



# WILDSTAR

## COMMUNITY MAGAZINE

#1

INTERVIEWS WITH  
MEGAN STARKS

LEVELING TIPS

DIY HOLIDAY  
CONTENT









Hello and welcome to our very first issue of the Wildstar Community magazine!

In response to the launch of Wildstar, GameOn has teamed up with NCSOFT and Carbine Studios to create a FREE MONTHLY Wildstar Community Magazine. Yes, absolutely free with no catch. Everyone who works on the magazine to provide you with this lovely content do it because they love to play the game and want to see it grow.

We're excited to announce that we have an interview included in this issue with one of the senior game designers, Megan Starks, for you to read, as well as a DIY holiday content article to get you in the mood for Halloween! We've also included a fictional story that one of our staff has written as well as guides on what Wildstar is.

We've got loads of gorgeous screenshots from the game and artwork specially made for you guys to enjoy.

We are expecting to bring you regular content for you to enjoy reading each month.

If you have any ideas for us to include in the magazine for future issues, please feel free to email us at [wildstar@gameonmag.com](mailto:wildstar@gameonmag.com)

We hope you enjoy the first issue!

## The Editor

Please subscribe for free to help secure the future of the magazine



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# **WE'RE HIRING!**

**Do you appreciate alliteration? Marvel at a well-placed metaphor? Do you enjoy the therapeutic effect of finger hitting keyboard as the words magically transfer from mind to screen? We're looking for enthusiastic writers to join our team here at the Wildstar Community mag, so if you love it and would like to be involved, don't hesitate to contact us!**

**We're also looking for talented artists to fill our pages with artwork. So if art is more your thing and you'd like your credited work showcased to the entire community then let us know! We're looking for anything from realistic work to cartoons, comics or sketches, so whatever your forté, we're interested.**

**To apply for a writer or artist position with us please contact us with why you'd like to join and a sample of your work - [wildstar@gameonmag.com](mailto:wildstar@gameonmag.com)**



# LADIES AND GENTLEMEN, CHOOSE YOUR CLASSES

*In WildStar, it's not just about whether you want to tank, heal, or bring the DPS. It's about how you want to do these things. Here's a guide to find a class that suits your preferred role and your playstyle.*

42 might be the answer that Douglas Adams so tongue-in-cheekily gave to the greatest question of all time, but 6 is the answer to Wildstar's most burning question: how many classes are there. Of course 42 is still the answer to the second most asked question: which should I choose? Wildstar doesn't have traditional professions, even Warrior

offers something different to the usual hack-and-slashyness that they are usually associated with.

Each class comes equipped with, not only, a wide array of Attack, Support and Utility abilities, but a unique Class Ability which will help you to decide what class suites your style. The abilities general apply to DPS (Damage per Second)

while healers also have focus for their healing abilities. Unlike other RPG's, the main stats provide a different function depending on the class, so make sure that you check what bonuses you get from each stat (they are listed in order of importance in this guide).

## WARRIOR

Class Ability: Kinetic Energy  
(A resource that increases burst attack and damage resistance).  
Kinetic energy can be released in the form of Stances: Onslaught (DPS) and Juggernaut (Tank) increasing either damage or defence.

Roles and Main Stats:

DPS: Brutality, Moxie, Finesse.

Tank: Tech, Insight, Grit.







While technically not belonging to the old-school massive DPS builds of past MMORPGs, the Warrior is still the most recognisable of the classes. It is a combination of its traditional namesake and a Jedi Knight of the Old Republic. Your skill/ability rotation, while simple, needs to take advantage of the professional ability often and the Warrior offers heavy armor and Great-sword for excellent tanking and hard-hitting burst power. Cooldowns are short; which helps make this one of the easier classes for beginners.

## ENGINEER

Class Ability: Volatility (a resource used for powerful attacks and abilities). Also there is the Eradication and Provocation

modes, similar to Warrior stances and increase the; assault stat and resistances stats, respectively.

Roles and Main Stats:

DPS: Finesse, Brutality, Moxie.

Tank: Tech, Grit, Insight.

Engineers are probably the second-most unique class.

Somewhere between a classic hunter/ranger class and Guild Wars 2 style engineer. Electrocute does massive amounts of sustained damage and their bot's AI is excellent; like Esper's Geists, Engineer's bots take plenty of aggro which helps with tanking, making them almost unstoppable.







A mix of Guild Wars 2's Guardian and the traditional healing power of a World of Warcraft Priest. Bonuses and CC removal make this class the current leader in DPS and is formidable with its healing rotations making for an excellent all-rounder.

## STALKER

Class Ability: Stealth,  
Suit Power (resource that is  
used by many abilities)

Roles and Main Stats:

DPS: Brutality, Finesse, Moxie.

Tank: Tech, Grit, Insight.

Laying somewhere on the spectrum between thief and ninja, the Stalker has the second highest DPS and the life-steal abilities allow for unstoppable tanking. The stealth system works well, though you'll be easily spotted by non-humanoids who can sniff you out and, as a DPS, the Stalker tends to be almost as squishy as the Spellslinger which can be a big problem if you aren't quick on the dash key. Despite that, if you get the rotation right, most enemies will



be despatched before they get the chance to land a big hit on you. The Stalker is my AOE (area of effect) pick. Many of its better abilities give bonuses on killing blows.

## MEDIC

Class Ability: Actuators (a resource consumed by certain abilities). Energize is the only active ability and is used primarily to regenerate Actuators.

Roles and Main Stats:

DPS: Tech, Moxie, Brutality.

Healing: Insight, Grit, Tech.

Medic is popular in PvP but keep in mind that, like with most classes, the juiciest actions unlock after level 21. Be patient early on and the Medic profession is worth it.

## SPELLSLINGER

Class Ability: Spell Surge (this is the only power that needs to be micromanaged but will add some serious damage to selected attacks).

Roles and Main Stats:

DPS: Finesse, Moxie, Brutality.

Healer: Insight, Grit, Tech.





This profession can be described as cross between The Pandaren monks of WoW and the awesomeness of Clint Eastwood in his Spaghetti Western days. While the Spellslingers DPS is currently lowest at level 50 (they are looking at normalising in the next drop), it has excellent hybrid abilities which make it perfect for lone-wolfing the Primes (glowing red mobs) and two-person bosses. Currently this class leads the way in the healer slot and is most useful in co-op situations after you hit level 45.

## ESPER

Class Ability: Psi Points (A resource for DPS spells, built up by some abilities and used by others).

Spectral Form can be activated to add a Psi Point (PP) at 1PP/sec and increases your damage output. Currently this sticks you in place but may be changed in the not-too-distant future.

Roles and Main Stats:

DPS: Moxie, Finesse, Brutality.

Healing: Insight, Grit, Tech.

Probably the hardest class to get to level twenty. Designed with traditional MMORPG players in mind, the Esper's base abilities encourage you to stop and cast, to the point that your profession bonus stops you in your tracks to give you some healthy crit (critical) damage. Another of the healers, Esper is great to have along for the ride, and the Geists that can be cast

have fairly good AI and aggro that can help deflect some heat while casting the more powerful abilities.

Armed with this knowledge, it's time to get in to Nexus and start playing, cupcake. Keep an eye on our upcoming, in depth guides to each class; and remember that the game is undergoing some pretty cool changes to classes based on feedback to Carbine.

Don't be shy, loot is not based on killing blow but on how much you contribute to the fight, so feel free to jump in and help out another player, or don't! That's entirely up to you.

*By Mike Baker*







# WELCOME TO NEXUS, CUPCAKES

*On the screen a trail the colour of magenta dahlias on a warm spring morning swayed back and forward.*

Large mouse ears spiked to attention. Sure, he was a little overweight, but I'm sure his punch could pack a wallop.

/dance

It's the first thing everyone does when they start playing a new race in an MMORPG, especially an MMORPG that has a focus on humor and cute Christopher Hart inspired, fusion Japanese-and-Western cartoon characters. But, like the Macarena of my school dance years, I'm surprised to see

Gangam Style performed with such fluid motion and can't help but to giggle a little at the thought of a martial artist that posed for motion capture, doing Gangam Style with bouncing white golf balls velcroed to a black lycra suit.

