisher: Cryptic | **ETA:** 2009

Coming at some point in 2009, Earthrise is a sci-fi MMORPG from new boys, Masthead Studios. With a story revolving around a corrupt Government playing the role of God over the cities cloning process, there's plenty of depth here too.

Firefly/Halo MMOs (not)

Publisher: Various | **ETA:** Never!

After all the good news this issue, unfortunately we've got a bit of bad news for you here now. Despite giving the Buffy MMO the go-ahead, the once-in-development Firefly MMO has now officially been given the boot. Just like the Halo MMO Ensemble were working on. Double drat for sci-fi fans.



Fallout

Publisher: TBA | **ETA:** 2009

This is potentially one of the most interesting developments of the year. Firstly, Interplay are back from the dead, phoenix-style. Secondly, they have also announced they're working on a new MMO, codenamed Project V13 (Vault 13?). And thirdly, they've got the license to produce a Fallout MMO. Watch. This. Space.



Sun

Developer: Webzen | **ETA:** 2009

A new MMO from the creators of also yet-to-be-released online shooter Huxley, Sun retains the stunning visuals of its forefather, crossing it with an Oblivion-like fantasy world and appeal. This could be interesting.



The Chronicles of Spellborn

Publisher: Frogster | **ETA:** 27th November

Running on the Unreal Engine 2.5 (which is sure to be a relief to gamers not running bleeding edge hardware), The Chronicles of Spellborn has recently been given a November 27th release. Be sure to pick it up then, as it's likely to be something a bit special.



Buffy

Publisher: Multiverse | **ETA:** 2009

This one's just entered pre-production, but we're already excited about it. With cheesy zombies and vampire-stabbing lesbians, the Buffy MMO is sure to be a wild ride, and is supposed to use 2D Flash and 3D clients. Become a Scoobie.

ON THE RADAR

2009
- Fallout

SUMMER
- Star Trek Online

SPRING
- Warhammer Online: Age of Reckoning

WINTER
- The Chronicles of Spellborn

EVE®
ONLINE



PLAYBACK OPTIONS: ENHANCED

THE HEAVENS OPENED
AND A NEW UNIVERSE WAS BORN

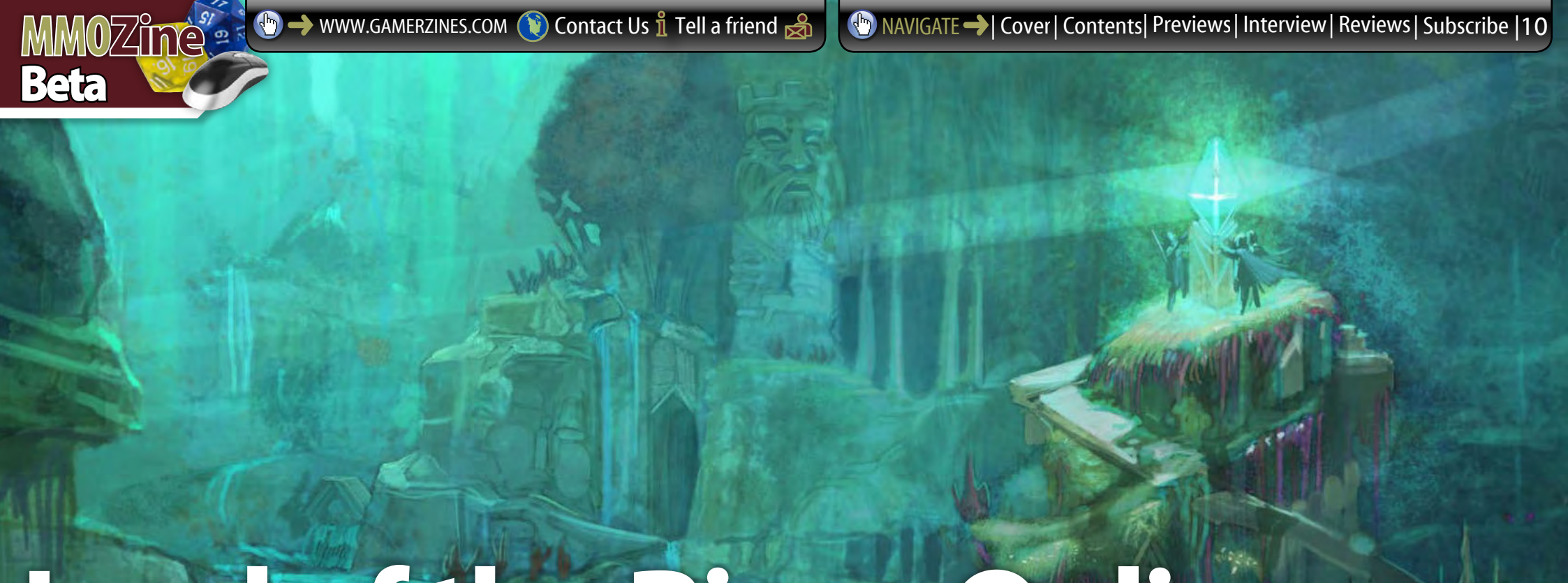
12+ PEGI ONLINE
pegionline.eu

TEEN T Violence | Online Interactions Not Rated by the ESRB

14-DAY FREE TRIAL WWW.EVE-ONLINE.COM

NVIDIA.

CCP Copyright © CCP Games 1997-2008



Lord of the Rings Online: Mines of Moria

Finally, there's an MMO suitable for Miners…

MMOZine

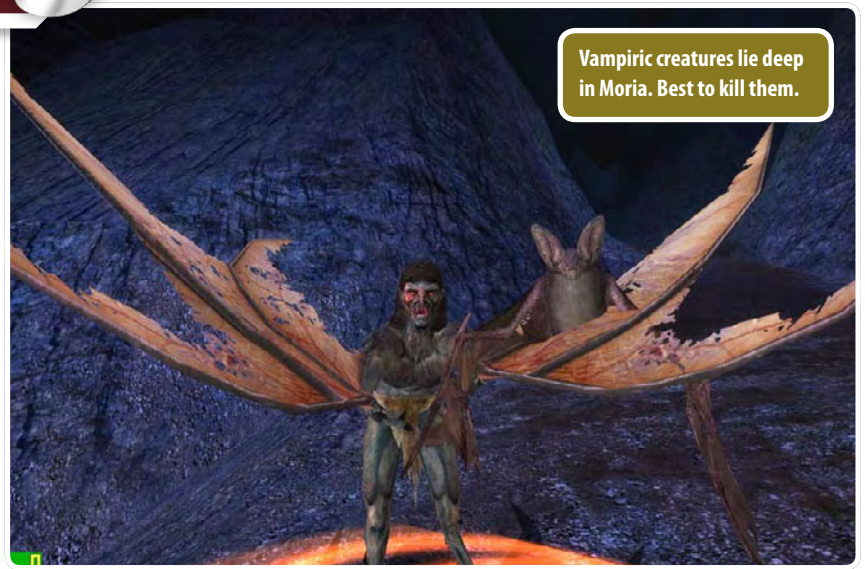
EXCLUSIVE DESKTOPS

Click on an icon to save the image to your PC for use as a desktop background.

Lord of the Rings has been running for less than two years, with six free updates expanding the corner of Middle Earth (Eriador) where the game started. That's a whole mass of adventuring in Tolkien's world, and it has created a devoted audience.

Here's a thought, though: they haven't even played any of their trump cards yet. The biggest icons in the books may have shown up, and there's charm in Rivendell and the stalking Nazgul, but the big adventure moments from the books haven't been seen yet.

