

Guild Wars 2 Game FAQ

Guild Wars 2 Asset Kit version 2011.11

Please find the most up-to-date version at the following address:

<http://www.guildwars2.com/en/the-game/game-faq/>

When is *Guild Wars 2* going to be released?

When it's finished. *Guild Wars 2* is the largest project ArenaNet® has ever undertaken, and we want to make sure we take the time to do it right.

When will there be a beta?

We will be conducting small closed alpha and beta tests in 2011. The feedback from these tests will determine when we will do public beta tests and ship the game. *Guild Wars 2* is a very large and ambitious game, and *Guild Wars* players rightfully have very high expectations. We want players to be absolutely blown away by the game the first time they experience it.

What platforms will *Guild Wars 2* be available on?

Guild Wars 2 is being developed for the PC.

Will there be a subscription fee for *Guild Wars 2*?

Nope. Like the original *Guild Wars*, there will be no subscription fee for *Guild Wars 2*. You just buy the game and play it online without paying a monthly fee.

Will *Guild Wars 2* be an MMO?

Yes. *Guild Wars 2* provides a massive, online persistent world.

How is *Guild Wars 2* different from other MMOs?

At ArenaNet, we have one mission: to make *Guild Wars 2* the best MMORPG ever. To learn how we intend to do that, check out Studio Head Mike O'Brien's [Design Manifesto blog post](#) and our [MMO Manifesto video](#)!

Will *Guild Wars 2* have non-human playable races?

Absolutely! In addition to humans, players will be able to create, customize, and play a variety of non-human races.

- **Charr** - Ascalon's conquerors, the charr are ferocious, warmongering creatures--the intractable foes of humanity. Now, as greater dangers threaten their conquests, charr legions and their war machines prepare for battle.
- **Norn** - The norn are towering brawlers from the frigid northern lands who can shape-shift into mighty bestial forms. Driven from their homeland by a force beyond reckoning, the norn have regrouped among the dwarven ruins of the Shiverpeaks.
- **Asura** - The asura, who once ruled the caverns and tunnels below Tyria, are an advanced race of small size and great intellect. Now that they have risen from below, the asura aim to rule the surface world with their powerful golems and ingenious plans.
- **Sylvari** - Not much is known of the sylvari, save that they are a race of sentient plant-beings, newly blossomed into the world. The sylvari are the youngest of the races, bound together by a common dream and awesome power.

How many professions does *Guild Wars 2* have?

Guild Wars 2 will have eight professions with very distinct play-styles and skills. We have currently announced the [elementalist](#), the [warrior](#), the [ranger](#), the [necromancer](#), the [guardian](#), and the [thief](#), and we will continue to unveil new professions in the coming months.

How will character progression work? Will you be raising the level cap?

Guild Wars 2 will have the kind of extensive character advancement appropriate to a persistent-world RPG. Our goal is to avoid forcing players into the grind-based gameplay that too often accompanies a high level cap.

Also, to allow players the freedom to play together even if their friends are at a much higher (or lower) level, we are planning to implement a strong sidekick system, similar to that used in *City of Heroes*™.

We're applying this same philosophy to competitive play. Players will be able to engage in organized, balanced PvP (similar to GvG in the original *Guild Wars*) without first leveling up characters, finding equipment, and unlocking skills. While inside the organized PvP area, all characters will be the same power level and will have access to the same equipment.

Will *Guild Wars 2* be solo-able?

Yes. You will be able to advance your character to the maximum level without ever joining a group if you so desire. Most content will be designed in a solo-friendly way, though often with mechanisms for scaling up in difficulty when more players are involved. This will give players the option to experience the game however they prefer.

At the same time, it is important for an MMO community to join together to overcome challenges. *Guild Wars 2* will feature challenges that require players to join forces.

Can I play my original *Guild Wars* character in *Guild Wars 2*?

Guild Wars 2 is a whole new game with different professions and races, new technology, and expanded gameplay. It is not possible to directly use an original *Guild Wars* character.

However, your original *Guild Wars* character names will be reserved for your use in *Guild Wars 2*. The Hall of Monuments in *Guild Wars 2* recognizes the accomplishments commemorated by your original *Guild Wars* characters and provides you with unique rewards to showcase those achievements.

What benefits does the Hall of Monuments provide to *Guild Wars 2* characters?

The achievements and honors accumulated by all the characters on your *Guild Wars* account are commemorated in the [Hall of Monuments](#), which is only available in *Guild Wars: Eye of the North*. The monuments in the Hall are worth points that can be used to provide your *Guild Wars 2* characters with exclusive titles, items, mini-pets, and animal companions. Use the [Hall of Monuments Reward Calculator](#) to determine what rewards you've unlocked, and discover what other items will be available when *Guild Wars 2* launches.

What are the system requirements for *Guild Wars 2*?

The system requirements haven't been finalized, but just as with the original *Guild Wars* series, we're committed to creating a beautiful game that will play great on mid-range gaming PCs.

It looks like the charr have guns in the *Guild Wars 2* trailer. Will there be firearms in *Guild Wars 2*?

Since *Guild Wars 2* takes place 250 years in the future from *Guild Wars*, we wanted to introduce new technology to Tyria. From the mystical tech of the asura to the industrial war machines of the charr, *Guild Wars 2* unmistakably takes place in a different era than the original game, and the weaponry and machinery reflect that. Firearms will definitely be part of the equation — but with a unique twist.

The aquatic scenes in the preview video look really cool. Will players be able to explore underwater?

Absolutely! We want to make underwater exploration easy and exciting for players and eliminate some of the traditional limitations (i.e., drowning) to aquatic travel found in many games. The underwater zones open up exciting new possibilities and greatly expand the explorable areas in *Guild Wars 2*.