Wildstar isn't your average MMORPG, as cliché as that sounds, it's true with Carbine's latest creation. Moving away from the traditional tab-styled targeting, Wildstar has gone in the direction of third-person adventure games and introduces

a new telegraph system. Dodging isn't a gimmick but a necessity and using it is a must, especially in PvP and boss encounters.

The Limited Action Sets (LAS) work well by allowing players to choose actions that suit their gameplay and strategies, while not making the game a mere button-smasher. Rotations are as important as avoidances and ensuring that you know your chosen Class(es) inside and out. Combining the LAS with Amps as you level through your class, increases your





effectiveness. Getting the right balance of your characters DPS and either tank or healing makes all the difference, especially in PvE. Though there's always the choice of playing DPS, Tank or Healer (the holy trinity of RPG's) outright, it's nice to see the option of hybrids. Hybrid classes can be extremely effective for levelling but expensive to reset at endgame if you want to switch back to a pure DPS action set and pure Healer or Tank one.



Immersive games require a few criteria to be successful. The developers need to know their audience well by littering the landscape with beautifully memorable features; NPC's that

you care enough about to want to help or disrupt; explosions of loot that burst with lootsplosioney goodness; enough pop-culture references that appeal to different age-groups; and lore that justifies

the game's universe. Both the Dominion and Exile have so much lore that I can't even begin to throw spoilers at you and it's worth getting in there and reading it, whether on your first or last toon.



Levelling, like in any MMORPG, can feel like a bit of a grind and Carbine's answer to this is Paths. Within each of the classes (Spellslinger, Medic, Warrior, Esper, Engineer and Stalker) there is the choice of one of four paths: Explorer, if you enjoy jumping puzzles and getting 100% map completion, this is for you; Settler, for those that like to help out and enjoy doing good things for the NPC's of Nexus (the new planet that the





Exile and Dominion are contesting); Scientists, great if you love exploring advanced ruins, finding extra lore and helping decipher the mysteries that Nexus holds; Soldier, fun

weapons and hold-outs galore and is the best path if you like to bash stuff. Each path comes with its own set of bonuses and advantages and are a great distraction when

the grind of levelling, dailies or attunement get too much.

All of this aside, if there's one reason to get a subscription or some C.R.E.D.D. (used to add game-time to your account if you have time to farm for platinum), is for the endgame. One of the biggest complaints with MMORPG's is that reaching level cap means grinding for gear like legendaries or aesthetic enhancements. Of course, there is that, there's also raids and attunement for raids, veteran dungeons and adventures, PvP and the hunt for the ever popular Elder Gems (what XP becomes once level cap's achieved). In fact levelling in Wildstar is training for endgame and not the game itself.

Like any great MMORPG, Wildstar is all about the immersion and the only way to truly learn is to jump right in. The community is a friendly bunch and the humour helps to reinforce that attitude. Newbies are always welcomed and there are plenty of guilds to get you on your way whether you want to help the Dominion to conquer Nexus or the Exiles to find their new home.

*By Mike Baker*





**JULIO BENCID**



# SEVEN REASONS WHY I LIKE WILDSTAR

*MMORPGs these days are a dime a dozen. They're everywhere in every possible setting that you can think of, with every type of monetisation model.*

**Y**ou are free to choose whichever your heart desires, but take a few minutes and read my top seven reasons why I believe WildStar should be high up on your list of consideration.

*Please note: These are in no particular order.*

## 1: THE COMBAT SYSTEM

If you've ever seen or heard of WildStar, you're probably already aware that its combat system is a little different. Instead of your simple TAB and Hotkeys gameplay, you are given different area of effect attacks. You still have Hotkeys that your moves are bound to, but targeting an enemy (most of the time) won't affect how that move







works. Instead, you have to be constantly moving around, avoiding the enemies' area of effect attacks and, in turn, hitting them with yours.

This adds a whole new level of challenge into the mix. When I play an MMO, I tend to watch something on my secondary screen; with WildStar, if I do that, I'm usually dead pretty quickly. You have to concentrate and stay engaged which is something you learn pretty quickly!

## 2: THERE'S NO PLACE LIKE HOME

Another thing you've most likely seen or heard of is that you manage

your own plot of land within the game. Once you hit level 14, you are given the plot and then it's up to you what you do with it. On your land, you have one main building in the centre and then seven smaller sections surrounding it. The main building acts as a house (it's a big building) and the smaller sections can have useful things like a garden or a crafting station bought for them.

Now this may not seem like a lot, and you may even be thinking that it sounds incredibly 'casual' to be maintaining a garden in a game instead of blasting the faces off the enemy but you'd be very, very wrong to think that. Not only is this plot of land incredibly useful in helping

you rank up your professions, it's also a lot of fun building it up into something amazing. It's a blank canvas, go nuts!

## 3: CUSTOMISABLE MOUNTS

What better way to show off how amazingly l337 you are than putting a rotating globe on the front of your hog? No, I don't mean motorbike, I mean pig. In WildStar you can collect Flairs which add, well, flair to your mount! Once you find/purchase/are given one flair, it will be accessible across all of your current and future mounts, so there's no tedious grind to find the same one seven times for all of your mounts!





It's just an added little bonus for those who love to collect things and even more so for those who like to customise everything within their world.

## 4: HEALING

Now, this was a difficult decision whether or not to include this within the combat system section because it works the same, or to split it into it's own category. I, as I'm sure you can tell, split it up. This is because, as somebody who

mainly plays healers in most other games (not just MMOs), I know how boring it can get sometimes. I would be running instances whilst watching a film and healing with one hand due to addons like HealBot.

That sort of play style is not able to be pulled off within WildStar and you learn this pretty quickly. At level 15, the first 'Adventure' is unlocked so I eagerly jumped in. Within a few minutes our entire team had wiped because of my inability to heal. It's not that my heals were bad or

anything, because standing in one spot and spamming my hotkeys worked for a little bit. Only problem is, with me just standing there like a lemon meant I was hit with attacks very regularly and in Adventures and Dungeons, being hit hurts.

You need to be constantly moving and getting teammates into your healing areas whilst making sure you're not over healing because then you lose your 'Focus'. When your Focus hits 0%, your team is pretty much dead as without





it, you can't use your heals! This makes for a much more intense, enjoyable, engaging, frustrating, and rewarding experience.

## 5: DUNGEONS

I briefly mentioned this above, but it always deserves its own section. The dungeons in WildStar are the hardest I've ever been in. For somebody to jump into a level 20 dungeon with four other players who are new to dungeons and be faced with a raid-style

boss puts you straight out of your comfort zone. For some, this will put them off dungeons but for the most part, I believe it will only push players harder and they'll consequently have a lot more fun.

## 6: TEAM FIGHTS

This point isn't really a huge one, but it's worth noting nevertheless. In many MMOs, if you attack a mob, it's yours. You will get the reward and the XP. In WildStar, if you hit a mob and then somebody comes to help, you both get the same rewards. This promotes a much more helpful environment for the players to venture in because, instead of racing around trying to beat all the other users to the mobs, you're all helping each other out. I've had some of my most epic fights in the open world when three or four random users will team up and take down a slightly more difficult mob.

## 7: PATHS

Last, but by no means least, on this unordered list is Paths. This is another thing that you may have heard of when looking into the game, but here's a brief explanation. Paths are something that you choose when

you create your character. You've got a choice of four: Soldier, Explorer, Scientist or Settler. Each dictates how you like to play an MMO and helps you to play in that manner.

Everyone knows that that vast majority of MMORPGs are kill and fetch quests. These can get quite repetitive over time and the Paths help to break them up. If you're the sort of person that really enjoys the killing quests, choose the Soldier. If you prefer to get in with the lore and immerse yourself, choose the Scientist. If you're more like me and like to have a little bit of a roam every now and then, choose the Explorer and if you prefer to help out strangers on your adventure, choose the Settler.

Each of these brings a fantastic new element into the game and breaks up the potential mundane fetch quests you're used to seeing.

These are just seven of my top reasons why you should consider WildStar for your MMO of choice and not just write it off as "another MMO".

