

GW 2 are the cracks

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The great "new" thing in gw 2 gold are the cracks. They are at the beginning actually pretty cool, because if such a crack opens, players must quickly switch to a public group, to remove the monster from it flowing and to close the GW 2. When not fighting, he spreads out and the latest, also joins the laziest player in the group.

But there 's also a catch. So cool, the cracks are beginning, so annoying they can be. In our constantly developed during testing as cracks in the quest area, in addition to the quest givers, or directly beside us. Something either prevents us to die, or makes impossible quests. Both guild wars 2 gold are shit and provides not really sure that we have more fun in the game.

But the opinion of the cracks varies. In the beginning, they're cool, they annoy endlessly to ultimately be cool again, but then again to annoy. After all, we earn in the cracks a particular currency (planarity and natural stones), for which we can exchange dealers GW 2 good items.

But regardless of how we find the cracks and no matter how many times we have fun with them or frusten us, they are there simply too many times. Barely a minute in GW 2 passes without we stumble over a crack - annoying.

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