

Guild Wars 2 needs to be the internet

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Guild Wars 2's auction house will use real money so it needs to be secure. Offline play breeds hacked accounts, cheaters and other ne'er-do-wells.



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The main justifications for Blizzard's Guild Wars 2 approach to go like this:

1) Guild Wars 2 needs to be the internet That It is the game. It uses the combined output of millions of people Repeatedly Clicking on the undead to help make consistent and balanced That experience for everyone; Being always online makes the game better.

Here is my idea for magical Continuing to extract guild wars 2 gold Those benefits without Compromising the gameplay experience: save the data locally and ask to upload it later. Like every other program on my computer.

2) Guild Wars 2's auction house will use real money so it needs to be secure. Offline play breeds hacked accounts, cheaters and other ne'er-do-wells.

This is a trickier one, but good news! I have an idea for how to solve this too! It's surprisingly simple. Do not have a real-money auction house. There you go. The reason Blizzard needs a real-money auction house is incredibly Because of the self-indulgent way That It Develops icts games, taking up to a decade and scrapping huge chunks of icts output at intervals in pursuit of higher quality. The argument Is that Blizzard will not compromise on quality so it HAS to come up with other ways to make pay for itself icts game. Well, guess what? This is still Compromising on quality - it's just a different way of doing it. 3) Guild Wars 2 will be rampantly pirated if Blizzard does not take steps like this.

"The [real-money auction house] That argument is Blizzard will not compromise on quality so it HAS to come up with other ways to make pay for itself icts game. Well, gw 2 gold guess what? Always-online is still Compromising on quality - it's just a different way of doing it. "

This may well be true. However, as CD Projekt RED's success with the Witcher games and GOG.com prove, there is an alternative to digital rights management. You just want to Have to make it work. As executive producer John Mamais tells Eurogamer in a feature on The Witcher 2 going up tomorrow, "When Witcher 2 pirates openly converse on forums They Are Often lambasted by other would-be pirates Because of our policy - look at the comments on 4chan, Where Were getting trolled for hackers trying to download our game.

"To some extent, that's Evidence That our way is not only right, aim Actually makes year impact. We need folks to buy the game so we can earn enough cash to make the next one - but customers shoulds Feel That They Want to buy it . That's why we put so much care into our buy guild wars 2 gold community. "

Customers shoulds Feel That They Want to buy it. That's what we're up against here. We're Being bullied into Accepting a future Where do we want to Actually buy the things That we're buying, Because there is no other way to experience this phenomenal entertainment medium That We've all come to hold so dear UNLESS we do so on terms we find That unacceptable.

Is not the answer to just live with it and try to make the best of a bad situation, the answer is to tell people we do not want things That to be this way.

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