*By Kris West*



# DIY HOLIDAY CONTENT

*With Carbine's recent announcement that the holiday content for the year has been canceled, many players are left bemoaning the loss of celebrating the most spooky time of year.*

**F**ear not, citizens of Nexus. You can bring some Shade's Eve straight to your housing plot!

Need a quick makeover in your yard? Let's take a look at some theme-appropriate FABkits to fill up the space. Expert Architects are able to craft the Creepy Cave FABkit. In addition to adding a nice cave in your yard, this will give you access to the EXPEDITION: Creepy Cave, a level 50 small dungeon that scales for 1-5

people. Upon completion, you will be rewarded with the Sinister Reward Bag - containing even more creepy decor you can use! The Wriggling Necrobloom, Droopy Hanging Cobweb, and Weeping Fountain are among your potential rewards.

Short on time and platinum? No problem. You very likely have 8000 reputation with Algoroc, Celestion, Deradune or Ellevar to purchase the Spooky Graveyard FABkit. For

2 gold and some change, you can have a 1x2 plug filled with graves and cobwebs and the Challenge "Heart and Souls." This challenge can also reward appropriate creepy decor like the Blackened Graspweeds and Crowded Graves.

Hidden in northwest Wilderrun is a challenge called "Podsweeper." By destroying strain pods without getting hit by them, you have a chance to earn the Webbed Wood











FABkit. This FABkit will give your plot the “Eggbeater” challenge. Destroy 15 spider eggs and you can earn Corrupt Trees (Grouped) or the Altered Spiderweb to further decorate your plot.

Are you an Architect, or do you know one? Some of the things they can craft for you include:

Exile Gravestone, Dominion Gravestone, Stonewing Crypt State, Pine Tree (Withered), and the Hungering Necrobloom.

The vendor on your housing plot has plenty of things available for you to buy and place immediately. Here’s a sampling of what you can find:

- Candle (Medium) - 10 silver
- Candle (Short) - 10 silver
- Candle (Tall) - 10 silver

- Haunted Window - 5000 renown
- Haunted Window (Train) - 5000 renown
- Orange Pumpkin Group - 2 gold
- Ritual Candle Circle - 2500 renown
- Tall Skinny Trees (Grouped, Bare) - 50 silver

Keep in mind the items I have listed here are only things that reflect a very traditional Halloween / autumn atmosphere. Want to go full Nexus horror on your plot? Stock up on strain-themed items. The Robot Workshop and Science Lab FABkits can also be used to bring a creepy vibe to your home.







Music might not be here in time for the 31st, but there are plenty of sky options to set up appropriate atmosphere. The Hazy sky setting gives the ambience of a foggy autumn day. The various night sky options can start you off with a dark atmosphere that you can light up with various candles and lanterns.

Have a garden plug? Fill it with Grimgourds! You can gather the seeds by farming wild Grimgourds

from Wilderrun and Malgrave. Too many neighbors gathering up all your plants? Buy some Orange Pumpkin Groups off the Housing Vendor and turn your garden into a pumpkin patch that will require no upkeep or seeds to maintain its holiday look.

While we will be missing out on officially-sanctioned holiday content for the rest of 2014, keep in mind the power that we players

have to bring the festivities to our own creations on Nexus. Get out there and build a pumpkin-themed skate park, cover your house in Massive Ocular Spheres and Strain parts, or put some graveyard and spider-filled challenge plugs in your backyard. We have a lot of building blocks to work with, and you've been meaning to earn The Hoarder title anyway, haven't you?

*By Kim Morgan*





# EXCITING OPPORTUNITY EXISTS IN SCIENTIFIC STUDY OF NEXUS

*In addition to the class you'll play as in combat, WildStar features 4 paths you can choose from to add more flavor to your MMO experience. Today we take a look at one in depth: The Scientist.*

■ ■ Have you ever wanted to explore the technology of an ancient race?

Have you ever wanted your own hovering robot companion?

Do you have a flair for knowledge and enjoy the history of long forgotten societies?

Your faction has the role for you!"

--Nexusseek.com.nx/  
factionfree/jobs/1278458774/  
scientists-wanted-now.html

The Scientist Path in Wildstar comes complete with their own cute little companion Scanbot. A customisable, floating machine that scans the flora, fauna and ancient technology of Nexus. A versatile floating bot that will follow Scientists anywhere (except when on a mount) and bring hours of side-quest entertainment, grant abilities, loot and buffs (debuffs too).

Being a Scientist opens up a range of path tasks like: Analysis: analysing mobs, technology or flora and fauna for scientists and computers scattered throughout Nexus; Archaeology: finding and scanning relics and technology, even more dangerous than being Indiana Jones; Biology: scan the harmless or ambivalent (yellow health bar) creatures of Nexus; Botany: the flora of Nexus can





contain useful chemicals that give the player buffs and the faction the Scientists are want to know why (and how it can be used against their enemies); Cataloguing: collecting data from Eldan computers and relics; Chemistry: scanning for new elements and compounds (watch out for red telegraphs and reap the green); Diagnostics: diagnose and fix a whole range of problems from humanoids to robots; Field Study: study behavioural patterns of native animals and humanoids for strategic purposes.

When levelling through the Scientist path there are bonuses like: packs for inventory, extra Amp and Skill points, costumes, and other looty goodness. Choosing the scientist opens up its Path Abilities: Holographic Distraction: a hologram that can aggro the

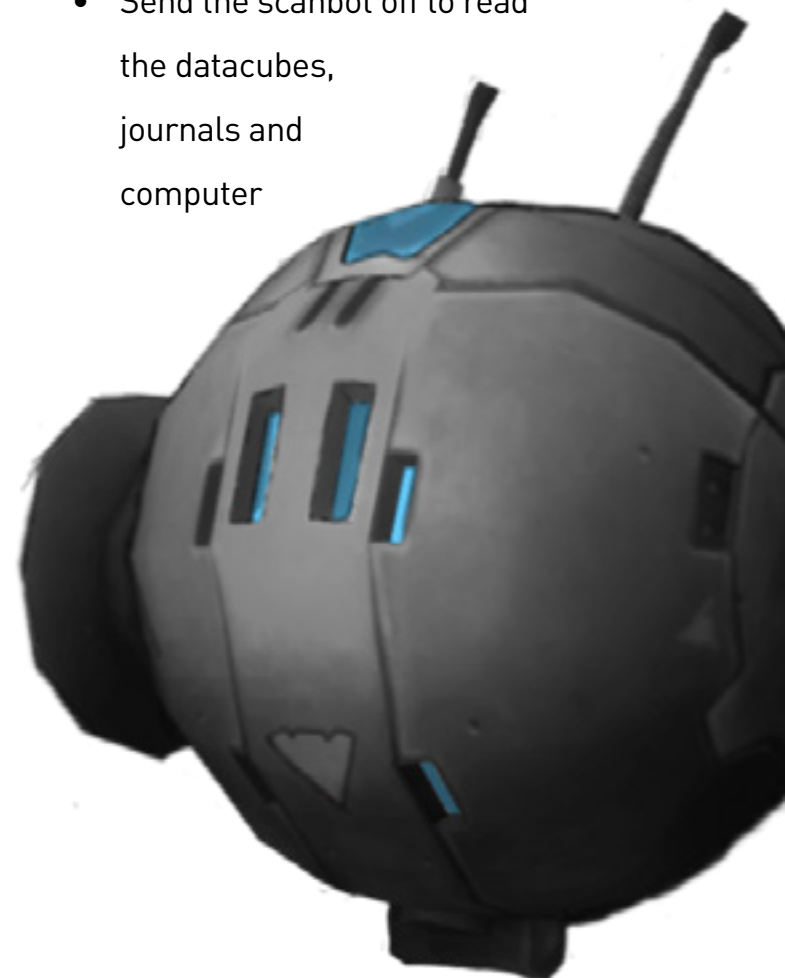
enemy for a short period of time while the Scientist goes about their studies; Summon Group, essential when battling world bosses and the like, teleporting other players to the Scientist's position quickly; Create Portal, gets players back to their capital city for quick access to AH (Auction House) and Banks.

Some tips for being the best Scientist possible:

- Once Summon Group is attained, try to keep an eye on world-boss and event timers. When there's twenty people all racing to get to Scorchwing, the Scientist will make a lot of friends if they can open a portal and get people there quicker.
- When in PvE with a Settler,

don't ignore the broken mining bots. If the Scientist reactivates one then the Settler can program it to dig for settler resources that can be used at buff stations throughout Nexus.

