

How To Get Free Gold In World Of Warcraft

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Many people are spending real money to obtain virtual gold, to be spent while playing.
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It may sound incredible that video games can establish an effective economy, with its own currency and value. This is what it's happening with World of Warcraft. This is a so called MMORPG, Massively Multiplayer Online Role-Playing Game.

In role-playing games, you create a character -- one that's not necessarily like you, but one that suits your style. This character can be one of many different races, and it can be many different things -- a wizard or mage, a thief or rogue, or just a plain fighter. The goal of the game is to go on adventures with groups of friends, finding treasure and gaining experience that makes your character more powerful as he attains new levels. All the while acting like this character -- and not necessarily you -- would act.

{bot_wrgoogle}Massively multi-player online role-playing games (MMORPGs) have their own vocabulary and etiquette. There are very specific, unwritten rules around almost every aspect of player interaction. It's tough to know what they are, but other players will let you know if you've violated them.

World of Warcraft is the best online roleplaying game to date. It's a pleasure to be immersed in this deep, beautiful and ever-changing world. Now, other games seem rather flat without human interaction.

A large part of role-playing games requires calculations, and that presume the person out of the role. When you say, "I attack the tiger" -- you then have to roll a die, and then put calculations as to whether you essentially hit the beast, and how powerful.

Computers were a natural put in to replace the deadly aspects of RPGs. The dice rolling and calculations still occur, but behind the background so that you're never taken out of the action. The very first outcome of this marriage of computers, multiple-players and RPGs were text-only online games called MUDs. or Multi-User-Dungeons. These MUDs dominated college mainframes in the late 80's and early nineties. Then came EverQuest -- which still hold all of the dice rolling, but added a 3-D graphical interface that showed the outcomes of the calculations. You still are able to see text in the window that says, "You hit the tiger for 35 damage," however you are able to also see your sword bashing into its face, and hear him tear out in pain. EverQuest was extremely successful in its time, and I attempted to like it, but it was unbelievably clunky, and boring. You used up the first 10 hours slaying rats and snakes and beasts to grow experience.

This does not happen with World of Warcraft (WoW). As with nearly every single Blizzard title, the game is extremely polished, has a user-friendly interface, and is basically beautiful to look at and listen to. A group of over 30 artists committed on the game's visuals, and it shows. The art is extremely stylized -- the world doesn't look totally realistic, and that's the objective, as I found out during the behind the scenes DVD that came with the collector's edition of the game. EverQuest II, the sequel to the pioneering EverQuest, tries to look realistic, and for that reason you notice the flaws a lot more when it fails. The stylized visuals of WoW somehow make it easier to suspend your disbelief, and immerse you in the world.

And immerse you it does. Let me warn you -- this game is highly addictive. In the two months I've been at it, I've logged over five days of playing time. And I've stopped watching TV altogether.

Of all the online role-playing games out there, this is the best. All of the others, especially EverQuest II, pale in comparison. EverQuest II's interface is clunky, and there's a lot of grinding -- the act of killing the same type of monster over and over again to gain experience. In contrast, WoW's quest system starts you off right away with purposeful missions. There are multiple story lines that advance as you complete quests.

There's also the overarching battle between factions of players. When you create a character, the race you choose decides which side you're on -- Alliance or Horde. Players of both factions exist in the same worlds and can battle each

other.

The interface just feels right. It lets you get down to the business of role playing, and doesn't get in the way.

In WoW, interaction with other players is essential. There are certain quests that cannot be finished solo. The human element adds a lot of spice to the game. These are the shining moments of the game, when you're deep inside a dungeon with four other real people, and the unexpected or the heroic occurs.

It's easy to take on your role in the game, because other players can't see or hear you, they only see what you make your character do.

It is a virtual world in which various characters interact each other, everyone representing a player. In order to buy items, services and various goods the player needs virtual gold, that is the currency of the World of Warcraft world.

The World of Warcraft phenomenon might be affecting people in a more subtle way than we think. Yes, there have been some cases of death (allegedly) caused by over-exposure to World of Warcraft, but what's even more disturbing is that people are beginning to spend important amounts of money for this game.

Actually, the main source to earn World of Warcraft gold is undertaking quests and interacting with the other characters (human and non human). Anyway, on the Internet there are many sellers of World of Warcraft gold, willing to give a player the desired amount in exchange of real money. For instance, there are online auctions or websites devoted to gold trading such as <http://www.igxp.com>

It's tempting to buy gold, however. I have a lower-level character in World of Warcraft that is about to reach level 40 -- which required four days of playing time to reach--and I'll be able to purchase a horse that will let me move 60 percent faster in the world. The trouble is, it costs around 90 gold pieces total to train and buy it. My character has only three gold now. It will take me MANY hours to save that amount of gold... or I could pay the \$30 and have it now. Is \$30 worth hours of my time?

Real World of Warcraft addicts love those kind of transactions, because they want to improve their character, equipping it with new weapons, buying skills and more.

However, now there is an alternative way to obtain World of Warcraft gold, that doesn't require any form of payment. And in order to find out what this alternative offers, go to <http://www.gold-world-of-warcraft.com>. You're sure to make some economies, by following the advice from the website
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