Guild Wars “E3 for Everyone” Player Guide

Guild Wars “E3 for Everyone!” experience online player guide available

NCsoft and ArenaNet would like to thank the gaming community for the overwhelming response to the E3 for Everyone Event. The reaction has exceeded our best expectations as tens of thousands of gamers downloaded the client and created Guild Wars E3 accounts during the first days of its release. In preparation for the event, we would like to announce the immediate availability of the online player’s guide on the official website. Please go to http://www.guildwars.com/ to view the online version.

Also, because of the enthusiastic response from fans and gamers all over the world, we have decided to go live with the Guild Wars E3 demo earlier than the original May 12th start date. We invite you to check in from time to time to see whether you can jump in and enjoy the Guild Wars “E3 for Everyone!” experience.

During the event, we are planning a few surprises to highlight our streaming technology and the ability to dynamically change the game experience. We are eagerly looking forward to the event and hope that you and your friends come together to experience Guild Wars and E3 right from your home.

See you in Kyhlo!

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Guild Wars General Notes

Special Note: For in-game help please talk to anyone with a Red tabard bearing the ArenaNet logo or a blue tabard bearing an "Alpha" symbol. Colors may change upon area but the symbols will remain constant indicating someone who may offer assistance.

Character development hints:

For the E3 demo all characters are capped at level 15. At this point, the character has reached a development point we are calling “ascension”, and their personal health and energy levels are fixed. Continued character development consists of acquiring new skills to add strategic options for both solo and team play. As skills can be matched together for compounding impact, carefully plan which skills to train in to maximize how you want your character to play.

Skills are gained by training at the profession trainer of the skill and they require a skill point and the specific skill gem. Skill points are gained by completing quests or by gaining sufficient EXP by killing monsters. Skill gems are won by defeating Boss Monsters who will be using the skills against you. Once defeated, the Boss Monster will drop two skill gems. You can only train in skill gems that match your professions but you do have the ability “test” a skill gem for a limited time by double clicking on the skill gem. It effectively becomes a 9th slot on your skill bar for a limited time and then is discharged. In Kyhlo, there are also skill gem traders that will buy and sell skill gems at prices determined by market demand.

Forming a group:

After traveling to a mission of interest, you will enter an outpost area specific for that mission. Everyone who is in the outpost area is looking for people to group with for that mission. To start a group or join a group, simply select the person and choose “Invite”.

After inviting someone to join a group, the party screen will show all members of the party and all those invited to join. The first name on the list is designated as the party leader and when everyone is ready to go into the mission, the party leader selects the "Enter Mission" button on their screen. At this point a countdown timer is enabled and your adventure will start.

NPC Interaction:

To communicate with an NPC simply left-click on the character to start the dialogue. NPC's with an Exclamation Point floating overhead have a specific message for you.

Items:

Each character will start out with a set of basic items, armor and weapons, tied to their primary profession. Players will acquire new weapons, armor, dyes, and items for salvaging as drops from monsters they defeat in combat or by finishing quests. In the town of Kyhlo, an crafter NPC will salvage various items for you providing components and raw materials that can then be used to craft new weapons and armor or to upgrade your current items. In addition the crafter and weapon trainer will customize your weapon uniquely for you, increasing it's performance significantly. However, once customized, no other player can use the weapon.

Loot division:

When adventuring with a group a system is in place that will randomly assign loot to a specific player of the group for 15 seconds. During this time frame only the assigned player is able to pick up the item. After the period has expired, the item is free for anyone to acquire. At this point, we have not implemented a player to player trading system, so to transfer items simply drop the item for another player to pick up.

Guild Wars E3 Character Creation

Creating your character will involve several steps, including the selection of: Character name, gender, primary and secondary professions, and appearance customization.

Please Note: Only a modest sample of the character creation process is available for the E3 Demo.

Character Name

The following rules apply when naming your character:

- Only English letters, no numbers
- The name must be at least two characters long (excluding spaces)
- The name must contain at least one space, such as a first and last name

Gender

Select either male or female.