Publisher: Codemasters
Developer: Turbine
Heritage: Dungeons & Dragons Online
Link: www.lotro-europe.com
ETA: November


Vampiric creatures lie deep in Moria. Best to kill them.



Probably best not to start hitting on Galadriel at this point.

Mines of Moria cont.

This, the first expansion pack, is Turbine playing the initial of their many ces. Moria, the enormous complex which Gandalf leads the Fellowship through is a quintessential moment from the book, which has resonated through popular culture. When people talk about Tolkien's influence on Dungeons & Dragons, they're really talking about Moria – a group of people heading underground to face challenges and find secret things. It's the original, and finally we get to go down there.

Down in the dungeon

As in everything, Turbine are aware of what they're playing with. If this is the one where all others come from, it needs to feel it – and, as such, it needs to be more than just a dungeon. Sitting there, watching the various locales of Moria, it's clear this is a world as much as the overland is. They've re-worked the graphics engine so it's capable of dealing with enormous vertical spaces. Standing on a ledge and looking around, there's a real flash of vertigo, especially on places like the Endless Staircase – which Gandalf climbed on the way out of Moria – which stretches from the top to the bottom of this place.

"When people talk about Tolkien's influence on D&D, they're really talking about Moria"



Expanding on Tolkien, we have these Fire-Orcs from deep, deep in the land.



The new classes are ideal for solo play, but work well within groups too. As shown.



Dwarves have overcompensation issues in their architecture.

Mines of Moria cont.

Which is the second thing to remember, and it's that this is all one place in the game, bar instances, and you're able to run from one end of the structure to the other. To that end, variety is stressed – working off the text, they've extrapolated what Moria may be like. Some areas, made when Elves and Dwarves were friends, have a more elegant look. There's great internal gardens in massive caverns; there's cooling plants, with whirling waters and generators which transform beams of light into heat, to be transferred around the place. And it is, quite clearly, absolutely enormous.

It's also not all there is to it. The plot continues to Lorien and hanging out with another LotR original: Elf-hottie Galadriel – well, she's the original unless you go for

> *"The storyline, like all of Lord of the Rings Online, dovetails with the plot of the book"*

Arwen. You freak. The storyline, like all of LotR: Online, dovetails with the plot of the book – so you're entering Moria after the Fellowship have passed through, with the whole of the underworld in crisis. This is taken as an opportunity to try and reclaim the ancient

LORDING IT UP

New features for Middle Earth

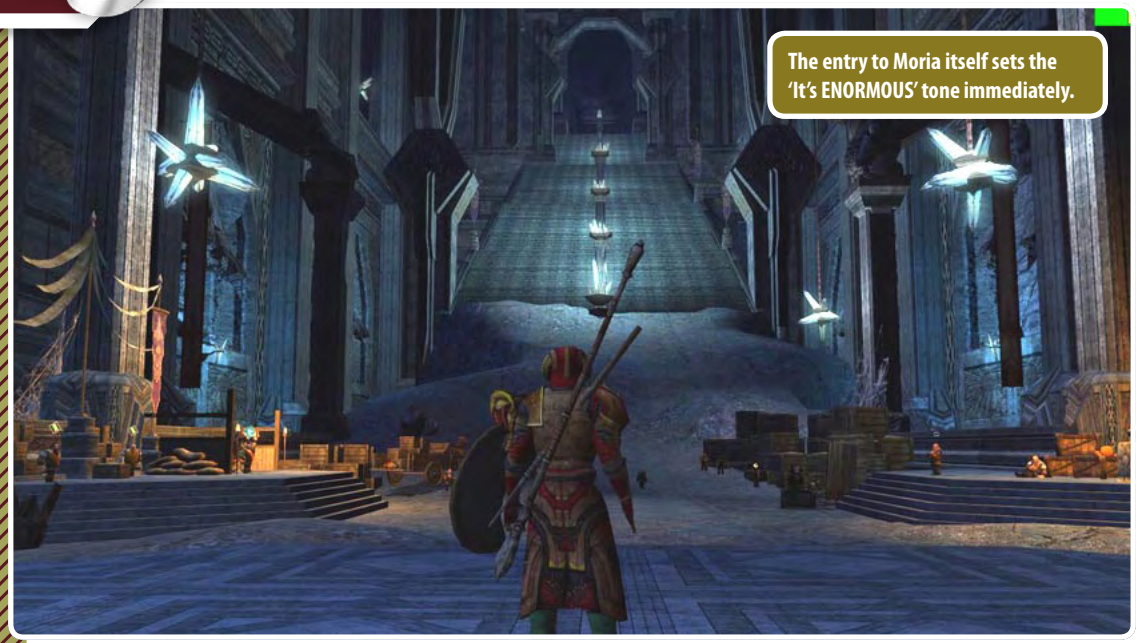
LEGENDARY LOOT **TRAFFIC WARDENS** **CHANGING RUNES**

The ability for certain weapons to gain experience points fits with Lord of the Rings, where characters are tied to their weapons so discarding them is out of character. Even if you want to change weapons, it's not wasted – you can take them apart and add abilities to the new weapon, too.





The internals of the Moria are so large, you can see why Warg-riders are so popular.



The entry to Moria itself sets the 'It's ENORMOUS' tone immediately.



The Warden uses his spears close up, swapping to Javelin at a range.



This ice-storm is one of the Runekeeper's area-effect attacks.

Mines of Moria cont.

Dwarven Civilization. Oh, and all the Mithril, of course. Also fun is your chance to actually get involved in that history – missions where you step back in time to earlier times in Moria, and play someone involved in a historical event. We get a chance to watch the uncovering of the enormous Balrog by Durin, for example, which leads to the retreat of the Dwarves from the world. Turbine also are apt improvisers in expanding what was there – Tolkien's passing references to monsters in the deep places are spun off into new, freakish creatures with a Geiger-meets-Lovecraft bent.

Invigorating parts

Clearly, this is all for the continuing adventures, but the game's going out of its way to reinvigorate the earlier parts too. There's two new player classes added, for new players or those who want an unusual alt-character. These are the Warden and the Runekeeper, which are hybrid classes with their own distinctive slant. The former is the equivalent of the guy who defends a town, like a glorified policeman. Rather than swords, they're tooled up with javelins and spears, mixing tanking and stealth abilities, complete with range and a novel combination bar (See 'Lord it up' boxout). The Runekeeper is either a DPS-damage-dealing character or a healer, with that being decided on a combat-by-combat

"We now get a chance to watch the uncovering of the enormous Balrog by Durin"



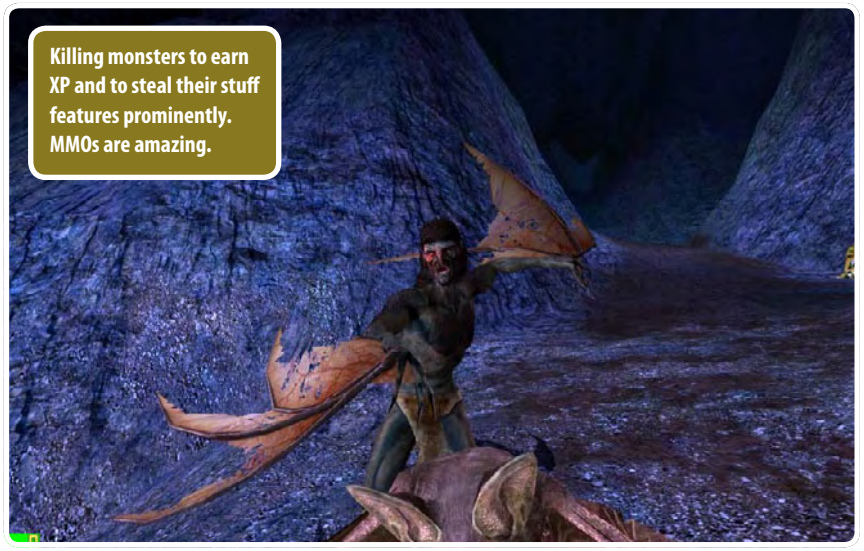
After all that underground marching, Lorien is a welcome and beautiful respite.



