

# WILDSTAR

COMMUNITY MAGAZINE #2



**MEET THE CHARACTER  
BELLE WALKER**

**ADDONS 101**

**MEGASERVERS,  
ARE THEY A HIT?**



# WILDSTAR

## COMMUNITY MAGAZINE

#2

Hello and welcome to our second issue of the WildStar Community Magazine!

We'd like to firstly thank you for supporting the magazine and for the fantastic response for the first issue! We hope you continue to support us as we proceed with the magazine.

We have yet another guide on how to jazz up your house, and we have an exclusive interview with the Design Producer of Carbine Studios, Stephan Frost. We have given you the run down of one of the community held events Thaydfest, which was held not long ago, with a short interview with the organisers. This issue we also included our thoughts on the recent Megasever update.

Packed with artwork, gorgeous screenshots and interesting content, there is a lot to feast your eyes on!

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 second 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)**



# SETTLERS: CIRCLE THE WAGONS

*Nexus is a dangerous place. Are you ready to help tame the overgrown wilds and bring order and peace to the deserted Eldan world?*

The noise of engines humming are one of the most cliched parts of sci-fi, and for good reason. When they are the dominant sound, they convey isolation. The ever-present low hum, like in Firefly, conveys the sense of constant journey, another staple

to live in space again, then you should consider the Settler path.

As a Settler, your role will entail changing the landscape (in a sustainable way of course) to make Nexus a more habitable planet for humanoids. By collecting

**Civil Defense:** A task that sees you build upgrades and repair defenses of towns and camps. You earn a small amount of rep with each upgrade, while there may be bonuses granted for completing all the upgrades in the area.

**Expansion:** The most common type of task Settlers perform. These can come as buff stations, vendors, taxis and a whole host of other upgrades. It's important that you place buff stations for your fellow players. It's how you earn respect among others as well as path XP and rep.

**Infrastructure:** Larger Expansions, it usually helps to get a few Settlers to gather the resources needed. Resources are different, to the rest of those in the zone, and you can usually only carry three or five before returning

“ENGINES ADD ATMOSPHERE WHERE THERE IS NO SOUND OUTSIDE OF THE STAGNANT, RECYCLED AIR CONDITIONING OF THE SPACECRAFT.”

of the Sci-fi genre. Engines add atmosphere where there is no sound outside of the stagnant, recycled air conditioning of the spacecraft.

But if you long for wide open spaces and making sure that your fellow allied players never have

resources, that change depending on the zone or region, you can build improvements to help PCs and NPCs on Nexus. There are several different mission types.

Each task offers rewards in bonus reputation (rep) and looty-goodness:



to the Expansion point. The structures you create range from Hospitals to Spaceports and offer a variety of bonuses to the zone.

**Public Service:** Ok, so you aren't a criminal (maybe you are), that doesn't mean you can't pick up empty booze cans or help a local find missing items or NPCs.

**Supply Cache:** Digging up different resources and objects by following a bar that appears on your screen, and acts like a tricorder from Star Trek. The bar gets longer the closer you get.

Settlers civic natures mean that you'll be able to help players by collecting resources and building buff stations; it will also help you to level quicker if you take the time to collect resources while on missions. If you don't like grinding, it's not the best role for you. However, the benefits to yourself and others are totally worth it.

Like all paths, the Settler levels grant unique abilities and some awesome loot. The better loot comes in the form of Fabkits, inventory storage, costumes and upgrade kits containing an amp point at level 15 and an ability point at level 30. And the path abilities are some of the most helpful in the game (levels are path levels and not player levels):

**Settler's Campfire:** Unlocks at level 4, tier 1 at level 14 and tier 2 at level 27. The most useful path ability, heals all nearby allies for 20 minutes and has a 60 minute cooldown.

**Summon Mailbox:** Unlocks at level 5 and has a ten minute cooldown.

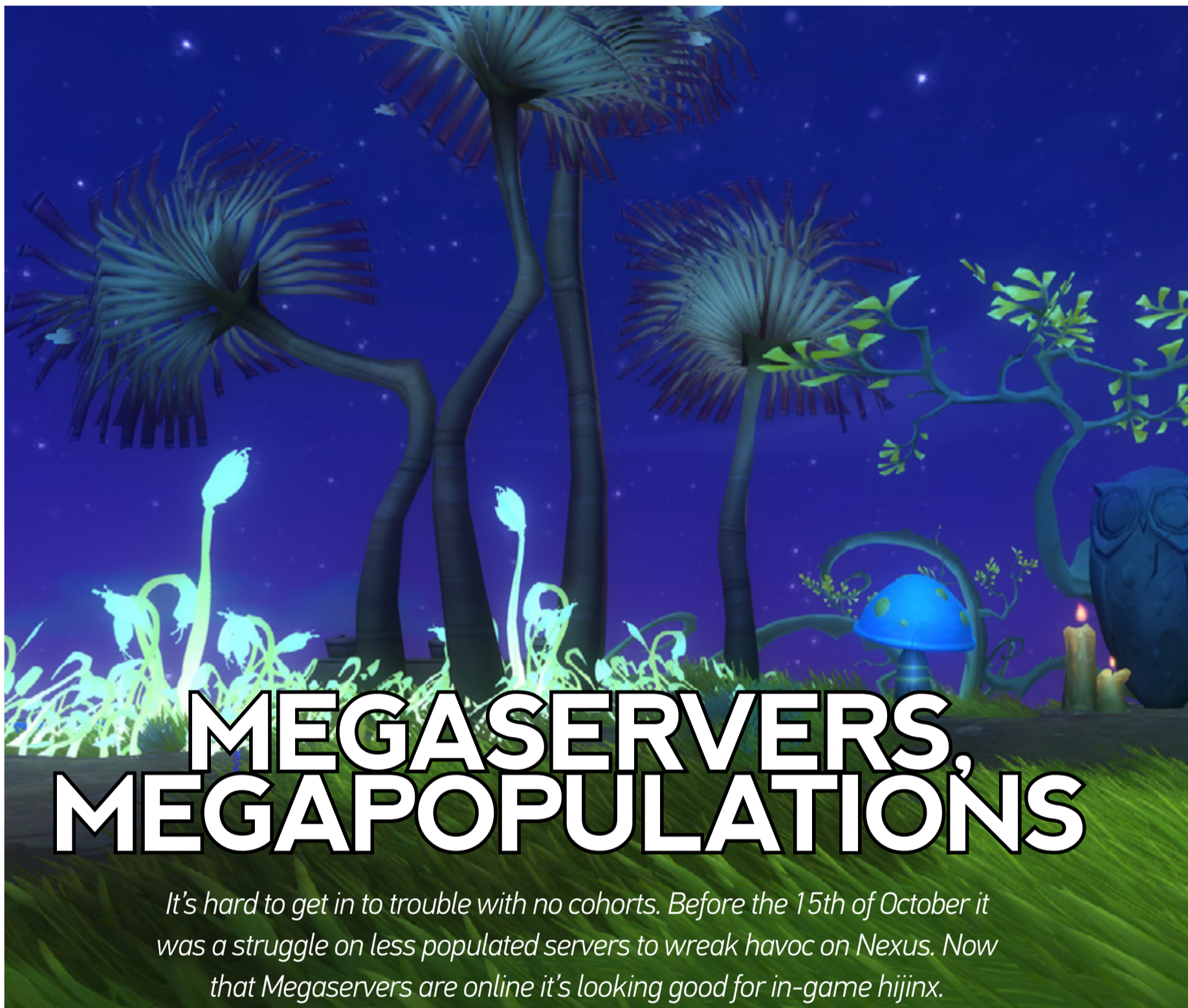
**Summon Vendbot:** Unlocks at level 8, tier 1 at level 18 and tier 2 at level 27. Pretty self-explanatory; each tier unlocks different items for sale and the ability has a 60 minute cooldown.

Once repaired by Scientists, miningbots are programmed by Settlers to dig for more resources, making ideal partners. Settlers are fantastic for sociable players and are handy to have along for some of the harder boss fights. If you choose to become a Settler, stay vigilant and keep activating the buff stations; they will, not only, help others but also yourself. Order of priority when activating buff stations vary depending on your class but always prioritise the XP and rep ones. Rep buffs come in handy when attunement starts and will make that process a lot quicker.

I'll leave you with these final, Spaghetti-Western-esque words: circle those wagons pardners, it's time to tame the wilds of Nexus. And be thankful the oxians respawn!

*By Mike Baker*





# MEGASERVERS, MEGAPOPULATIONS

*It's hard to get in to trouble with no cohorts. Before the 15th of October it was a struggle on less populated servers to wreak havoc on Nexus. Now that Megaservers are online it's looking good for in-game hijinx.*

**N**exus is a place of colour. A place that sees Gene Roddenberry's dream of a Western in Space realised like only once before -- you Firefly fans know where I'm at. From the moment you appear in your starter zone the excitement of meeting new people, actual and computer controlled, grips you and drives you to level through 50 and beyond.

But there's a problem. Exploring the starter zone shows only the glimmer of humanoid interactions that don't have an algorithm on one side. There's barely anyone until you hit your capital city. Those that are around are almost as clueless as you. After all, the game is only a few months old and there are lulls while experienced players are raiding or adventuring or dungeon crawling; alts have taken to sitting

on the character select screens. The zones you're in are ghost-zones. Fear not, Megaservers have arrived. But what are these mystical things?

Megaservers work by starting with one server per-zone. Once that server hits maximum population the program opens access to another, and so on. Because each zone has a different amount of servers active, there will still be





guild-patriotism form. Now, with megaservers, it's a lot easier to get to your faction's capital and look around for a new guild.

While having a guild isn't essential, it can help with endgame (and for some, leveling) enjoyment and it's the only way to enter the more enjoyable raids. However, the game isn't all massive raids and PvP; there are solo elements, like the Auction House (AH) that are dependent on the new servers as well.

Megaservers will help the inconsistencies currently being experienced on the AH: combining the economies of multiple servers. We will also see a more standardised C.R.E.D.D. price, more sales and purchases of farmed mats and crafted items. Weapons and armor will take a slight hit as the market adjusts but after a few months everything will stabilize.

Other PvE positives for solo or leveling players are taking down Primes. More players means more opportunities to party-up and hit harder mobs with better loot rolls. There will also be more

players to help with holdouts and more active buff stations.

We are yet to see what effects the megaservers will have on dungeon and adventure waiting times: they have always been cross-server events. However, I suspect with the higher populations, there will be more options in finding players for groups and less reliance on pugging with the LFG tool. Players are more likely to advertise if they're looking for one or two party members as opposed to three or four.

The only downside to megaservers is that once one server is filled, the next will be almost empty, though this isn't a major issue and will mostly affect the capitals at this stage. Though with more players returning after Drop 3 arrives in November, you may notice a few zones appearing empty. You can always log-out and back in or wait until you enter the next zone.

Rolling out the megaservers has been smooth and hasn't been plagued by some of the quality control issues that have plagued previous drops. Taking the extra time, despite the inconvenience

times when zones will seem empty. Guilds will be the big winners with megaservers; merging servers will increase population pools.