- If the Scientist faces overwhelming odds, throw down Holographic Distraction in the centre and skirt around to avoid a bit of aggro. This can be helpful in Sim-Core quests when soloing.
- At the end of a boss fight open a portal to the faction's capital city. People will be thankful for making their lives easier.
- Send the scanbot off to read the datacubes, journals and computer



# VICTOR LAZARIN

Carbine  
STUDIOS



VICTOR LAZARIN IS THE INFAMOUS MORDESH ALCHEMIST WHO ONCE TRIED TO GRANT IMMORTALITY TO HIS PEOPLE - BUT INSTEAD CURSED THEM WITH THE HORRIFYING CONTAGION.

WILDSTAR







consoles. This will save time especially if there's more than one in the area; the scanbot should be able to activate more than one in the time it takes for the Scientist to activate hers.

- Get some automation addons. Zenscan will help by automatically scanning everything within 35m (this can be adjusted in the

addon's setting and is less buggy as Autoscan at the time of writing); Newton will automatically activate your scanbot after exiting mounts, changing zones or using transmat. Both of these can be found through [www.curse.com](http://www.curse.com) and are easy to install.

- Decorating the scanbot and applying upgrades is always enjoyable. There's

nothing better than putting a beer hat on a scanbot.

- The Scientist path is definitely the best choice for those that love lore. Datacubes are opened up that only scientists can access, computer terminals with logs, and journals, give an insight to the Eldan race's demise on Nexus.

*By Mike Baker*







# LIMITED ACTION, UNLIMITED CREATIVITY

*There is elegance in simplicity. While you will unlock 30 spells over the course of your leveling experience, you'll have to prune them down to only 8 that you can bring with you.*

It's Wildstar's ability system where, once fully unlocked, gives players a total of eight abilities assigned to use at any given time. It is comparable to the action-oriented combat mechanics of a certain online hack-and-slasher, but applied to a full-fledged MMORPG.

But, isn't a "limited" action set... well, limiting? Not quite. Just as the structure of a haiku limits the choices a poet makes in what words he uses and how he orders them, the LAS limits the player in what skill combinations he is able to use. The structure doesn't

limit the poet, however; it actually encourages creativity. The same can be said of the LAS combat system.

To give a more modern analogy, it's like figuring out the most clever way to make your point in a 140 character tweet. You trim the





words that you don't absolutely need, and BAM, you bury your opponent to the ground.

Every class comes with thirty total abilities to unlock through the course of play. Ten in Assault, ten in Support, and ten more in Utility. From those thirty, you must choose eight, and only eight to use at any one time. You are free to change them as often as you like as long as you are out of battle. As you level up, you gain an extra LAS set, so you can save one for PvP and one for Dungeons, as an example.

Although it may seem contradictory, the limit encourages creative thinking and strategic play.

First of all, thirty abilities is not a small number to pick from. And what makes it great is that they all do something unique. Some work well with other abilities of a certain type to create effective combinations. Some work well for specific situations. To add to the complexity, they all have added benefits when you put extra points into them, which of course, you also have a limited number of.

The fun comes in experimenting with ability combinations, and finding the right set that grooves with your playstyle.

Are you questing by yourself and need to dish out the damage

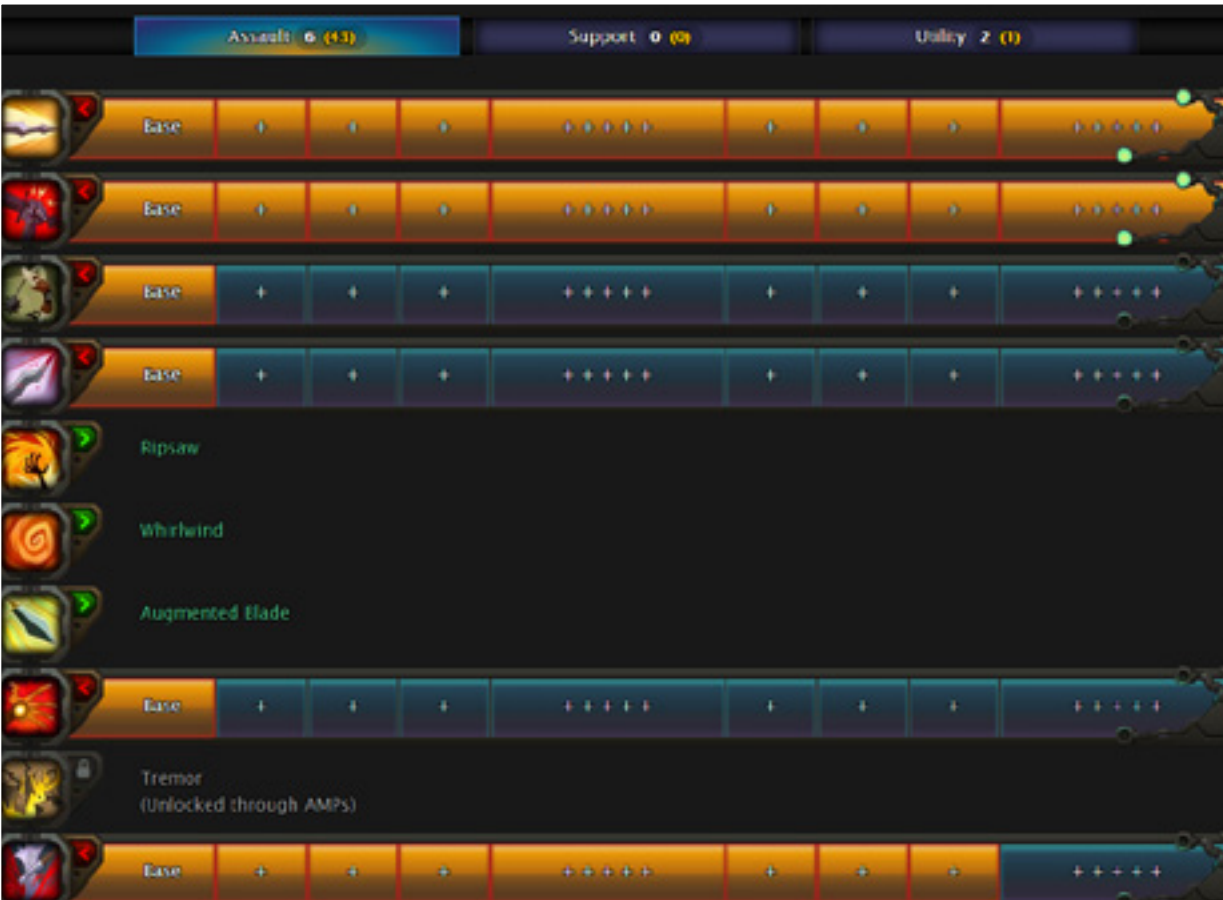
while being able to take a hit? Take some Assault abilities coupled with some Utility for survival.

Are you tackling a dungeon as a tank and need to generate as much threat from mobs as possible? Stack up on your Support abilities, and leave the damage dealing to your friends.

Are you in a PvP match and need to keep your enemies disoriented and disabled? Load up on Utility abilities and lay down the crowd control.

Why is the LAS so awesome? Its flexibility and the potential for amazing teamwork. If eSports becomes a thing in Wildstar, the LAS ability loadouts provide a whole meta-game for teams competing against one another. If done right, it should be possible to see a variety of valid skill sets, and outsmarting your opponent will become an integral part of battle. It's exciting to see what sort of creative combat emerges as the game moves forward.

*By Tadamichi Hosokawa*



# INTERVIEW WITH MEGAN STARKS

*We caught up with Megan Starks from Carbine Studios, the Senior Game Designer of Wildstar and we talk about possible future expansions her favourite class in Wildstar.*

**G**ameOn: How long have you been working for Carbine Studios?

Megan: I've been with Carbine Studios for almost three years.