The detailed story-heavy instances are among Middle Earth's finest features, and continue in Moria.

Mines of Moria cont.

basis depending on your choices. There's also the incredibly novel idea (if you're not geeky enough to remember intelligent weapons in *D&D*) of the legendary weapons – which means that you gain weapons which gain experience along with you, so allowing you to customise them according to your own desires, as well as improve them with other items you find. And since you can now name them, you can have a sword that's as much tied to you as Sting is to Frodo.



Killing monsters to earn XP and to steal their stuff features prominently. MMOs are amazing.

It's changes like these which are going to attract new people to Mines of Moria – genuine new thinking in the genre, which you suspect will be influential to everyone else. If they wanted, Turbine could have easily just 'done' the Mines of Moria and got an audience. That they've gone further means they actively *deserve* one. This looks highly promising indeed.

Kieran Gillen

MMOZine Verdict

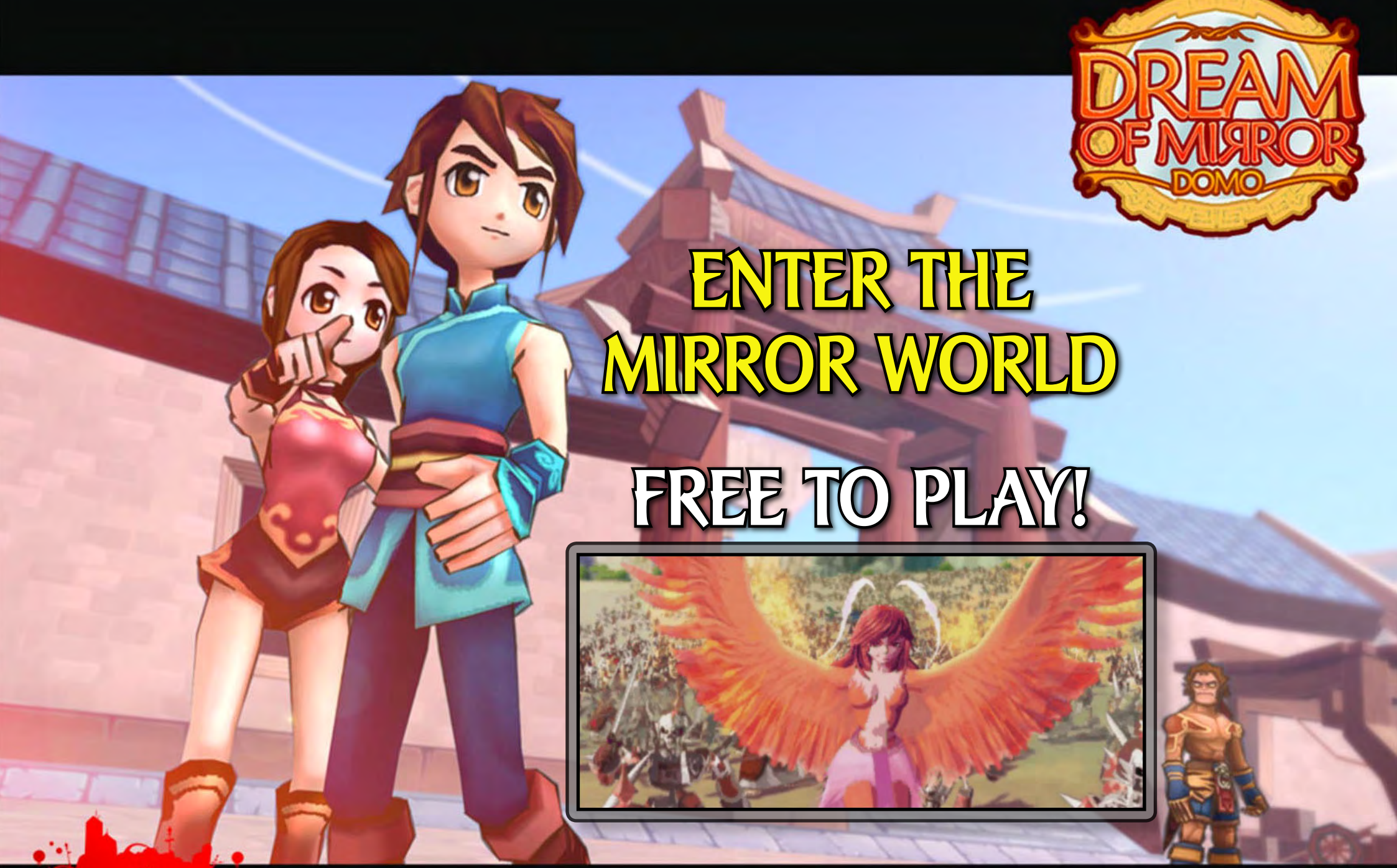
Lord of the Rings goes into the dark, but its future's looking bright.

HOW COMPLETE

90%

FIRST IMPRESSIONS

85%



GAMETRIBE
© 2003 - 2007 SOFSTAR ENTERTAINMENT INC. All Rights Reserved
PUBLISHED by GAME MEDIA NETWORK s.r.l.
www.gametribe.com

Lord of the Rings Online: Mines of Moria

Turbine's Producer says 'Friend' and enters into details of the first expansion



Radagast the Brown was a fellow Wizard to Gandalf who… okay, it's Jeffrey Steefel.

After immersing ourselves in the Mines of Moria we caught up with Turbine's producer Jeffrey Steefel.

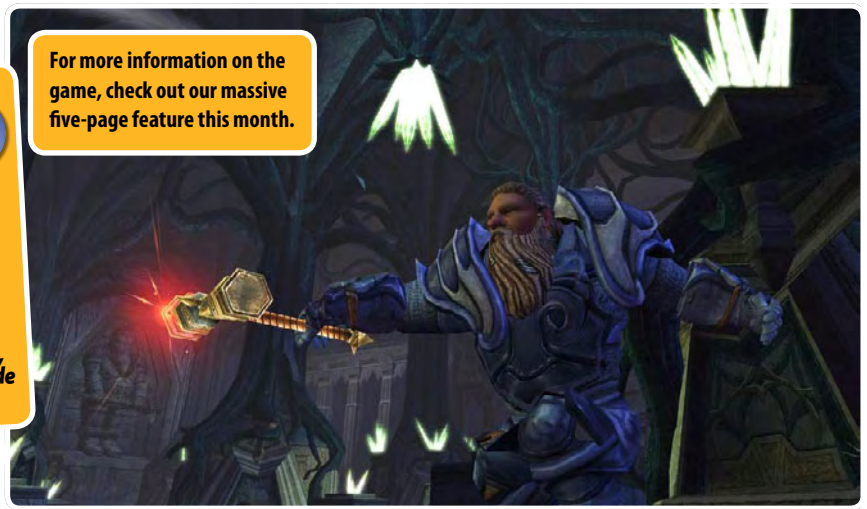
Could you explain what the thinking was behind the two new classes?

Well, both of these classes are very solo-friendly. They give you capabilities that are rounded out, so you can do certain things on your own which would be hard to do with some other classes. They're also unique, with their own individual UI, so they offer new, fresh and a kind of complex gameplay for a more experienced player who may be creating a new alt and wants to do something completely different. But they're also accessible to new players, and we try to do this with all of our new systems. You can still play it and understand it without getting into the complex strategy of it.