Despite the capitals on the quieter servers still having players, guilds have been struggling to get numbers together to raid. Many guilds haven't been advertising in-game as Wildstar hasn't been around long enough to have

to players, has helped create a longer-lasting fix that will hopefully gain more players and keep current ones satisfied.

It seems that NCSoft has learned from Guild Wars 2's upgrade to the

megaservers; something that the haters have to remember when criticising Carbine moving to the new servers. NCSoft have been pushing for use of this technology to help set it apart from other games in the genre. This isn't a sign of

Wildstar failing but a sign that the introduction of this technology was well thought out to ensure less bugs, more consistent populations and much more enjoyment.

*By Mike Baker*





**Ellis Clark**

*Ellis Clark*

# IT'S ALL ABOUT THE COMMUNITY

*Thaydfest: Thayd is bursting with activity--people are running around, dancing, crafting and selling, chatting, role-playing, guild-recruiting.*



It was a sight for sore eyes after the splintering of the population that happened merely months after the launch of Wildstar.

The timing couldn't be better. The megaservers went up without a hitch, and the community rallied together, creating a fun-filled day of bonding and camaraderie.

Participants had many events to choose from:

- The Lifestyles of Nexus Housing Contest
- Thayd Crafting Fair

- Lore Trivia Contest
- Hourly Raffles
- The Alizar Criterium Race
- A "Super-secret" Roleplay Quest
- The Exile Fashion Revue Costume Contest

**For specific details of the events which took place, take a look at the original forum post here.**

To see the amazing winners of the Housing Contest from both factions, look here: **Exiles / Dominion**

## Costume Contest Winners

**(Left to Right):**

- Best Female Costume: Nifty Engi
- Best Overall Costume: Tech R
- Best Male Costume: Jack OSpades
- Silliest Costume: Ildriss Amaranth
- Scariest Costume: Kelzam Duskthorn

A week after the event, I (Ellias Stormchaser) was able to sit down and chat with two of the organizers of the event, Nephele Veridian and Chestnut Stonebough of the Black Dagger Society.

<We met on the rooftop lounge of Houngan Seeger's housing plot: Skull Dance Bayou>

**Ellias:** Thank you both for meeting me today.

**Chestnut:** Our pleasure. :)



**Ellias:** Since the Wildstar Magazine is a “community” magazine, I felt that we needed to showcase significant events that the community put together.

I’m a contributor to the magazine as a fan and member of the Wildstar community, and I jumped at the opportunity to give readers a behind-the-scenes look at a large-scale event like this.

First of all, can you tell us what Thaydfest is and what roles you two played in organizing this event?

**Nephele:** Sure! Let’s start with what ThaydFest is.

ThaydFest is basically a big community showcase - the idea was to have a day where we could pull in people from all over the server for a series of different events.

Our long-term goal with ThaydFest is to get different guilds or circles to sponsor different events - so for example a PvP guild might run a duelling competition, or an RP guild might do an RP event. But, since this was the first time, most of the events ended up being run by the Black Dagger Society and our allies.

As far as roles go, I was the main planner and organizer for ThaydFest. I basically handled



everything from coming up with the event concepts to making sure that everything happened on the day of the event itself.

Chestnut headed up our team of judges for the Lifestyles of Nexus competition, and put in a lot of work on the back end to help me with social media for ThaydFest overall as well.

**Ellias:** I definitely noticed her flurry of activity on the twitters.

**Nephele:** She's all over twitter. Which is good, because I'm a newb at it. :)

Of course none of it would have been successful without a lot of other people, both from the Daggers and the rest of the community. Chestnut and I were just two small parts in a really big event.

**Chestnut:** Yeah, we can't really take all the credit. So many other guilds, and individuals assisted with prize support, running events, and more.

**Ellias:** Yes, I noticed in the forum posts for the event that there were many people contributing, which is a wonderful thing to see.

Where did the idea originate from? Was it something you did previous to Wildstar? Or was it a sudden inspiration?

**Chestnut:** I'm going to leave that one to Neph, because he's the inspiration. ;P

**Nephele:** It's something I did before Wildstar - I ran a guild in Vanguard for several years, and we did similar community events there. We started doing them in Vanguard because of the ships that took teams of crafters to build - we would build the ships, come up with contests to give them away, and then race them around the oceans and rivers to finish the event.

When we decided we wanted to do a server event to help build community here, the format seemed like it would move over really well. Although sadly we don't have ships to race.

**Chestnut:** Yet!

**Ellias:** (Space)ships!

**Nephele:** Yeah! One day :)

**Ellias:** Organizing a large event with many moving parts is not easy



and can become quite discouraging at times. What made you and your team decide that it was worth the effort to make it happen?

**Nephele:** Chestnut's probably going to say "Because Nephele wouldn't take no for an answer" ;)

**Chestnut:** Bahaha, pretty much.

But honestly, when Neph presented it to the guild, and a few of our allies, everybody's reaction was, "Hey! That sounds really neat!"

Since it was originally slated for Evindra prior to Megas, we wanted



to help build the community. And then Megas happened just in time (I still swear Neph has connections :P) and it became an even bigger community, and more of a “Hey! Welcome to our new server! Here’s some awesome things we can do as a huge group!”

**Nephele:** For me it was just that I’d done this before and felt really confident that it would work here too. Wildstar has a great community, and really all that the community needs to make it great is for people to step up and organize things like this to get everyone involved. At least, that’s my opinion :)

**Ellias:** I think the timing for the megaserver was perfect for something like this.

**Nephele:** We got super lucky on the server merge happening when it did. I was worried that it would take the servers down over the weekend and we’d have to postpone ThaydFest!

**Ellias:** That would have been a nightmare, I can imagine.

So, to the event itself:

I know you had many different events throughout the day; a huge race, a housing contest, a costume contest, raffles, Roleplay 101... Which events do you think drew the biggest crowds?

**Nephele:** Well, for the housing contest I think we had nearly 50 signups just on the Exile side, so that might have the most individual participation.

We used raid groups for most of the contests and they were pretty much full every time.

It’s hard to say which one would have had the most people.

**Chestnut:** Well, I can tell you based on the number of houses we’ve looked at, that one of the biggest was definitely the housing contest. :)

There was also quite a large group of folks into the RP 101 event.

**Ellias:** I unfortunately barely missed that event, but I’m sure many people are curious.

**Nephele:** I have to give kudos to Murdock for RP 101. It was something he came up with all on his own, and all I really did was tell him that he could run it during ThaydFest - from what I heard, it went really well.

**Ellias:** It looked like a classroom, with people sitting in a circle, listening attentively.

**Chestnut:** I heard from some folks that it was neat to have a look into an aspect of the game they’d possibly never tried before.

**Nephele:** It’s funny - before the merge, a lot of people from Evindra were worried that most people on the new server wouldn’t be interested in RP at

all, or worse would try to troll them. I think the opposite has actually turned out to be true.

**Ellias:** That's actually an interesting phenomenon. I haven't seen any negativity towards roleplaying myself since the merge.

**Nephele:** There have been a few but it's really rare - it makes me super proud of the community we have on Entity. You don't see a community supporting RP this much in most other games.

**Ellias:** So do you think the roleplaying community is generally pleased with its new home on Entity? Has Carbine given enough tools to make it a fruitful experience for those interested in that aspect of the community?

**Chestnut:** I think that folks are adjusting well to the new tools, and utilizing some pretty neat addons to help manage various chat channels for RP and non-RP.

**Nephele:** I think most folks are acclimating pretty well. We could always use more social animations, and the ability to sit properly on chairs on housing plots of course.

Likewise there are some issues with chat channels that Carbine could address to help RPer's a bit, but these are fairly minor things.

**Chestnut:** I know that as an RPer that was worried about trolls, I've been significantly pleased and surprised at the reaction.

**Ellias:** That's really great to hear. I hope that as the community stabilizes and grows in the future, they continue to be supportive of RPer's.

**Nephele:** I think it's really all about setting the tone - as long as we RPer's keep showing everyone else how cool we are, they'll have no choice but to accept us and join in the fun.

**Ellias:** Best of luck to you! :)

Back to the topic of Thaydfest: Were there any unexpected results from the event, positive or negative? What would you like to see in the next Thaydfest to make an even better experience for the community?

**Nephele:** I don't know that anything happened that was

truly unexpected - I was really impressed by the reception that the event got though. The only real snag was the problems with the housing addons, and we managed to work through that.

**Chestnut:** I think it was great at bringing the community together. It was great to see a mention on the new Zero to Fifty stream, and know that they want to see more of what the WildStar community as a whole does.

I think one of the best "results" of it was getting asked when the next one would be, and the folks saying, "hey, I really want to help next time! Please let me know! I want to run x event/donate things/be a helper/be a judge".

**Ellias:** That's very exciting. I can see this becoming bigger and bigger in the future.

This being "Thayd"fest, naturally, it becomes hard for the Dominion side to participate. When there is a strong faction divide built into the design of the game, it essentially prevents half of the player base from participating in some of these events. How can we make for a





better, smoother experience for both factions to be able to participate in community events like this?

**Nephele:** We looked at potentially making this cross-faction, but the level restrictions on cross-faction areas make it hard to do. Plus there's always the chance that a PvP brawl may break out. So for the next event I'm not sure whether we'll keep it faction-based or do something cross-faction instead. However just because there's a ThaydFest doesn't mean that some Dominion guilds can't team up and do IlliumFest. If they did, we'd support them in any way we could, actually!

**Chestnut:** We did get a suggestion to maybe have "Thayd"Fest become something in more of a neutral zone. Though, I would love for the Dominion to start an "Illium"Fest, personally.

**Ellias:** There could even be a competition between them. Instead of having server pride, we would have faction pride.

**Chestnut:** I think the neat thing about the WildStar community, is that we can play either faction, and a lot of folks enjoy playing both, so there's less "This faction!" "That faction!" and more general camaraderie.