**GO:** How do you feel now the game has been launched?

Megan: It feels amazing. When you come into a project that you

work on for so long and you are working towards a huge goal it is such a payoff, especially to have players in the game. We all have characters in the live game incognito. We like to play around and see what people are saying. It is just so rewarding to see people enjoying the game and going through the zones that you have made. I have a team of content designers and some of the zones that they have

done include Everstar Grove, Celestion and Galeras. When we play in those areas and see people in there, it is very rewarding. It makes all of the long hours that we did leading up to it totally worth it.

**GO:** What's the plan for the next expansion pack?

Megan: If we were to do an expansion it would be different to







**GO: There are a lot of MMOs out there to compete with, what would you say is your unique selling point?**

Megan: I think if you asked all of the developers, everyone would probably have their own version of what they love about Wildstar but personally I think what makes Wildstar unique is its personality; it's very humorous. I think everything about Wildstar, and especially the IP, is it has very high unique personality driven. We have got iconic characters - you meet some of them in our game trailers and then they show up throughout the game. Players really like that. Pretty much everything you do has that Wildstar personality behind it.

what we are doing currently and the two would not conflict with each other. What we are currently doing is making the game a full featured MMO - as robust as possible. We provide different areas for different players, we have combat, we have questing, we have PvP, we have housing, but then in addition to that, once that game had come out, we didn't want to say "here it is - we are finished". We wanted to continually work on the game and put out new stuff. That's what we call our ultra drops: monthly drops that

we have been doing post-launch. Each one we have been trying to theme for different areas of the game so we have already put out the Strain which was an entirely new zone added to the game and level 50 content for solo players, small group players, large group players. We have also put out a world story that is solo, instance content like learning the story of Nexus. We have put out a battleground for our PvP players and we intend to do more dungeons and raids.

**GO: What's your favourite class and why?**

Megan: I don't know if this will be a popular answer but I actually play Mordesh female and I play Engineer. I really like Engineer because I can send my little bots in and they do the work for me. I like letting my little minions go and they are also really adorable so I think I would play any pet class. I know some of my friends really like Medic, I think Medic is pretty popular.



**GO: What ideas have community members suggested that you'd like to include in the future?**

Megan: One of the things that has been suggested that we are putting in is Guild housing. People ask for that a lot and we definitely have planned to do it so we are currently working on a version of Guild housing. I'm not allowed to go into specific details but I think people will be really excited for it.

**GO: Have you seen any cosplay based on Wildstar yet?**

Megan: We have. I have actually been looking for more. I'd love to see more cosplay on Twitter, Tumblr - especially Tumblr because we love to put up pictures of fan

art and people talking about their characters in the game; we call them 'Wildstar Selfies'. If you take a screenshot of your character, we will post it up. I'd love to see more cosplay. I've seen a lot of Aurin and I saw a little bit of Mordesh. I am still waiting for the Chua.

**GO: When is the next big update due?**

Megan: I don't have any specific dates for the next update currently. We do have a version of our next update already on the PTR so our Public Test Round players can get on there, they can see what's coming, they see a current version of it and we definitely welcome feedback. We take a lot of time to address any bugs and make any improvements that players have

asked for before we put it live. So it's due in the next couple of months but we are currently in that stage of polishing off the next update.

**GO: What is the best/biggest improvement for the next update?**

Megan: The biggest thing about the new update is that it is the final part of the intro into the world story of Nexus - what happened to the Elden? Why did they disappear thousands of years ago and who is this Drusera who has been contacting you? So I think for a lot of players their entire game play experience has been building up to having these questions answered and it is going to start the epic story of Nexus.

*By GameOn Magazine*



# THE ADVENTURES OF AZUREY AND THE WHIZZ

THOUGH THE DAYS CHANGED,  
THE PLANS STAYED EVER THE SAME  
FOR THE CHUA ON NEXUS...

WHAT DO YOU  
WANT TO DO  
TODAY?

TRY TO TAKE  
OVER THE  
WORLD!

THE SAME  
THING  
WE DO  
EVERYDAY...

JEANETTE ELY  
9.3.14



JEANETTE ELY



Carbine

JEANETTE ELY 4.2.13



# GOING SOLO

*Copper, gold, platinum. These are the currencies of Wildstar, and they are plentiful. Still, of all the things you can buy with them, the one thing it won't buy, is time.*

I first heard of Wildstar about one week before it's official launch, and I immediately wanted in. I loved everything about it, and this was the first MMO, I felt truly compelled to invest my precious time and money into. I pre-purchased just in time for the head-start launch, and Wildstar quickly took its place as my main hobby. As I dove in head-first, I quickly realized that it wouldn't be so easy.... I had my own RL boss-battle to fight.

## -Fighting Time-

Like many of you life-long gamers out there, I am in the middle of the hurricane that is adult life: a full-time job, family, kids, hobbies, side projects, and oh, yes... don't forget gaming. For us, the days when we could lock ourselves in our rooms and play for hours on end are over. Some days, I even feel the urge to use all of my vacation time so I can sit down and just

play. Alas, life is not so easy.

Amongst work-life, home-life, and other projects I attend to daily, I often find myself facing a time-crunch. For the first three months

since Wildstar's launch, my log-in times would vary from 10pm to 5am in the morning--whenever I could score some alone time. I cursed the region-lock often, as I logged in mostly when nobody was on. At least it made questing in PvP zones easy.

The most challenging part of this time constraint was the lack of consistency. I wanted to play PvP arenas, but I couldn't stay logged in long enough or at the right times to regularly practice with any partners. Scheduling time to play with close friends was difficult. Most sessions, I had to choose whether I wanted to PUG an adventure or a dungeon, continue questing, or trade at the commodities exchange. Raiding was definitely out.

I eventually came to a conclusion. I couldn't commit myself to group content. And although I really wanted to play





with my in-game friends, I resigned myself to playing solo for a while.

### **-Filthy (Solo) Casual Gamer-**

“Solo” is kind of a dirty word in an MMO. MMOs are meant to be played with other people, and the content is designed that way. The dungeons, end-game quests, and raiding are all made so multiple players can coordinate with one another. And the common attack against playing solo is this: “If you don’t want to play with other people, why play an MMO at all?”

I’ve found from personal experience, there are times when it just isn’t feasible to play with others. Some people are natural introverts. Some do like to team up with others, but find solo play relaxing. Some people just enjoy playing alone, while still having a dynamic economy that is influenced by real players. In my case, I simply didn’t have the time. What I’ve discovered in Wildstar is that, even if you do decide to go it alone, it’s still really fun to play.

### **-100% Immersion-**

One of my complaints about MMORPGs is that immersion suffers

when you start playing with others. Far too often, the focus on the story takes a back seat to efficiency. Solo play, in contrast, brings out the best of the “RPG” from an MMORPG. The focus is all about the immersion, and WildStar really succeeds in creating an experience on par with single-player role-playing games—if you take the time to notice.

When I slowed down and paid attention, I discovered amazing layers of detail hidden in plain sight. The history of Nexus is deep, yet the major players in it were right in front of my eyes. I would find a journal penned by an influential figure in a faction, who I then found myself defeating a few minutes later in combat. I would discover paths which take me high up on the treetops and find breathtaking views of the surrounding area. Perfectly preserved datacube recordings gave me glimpses of Eldan experiments gone awry. The sheer amount of back-story hidden in the lore journals could jump-start a whole series of fan-fiction novels.

What I found here is one of the richest, most vibrant worlds I’ve had the pleasure of being a part of. And the best part of playing solo is

being able to experience it piece by piece; without pressure, and with complete freedom. Even with my short play sessions, I delight in every new encounter and experience every new area with pure enjoyment.

There may be critics who are disgruntled at how much time developers spend on solo content. The way gamers like to rush through content like it’s an obstacle to their end-game makes questing seem like a waste of time. I think almost everyone playing now can agree that the story in this game is amazing, and in my opinion, there is little need to rush through them.

My suggestion to everyone is this: take time and explore the world, even if you came to WildStar for its raiding scene or the PvP action. You may be amazed at what you miss out on during your two-day rush to level fifty.

That’s not the end, though. The best part of all of this is that I’m not in any way restricted to staying solo. If I do find more time on my hands than usual, I can join some friends, or find new ones to attempt dungeons with, or join a random battleground just for fun.





The freedom to switch between solo play, co-op play, and PvP is what makes WildStar worth my money. And each style of play brings its own enjoyment to the game. And if you are still confused as to why you're playing this game, let me be clear about one thing: Raiding is not everything.