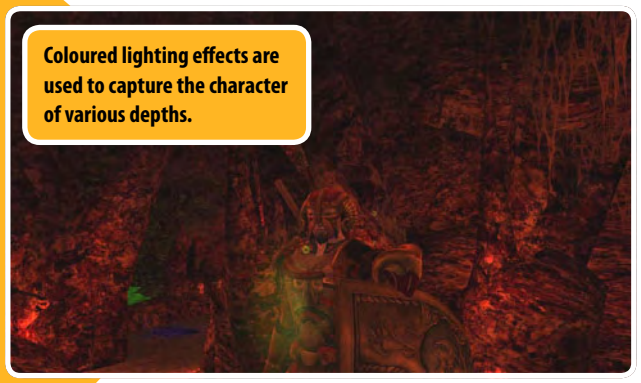
Right. And so how does the Warden tie into that?

The Warden is the caretaker; the person who's taking care of a town or something like that. They're not the soldier; they're not Gandalf. They're more like someone who is there to protect. They're this sort of a medium-armour tank. Which means they have some of the tanking potential of the Guardian, but a lot more flexibility. They have some stealth things they can do though, and they can throw the spear like a javelin from a ranged attack. So they have ranged *and* melee attacks. They also have a unique gambit system… it's like a combo system. Think of it like an old fight game. You use different skills and eventually you get the really cool bonus skill that's under the B button, but you only get to use it once. It loads the skill to the right into your quick-slot

FULL AUDIO INTERVIEW
Click here to listen to the whole unedited interview.
(Please note that the quality is variable because of the location, but we wanted to include it for fans to enjoy.)



For more information on the game, check out our massive five-page feature this month.



Coloured lighting effects are used to capture the character of various depths.



Moria is so big even when you're indoors, you're outdoors. For example, this subterranean garden.



Fans of the game will find much to enjoy in this expansion pack.

Interview continued

bar depending on the skills you use. You use it once, then have to start over. The higher level you get, the more complicated gambits are available. You can be a beginner and just be button mashing, then something shows up and… cool! Look what happened. Or a more sophisticated player will say "If I get these combinations and do it in this way, it'll be perfect for this instance".

What about the Runekeeper?
The Runekeeper can switch between heavy DPS and heavy healing during the course of a fight. They have an Atunement bar, and can balance themselves one way or the other depending on the skills that they use. You start with basic skills on either side, but if you start using a bunch of DPS skills then more advanced ones will show up. You can go heavy-heavy DPS, or heavy-heavy healing. Again, this is great for solo play and also very versatile in a group, too.



What sort of purpose do the historical quests serve? As in, what's the joy about going back in time and playing an event in the game's ancient history?
There's a group of fans who adore it, because they're so enamoured with the lore. But it's just the fact that you're in a place that has history. It has meaningful history. "I'm going back in time to the place where the Balrog was released in the first place…".It's not just a cute little story we made up, this is almost real mythology. You're going to be fighting with the Watcher, and some people in your party are going to be picked up and thrown to one side – it's the same Watcher the fellowship was fighting when they were trying to get into Moria. The history informs the present. It's not there just to for the sake of gratuitously being "it says in the book on page 397…" It gives weight to everything. Everything has weight because everything has real history, because Tolkien did such a great job of making it real. ●

"Everything has weight because Tolkien did a great job of making it real"



Judging by these shots, there seems to be plenty of waving around of glowing sticks…



…and here's another one.

Publisher: Codemasters
Developer: Turbine
Heritage: Dungeons & Dragons Online
Link: www.lotro-europe.com
ETA: November



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

Publisher: NCSoft
Developer: NCSoft
Heritage: Auto Assault, Guild Wars
Link: http://eu.aiononline.com/en
ETA: TBA

Aion: The Tower of Eternity

I've got my Aion you…

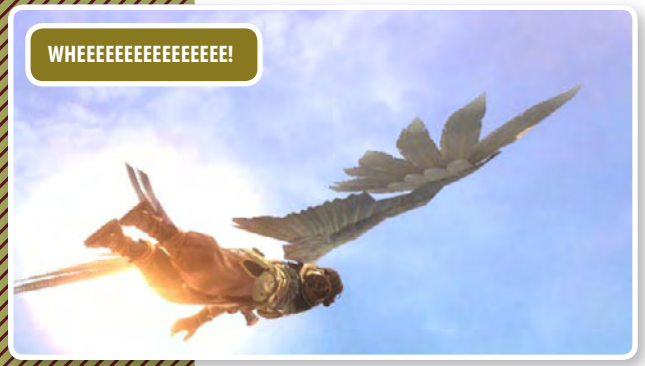
PREVIEW FEEDBACK! Click here to tell us what you think of Aion

You may have noticed we've been getting quite excited about Aion over the last few issues, and as it looks amazing then you can expect a lot more of it over the coming months. For now however, we're going to take a more in-depth look at who you can expect to be controlling, as you happily explore the land of Atreia.

In Aion, you'll play as one of two factions, who blame each other for the 'Epic Cataclysm' which tore their world in two – the beautiful but arrogant Elyos, or the hardy, dark Asmodians.

Once you've chosen which faction you want to play as, you then need to choose your class. To begin with, you're given a choice of four different classes: Warrior, Scout, Mage or Priest, and when your character reaches level ten the 'Tier 2' classes become available.

The Warrior is your typical hard-nut, often found on the front lines of the battlefield, getting physical with the enemy hoards. If you're playing in a group, the Warrior can be used to draw attention away





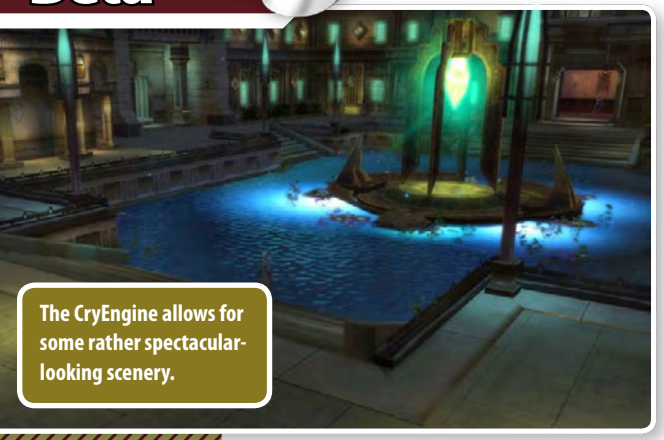
HUMAN DESIGN
Making the perfect person

ALL WOMAN | GROUND ZERO | FULL FIGURE

Take a really good look at the shot below, as this is what you'll look like when you first start out in Aion. If you choose to play as a girl, that is. And an Elyos. Wuss. Nice bikini, though…







The CryEngine allows for some rather spectacular-looking scenery.

Aion continued

from the weaker members of your party, whereas in solo play, the Warrior must play more tactically, due to their lack of healing skills.

When your Warrior reaches level 10, you can chose to become either a Gladiator, or a Templar. The Gladiator is a more powerful version of the Warrior – stronger, and able to deal more damage, with a wider array of weapons at their disposal – whereas the Templar has the ability to heal himself and others around them, making them much more useful in the middle of a raid.