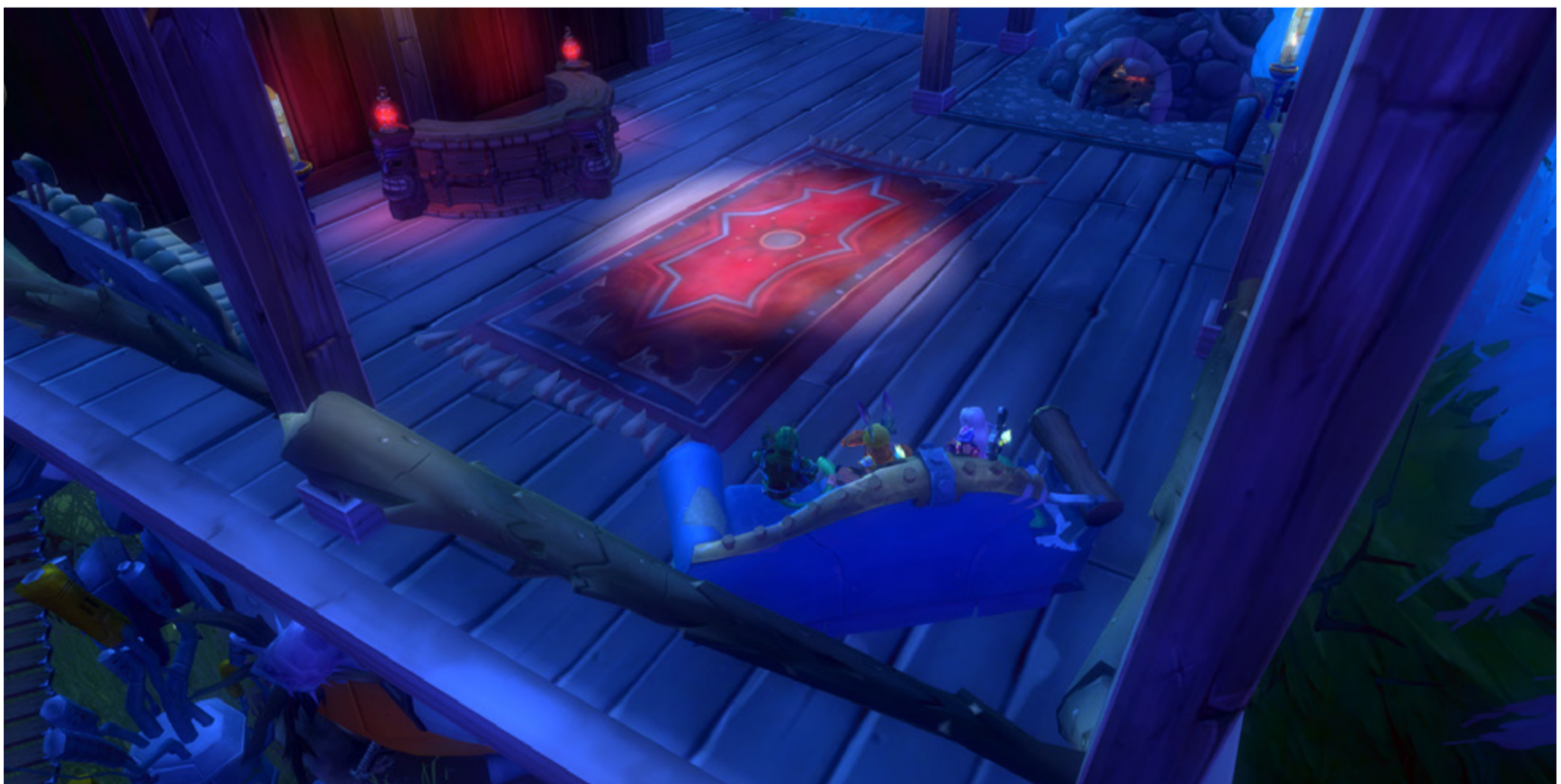
**Ellias:** I can see that.

Although, I do see some strong faction pride from certain people...<coughPappycough>

I have one last question.

What do you think Carbine can do to support community-driven events like this in the future?

**Nephele:** I could probably give Carbine a wishlist, but I think the best thing would be to add more things that we players can use to generate content for each other. We were joking a little about spaceships races, but that sort of thing would be amazing to do as a server event.





**Chestnut:** I think having Carbine come out, even for a few minutes, as someone suggested in feedback, would be really cool. It would help show that they really do enjoy seeing what we as a community create. Having them be a guest judge, such as Toe Knee coming out to judge a costume contest... y'know. Things like that.

**Chestnut:** (#PappyForPresident)

**Ellias:** Haha.. Toe Knee... that is something.

**Chestnut:** It killed me when he made the stream toon with that name.

**Ellias:** I can imagine all the viewers facepalming at once.

Any last thoughts you two would like to share with the community?

**Chestnut:** Just to get involved! Step up to run events, and don't be afraid to make suggestions on the forum for other events! For instance, Bonny Lass and Sno White are running a dueling tournament on Tuesdays starting in November.

Having folks go out and support other folks and their events is how we build an amazing game that people want to keep logging into.

**Nephele:** ThaydFest was a ton of work, but it was absolutely worth it when we got to see everyone coming out and having fun. The next one will probably happen in early spring, and we're hoping to make it bigger

and better and more awesome than the first. In the meantime I hope a lot of other folks run events for us to attend too! All work and no play makes for a sad Nephele. :)

**Ellias:** I agree that events like these bring out the best of an online gaming community, and I can already hear murmurings of events being prepared here and there from different servers.

Is there a preferred forum post or a contact person for those who would want to get involved in the next event?



**Chestnut:** We'll definitely be posting a new forum thread for the next one, so people should check out the Entity forums for it. That will be the easiest way to get involved, I think. :)



**Nephele:** We'll probably start posting about it six weeks or so in advance as we start getting organized. So the best thing to do is just watch the forums as Chestnut says.

**Ellias:** Again, thank you and your team for putting this great event together. Thayd was bustling with activity, and it was very encouraging to see people just having fun all around the city and beyond.

**Nephele:** Thanks for taking the time to talk to us Ellias! Before we

end I just want to give a huge shout out to everyone that helped with the event - they made it all possible!

**Chestnut:** It was awesome speaking with you too. :) Thanks for taking time out of \*your\* schedule. :)

**Ellias:** You're very welcome! It was great speaking with you two.

This wraps up our coverage of the first Wildstar Community event! But, wait. There's more! It seems that Entity is not the only server brewing up awesome events.

Here are some other notable community events that also happened recently:

**Battle for Farside (Warhound):**

A massive open-world PvP event where players from both factions gathered and battled for the low-gravity moonscape of Farside!

**Whitevale Butcher Party (Jabbit):**

This was the EU community's answer to the Battle for Farside. Which one was bloodier? Go watch the YouTube videos and find out!

**Revenge of Malgrave Trail (Jabbit):**

Malgrave Trail... with an evil twist! An open-world PvP event where each faction chooses an 'escort' who they must defend

against the horde of opposing players, all while walking through the dreaded Malgrave Trail.

**Extra Life:**

Some outstanding Wildstar community members took time out of their lives to support this charity gaming-event, raising money for local children's hospitals!

**The Crimson Cross Guild (Entity)  
Black Swan, Destinia  
and Co. (Jabbit)**

**Making-a-Heart**

**YouTube Video (Jabbit)**

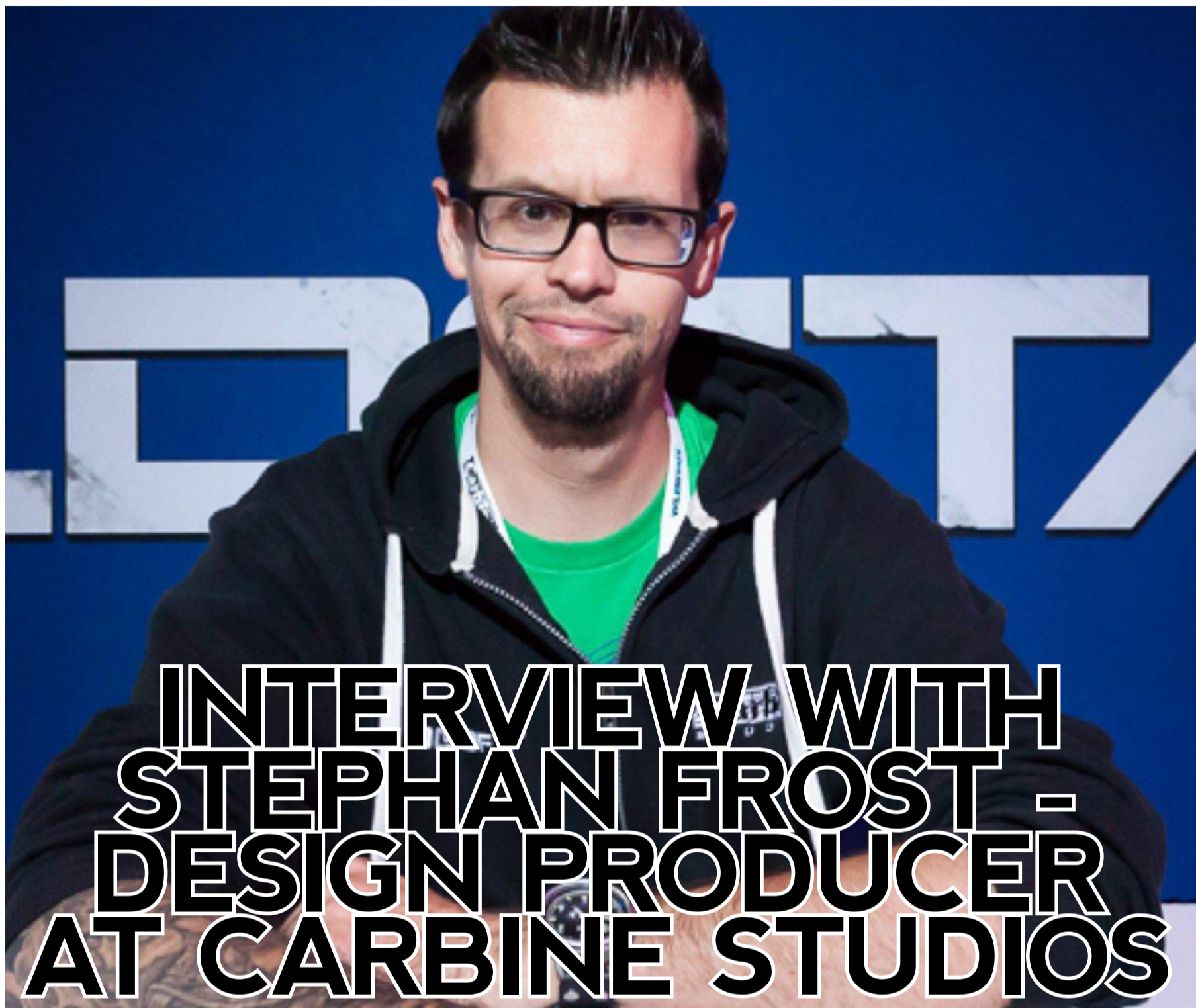
**Even MMO Reporter helped  
the cause by playing Wildstar!**

Do these events sound fun to you? Now that you got a peek into Wildstar's awesome community events, go find one and participate! Or better yet, start one up and let us know the details. We will do our best to publish it in the magazine! (Our publication date is the 8th of each month, so be aware of the timing of your event when contacting us.)

Contact e-mail: **wildstar@gameonmag.com**

Name of Event / Server / Faction  
/ Date and Time / Brief Description

*By Tadamichi Hosokawa*



# INTERVIEW WITH STEPHAN FROST - DESIGN PRODUCER AT CARBINE STUDIOS

*He is also the dev speaker for videos and has been working with design teams for the past four years, making sure they get their deliverables done on time, quality checking and more. Most recently though, he has been working on the publishing side, helping get the game launched.*

**GameOn:** Can you summarise WildStar in 10 words or less?

**Stephan:** It's an action combat massively multiplayer online game.

**GameOn:** What sort of hurdles were there to overcome during the design process?

**Stephan:** Well, this game is

epicly huge, so when creating it, we needed to create a creative assembly line on how we are going to make content for the game. How are we going to make dungeons? How are we going to make housing available? Is it going to be PvP? Then we make sure that they play well together. Really, when you

make an MMO, you're making six games, so we had to unify those. If you look at something like housing, we did a really good job of saying, "Well, we are going to put all these elements from all the things you love in all these different systems and give you benefits of all those things". So that was huge. We have



about 270 people here so getting all those people thinking towards the same direction, and then working on something so that they understand what WildStar is and what we are trying to accomplish with the game, is very difficult. So I am happy that the majority of the people here understand the direction that WildStar is going and whether it's design or whether it's art, everybody here gets it. So coordinating all those things and then getting them done in a reasonable amount of time is a very difficult task, but we did it - so that's good.