Professions

All players in the E3 demo are set to Level 15, therefore they have achieved the ability to dual class and will have access to skills from both professions.

- Your primary profession will define your character's appearance and will specify unique aspects of your character including your ability to wear certain types of armor, your base energy and your energy regeneration rate. As a result of your character being defined by your primary class, a Monk-Warrior will look and play completely different from a Warrior-Monk character, so consider your choices wisely.

- Your secondary profession provides your character with the ability to acquire skills from that class, which offers numerous strategic combinations. However, each profession does maintain a limited number of skills that are only available when chosen as the primary profession.

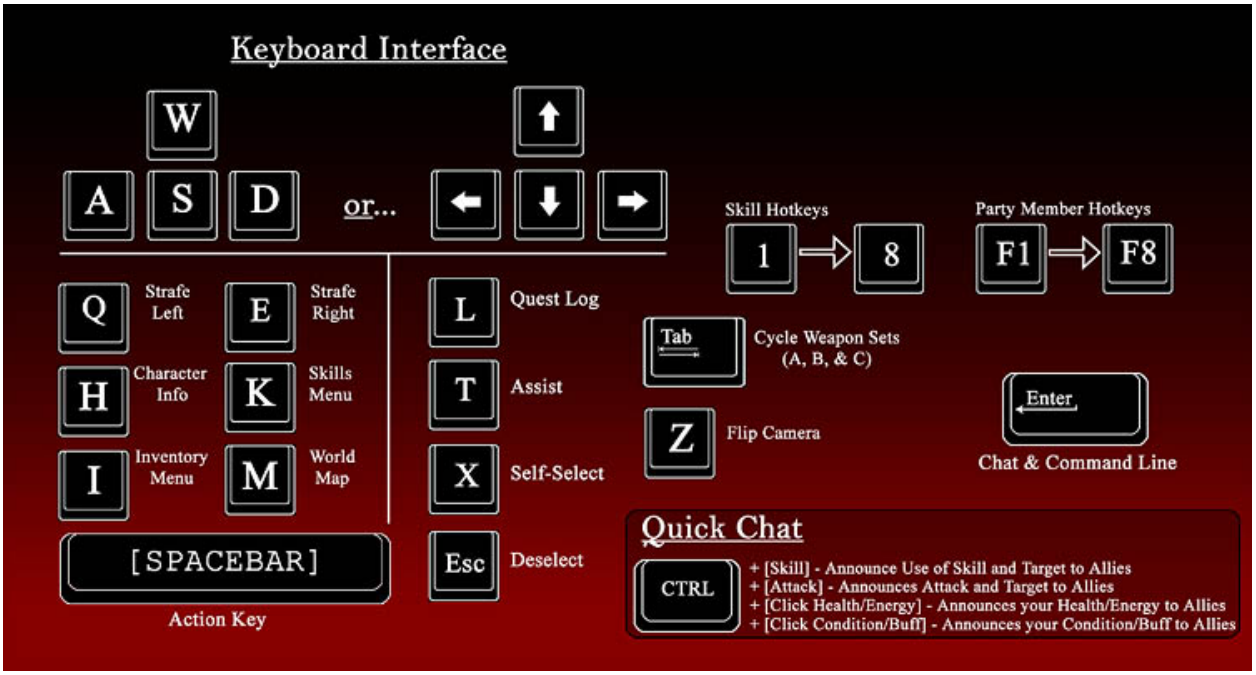
- For more detail on each of the professions and a sample of their available skills please refer to the Professions section of the Guild Wars website or to the excellent character sections of our fansites.