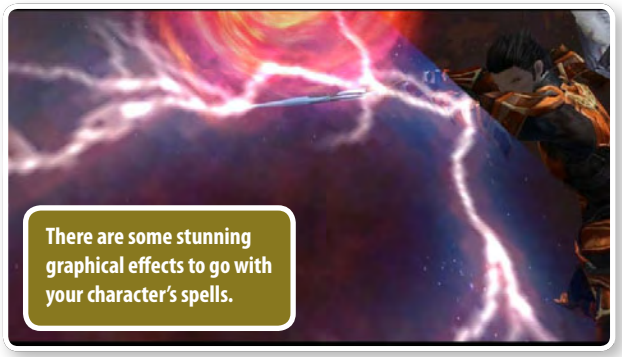
"The Priest is the only class with the ability to heal from the word go"

The Scouts' strength is in their speed, and their agility means they can sneak around their opponents to hit them where it hurts the most. To help keep them fast though, Scouts wear relatively light armour, meaning that if they're hit, they take a larger amount of damage. When playing alone, the Scout often relies on stuns to keep their enemies under control. Scout, as you may expect, is a much more nimble class.

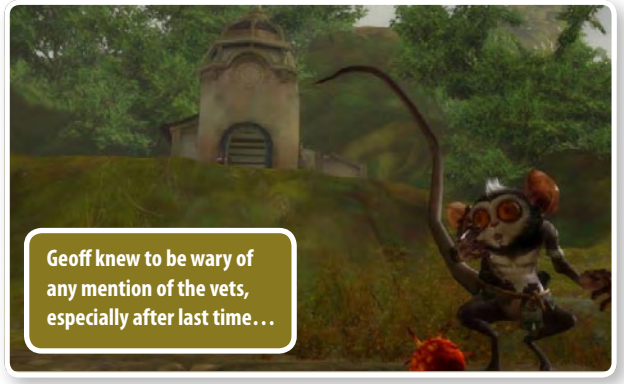
Once your Scout has reached level 10, they can become either a Ranger or an Assassin. The Assassin is the coolest class here, because of the 'Pattern Explosion' ability, which lets you engrave runes on your opponent's body, unbeknownst to them, before making them explode at your own will.

Mages are your typical magic users. Skilled with spells, but not so great in close combat. When a Mage reaches level 10, they can become either a Sorcerer or a Spiritmaster. A Sorcerer is simply an upgraded Mage, with immensely powerful magic abilities, while the Spiritmaster has the ability to summon spiritual creatures to do their bidding.

The Priest is the only class in Aion that has the ability to heal from the word go, making them a valuable asset in group play. Like



There are some stunning graphical effects to go with your character's spells.



Geoff knew to be wary of any mention of the vets, especially after last time…



Is that a giant fish?

PROTECTION

Or: How to look good in armour

THE BARE MINIMUM | LOOKING GOOD | HEAVY ARMOUR

Of course, when you start out, running around in nothing but a loin cloth and a chest cloth to cover your private parts probably isn't the best idea. Especially in a land like Atreia. It's time to think about protection.



Aion continued

the Mage, the Priests healing abilities come from Mana, but when they are drained, they are still reasonable in melee battle, thanks to their thicker armour and skills with a mace. Upon reaching level ten, the Priest can become either a Cleric, or a Chanter.

The Cleric is the best healer in Aion, who can heal allies, resurrect the fallen and remove adverse affects cast on their friends, whereas the Chanter is a Priest who has decided to take a more physical role, with a wide range of aggressive attack skills to help them defeat powerful enemies.

As we're sure you can see, Aion has a great range of classes for you to get your teeth into and, no matter what your prerogative, you'll be able to find a class to suit. We're still looking forward to Aion, so look out for much more about it over the coming months.



POWER TO THE PEOPLE

The magical powers of Aion

PRIEST POWER | **BACK TO LIFE** | **SUMMON THE WIND**

Condemnation – A cool sounding name for a rather cool move, Condemnation is a basic power of the priest, dealing damage to your enemy, as well as slowing its attack speed, which allows you to do more moves in the same amount of time. Repent!



MMOZine Verdict

Classes galore, there's something for everyone here.

HOW COMPLETE



FIRST IMPRESSIONS



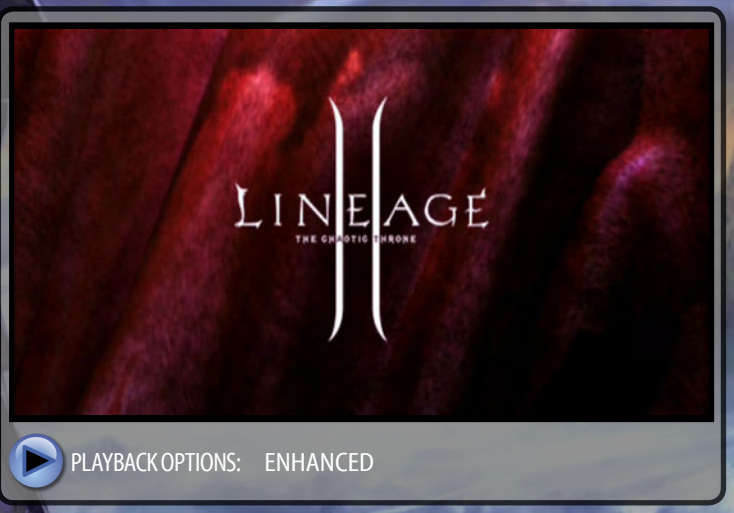
Do you HEED THE CALL?

GRACIA

Experience the new Gracia update! Rise above the rank and file quicker than ever before thanks to range of innovative gameplay mechanics.

Start your adventure today

WWW.PLAYNC.COM/STORE





OUT NOW!

Includes **45 DAYS** GAME TIME

LINEAGE® II
THE CHAOTIC THRONE

Over 19 million gamers worldwide

WWW.DISCOVERLINEAGE2.COM

NCSOFT®

LINEAGE II TEAM

© 2004 - 2008 NCsoft Europe Ltd. All rights reserved. NCsoft, the interlocking NC logo, Lineage, The Chaotic Chronicle, The Chaotic Throne, Gracia and all associated logos and designs are trademarks or registered trademarks of NCsoft Corporation. All other trademarks or registered trademarks are property of their respective owners.

MMOZINE EXCLUSIVE

World of Warcraft: Wrath of the Lich King

Welcome to Dalaran, the new city in Wrath of the Lich King, the home of the Kirin Tor faction and only available to you when you hit level 74. Welcome to your new home…

It's all up in the air for Wrath of the Lich King players, which is a weak pun way of saying that the new Dalaran city is the commercial hub for the new expansion.

Like Shattrath in BC, Dalaran is not particularly a quest hub, though there are one or two quests to be found. There are no class trainers here and there's not an Auction House either, so again it pretty much mirrors Shattrath.

So, what is there here? Well, there's the Kirin Tor faction from whom you can earn rep and get some rather nifty new items, and there's profession trainers in the dedicated shop zone. As ever, Blizzard has

World of Warcraft cont.