**GameOn:** You mentioned the 270 plus people in the office. I can imagine that not only being a challenge to manage them but also control them in certain aspects. In the offices I have worked in, there have been quite a lot of office pranks going on, and I was wondering if there was anything like that in your offices?

**Stephan:** I would say so. I think you kind of go insane if you don't mess around with people a little bit. There are a lot of Nerf Darts that usually kind of hit me in the face and/or other people and there's a ton of times when we have kind

of been messing with each other. I don't know if you guys have seen our Vines, we do a lot of stuff where we mess around and kind of do that stuff just that we're not like, "Hey, we've worked a 12 hour day let's just get in front of a computer and work on it." You just slowly get driven insane. Random Story, not office related: We went to Pax Prime and gamescom in 2011. I was sharing a room with some people and I was so exhausted from the travelling back and forth and the jet lag and all that stuff. One of the guys I was in a room with was snoring and I was not awake, and I just yelled at him in my sleep and I didn't even know it. It was kind of weird and so the next day he was like, "Did you yell at me in your sleep?" and I was like, "I don't remember, what you are talking about," and he was like, "No - you did," and I started to remember. So we have tons of weird experiences over the years trying to work together, whether that's in the office or travelling out on the road. There's been a lot of beers, a lot of hungover people at events but usually they are a lot more fun when you're hungover and you've got some nachos the next day.

**GameOn:** Can you talk us through an average day in your working week?

**Stephan:** Mine personally is talking with lots of teams. We do daily stand ups. I'm kind of boring compared to the average designer who gets to come up with fun ideas and things like that. I just make sure that people are on task and doing the things that they need to do. Sometimes people will just drift off and go "Wow, I want to work on this" and I'm like "What are you doing? We need to get this thing done," so hurting people is a big thing for me. So it is daily stand ups and talking with folks to make sure that there aren't any issues, and if there are issues they are brought up to the right people. We have to make sure the creative direction is in a way that we should all be going. Sometimes people are like "I want to add this really, really dark sort of angle on something" and we are, "Wow - that is a little too brutal man, let's tone it down a little bit" or vice versa. There's a lot of talking with people in general, going to other teams if maybe there is a prop that somebody needs on the design team to complete the quest. I have to go and talk to those people and



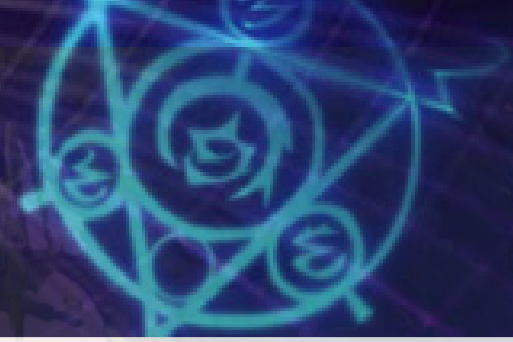
say, "Hey, when are you going to finish your thing" or try to convince them to finish it sooner, then have somebody else yell at me because I've changed somebody else's plan of action. It's a lot of stuff like that.

**GameOn:** So what is the most exciting thing about working on WildStar for you?

**Stephan:** It's a new IP. I've worked at a lot of different companies where you have to work on Hannah Montana or Batman, whatever it is and you have to stick to the standard that has been set by somebody that you don't even know. So, luckily

when we were making this game, it was kind of like we're going to come up with something we think is cool. So when we come up with a new idea on the design side it is kind of interesting because we can go, "Hey - more people?! We want to do this. Can you work in a story about this stuff?" and usually they will say, "Yeah, we'll come up with a storyline for that, or we'll add some sort of thing for this," as opposed to if we were working on Star Wars or something. If we came up with a cool idea for a Sith and we had some brand manager going, "I'm sorry - Sith don't program

computers" and we are like, "You know we want to have this cool thing where he puts a virus in that kills millions of people," - "No no no - Sith don't program" then that sucks. It limits your creativity, so luckily I think with us we are able to come up with this zany stuff and have it be ok. Sometimes we go too zany and then we dial it back but for the most part is was just coming up with those ideas and then also having these things, specifically here at Carbine, we have the mentality of if you can prototype something that's fun and interesting we'll usually find a way to work it into the game. So hoverboards, for example, was a programmer and an artist just designing and making hoverboards. We didn't plan it or say "we're going to make hoverboards and it's going to be the best thing ever," they put it in and did it in their free time. We said "Damn this is awesome, we need to add this into the game," and sometimes to the chagrin of myself, because I'm a producer so my job is getting things done on time, don't add things because that usually means delaying the project so it means saying "Okay - well what are we going to have to re-jig around the schedule to make sure that we can actually



put this in and maybe we can cut something else". So doing stuff like that makes my job challenging, but don't get me wrong, it's also pretty cool that we can add in things like that that people really react well to.

**GameOn:** So you mentioned that WildStar being a new IP, so for those who may not have heard about WildStar or haven't quite got in to it yet, for you, what makes WildStar unique and why should users decide to invest in it?

**Stephan:** WildStar is one of the few MMOs I think that actually does humour well and has a personality that is memorable. We say personality not just because we are humorous - we do a lot of humour things, but personality also suggests that there can be more than just humor. That we have characters that are jerks, maybe they're nice, maybe they're sarcastic, maybe they're whatever but for somebody

that has never heard of WildStar I think it's a very personality-driven game, whether that's in our art style or whether that's in our lore. It's just a fun experience to have rather than the usual dreary, brown, gritty MMO thing that you see every time you play a game which is "WE'RE STILL DARK AND GRITTY. EVERYTHING IS SO BRUTAL". WildStar has a great feel to it which comes across in our combat and in our housing, all sorts of stuff where you're moving constantly and having to kind of think about stuff. It's not just "Oh, tab targetting. I'm going to hit my three buttons so that I kill the mob in front of me" - 'I've got to move, stay alive and interrupt correctly. I think that kind of separates us from other games in that regard. I think fun is a little more paramount for us rather than having to stick to the story. That for me is the interesting thing about WildStar.

**GameOn:** What features during development had to be cut from the game that you wish had ended up in the final product, and reasons why?

**Stephan:** Well I can give you one and I can't give you another. One that I was really bummed that we had to cut because I think it's really cool, and I don't know that we won't do it in the future, but I can't really ruin the surprise on that one because it's freaking awesome and PR would kill me for saying anything about that. The other one is we had fishing in the game but it was rocket fishing. Basically you had a bazooka and you would aim at the ocean and then blow up fish and that was how you did the fishing. We had a model for it, it was like a shark cannon, you could shoot in in water and hit stuff. The problem is it just wasn't quite up to our standard of what we thought was fun and something we could do by launch. We wanted to focus on trade skills being as good as they



could be and so if we added this it would have been another thing that we would have had to do, which might have lowered the quality of other stuff. So, it's a fun mechanic in theory and I think it's one that we're working on getting out to players so you'll see it in the future, it's just as to when, that is the question. We just want to make sure it's fun, we don't want to put anything in that's not fun.

**GameOn:** Speaking of future developments, now that WildStar has been released, what plans are there that you can talk about to help the game grow and develop more from the average player's angle?

**Stephan:** Don't be a dick in dungeons - that would be my number one point. We have some pretty difficult dungeons and I don't think they're difficult from our perspective of "we like to be jerks and make people die and laugh", although we do to a degree. I think that the difficulty is something that you can look at and understand it, it is communicated well I think. So if a telegraph said "Oh oh, I'd better get out of that red or I'll die" and usually you can see when those things are going to happen. So when people are in there sometimes they just give up and then quit and then tell everybody else that they're terrible

at the game. I think one way they can do that and improve on that kind of thing is, when you are in a dungeon, sometimes people have never played in a dungeon so they don't know what to deal with and so if you've done it multiple times, talking with them and telling them your strategy I think really does help. I've done it myself numerous times and people have given me guild invites at the end of it. It's like you're going to war and you survive some crazy attack and you're like "That was amazing guys, we're going to be friends for life". That's kind of what the dungeons are like so it's just a matter of being patient







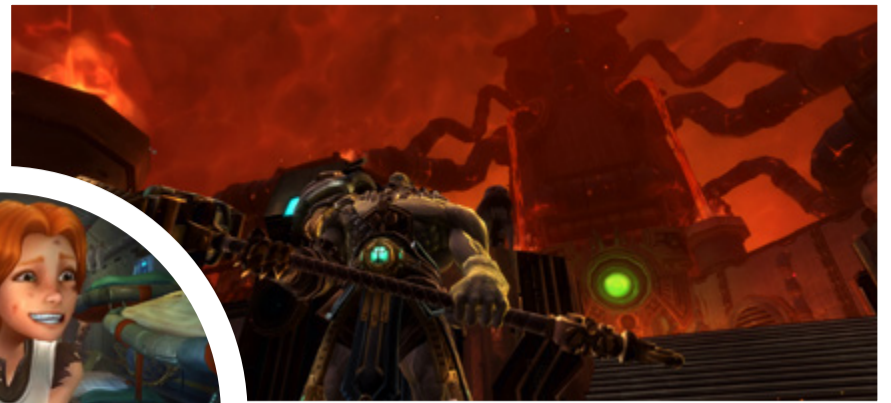
and playing with it. I think it's a rewarding experience in the end. Also go to people's housing plots. We have a feature that allows you to go to neighbours or just randomly tour through some random dude's house so you can start chatting them up and talking with them. That's great.

**GameOn:** So, you mentioned about people rage quitting. Obviously that is more down to the actual player rather than the game being too difficult, but what sort of challenges did you face when you were trying to balance the difficulty in the dungeons? In particular so that they are not ridiculously easy for the pro players but then not ridiculously hard for the new players?

**Stephan:** Well I think we did it in a couple of ways. One of those ways was we made veteran versions and we made regular versions. The

veteran versions are pretty difficult. You earn the title of veteran if you get a gold on those things. In my opinion those things are absolutely brutal. The regular dungeons are still difficult but they are not insurmountable. I think a majority of people that go through those things understand what's happening, it's just a matter of amassing the skills that you are given in WildStar. Everybody has the tools to survive the leveling dungeons. Everybody. By the time you get to level 20 and you're playing through Stormtalon or Kel Voreth whether it is dodging, double jumping, interrupting or group interrupting you are given those mechanics. It's a question of can you effectively use them. What's funny is that we watch streams all the time, we always say that the devs are always listening on all our videos and it's absolutely true. We watch through the live streams of people

playing and you'll see them going "That's impossible - nobody can get out of those" but it's not impossible actually. It's totally possible it's just that you're terrible. But you can get better though, you can learn, better save my dodges and don't use them early. The cool thing is when you watch a player who has played through these multiple times, it's highly impressive because you think "damn, this guy knows what he is doing" so to me that is a testament to balance and stuff like that but there are always going to be people that will complain and say that they're too hard or they're too difficult and we kind of don't care. There's loads of other content for you to do in the game. It would be one thing if we said that "ok - dungeons are the only way that you can level" then that means we're cutting out a huge chunk of our player base and saying good luck, have fun. But we're not doing that here. Dungeons are opt in - you don't have to do dungeons. I think our PVE content is completely doable by the average gamer. We can make those things difficult because it's opt in so that's how we balance plus it's more fun when you beat it. You feel like you have actually earned something as opposed to just being handed this.



