On an MMORPG, a new area opens up. Which do you look forward to more? Being the first to get the new equipment from the area Exploring the new area, and finding out its history

On an MMORPG, would you rather be known as: Someone who can run from any two points in the world, and really knows their way around. The person with the best, most unique equipment in the game

Would you rather: Know how to get things? Know where to find things

Which would you rather do: Solve a riddle no one else has gotten Getting to a certain experience level faster than anyone else

Would you rather: Know more secrets than your friends? Become a hero faster than your friends

Would you rather Convince your enemies to work for you, not against you Vanquish your enemies

Which would you enjoy more? Winning a duel with another player Getting accepted by a guild/clan

Is it better to be: Loved Feared

Which is more exciting? A well-roleplayed scenario A deadly battle

Would you rather: Show them the sharp blade of your axe Hear what someone has to say

Are you more comfortable, as a player on an MMORPG: Out hunting orcs by yourself for experience? Talking with friends in a tavern?

Which is more enjoyable to you? Bragging about it to your friends? Killing a big monster

Would you rather be: Popular Wealthy

Which do you enjoy more on an MMORPG?: Getting the latest gossip Getting a new item

Which would you rather be noticed for on an MMORPG?: Your personality Your equipment

Would you rather have: Two levels of experience An amulet that increases the damage you do against other players by 10%.

Would you rather have: A spell that increases the rate at which you gain experience points? A spell to damage other players

On an MMORPG, would you rather: Be the most feared person in the game Have a sword twice as powerful as any other in the game

On an MMORPG, would you be more prone to brag about: How may other players you've killed Your equipment

When playing a video game, is it more fun to: Have the highest score on the list? Beat your best comrade one-on-one?

You are being chased by a monster on an MMORPG. Do you: Ask a comrade for help in killing it Hide somewhere you know the monster won't follow

What's more important to you: The uniqueness of the features, and game mechanic The quality of roleplaying in an MMORPG

You're about to go into an unknown dungeon. You have your choice of one more person for your party. A wizard, to identify the items that you find there A bard, who's a good comrade of yours and who's great for entertaining you and your friends

What's more important in an MMORPG to you? The number of areas to explore The number of people

You want to fight a really tough dragon. How would you approach this problem? Try a variety of weapons and magic against it, until you find its weakness. Get a big group of players to kill it.

On a MMORPG, would rather join a clan/guild of: Scholars Assassins

On an MMORPG, would you rather be known for Power Knowledge

You meet a new player. Do you think of him as: Someone who can appreciate your knowledge of the game As potential prey

You learn that another player is planning your demise. Do you: Attack him before he attacks you Go to an area your opponent is unfamiliar with and prepare there

Would you rather: Explore a new area Defeat an enemy