Publisher: Blizzard
Developer: Blizzard
Heritage: Warcraft, Starcraft and Diablo series
Link: www.worldofwarcraft.com
ETA: 13th November

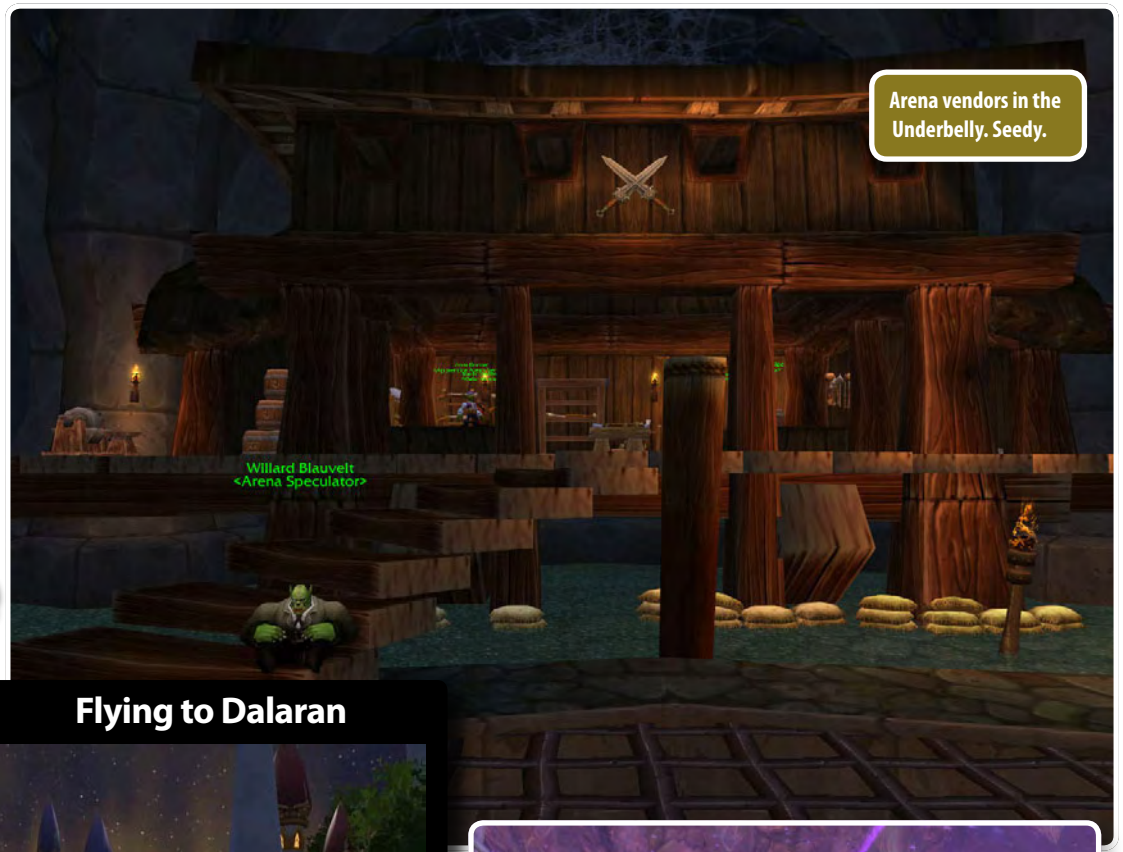
retained its sense of humour, and nowhere is this more apparent than in the shop names, and signs that are littered around.

Welcome to the Dark Side

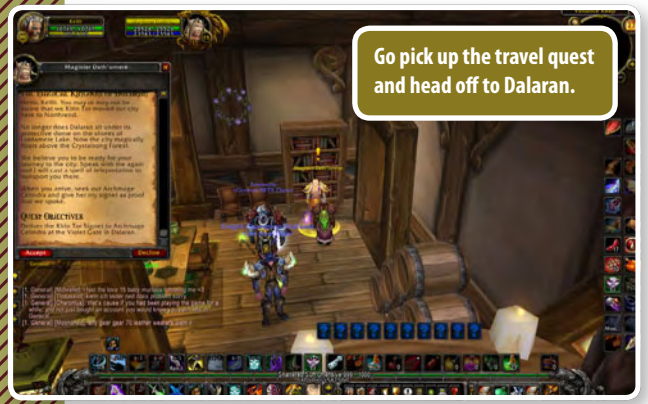
When you've had a look at the new exotic mounts that the vendor has for sale (see the next page for more details), you'll find a sewer entrance close by that leads to the Underbelly, which is home to the seedier elements of the game. Oddly, you can also get there by dropping through a well in the middle of the town, and the fact that a well drops you into a sewer leads us to suggest that you'd probably be wise not to drink the water around here (joking).

If it's poison you're after or Arena kit, then the Underbelly is the place to go. There's also an innkeeper and a banker to be found down here, so you can set it as your home.

Once you've got to Dalaran, either by the level 74 quest, or getting summoned there, you can get the flight point to fly in and out, so you're not limited to hearth-stoning back.



Arena vendors in the Underbelly. Seedy.


Go pick up the travel quest and head off to Dalaran.



It's a cheese and wine party, though you can't chat her up.

MMOZine EXCLUSIVE VIDEO

Flying to Dalaran


Click on the hand icon left to play this small version, or click right to see the enhanced version (req. fast internet)


Dalaran no longer sits under its protective dome, but you need to visit here to portal up to the city.



Now let's take a look at some of the different areas of Dalaran, including the commerce quarter, exotic mounts and Alliance HQ.

Roll your mouse over any of the hand icons below for screens from each area and a quick overview.



Jump in.

XBOX 360 LIVE

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



Publisher: EA/GOA
Developer: Mythic
Heritage: Dark Age of Camelot, Ultima Online
Link: www.warhammeronline.com
OUT NOW

Warhammer Online: Age of Reckoning

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

Guaranteeing War in our time

There are millions of gamers worldwide who still religiously buy each new blister pack of lead figurines and paint them in their army's livery for tabletop warfare. On top of that, there's just enough similarity with Warcraft to make the transition between games seemless, and more than enough difference to make it tempting. So is it any good?

Maybe. It's certainly true that Warhammer is big. I mean, take the biggest thing you came across in Warcraft and double it. It's *that* huge. The deceptively low level cap (40) suggests otherwise, but there's a lot to do on the way to get there.

"There are three continents, each with four 'tiers' to soldier through"

Each of the 20 class types is totally different. Each has an 'archetype'-like tank or healer which dictates the core play style, and a rough analogue on the opposing side, but there's enough that's unique about each one to make it worthy of investigation. For example, playing a healer whose regenerative ability depends on being in the front line of combat is a whole new challenge to just standing back and being a ranged medic.

The game world is big, too. There are three continents, each with four 'tiers' to soldier through with its own character and personality. Each has an overarching storyline, and it's entirely possible to level to the end game following only your racial path. Much more fun to mix it up by finding a flight master and trying out a different set of quests though, and there's an enormous amount of scope for levelling alts without seeing the same thing twice.

Roll over screen for annotations





There's an infinite number of ways to customise your character, including rewards found at the Lyceum.



Orcs and goblins clearly have the most fun, with random dialogue and generally brighter, more ridiculous areas to explore.



RvR doesn't just unlock armour rewards. There are character talents to be earned on the field of battle too.

Warhammer cont.

Much has been made about the amount of PvP in Warhammer. The background universe is a world of perpetual conflict. An unrelenting and merciless battle wages between the sides of Order and Destruction, and while the good guys are often bad, the bad guys are never good.

That means that there's a lot of PvP – or Realm versus Realm (RvR) combat. From the very start you'll be able to take part in instanced battlegrounds, and as the game progresses there are more and more combat objectives in the main world. The actual play areas for rival factions are kept separate until the open battles of the end game, but as you progress there are strategic intersections between, say, the Orcs and Dwarves to fight over.

Conflicting parts

RvR conflict, however, is really just one of three equal parts in the levelling mix. The unique thing about Warhammer is that you can wander off into the wilderness to grind by yourself and fight PvP – and you'll earn equal amount of XP for any route you take.

Then there's the PQs, which are essentially free-for-all group quests in which anyone who wanders into the area can take part. These are split into various stages, each with a definite aim, and culminate in a final boss fight. You really don't have to stay to the end if you don't want to, but the more effort you put in then the more chance there is of winning the loot roll.

GETTING AROUND

Travelling in Warhammer takes its time

GO FOR A WALK **FLY BOY** **RIDE 'EM**

Up until level 20, you'll be on foot, and there's a lot of running to do in Warhammer. To help things along a wee bit, every quest objective is immediately marked on the minimap. It's a little intrusive, as it discourages general wandering around, but it does speed things up when you know where you're going.