**GameOn:** You mentioned that you sit and watch people stream. Has there been anything, besides bugs, that a player has done whilst you've been watching, that you have then only realised is possible in the game? For instance a certain sequence of moves that work well together or something similar?

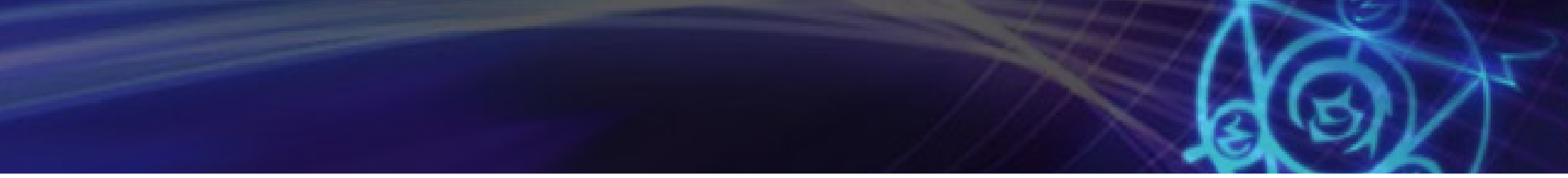
**Stephan:** We were doing that in Beta, so not even before launch we were watching people play live streams. There was a cheat, something like a double dodge super leap that could get you super far if you timed them correctly and so there would be people that would put up YouTube videos or stuff like "How to double dodge super jump to your heart's content"... so we said ok we are going to fix that. So we look into things like that. There was one where you could run up the side of a dungeon wall and just skip all sorts of trash mobs. We see stuff

all the time. We have an internal e-mail address for fixing live issues or things like that and it basically goes out to a group of people who review those e-mails and assess the importance so we watch those on a regular basis and try to improve it. When we do add in fixes or things like that we always have to take into consideration how important is it because there is a chance that we could break something if we try to hotfix it in and then break something else for somebody else and then we have people flipping desks and it's terrible. It's all about triaging and understanding what is important and what isn't.

**GameOn:** As of late quite a lot of MMOs have been going slightly more towards the Free-to-Play model. Why did Carbine decide that WildStar was going to be subscription based rather than free to play or a one

off payment such as Guild Wars?

**Stephan:** There were a few reasons. One of them was that I always make the comparison that HBO costs extra per month, it's a subscription and people pay for it regularly without batting an eyelid. And the reason that they do that is because the content is good and so, if you have things like Game of Thrones and True Detective on your channel people are like "Damn - this is awesome - I'll pay extra every month for this stuff". You have things like Netflix, and these Amazon services that are coming out as well. It's not unusual to have subscription services. Subscriptions are how we are paying for everything, Spotify, loads of stuff. It's not unusual. The thing is it also allows us to give everybody everything in the game. You'll notice that there are no micro transactions. It not like "You can only get these player classes by doing



these things". In free-to-play games you sometimes feel dirty, because it a case of "We can't let players do this they are actually going to have fun the whole time so we're going to charge for it". We wanted to set it up to where it was. We did subscription based stuff, we're going to give people stuff constantly and the other angle that what we are doing is we are adding content every month. So last month we did a whole zone, we did a new Post-cap Playspace which is all end game content; we added a new mount, new skins, we added loads of stuff and it's all part of your subscription. So we are not nickel-and-diming anybody, you are paying that \$15 a month but it should be worth it, and it is on us to make sure we put in content that is worth it because if it isn't then we are the ones not making money. So we went that route just because we felt that it worked well with what WildStar was doing. Not to say that those other models aren't valuable and that you can't make money off them but there are a lot of times that we've seen in MMOs where we feel that it is a little rough having to pay for some of this stuff that we're making you pay for. You could be having fun - but not any more. We just said to hell with that - subscription

based and then you get everything

**GameOn:** Will you be implementing a trial system at all? At the moment people have to either buy the game outright or watch videos to give them an idea how it looks. Are there any try before you buy systems on the horizon?

**Stephan:** We do actually have a free trial. If you buy a subscription for the game you can give 3 passes to your friends for a week. You can give them out and they can play as long as they want for up to a week and if they get to level 30, in that week, they can subscribe and they get to keep that character and continue playing from that point on. That is definitely in there and there also might be some stuff in the future that we might do here and there that you'll see, but I can't really talk about right now.

**GameOn:** You mentioned about microtransactions and how they leave a bad taste in your mouth, so what is your personal opinion on in-game purchases?

**Stephan:** It depends on the game and so redundant what they are trying to sell. There are subscription games that do have them and usually if they are vanity related I

usually don't have an issue with it. For example, you get the unicorn mount. But beyond that, if they are saying "if you want to level faster or if you want to get this ultimate weapon that is super badass and the only way that you can be the best is by buying this" and you are paying your subscriptions, then I think that is not a good move.

**GameOn:** Will we be seeing any more races or classes added in to WildStar in the future?

**Stephan:** I think that there is a possibility. But any time soon? No. I think the majority of what we are focussing on right now is making sure that the content we have is good and that we are continually updating, so that's bug fixing, that's optimising and that's creating content for things like PvP. For example, very soon you are going to see a brand new battleground. So it's stuff like that that makes the current game more enjoyable with different systems. So will you see more stuff any time soon? No. Will you see it in the future? Maybe.

*By GameOn Magazine*



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# ADDONS & CUSTOMIZATION 101

*Addons: you may have heard, used them, or even created them in other games! Addons allow players to fully customize their user interface (UI), and WildStar takes that to the next level.*

Unlike other games, there are no differences between a Carbine add-on developer and an external add-on developer. If they can do it, you can do it. This means there are no hidden APIs (coding), or special permissions required to create these add-ons.

Every single element in the UI is customizable, so the possibilities are endless!

## Where can I find and download addons?

One of the best sources for addons is on **Curse.com**

This website categorizes addons by popularity, types, and most recently updated.

You will easily find a wide variety: unit frame artwork, damage meters, some extremely convenient addons, and even silly, just-for-fun addons.

Best of all, it's free!

## What are some good addons to start with?

The following addons will greatly increase your quality of life in the game, and save you a ton of time.

- Junk It: Automatically sell your "junk" (common items that have literally no use) from your inventory.
- BetterQuestLog: Cleans up the quest log and makes it much more easier to navigate.
- MailAttachmentGrabber: With the click of a button, it will automatically open all your mail and collect the gold and items. (Extremely useful if you use the Auction House and Commodity Exchange).
- ItemPreviewImproved: As the name suggests, it improves the preview function (Ctrl +

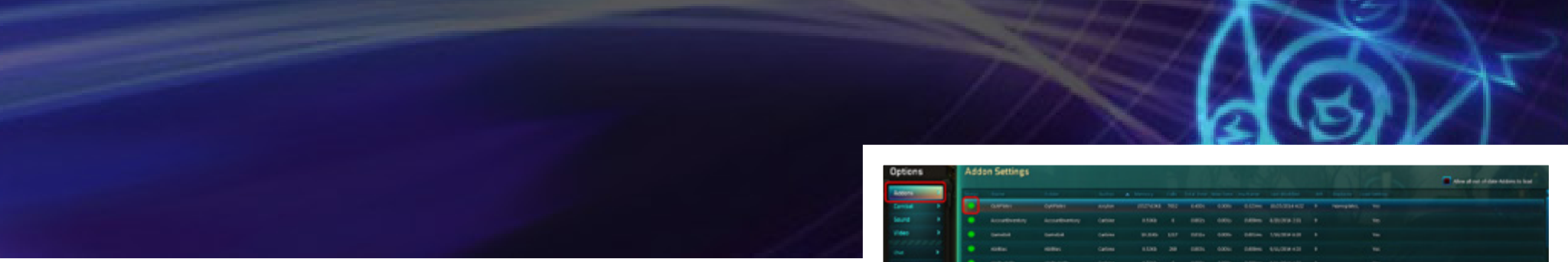
## "BEST OF ALL, IT'S FREE!"

- TapThat: Automatically completes CSIs (Client Side Interactions) when you start them (it includes the Rapid Tap, Press and Hold, Metronome and Memory ["Simon Says"] sequences that you often see in quests). It does not, however, automatically break you from CC (crowd control).

Right-click). It allows you to preview items on the Auction House, quest rewards, chat links, challenges, need vs greed window, and even items you cannot equip.

This is just the tip of the iceberg!

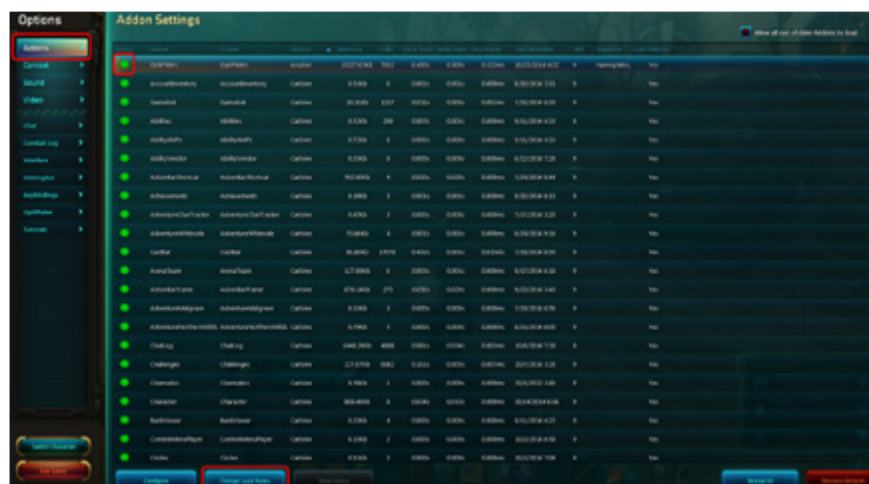
Keep in mind: Addons may get discontinued or taken over by



another addon author (the names might change). Some addons might even be implemented in the default UI in future patches, and thus not necessary to have installed anymore.

your addons folder, and you're done!

The short way: Curse.com provides a client that will install the



will need to type /reloadui and hit enter to reload your UI.