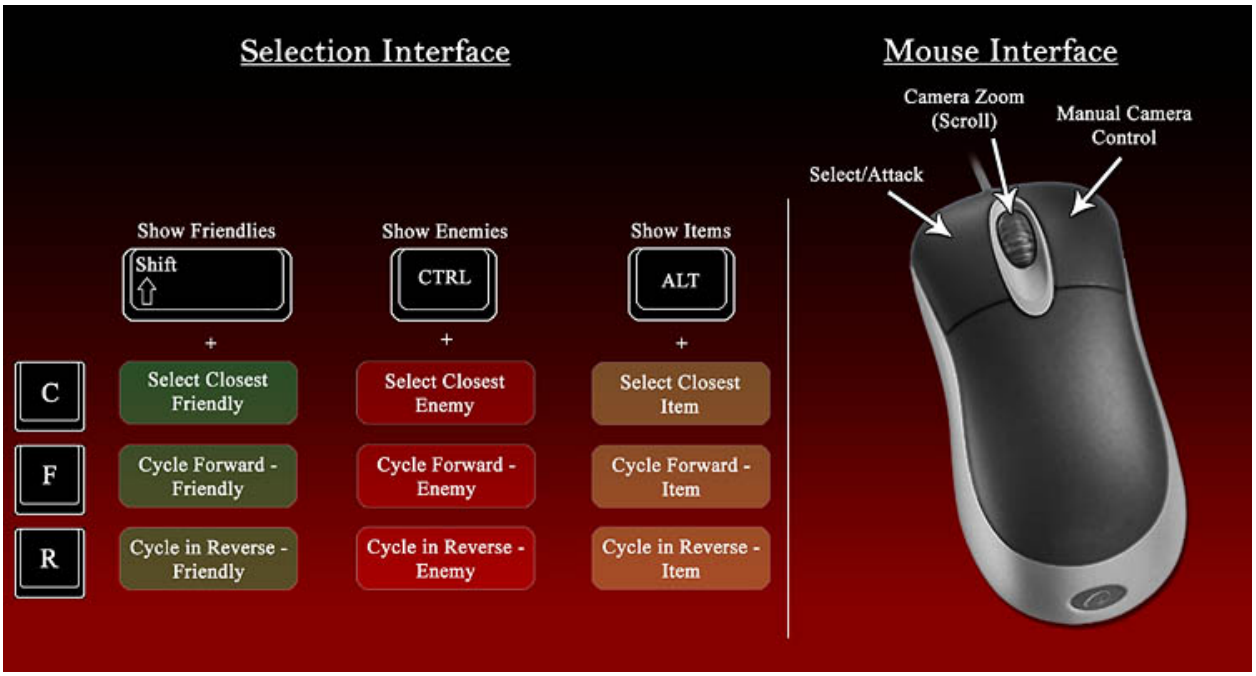
Your Appearance

The E3 demo offers a series of options to individualize your character. These selections include hair style, hair color, facial appearance, skin color, and body scale.



Guild Wars Keyboard and Mouse Interface





Guild Wars User Interface



A: Character Information Menu

Provides information related to Character Stats, Acquired Skills, Item Inventory, and Quest Log.

B: Equipped Weapons Indicator

Allows you to tab-select from three different weapon sets (Example: for a Warrior the sets could include a Bow, a Sword and Shield, and a two-handed Hammer)

C: Skill, Health, and Energy Bar

The skill bar hold eight skills specifically selected for a mission with a 9th slot for temporary use of a skill gem. The health and energy bar show your current status and your rate of recovery.

D: Mini-Map and Radar

Displays an overhead view of your immediate area,

	the green dots is yourself and your group, the reds are enemies, and the yellows are neutral NPC's.
E: Region Map	Selecting the Map button activates the region map allowing you to see your place in the region and also to quick-travel to unlocked missions or known locations. Shown in more detail on Region Map page.
F: Group Information Menu	When players join your party they will be displayed here. You can select specific group members by using their designated Function Key (F1-F8).
G: Game Options Menu	The game options menu will include settings like resolution and refresh rate, as well as features like World Chat, Personal Messages, and your Ignore List.
H: Window Interface	Standard Windows interface to switch between windowed and full-screen mode, as well as Maximize/Minimize, and close the game.
I: System and Network Monitor	A performance indicator for your download rate, your Frames Per Second, and your polygon display rate.

Guild Wars Game Menus



Hero Menu: (Hot Key is H)

Displays your character's information including your name, professions, level, skill points and profession attribute levels. You attributes are initially assigned but can be reversed by using your refund points. Attribute levels increase the impact of skills associated with those attributes. For example, a Mesmer with a higher attribute level for Domination Magic will have more effective Domination-based skills like *Backfire* or *Empathy*. As refund points are limited, adjust your attribute levels wisely.

