Konkurrenzprodukte

**GemStone IV**

GemStone IV is a MUD (multiplayer text-based online role-playing video game) produced by Simultronics. It was launched in April 1988 and still runs today, making it one of the first and longest running online games still active.

This game is run on the IFE (Interactive Fiction Engine) which gives the capabilities to change nearly any aspect of the game on the fly. This lack of downtime allows 24-hour uptime.

The Interface is text based and can be played via a Telnet interface after authentication. There are many official and unofficial interfaces for the game with features ranging from macros, status readouts and limited scripting abilities to a “point and click” interface.

At the start in 1987 GemStone was not available to the public. GemStone ][ started in 1988 and was very short lived. GemStone III required all players to start over and maintained most of the environment over a long time period. Gemstone IV was its successor in 2003, but this time players kept their character records and game world.

**LegendMUD**

LegendMUD is another text-only MUD. It is a historical fantasy MUD and was released in 1994. It is famous for its historically significant story elements and award-winning gameplay. It achieved high levels of detail in reconstructing past cultures. It was derived from DikuMUD.

Because of the historical background it features content based on real locales and legends. It features 60 areas with over 8000 rooms in total.

This MUD is revolutionary because it did not require a player to choose a character class such as warrior or ranger. Instead of a class it used an extensive skill system. For example, a character in modern times could learn to use firearms, which would be impossible for a character which originates millennia back, but could not learn magic.

These Skills were acquired through interaction with NPCs (non-player characters) which could teach the aspired skill. This was in form of a small quest.

**Lusternia**

Lusternia was developed by Iron Realms Entertainment and is a text-based MUD released in 2004. It is set in a fantasy sword and sorcery world revolving around four city-states and two nature communes.

This MUD features an extensive crafting system which contains Jewelry, Cooking, Tailoring, Alchemy and many more. It also features in depth Player vs Player Combat with the ability to damage individual body parts with different effects to the player.

The organizations in this MUD are controlled by players, which includes cities, communes, guild organizations and a government.

It has a custom-made history and features classes and a skill tree, with several skills which require certain classes. Player characters are fully customizable in gender, age, race and home city.

Lusternia can be player via an official Web Client, or several unofficial ones. It communicates via Telnet.