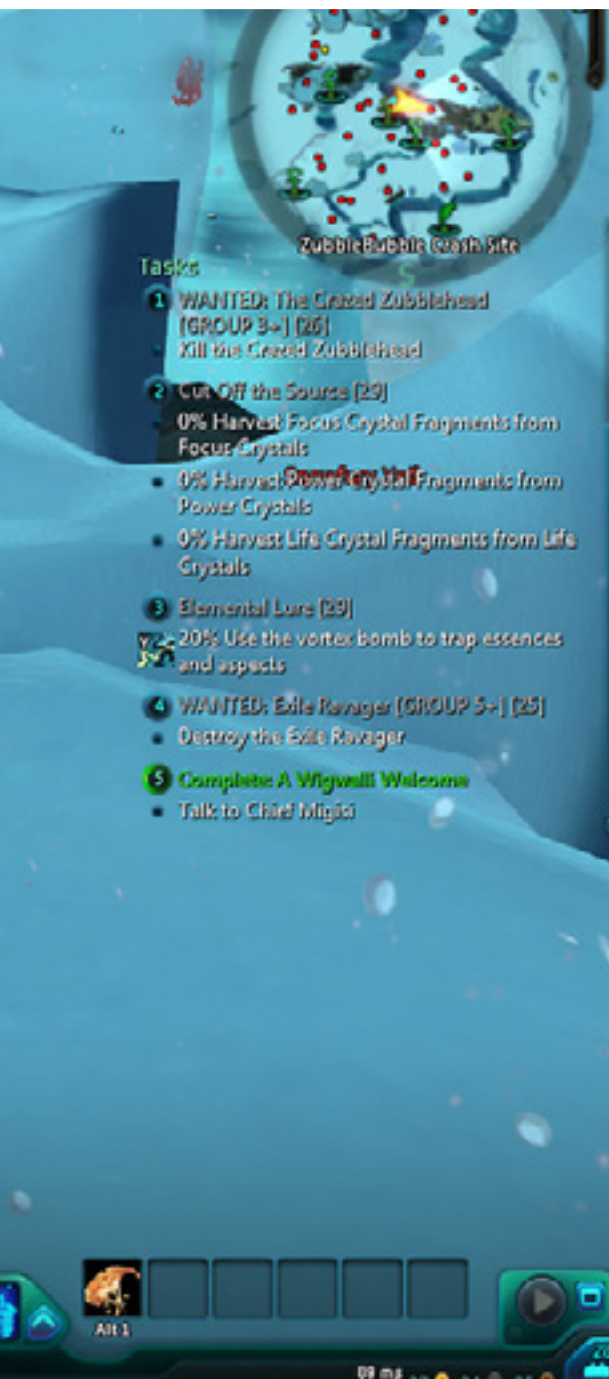
I've read in one particular Wildstar review, that this game is definitely not for the casuals. And

while the end-game raiding certainly is not, the game definitely does not disappoint the casual player. As Carbine likes to tell us--and probably not enough--is that it has something for everyone. Sometimes it just takes a little time to find out what that is.

*By Tadamichi Hosokawa*







# MoO AND YOU

*Ever notice a mobs health bar turn pink? Then you do a crazy amount of damage and it feels so good. The pink bar is called the 'Moment of Opportunity' and you or one of your fellow players made it happen!*

The Moment of Opportunity, also called the "MoO" for short, procs when a mob is interrupted mid cast. This is typically used for a big or devastating cast, but for trash mobs it is good to interrupt all casts. The MoO offers a DPS bonus for anyone attacking that target and generally makes the fight much easier. I'm going to explain a little about the interrupts each class has, when to use the interrupt, and how to optimize their use.

To use your interrupts efficiently your team will need to set up an interrupt order. Everyone can usually say which number they want in the rotation (1,2,3,4,5) and typically will follow this for every cast unless stated otherwise. This is an integral part of the game throughout all levels and progression, learn it.

Some bosses have "that 1 skill" that must be interrupted and will cause a wipe if it isn't. Typically an Engineer will focus on this

cast because they have a reliable ranged interrupt, heavy armor, and are typically pretty clever. (As an engineer, I may be biased here) For the rest of the fights, you can establish an interrupt order to be used on every cast.

If your team happens to all be in VoIP software. One way to keep an interrupt order going smoothly is to have the group leader call the next interrupters number. Example: Tank pulls, tank is 1st interrupt (or "int") so he uses his int X3 on the boss/mobs first cast. Group

Class	Ability	Tier	Cooldown	# of interrupt armour it would break
Warrior	Kick	T8	20s	x2
	Grapple	T4	20s	x1(x2)
	Flashbang		25s	x1
Engineer	Zap	T4	30s	x2
	Obstruct Vision		30s	x1
Spellslinger	Spatial Shift		35s	x1
	Gate	T4	30s	x2
	Arcane Shock	T4	15s	x1
Esper	Crush	T4	35s	x2
	Incapacitate		40s	
	Shockwave		30s	x1
Medic	Paralytic Surge	T8	30s	x2
Stalker	Stagger		25s	x1
	Collapse		25s	x1
	False Retreat		25s	x1









leader will call “2” or “2 next” and so on. This will keep all players alert and informed while giving the second interrupt a chance to prepare. If someone misses or fails to interrupt, simply keep going as if he used it normally. Re-adjusting an interrupt order can be tricky, so save that for later.

After many runs and theory crafting it seems that there is a natural interrupt order. Warriors are

first because they have the shortest cooldown. Short cooldowns will allow them to reset the interrupt order quickly and pick up extra interrupts as needed. Engineers are second due to having heavy armor and 3 reliable multi hit interrupts. Spellslingers are third because of short cooldowns and because their interrupt skills can cause problems and put them in danger. Espers are forth because of their class having longer cooldowns (and Crush used

to be buggy so it’s habit). Stalkers are fifth on the list because they will only bring 2 interrupts, their third interrupt is unreliable and not well designed so the average Stalker will not bring it. Medics are sixth on the list due to only having one interrupt skill that breaks two AI. A good Stalker or Medic will have a gadget that breaks an AI, effectively putting them anywhere on the list as needed but that is not an optimal set up.

While doing adventures, dungeons, and trash in raids each person should always bring X3 IA breaks (Commonly said “3 ints” in parties) to make fights go smoothly. Some boss fights do not require any interrupts and will require a unique LAS setup, but for your everyday build make sure to bring 3 ints.

For an advanced tip, Save your cooldowns for right when you know a MoO is about to happen. This will ramp up your DPS and help kill faster. Do not wait for the MoO to happen because you will be missing split seconds that could make all the difference. If you don’t “know” when the cast is coming then just use your cooldowns as often as you can, most have very short cooldowns.

*By Spe*





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Wildstar Community Magazine, be sure to subscribe!

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# WILDSTAR REVIEW

*Many moons have passed since we first heard about Wildstar; at first we were sceptical that it would just be another MMORPG being developed in an already saturated market.*

Despite this, we kept one eye on its development, and with a team comprising of ex World of Warcraft developers, it created enough intrigue to follow its progress. Over time we were treated to gorgeous screenshots along with humorous videos, apparently made inside the game engine, making us realise that Wildstar potentially could live up to the hype.

Now here we are with the game finally released, many hours have been pumped into the game so we can tell you whether this is just another pretender to the throne or a threat to WoW's market dominance.

Starting off with any MMORPG we're greeted with the character creation screen. Here you tinker around in an attempt to craft your avatar, a perfect embodiment of your mind's eye that will

represent you within the game world; alternatively it's whatever has tig ol' bitties and a butt that's smuggling zeppelins to appease the hormonally overcharged kiddies that have a predisposition to fap over their in-game concubines.

Wildstar has two factions both comprising of four races and six classes to choose from. The Dominion host Cassian, Draken, Chua and Mechari races while the



Exiles are composed of Humans, Granok, Aurin and Mordesh. The classes on offer will be dependant on what race you choose but you have the following options; Warrior, Spellslinger, Esper, Stalker, Engineer and Medic.