Item Menu: (Hot key is I)

Displays all items you have on your person. To use an item like a vial of dye, simply double click the item and then select the item you wish to use it on. To discard an item, simply single click the item while in a mission and drag it off your menu to drop it on the ground – this allows another person to pick it up.

Double-clicking on a Skill Gem within your inventory will temporary assign that skill to the 9th Slot on your Skill Bar. The skill will last in the slot for 10 minutes in a PvM Quest, or for 3 minutes in a PvP Quest. After the time allowed the Skill Gem is discharged and cannot be used to train a skill unless recharged.

Skills Menu: (Hot Key is K)

The skills menu displays all the skills your character has acquired. Prior to entering a mission, you can select and drag the skills of your choice to the skill bar and those skills will be available for you in the mission. Once you have entered a mission your skill bar can not be adjusted so plan your team strategy and skill selection wisely.

Log Menu: (Hot Key L)

The Log menu will show all active quests that you have accepted and provide a summary of actions needed to complete the quest.



Chat menu:

The Chat menu allows you to create a friends list. Simply click on the “Click here to add a friend” text and enter the characters name. Once a friend has been added, all of their characters will show up when they are in-game. If the person is not in the game, you can still select the name of their character and send them a message that will be available to them when they log back in on the message tab. The Ignore List works via the same system.

Basic Chat Commands:
All chat commands are done from the chat/command line (Hot Key is 'Enter')

/w [character name] [message]
To Whisper a message to a specific character.

/p [message]
To broadcast message to party.

/a [message]
To broadcast to all.

Guild Menu: Disabled for the E3 demo event.

Options:

Provides you the opportunity to adjust your graphics and sounds settings.

Messages:

The Message menu will show all messages sent by you to other players, or received from other players.

Guild Wars Regional Map Interface



Travel tips:

The map shown is the starting map, additional points of interest will be unlocked as you adventure. The green symbol continuously highlights your character's location on the map. While you can adventure to every location on the map, you can also automatically travel to a specific mission at any time by simply left clicking the mission and selecting the travel button.

A: Ascalon Wilds
(Solo Quest Area)

At the end of the last Guild War, the Charr swept down from the north, and a huge magical battle,

	known now as the Searing, took place just outside of the Wall. The Charr were stopped, but at a terrible cost. The kingdom was torn asunder, and the land was steeped in magic residue.
B: Town of Kyhlo	Kyhlo is one of the last human settlements in free Ascalon. Here you can train in your chosen profession, talk to the locals, socialize with other adventurers, or upgrade your adventuring gear.
C: Arena (Competitive Area - 4 on 4 team combat, random placement)	The Arena is a place of competition away from the prestige and pressures of Guilds. Anyone who wants to participate will be blindly grouped with others wanting to compete.
D: The Perilous North (Start of the Guild Wars story- Collaborative group mission)	Battles at the Great Northern Wall are a common occurrence. Today, however, all is quiet. Many fear that the Charr are preparing another invasion. This mission is designed for groups of four characters. Completing the mission will unlock the next mission in the Guild Wars story and will appear on the map.
E: The Tombs of Drascir (Start of the Tournament- Competitive Area, 8 on 8 Team combat)	The Tombs of Drascir, the eternal resting place for the ancient kings of Ascalon, were lost when the North fell to the invading Charr. Yet legends remain of noble spirits who stand watch over the tombs. If there is a passage between the mortal world and the Underworld, surely such spirits would know how to find it.
F: Jungle Preview	An early look at the Wilds, located far to the West.
G: Mountain Preview	An early look at the Shiverpeak Mountains located far to the West.
H: Siege of Fort Koga (Competitive Area- 8 on 8 Team combat, random team placement)	Fort Koga is a key defensive point between Kryta and the western coast of Tyria. Guilds from all worlds come to siege its walls, for those who control the fort control the trade routes.