Warhammer cont.

Because there are extra rewards for RvR and PQ reputation, and talent trees for RvR too, the amount of each you do has a direct affect on your character's abilities. It's a great touch, adding another layer of variety into the game

We can't honestly say much about the endgame yet, because it hasn't really begun. But here things become a little more like, say, Lineage with extra added fun. There are castle sieges and zone control objectives which put more emphasis on the PvP aspect, and promise to be spectacular when they're more regular events.

As exciting as all this is though, there are some fundamental problems we struggle to overcome. The first is that although the Warhammer universe is blackly comic, it's also a high fantasy world that takes itself very seriously. There's an easy humour in the Orc and Dwarf dialogue, and in the macabre goings on of the Destruction capital city, but the Elf areas especially can be joyless and repetitive.

Likewise the landscapes can tend towards the po-faced, with little of the exuberant styling that makes you want to explore in WoW.

Solitary confinement

The main criticism though, is that it's very solitary. The PQs essentially remove the need to look for groups at lower levels, and because they only exist as long as you're in combat, there's little chance for the friendly camaraderie among newbs finding their feet that other games offer. Worse, starting areas are already becoming more sparsely populated, leaving entire quest chains unfinishable because there's no-one around to help.

There are many times you feel that you might as well be playing a single-player game. Embarrassingly few travel options means most of the level grind is spent running around, and the cities aren't bustling hubs of interaction as they are in, say, D&D Online, because so few people are in range of a flight master to get to them.



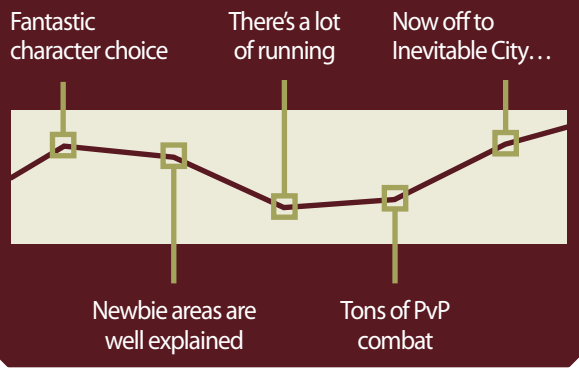
We'll say now though, that we think this is a game that's going to get a lot better as the server communities develop and mature. Even if there's no new content added between now and Christmas, we can almost guarantee that it'll feel entirely different by then.

And in the end, what more can an MMO achieve? No-one really expected this to be a Warcraft beater, but it pushes enough boundaries, and is just accessible enough to be a success. If you haven't played it yet, you should.

Adam Oxford



PULSOMETER: Signs of life



"This is a game that's going to get a lot better as the server communities develop and mature"

TOME OUT

This is the story of your life

WEIGHTY TOME **FILLING PAGES** **RVR REWARDS**

The Tome of Knowledge is your most faithful companion in a cold world. Until you find a guild that is. It's both a journal of your travels and an incredibly detailed background to the Warhammer universe. Read as much of or as little of it as you want, depending on your proclivity for earning superficial extras or hardcore role-playing.



MMOZine Verdict

A seminal game which will get even better with time

- ✓ Loads to do
- ✓ Great PvP
- ✗ Always with the war…

Compo

WIN! ONE OF 20 STUNNING WORLD OF WARCRAFT BOOKS!

Get hold of a copy of this unique new World of Warcraft graphic novel now!



If you're looking for something to keep you interested while you're waiting for World of Warcraft: Wrath of the Lich King, then you could do worse than enter our competition to win one of these excellent World of Warcraft books. Acquired by Titan from DC Comics, which licenses the property from Blizzard Entertainment, World of Warcraft is written by highly regarded comics creator and master fantasist Walt Simonson (Elric, Orion) with art by red-hot newcomer Ludo Lullabi, and follows the plight of a human who is found unconscious, washed up on the shores of Kalimdor, with no memory of who he is or how he arrived there. Enslaved by the orc shaman Rehgar Earthfury, this man must fight for survival against members of both the Alliance and the Horde, striking uneasy relationships with other races in his quest to find the secrets of his past. Filled with locations, monsters and characters from the games, this is essential reading for fans of the series. It's in the shops now, but why not enter the competition and try to get one for free?

World of Warcraft is available now from Titan Books, priced £16.99

Competition closes 9th December 2008. See website for full T&Cs.

gamerzines

FREE MAGAZINES FOR PC GAMES, MMOS, XBOX 360, PLAYSTATION 3, PSP & DS AND MORE.

www.gamerzines.com

FREE MAGAZINES! ALL OUR CURRENT ISSUES:

Never miss an issue again! Subscribe for free!

PCGZine
FREE! For PC gamers

360Zine
FREE! For Xbox 360

P3Zine
FREE! For PlayStation 3

PLAYZINE
FREE! For Wii, DS & PSP









PLAY AGAIN

Tabula Rasa: Project Immortality

The new way into the world of Tabula Rasa



Publisher: NCSoft
Developer: Destination Games
Heritage: Ultima Online
Link: www.rgtr.com
Released: Nov 2007
System reqs: XP/Vista, 2.5Ghz P4, 512Mb RAM, DVD-ROM, 5Gb HD Space, 128Mb ATI Radeon 9600/ GeForce FX5700

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

While there's been rumours circulating around the future of Tabula Rasa, it doesn't mean that it doesn't have some imaginative cards to play. For example, Project Immortality. As you're reading this, Richard "Ex-Lord-British" Garrot will be orbiting in space to deliver the humanity's save-game state. That is, a mass of genetic information from the best and the brightest.

Relevantly, anyone playing Tabula Rasa – including the trial version – during the months leading up to it had a chance to join them and have their code taken up into the deep. Clearly, this aimed to drive a load of attention at the game, which has now had a facelift. The entire game's opening has been remixed to capture more of the character. Rather than an Earth-like trench and open war, a properly science-fiction experience awaits, introducing the theme of the game.

Rather than the complicated concept of capturing bases being introduced this quickly, it's saved for when you reach the first fortress out in the map proper. The lack of that firefight is covered by another outpost fight with a neverending force of Bane troopers trying to seize it back.

There's also a mass of other accessibility elements – for example, mission critical items being more clearly signified with a splash of loot-glint – plus revamping of instances. All of which makes Tabula Rasa more attractive for a newcomer.

There's been a mass of MMOs released since, but this FPS/MMO Sci-fi hybrid still does things no-one else is really trying. There's a seven day trial if you wish to join up and test your mettle.



The Logos powers are one of a Receptive's greatest assets. And guns, obviously.

"This FPS/MMO sci-fi hybrid still does things no-one else is really trying"



The Bane really do need a good shooting.

MAJOR OFFENSIVES

Some of the other changes in Tabula Rasa

ALIEN BREED **WELL SUPPLIED** **VETERAN'S SOCIETY**

Originally you could only play as humans, but one of the bigger earlier changes was the addition of alien hybrid classes. After you complete a chain of missions – one for each alien race – you're able to have a pasty stuck to your forehead in the manner of a Klingon.



Warhammer: Age of Reckoning

There's no winners in WAR. So say the losers.



Roll over screen for annotations



Warhammer will fool you. Creative Director Paul Barnett used to do a trick when presenting the game to people, when he showed them a Crunchie bar. Being Americans, they thought they understood it. But then they bit it… and it's something completely different to what they'd expect. That's Warhammer. And he's not wrong. At a glance, you think how you should go about this, but if you do then you're in for the one thing worse than a rude awakening: a boring time.