To diversify things even more you also have a choice of four paths which affect what kind of optional quests you will encounter on Nexus. These are Soldier, Scientist, Explorer and Settler. Each path will have their own questlines and unique benefits, for example certain areas of Nexus will only be available to explorers, while soldiers will experience more combat than the other paths available.

Once you've sorted your character, given him/her a name and picked a server it's off to the obligatory starting areas for each faction. These serve as simple tutorial areas, allowing you to learn the controls and quirks of Wildstar. The main things to grasp which will feel different to WoW veterans are the ability to double jump, the acrobatic rolling system and the combat telegraph



zones. The first two will become invaluable tools when traversing the lands of Nexus. That extra little jump will help you get around the landscape, while the dodging will become one of your mainstay methods of avoiding damage.

The telegraph zones are how Wildstar visualises how damage is being dished out. You can hover your mouse cursor over an ability, or hold that button down and a blue zone will appear in-front of you. This may be a long rectangle, extending out a distance, an arc close up indicating where your sword will swing or a circle of potential AoE (Area of Effect) damage. This also holds true to your opponents abilities which will appear as red zones which you can avoid to not take any unnecessary damage.

The telegraph zone may also

animate, serving as a timed warning before a huge damaging ability is about to strike, allowing you to make a decision between getting an extra attack on the mob, running the risk of potentially being hit or getting your ass out early enough to be safe.

This may seem simple enough but in the heat of combat, and especially in raiding or PvP, the telegraph zones are flying around more akin to some European laser show with trance music beating in the background. A colourful ballet of shapes and sounds while each faction battle it out for dominance on the world of Nexus.

When it comes to tradeskills, Wildstar has you covered. There is a huge variety of things to gather and create, each with their own talent trees to make the experience even more unique. As you would expect you need to source raw materials in order to craft items, in our case we decided to give mining and weaponsmithing a bash.

Mining nodes is a doddle, simply click them and your mining laser

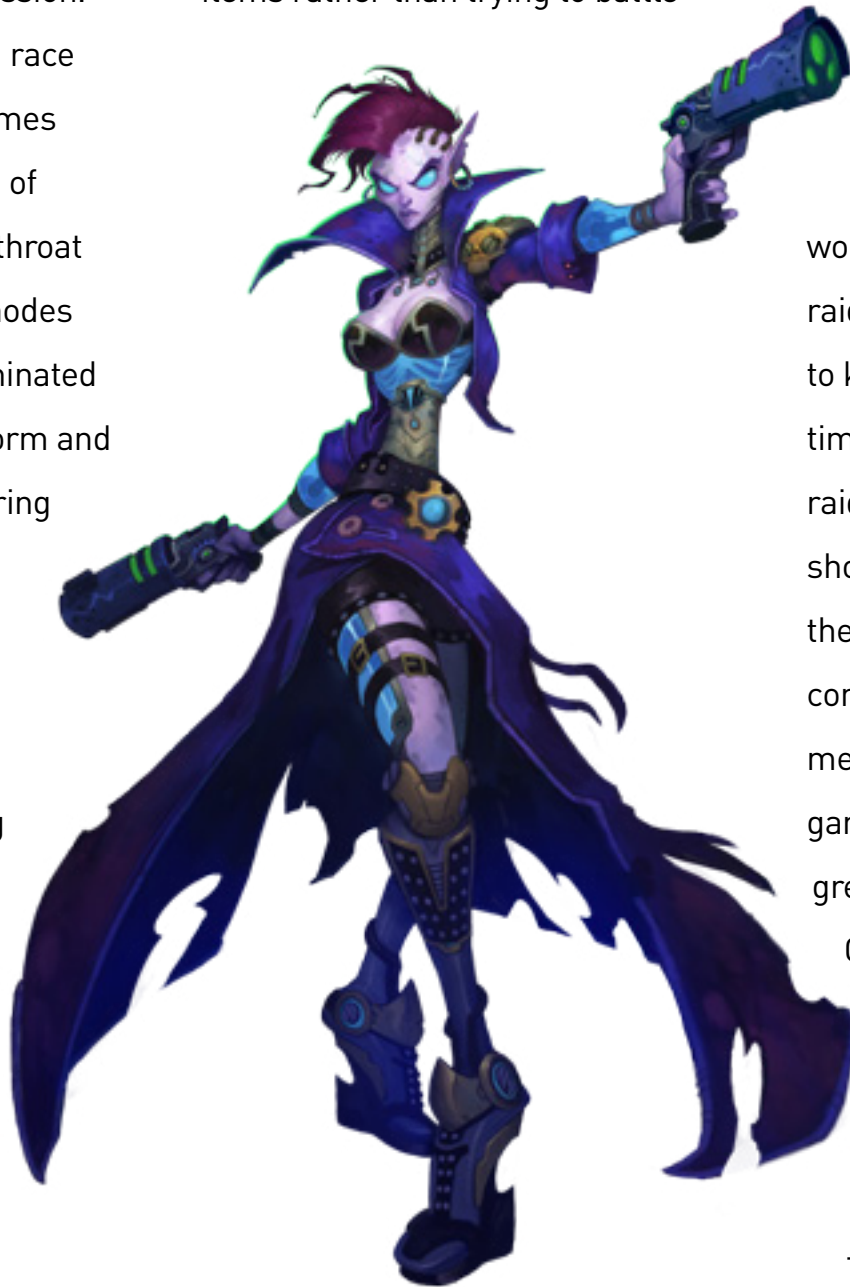




does the rest of the work, also if you come across someone already mining a node then feel free to hit it yourself. While you won't get the contents, you can still earn XP towards levelling your profession. This makes mining less of a race between players when it comes to levelling up, unlike World of Warcraft where it was a cutthroat environment on gathering nodes in which Tauren Druids dominated herbalism; fuck you flight form and your 0.5 second herb gathering speed racial talent.

The actual crafting of items is also a little more complex than just gathering what is required to receive the item after a button press. In Wildstar you can select what attributes the item may have and adjust the rarity of components in order to increase the overall stats that it may have. Additionally you can overcharge to try and craft something even more special, though this runs the risk of having the craft completely fail, break in-front of your eyes and destroy all the materials you used in the attempt of crafting.

This method creates a unique opportunity for those entrepreneurial minded gamers who love to play the auction house as you're able to create fairly diverse items rather than trying to battle



over prices on the same regurgitated item. As you continue crafting items, you unlock further tiers of your talent tree, allowing you to specialise even further. This could mean you end up being the only weaponsmith to be able to forge a greatsword with a certain stat range or be the only

person that can add +20 assault power to an item, making you the go to person for these possessions.

For a fresh MMORPG launch, Wildstar has a huge amount of content; from PvP which starts at level 6, to the dungeons, veteran dungeons, world bosses, player housing and raiding content, there is something to keep you occupied for a long time. The attunement process for raiding is hugely ridiculous and should serve well to weed out the shitters from those who are competent players which leads me to a potential downside to the game, which I shall capitalise for great emphasis. WILDSTAR IS NOT CASUAL FRIENDLY, if you're the kind of player that likes to jump into WoW, join LFR and potter about, then this really isn't the MMORPG for you.

This is definitely tailored for players looking for a more hardcore, time consuming experience. The levelling is a grind fest, veteran dungeons require precise teamwork and will gladly punish mistakes made, along with co-ordination in a group to be able to remove the interrupt armor on tough mobs.





Interrupt armor is essentially an immunity to abilities that interrupt the cast of an ability. Difficult mobs may have two or more charges of this immunity meaning everyone in the group must remove the armor before being able to prevent abilities. Raid bosses will have ten times as much requiring everyone in the raid to perform this at the same time in order to stop the next damaging attack.

This essentially means every single player in your group must be able to pull their own weight, there is no room for those players that sit at the back while the rest of the team carry them through a dungeon or raid.

That being said, if you're prepared to pull your weight then Wildstar is a hugely rewarding game, you can lose countless hours in the dangerous wilds of Nexus and these locations are rather beautiful. In fact Wildstar is a very good looking game, the character models are diverse and cartoony, vibrant environment colours, monsters ranging from the cute to the downright frightening; it has everything you could hope for really.