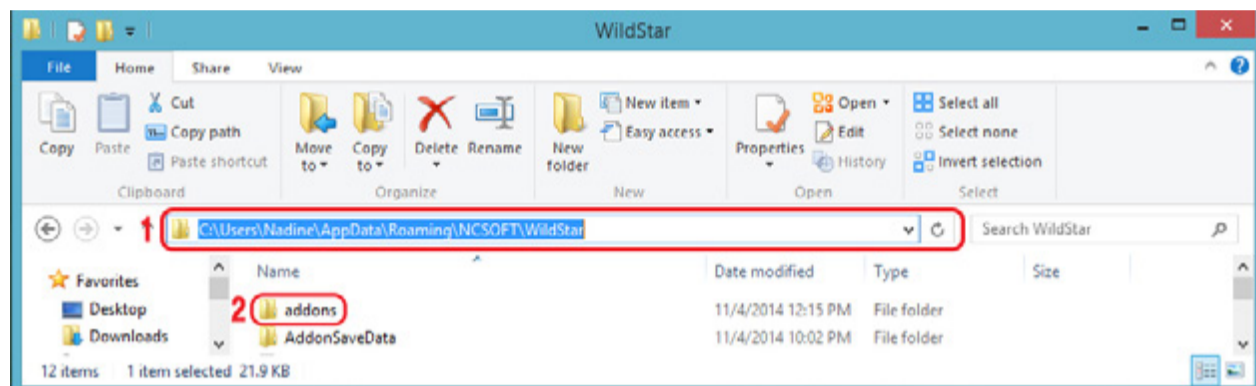
Hit 'Esc' -> Addons -> Select the addon from the list. If the status indicator is green, you are good to go!

Otherwise, click "Change Load Rules", and select "Load Addon". Click the Reload UI button on the bottom right and it should load right up!

As for accessing the addon's settings and options, some addons will have their own buttons appear on the left-hand side under the options menu (Esc). If there isn't, almost all addons have a slash command to access its options panel. Refer to the addon description on that addon's webpage on Curse.com.

That's it! Happy addon hunting!

By Nadine Tawney



### Wait. How do you install all these addons?

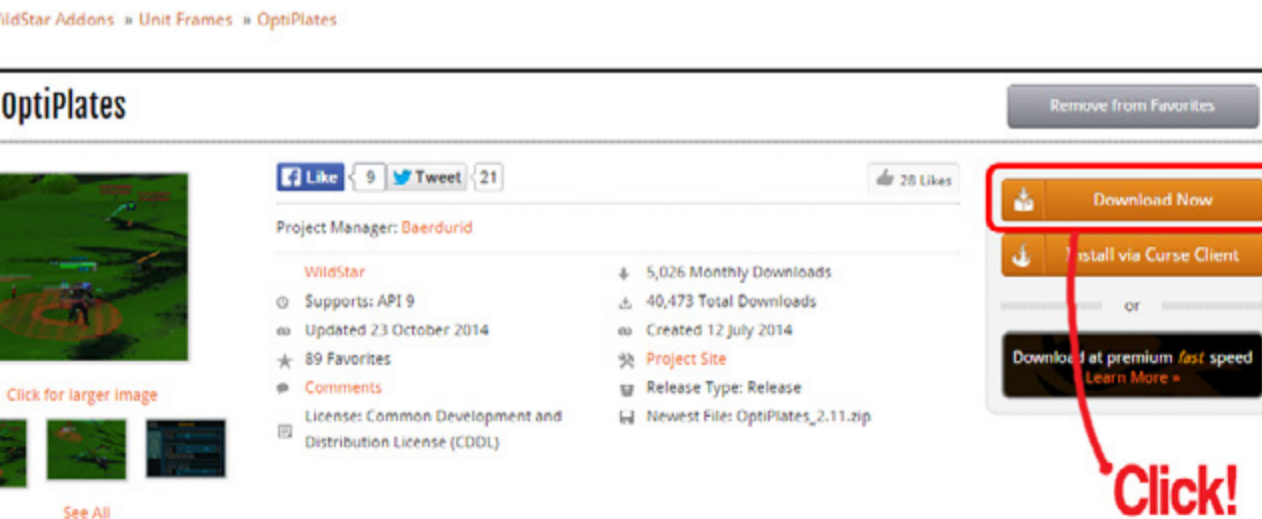
The long way:

1. Type %APPDATA%\NCSOFT\WildStar in the address bar.
2. Create a folder called "addons" if it doesn't already exist.
3. Download the addon (it usually comes in a .zip file). Drag the folder inside the zip file into

addons automatically for you, as long as you download them from the Curse website. It will also track and notify you when addons need to be updated, which saves a lot of time.

### Now, how do I customize addons in-game?

First, make sure the addon is loaded. If you installed the addon while having WildStar open, you



# BELLE WALKER

*Belle Walker, a lively and enthusiastic scientist working for the Exiles on Nexus. Her father, Dorian Walker, rediscovered the planet and was instrumental in influencing her to found the XAS.*

**H**er blonde hair, short red top, brown shorts and spiked navy pauldron offers a juxtaposition to her nerd-esque long Coach's socks and steampunk goggles always on her head -- just in case she uncovers abandoned Eldan tech to tinker with. Two scanbots follow her everywhere, acting as two sides of her ego. Rusty, a buoyant and cheerful scanbot that is infatuated with it's owner; and Bolt, cynical and fatalistic.

As a human appearing in her mid twenties, Belle Walker's technological experience would cause even Steve Wozniak to shuffle a foot for embarrassment. She's an unashamed technologist and

founder of the XAS (Exile Academy of Science). Rarely displaying any sort of restraint when it comes to discovery of the scientific variety, she's more than happy to press any large, red buttons she happens across.

At Site 14, Algorac, an accident involving an annihilator resulted in local wildlife and her scientist team being augmented. Nihilistic curiosity is passed down from her father, and while some Exiles find this to be a dangerous trait; Dorian, Belle and the XAS may be the only reason that the Exiles made landfall on Nexus.

Even though repairing and activating alien tech is a speciality, Belle often

has no clue as to the technology's uses until it's too late. Her father, Dorian, encourages her morbid curiosity with Eldan tech, having given her childhood presents of found relics. There's even an issue of Tales from Beyond the Fringe chronicling an early mishap that would have resulted in her death if it wasn't for her two metallic companions.

Despite her many mishaps, she can always be found in and around Eldan ruins in Exile territory, tinkering at some new artifact. After all, her father always told her: If at first you don't succeed, try breakin' somethin'.

*By Mike Baker*







# LOOTCRATE

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**Josie Konzelman**



*Josie K.*



# NEXUS BETTER HOMES & PLOTS

*As the days grow shorter and the weather grows colder, we long for the warmth of our home away from home - on Nexus, of course. What better way to welcome yourself in than with a cozy fireplace?*

**A**s the days grow shorter and the weather grows colder, we long for the warmth of our home away from home - on Nexus, of course. What better way to welcome yourself in than with a cozy fireplace?

There are some fireplaces you can purchase from Architects or find as random drops that are good to go, no mess and no fuss; a modern Chua-Tech Heatrod Fireplace, or an Exile Hologram Fireplace for when you don't want to pay for more wood.

But what's a Nexian to do if none of those options are appealing? Never fear! Through WildStar's robust housing system, you can make your own! For under 10 gold, you can have a

lovely custom fireplace and be the envy of all your neighbors.

While there are a huge variety of items you can purchase from Architects to work with, this tutorial uses items you can purchase straight off the housing vendor on your plot. Ctrl-F4 is your default keybinding to bring up the menu.

Here are the items for your shopping list:

- Cassian Floor x1 @ 20s = 20s
- Cassian Pillar x3 @ 10s = 30s
- Draken Floor x2 @ 20s = 40s
- Granok Wall x8 @ 25s = 2g
- Metal Fire Pit x1 @ 4g = 4g
- Rusted Iron Fence x3 @ 1g = 3g

Total Cost: 9g, 90s

*- If you've been playing a lot of War of the Wilds, you may already own the "Small Campfire" item. This is a fine substitute for the fire pit if you want to use things you already have.*

This will be enough to make the basic structure. If you'd like to place the additional decor shown in the introduction image, here's the list:

- Aurin Shelf x1 @ 2500r
- Animal Skull with Tusks x1 @ 500r
- Fancy Floral Arrangement Vase x1 @ 50s
- Alchemist's Books x1 @ 1500r
- Small Picture Frames x1 @ 750r
- Picture Frame (Hoogle) x1 @ 50s
- Total Cost: 1g, 4750 renown



This tutorial assumes you are somewhat familiar with the controls in the housing system. Advanced mode is highly recommended for precise rotating controls and use of the copy and paste buttons. Make sure you're in edit mode (Ctrl-F6) and open your crate (Ctrl-F3).

The Exile Spacious House. A perfect blank canvas to begin with!

Place your first Draken Floor, and line it up with the top of your house wall's baseboard. I didn't resize this from the default setting, but you may be able to make something more grandiose if you have the space, or smaller if you don't have one of the spacious houses.

Your Cassian Floor will act as the back wall of your fireplace. Line it up with your Draken Floor, aligned to your house's wall.

Now we're getting somewhere! This is where the magic is in housing. Your Metal Fire Pit will look huge and unruly when you first place it. Scale it way down, and sink it into your Draken Floor to hide as much metal as you can. Advanced mode will help you find the best angle.

Safety first! Every fire place should have some kind of gate in front of it. Scale down your first Rusted Iron Fence and place it in front of your Draken Floor. This is why we placed the first piece higher up - we're going to take

advantage of the fence's nice stone base and show it off.

But this fence is so uneven! Why aren't there pillars at both ends? Not to worry. Take your next piece and rotate it 90 degrees. You'll end up with this -

Line up your other two fences appropriately and you won't see the difference! Clipping items into each other is A-OK with this building system. If you see textures flickering because they're lined up too closely together, use advanced mode to adjust some of your numbers. A small tweak on your X or Y axis won't be noticeably uneven, and it will stop the items from flashing.





So now you have a fire surround by a gate. Time to close off those flames into a proper chamber. Take two of your Cassian Pillars, and overlap them with the middle pillars of the Rusted Iron Fence pieces you used on each side. Fill in the space between the pillars and the wall with two of your Granok Walls, like so -

Again, there's a lot of items sinking into the house's floors and walls, which is OK!/perfectly fine/ etc. Top off your main chamber with your second Draken Floor. Your third Cassian Pillar will be used to frame the edge.

Depending on your house, this might be where you would like to stop. You may have a shorter ceiling or you may prefer not to have a smoke stack. If you need a truly authentic fireplace, let's continue with our remaining Granok Walls. Shrink them to your preferred width and place them on top of our mantle area. Depending on how tall you want or need this to be, you might need to stack some on top of each other. This model uses six in total for the chimney.

You built that! A very fine creation indeed. But what's a fireplace without a mantle? Do you have some spare Renown? An Aurin Shelf is a very classy option -

Time to load that mantle up with knick knacks and tchotchke! You gotta make that house look lived-in!

Much better. Now sit back and admire your work. YOU built that!

### **Epilogue: A Word of Caution**

Always take into consideration where you will be building your custom projects before you get too far into them. Otherwise you'll end up with this great fireplace and half of your pieces are sticking through the back wall into your stairwell. Maybe that works for you. Maybe you're a housing rebel without a care. If not, I recommend building against walls that face the outside. Your furniture will never clip and will not be visible in the outdoor section of your plot due to zoning, so you can go nuts!

Happy building!