Well, 'boring' is over-stating the point, but if you just do it in a standard World of Warcraft way then you're not getting the best out of it. In WoW you can generally set out and do what you want to do. To get the best out of WAR though, you have to be open to what comes along. As in, its best moments are

> **"In World of Warcraft you can do what you want to do. To get the best out of WAR though, you have to be open to what comes along"**

QUICK TIPS

Helpful nuggets of information to guide you through the game

Shopping tips
Shops are generally tied to renown – which you earn by playing PvP. The shops offer you pretty much nothing if you haven't played any. So go on and play some, you fool.

Friends reunited
If you're busy soloing, form a party with your friends anyway, even if you're in other realms. Now queue for a scenario, as you can all join together whenever it turns up.

Gold is old
Stop obsessing about gold. It's nowhere near as important as it is in other games we could mention – your individual renown, influence and level limits buying, not grinding for the stuff. Gold Farmers are wasting their time.



Warhammer cont.

created by something in passing. You pass a public quest area which has a decent-sized group in? Just go join in. A message about a castle being besieged is mentioned and you're a runaway? Go lend a hand. Even the most organised form of new stuff – the scenarios which you queue for – only come into action after a time. When it's your turn, you have the decision whether to abandon what you're doing to play a quick team match or skip your turn. Anything interesting happening? Press skip, immediately rejoin the queue and get on with it. Just relax and go with the flow and you'll have the most fun with Warhammer.

The game also does as much as it can to get people together in these ways. If you're looking for trouble, just click the Open Parties button in the top left of the menu and look out for large parties. Get one with the 24 maximum, and it'll be a warband up to serious trouble. Just press join and get thattaway! Just because you have to go with the flow doesn't mean that you can't go *quickly* with the flow.

PUBLIC DISORDER

The quest for prizes

The biggest change in the player-versus-environment play is the Public Quests, which you should get involved with as soon as possible – there are multiples in most areas. Everyone in the area who contributes towards the objective – without being in a party – gets rewarded. If you complete it, it's a chance at a prize in a sack. If you don't, you gain influence, of which you then earn a choice of rewards back in camp when you then hit a threshold.

There's tricks to maximising both. The more you do, the bigger the bonus to your chance of getting treasure, but it's not actually ever enough to make sure you come top. To get the best stuff, you get a persistence bonus by playing a Public Quest repeatedly. Alternatively, if you're trying to maximise influence, you gain a bonus by completing every public quest. The former bonus is lost if you do another one. Make your choice – more chance of loot or quicker influence – and stick to it. Well, unless something interesting happens…



THE WORLD AT WAR

Realm versus realm explored. It's like WWE wrestling on a national scale

CLICK AND DIVE **JOIN A GUILD** **LINKED AREAS**

Scenarios are the quickest available play, so click a button and dive in. They are team-based skirmishes with simple rules. Here's a simple idea for you: be careful running away, as many Tank's weapons hurt more in the back.



Subscribe to MMOZine



FREE! PC & MMO GAMES MAGS!

● Free gifts ● Professionally written ● Free to download
● Regular exclusives ● Fully interactive magazines

DON'T MISS OUT AGAIN SUBSCRIBE FOR FREE!

Over 45,000 people have already chosen to subscribe to one or more of our GamerZines and now receive notification of each new issue as soon as it's published. Why not join them and ensure you never miss another issue again?

www.gamerzines.com

In MMOZine Issue 8



REVIEWED...

WORLD OF WARCRAFT: WRATH OF THE LICH KING

We'll bring you the definitive verdict next month!

PLUS!
Champions Online
Aion: Tower of Eternity
EVE
Buffy
DC Universe Online

AND MORE...
All the latest content updates!

Out December 9th

MORE FREE MAGAZINES! LATEST ISSUES!

DON'T MISS ISSUE 8 SUBSCRIBE FOR FREE!

WARNING! MULTIMEDIA DISABLED!

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.

Cranberry Publishing Limited
www.cranberrypublishing.com
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
Call Duncan to discover how e-publications can work for you!

All rights reserved. This publication may be copied in its entirety without modification for non-commercial purposes, for example but not limited to copying to CD-R for a friend, but it may not be offered for download from any website or similar without the prior permission of the copyright holder. You are free to, and encouraged to, link to the original file for download from our website and you can find help on doing so here. While the greatest care is taken in producing this guide, we do not accept responsibility for the loss of any data or any other damage caused by following the instructions in this publication. We always recommend that you keep a backup of your hard disk data and ensure that you check all files for viruses before installing or using any new software. None of the information in this guide is intended as legal advice. All articles are for information purposes only. Websites mentioned in this publication are not affiliated to or controlled by the publisher. We are not responsible for the contents of these sites or any changes made to them.
All contents © Cranberry Publishing Ltd 2008
Company registration number: 4987058

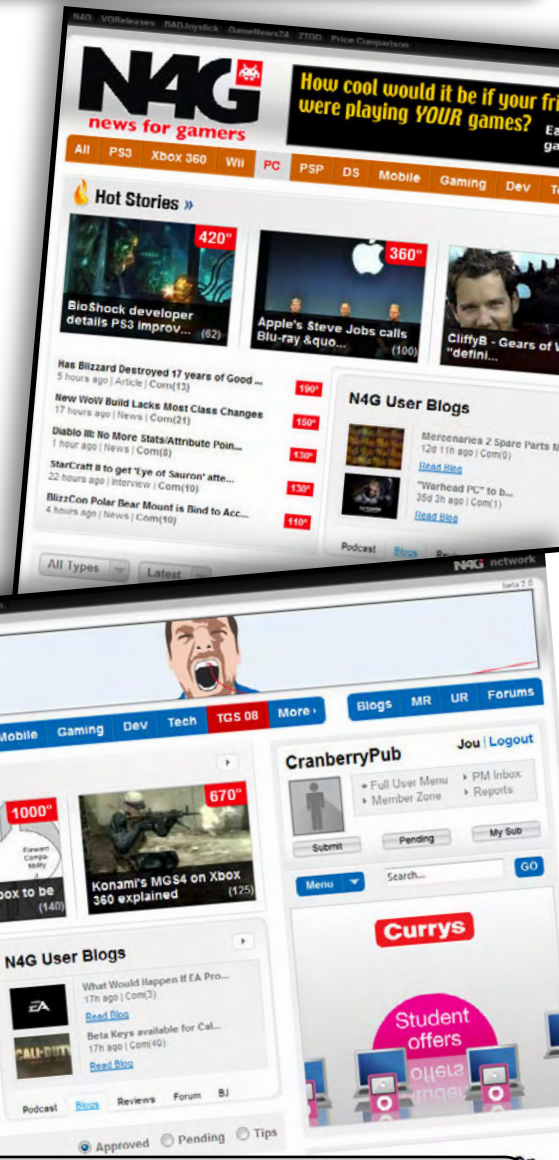
Want more PC Games?

Sadly, you've reached the end of this issue. What would you like to do now?

Exit this issue and go and download another issue?

Exit this issue and subscribe FREE for future issues?

Exit this issue.



N4G news for gamers

THE WORLD'S BEST SOCIAL NEWS SITE FOR GAMERS!

http://www.n4g.com/

News 4 Gamers is a news website written by gamers for gamers. Each story is submitted by a member of the community and ranked by popularity. You can comment on each article, and even if you're not a fully fledged writer, you can submit news tips for items you've seen elsewhere on the web!

The site has sections for all gaming platforms including PlayStation 3, Xbox 360, Wii, PC, DS, PSP and more.

When you read a story on N4G, you can click to go straight out to the full story source, making this the ultimate gaming news site, because it gives you access to the stories from all the games sites on the web, rather than just its own.