*By Neil Hetherington*



# LAST DAY ON NEXUS

*Frost settled on the window sill. Mid-winter frost always spelled a sunny day but also meant cold southerlies to chill Shareth to the bone.*

He didn't like the cold it meant his fingers were stiff early and the first few tools felt a lot heavier than they should. Shareth rolled over and threw his legs over the edge of his augmented hardwood four-poster. The luminescence running through it dimmed, the warmth drained away under his arse quicker than Shareth would have liked.

After pouring a bowl of Eldan Honeywheat Pops, Shareth wished he'd gotten milk the afternoon before. Laziness and exhaustion had won out over visiting the night markets with all those people. Putting a spoonful of the dry cereal in his mouth, he called up the morning shows. Today's male and female anchors, dressed to the max grinned shining teeth as

they discussed the evacuation in the most vacuous way possible.

"Well Ja'ans," The woman said, Shareth always forgot their names and hers escaped him, "I don't think it's as bad as they're saying, I mean how many creeps with glowing green spikes out of their backs, have you seen walking along the street?"







Shareth snorted derisively and switched the station a few times before giving up on both the breakfast and the floating screen. He dressed quickly, put on his coveralls and left the small tree-bound loft. The air was fresh and had the distinct chill that worried him. Shareth feared the open bike in the cold wind and decided a cab was the best way to go this morning.

A yellow and red cab pulled down through the opening in the middle of town. A short merchant, on his way home from the night markets, tried blocking Shareth but was

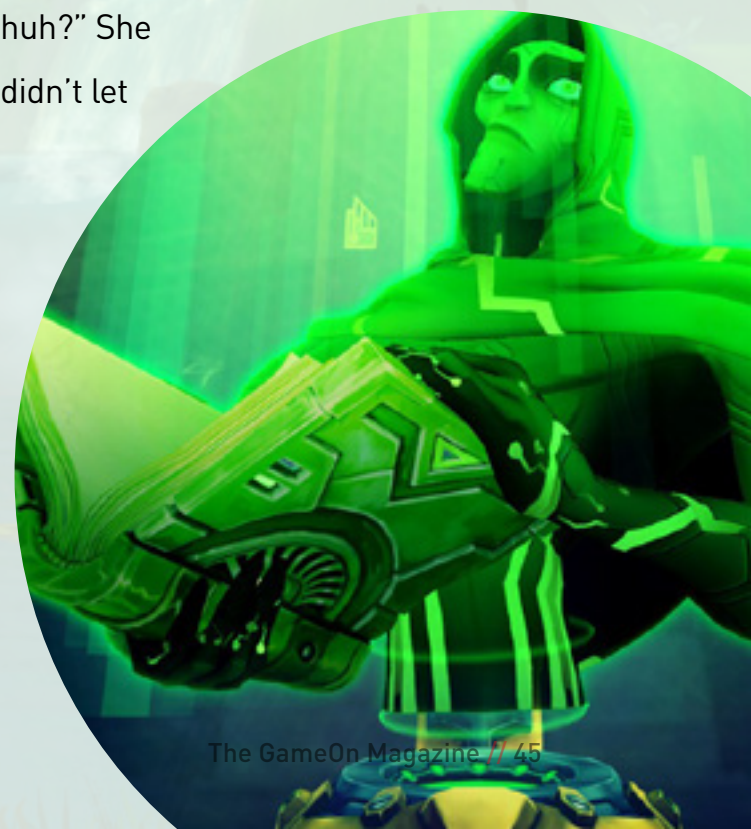
quickly waved on his way. Shareth leant in the opened cab door and settled in to the faux dawningrazer-pleather seating. It stank of rotted beer sweat and zesty taco's.

"Where to, buddy?" The elderly woman said in a croaky age-worn voice.

"Here," He said as officially as he could while fumbling his ident card to the cabbies hand.

"Just swipe this and blacken the windows, please."

The heavy-set woman's round fingers latched the lanyard of the ident card; swiped it and blackened the windows. "Ya seen any of these monsters out on the border? I guess you couldn't say 'f ya did huh?" She didn't let





Shareth finish but that was okay, she was right. "Bet you see a lot of crazy things out there though. Caretaker's been a bit funny lately, heard he goes yellow ev'ry now and again."

"Red," Shareth's reply was curt and distracted. He felt like he should continue, "They say, red."

"Funny, thought the programmers would have sorted that out by now."

Shareth smiled, engineers and programmers were always at odds; and any chance an engineer like himself could get a jab in, they

would. "Yeah, I haven't seen it happen, but the programmers aren't quite as quick as the engineers." That shouldn't give anything away that he's not supposed to. Conversation from there was cordial and contained very little detail in to either of their lives.

Setting down, Shareth climbed out, his ident card already swiped and prepaid the route. "That route will take you back to the capital and pay your expenses. Thanks for the ride." The cabby waved and thanked him.

Sentries had moved and overnight Eldan forces had lost a good klick of ground; this was the fallback and thankfully was warmer than Galeras. No sooner did Shareth entered the mechanic's ring, than his boss was at his heels. "Where in Nexus have you been?"

The tall thin Eldan was like no other. Brarik wore clothes that were two sizes larger to fit his

limbs. He used two specially made belts for his legs and two for his arms along with the customary belt around his scrawny waist. There were ragged holes punched into the belt to accommodate his frame. Brarik screamed some curses in a foreign language, his deep voice didn't match his appearance. Shareth and Brarik walked to a lopsided armoured craft that shook and bucked at every turn of the key.

"This is your job for to--" Brarik suddenly dropped to his knees, half his head bursting to red mist.

"Shit!" Shareth fell backward, narrowly missing a second giant electric bolt.

A hooded Pell pushed through, knocking equipment and people out of it's way with deadly force. A long snout and glowing green eyes darted around the enclosure. It reached out an augmented hand to Shareth and with a loud crack, everything went silent.

Silent and dark.

*By Mike Baker*











# REBOOT WILDSTAR RELOADED

*Many of us have had the privilege of playing Wildstar since launch, enjoying some of the most exciting adventures and tactical content since the dawn of MMOs.*

**W**e have had some of the best people working on a game to make it a better experience for us as a community. Like any new MMO, this game is still in its infant stage, and it has a lot of room to grow into a game that can completely set itself aside from any other MMO that is currently in the mainstream. With a great development team, they have been able to eliminate over 4,000 bugs since launch, and that is a daunting task if you stop to think about it

Reloaded is a word that you can really sink your teeth into. With the propagation of the Megaservers coming Wednesday, October 15th, we can look forward to a complete reset of the game, name changes,

and the economy. With the reset goes live, it will be the re-launch of Wildstar; a chance to do everything exactly right this time. If you have never watched a Nexus Report, you should. Although it is a tad on the long side, they are always giving out information that will be affecting us in the near future. The Wildstar forums are also a great place to

look for news and updates that have been announced by Carbine.

## **The Reboot**

Drop 3 on final approach and landing on a desktop near you. Drop 3 will be the icing on the cake after the server reboot. It will be massive compared to any other patch that WildStar has launched to date.







With many things tied closely to the launch of Megaservers and Drop 3 being right behind it, the game will be a new rendition of what the game was in beta. Simply put, Wildstar is getting a facelift for the better.

Carbine has also come out publicly saying there will no longer be monthly drops. They will now be on a quarterly schedule giving the Devs more time to work on the quality of a content drop, and not just feed us content that is broken or has no real substance. This is no place to divulge all the Wildstar updates that are on the move but we can hit the highlights.

Megaservers names have been chosen. NA servers will be Entity for PvE and Warhound for PvP; for EU servers, Jabbit will be the PvE, and Luminai will be the PvP.

With Megaservers launching on 10/15/14, we can expect somewhere in the realm of 12 to 24 hours of down time to complete the transition. We will also be awarded one day of gameplay and 30 days of boom boxes, for our pain and suffering.

Drop 3 will be coming live at the end of October or mid-November. If the development crew for Wildstar delivers what they have promised

thus far we may be looking at a fairly new feel to the game that may carry us over until the January drop is released. The January update is what most people should be looking forward to as it changes the character leveling experience, add rental mounts, new level 6 and veteran shiphand missions, and dungeon dailies. For now we get the luxury of riding the wave till our next content launch.

*By Ryan Stanley*

*Screenshots by Anneli Torgersson*







**Thanks for reading!**  
**We'll see you in the next one.**  
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