*By Kim Morgan*



# WILDSTAR WORDSEARCH

*Sentinent beings from Nexus*

N	T	G	A	A	O	D	N	U	R	G	G
G	O	M	O	O	D	I	E	S	O	K	E
A	F	A	L	K	R	I	N	I	O	O	K
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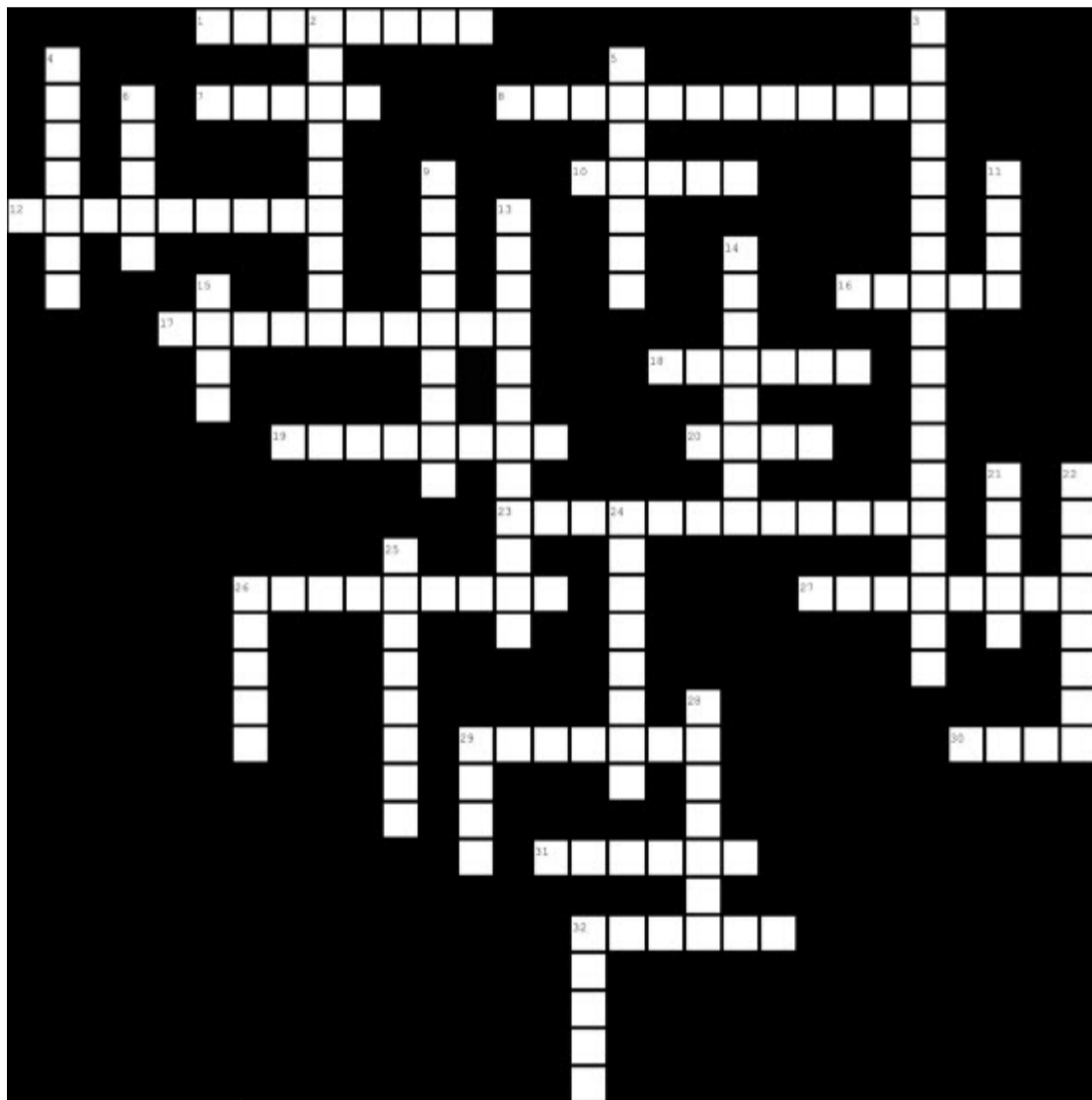
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# WILDSTAR CROSSWORD

*A puzzle about Nexus and it's residents*



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# THE UNTOLD STORIES OF STORMTALON'S LAIR

*"As adventurers you have survived hostile environments, scaled mountains, and battled Nexus natives; now you must dive deeper to unlock the secrets of Nexus in search of the Thundercaller's new god"*

**O**ur adventure party includes a mish-mash of members, the kind that would never mix unless under the most dire of circumstances. We have our Warrior Glyavr, a Granok Soldier; Esper Xeirphena, an Aurin Explorer; Stalker Project86,

a Mordesh Soldier; Spellslinger Gizmo, a Chua Scientist; and our Medic Eldritch, a Cassian Settler. How this group came to be is none other than a simple chain of events that brought them all to the focal point targeting Stormtalon's Lair.

The adventurers enter cautiously through a portal at the Thundercaller's Camp into a cave that opens up to a small staging area. Minions bow down to the words of their prophet, Blade-Wind the Invoker. A few seconds pass and the group's invasion disturbs

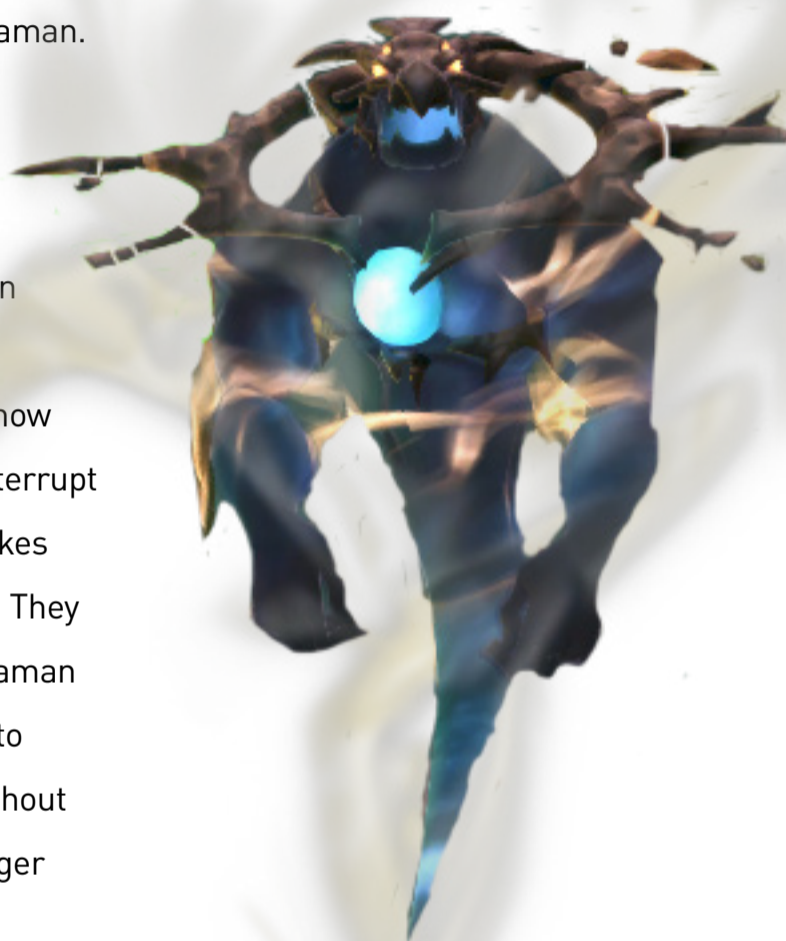




the prophet's speech and all the minions turn and attack. The battle is quickly finished; the odds always in their favor. As they follow the Invoker's escape route deeper into the cave, they run into a Thundercall Sentinel and Thundercall Shaman. After engaging these two they notice that the squad is not able to down the Sentinel because the Shaman is healing for the majority of his health. Each adventurer now focuses on the Shaman to interrupt his rejuvenation spell as it takes two stuns to stop his casting. They finish off the Thundercall Shaman with ease and work diligently to destroy the Sentinel who, without his Shaman friend, is no longer a match for the adventurers.

After killing a few more Thundercallers along the path, the party is faced with a new foe; he seems to be a mage of some sorts for the Thundercallers. The Storm Weaver, although he is alone, gives the impression that he can conjure great power. This foe carries with him two interrupt armor and it will take multiple party members to disrupt its casting ability's. When the group finally engages the Storm Weaver he begins channeling a spell

on one of their allies. With some quick thinking, the team disrupts the chant in order to save their party member. Once the party learns what to disrupt, this foe becomes an easy



target to take down. A few more battles harden their resolve to figure out what is occurring in Stormtalon's Lair and how it may be terminated.

Finally, the party comes face to face with Blade-Wind the Invoker for the second time. This time it looks like he is going to hold his ground and block any discovery of the truth. Hovering above the ground, Blade-Wind conjures the power

of air and lightning. Close at hand are four minions on guard, doing his bidding. The party decides that nothing will get between them and the truth, so they all work together to formulate a plan of attack.

Glyavr chooses to be the one to distract Blade-Wind while the rest of the group focuses on defeating him. Glyavr charges into battle and angers the Invoker. In return, he reacts with a giant cross-lightning attack that the party was not expecting, forcing them to adjust their positions. Xeirphena is now able to soothe them back to full health. After a few minutes of battle, everyone is knocked back with a force so hard it separates everyone's weapons from their hands. Lightning now begins to fall on random members of the party. Commencement of chaos has now set in, the party dodging random lightning strikes over and over for what seemed an eternity - until Project86 had a revelation. He stands a little too close to one of the minions and a lightning bolt strikes one of them. Now the group starts dropping lightning on the minions, slaying them quickly. They notice that for every minion killed, a moving static field appears in its place and stuns anyone in its path



for a few seconds and do a moderate amount of damage to any member caught in its grasp. The party only learns of this because Gizmo just happens to be standing in its wake. Gizmo aside, they continue to kill the minions. When they kill the last one, the group is knocked back a second time, disarming them yet again. Frantically scurrying for their weapons, the boss raises his staff and casts a large circle of red onto the ground, with only a few small boxes of safety. They avoid his cast, retrieve their weapons and continue butchering the

Invoker. As the Invoker attempts to cast his spell again, Glyavr and Project86 disrupt his cast and the party finishes him off.

After the Invoker's expiration, they acquire a medium-sized chest containing a few useful items for the party. After resting for a few minutes, they advance down the path into the next room and take notice that there is no shortage of Shamans and Sentinels found within the bowels of Stormtalon's Lair. Slowly and carefully, they move into the next open cavern. As

the party of adventurers kill the Thundercallers, they release the hostages, one by one. The moment they release the third captive they face a new opponent: the Skyborn Tempest. This elemental has the power of lightning and wind on his side. While Glyavr is trying to keep the other members of the team safe he is inadvertently cornered against a wall as the Skyborn Tempest charges, each charge leaving a static field trail behind him. Once the group predicts the Skyborn Tempest's movements, he is easier to drop than a blind



jabbitt. After a few more slaves are released and foes vanquished, they arrive at a new opening in the cave.

Upon entering the room they find an elemental blocking their way deeper into the chasm. Aethros is its name. Being the good friend that Eldritch is, he drops a Settler's Campfire and they rest up as they decide how to approach their next adversary. Project86 suggests they just attack him head-on, being a Soldier in the Galactic Army; Gizmo insists that they out-think their opponent with his Scientist skills; Glyavr has heard enough and just wants to get to the bottom of it. As they close in on Aethros, tornados begin to spawn, moving to the outer walls. This stops the group in its place. What else could this creature summon if he has the potential to control the wind so easily?

Glyavr maneuvers Aethros into a safe position away from the other party members. The ground lights up with red as the team avoids the pure arcane energy, deadly to the touch. A few minutes pass and Aethros vanishes, summoning three small elementals that attack. With the addition of the extra foes, Glyavr requests assistance from

Project86 and Eldritch to keep the enemies stunned and confused. Following the death of these three creatures, the group is knocked back to the front of the room. Aethros spawns at the back of the room and begins casting his spell, the "Wrath of God". The adventurers push through the gauntlet of tornados and lightning strikes to disrupt his casting. By now, they have come to understand that he can summon an attack that can kill them in a single blow. The party works hard to take down Aethros's health and he again dissipates. They fight off the three foes this time with ease, making their way back through the gauntlet to slay Aethros. After the eradication of Aethros, the magical barrier blocking their progression to the end of the dungeon is unlocked.

The adventurers make haste, slaying another ten foes until they finally come to the High Priest. He begins to give a speech about the new god being born and they stand back and watch Stormtalon being birthed from some augmented cocoon. They have made it to the end, and

now only Stormtalon stands in their way. The secrets of Nexus lay just beyond; the Datacron is now within their grasp. Now they must devise a plan to take down Stormtalon and claim their prize. They will have to figure this fight along the way.

Glyavr pulls Stormtalon close to the altar and notices that the other members are safe behind the enemy. Glyavr is taking a medium amount of damage from Stormtalon's cleave of his massive-claws. Then, for no apparent reason, Stormtalon moves to the middle of the room. Immediately following, an explosion of wind sends the group flying backwards. The group is stunned. They struggle to break free and get back to Stormtalon.

A massive area of effect spell is now casting inward toward Stormtalon. The whole group uses all their interrupt abilities to



disturb the casting of his ability. Glyavr picks up the slack again and gets Stormtalon under control. They continue the fight and are knocked back a second time, but this time, they are ready. In between the knockback part of the fight, Stormtalon casts static circles on the group, but all they have to do to avoid it is to slowly move out of its path. Out of nowhere comes a windblast similar to the knockback, but this one makes the whole room red except for a small circle centered around one of the adventures. The party is fast on their feet and quickly put two and two together to get in the circle of safety. This cycle continues three more times until they finally annihilate Stormtalon. In the end, they retrieve the Dacron which leads them to more inquiring and less solutions. For all their effort they are rewarded with the Shaman's personal stash. Every member finds something that will improve their competence to continue their search for the secrets of Nexus. As quickly as this party came together, the adventurers go their own ways, never to acknowledge their encounter.

*By Ryan Stanley*





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# WHY I LIKE WILDSTAR: A SCI FI GEEK'S GUIDE

*For a geek born in the late 70s, video games became an escape from school-yard bullies. Sci-Fi became an escape from the grind of life in small-town Australia. When I got older, I learned to fit in, but my love of games and sci-fi only grew.*

There was a time, somewhere between the Cretaceous Period and the iPad, when video games were made for geeks. Gallaga, Asteroids and Space Invaders

were designed to never be beaten; though consisting of a small screen made of a few dots, it allowed escapism that television couldn't. They were amazing challenges, that you knew were hopeless, but

you tried nonetheless. A design theory that has gone the way of the aforementioned period of prehistory.

Some games have taken the easiness too far -- even MMO's --







and have taken the challenge out of gaming. Hand-holding you through missions and giving you massive bonuses to get through any fights that could be formidable. Games that have multiplayer and single-player offer little more than a few hours of easy gameplay, barely preparing you for the tea-bagging you're going to receive if you dare played as loosely in multiplayer.

That brings me to the first of the top 6 reasons of: 'Why I love Wildstar':

## 6. DIFFICULTY:

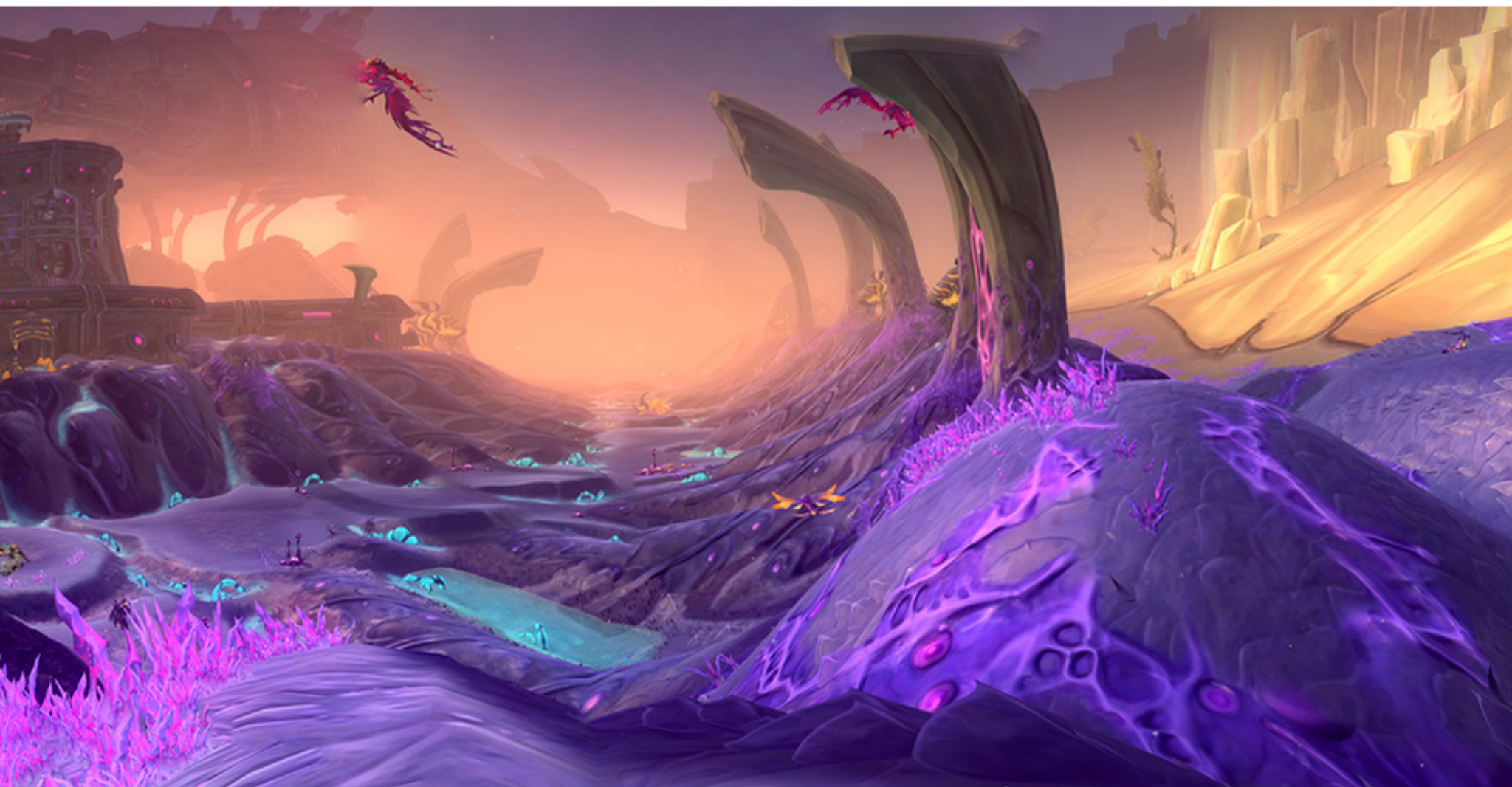
Carbine has returned to a more difficult model of play. With minimal hand-holding and truly difficult mobs, Wildstar is attempting to find the balance that some gamers are longing for. If you encounter regular mobs that are too easy, there are always Primes. If they're too easy, there's PvP.

Being a player that levels in higher zones, I've found few games that have offered the difficulty of this one -- to the point that I die

so often I backtrack to do tasks until I'm a little more equipped.

## 5. COMBAT:

There was nothing worse when trying to learn World of Warcraft nine years in, standing still while battling was a challenge. I didn't even realise that there was a Dodge stat until level twenty of my first toon: there was the assumption that everyone knew, so it was never explained in the beginner guides. Guild Wars 2, another NCSOFT title, used dodging with a



degree of success, though it uses tab-targeting, and dodge wasn't always efficient when facing curving bullets. Telegraphs in Wildstar work well, with the exception of a few bugs that Carbine are working on.

In Wildstar's combat system, action takes the main role of combat; while maintaining strategy with its LAS's (Limited Action Sets). You can always tell a WoW player on Nexus; standing still and rotating through abilities. They

quickly learn to get out of the way and stop blaming the healers in raids for not doing their jobs.

## 4. ART:

Colourful comics are now turned to dark, angsty films and games have followed suit. But not Wildstar: it's style is a return to fun comic art work that echoes anime and young-adult western cartoons of the 90s. Reflected in the races; cute, colourful images

complement the tones of wicked adult-humour. Beautiful landscapes are bright and colour-filled, they can be a little difficult to get used to. Though once your eyes adjust, slow down and enjoy.

## 3. STORIES:

I'm not only talking lore --which is a major part of the games enjoyability-- but the stories that have come out of Nexus. Stories of the players.

The first month or two there was a lot of attention against people helping others with mobs. Now that attitude's changed. More people are helping one another randomly, leading to some great stories, especially in the dailies and boss raids. Lore and roleplay based guilds are thriving, Carbine has even released naming guides after accepting player feedback. Immersion comes not only from the stories that studios offer, but the players that help create them.

## 2. COMMUNITY:

Not just a great NBC show. Wildstar's community is helpful and, despite some frustrations,





staying positive. In-game it is easy to get advice through the advice channel and more experienced players stumbling across struggling ones. Many times I've helped out and made some new stalkers (not the class, but the friendly, send you a jabbit-head in the mail kind) by intruding.

The mentoring system and LFG (looking for groups) tool will help you meet other players who are generally helpful. With Carbine's support being excellent, you won't have to wait long for information on bug-fixes general

help. Their transparency helps with Content Drops that haven't gone as smoothly as hoped.

## 1. REFERENCES:

Now, to the main reason I love this game: pop-culture references and, more importantly, cult-culture references.

I grew up watching trashy sci-fi and horror films. It's exciting seeing: creatures based on Critters (Chompacabra's); Firefly-class starships laying in the waters of Malgrave; robots and flying cars

based on The Jetsons; and having hoverboards like Marty McFly's. The nostalgic trance Nexus immerses me in is wonderful. And though I want to endlessly talk on the easter-eggs hidden throughout, I'll refrain for brevity's sake.

There are many stories coming to titillate sci-fi fanboys like me. So get your Protostar holo-rooms ready for the next wave of quests, lore and loot.

*By Mike Baker*



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