

# Video Game Reviews

**By: Xilera**

**TITLE:** Guild Wars 2

For generations, war and chaos raged across the land of Tyria. Five great races competed and warred against each other, struggling to tip the balance of power in their favor.

Then the dragons woke.

The all-powerful beasts stirred from their millennial sleep under earth and sea. With their magical breath the dragons spread destruction and created legions of twisted slaves. A deathless dragon named Zhaitan raised the sunken nation of Orr, triggering earthquakes and tidal waves that destroyed entire cities across the Sea of Sorrows. Zhaitan's undead armies surged from the sea, hungry for the destruction of the five races of Tyria: the charr, a ferocious race of feline warriors; the asura, magical inventors of small size and great intellect; the norn, towering shapeshifters from the frigid northern lands; the sylvari, a mysterious young race of visionary plant folk; and the humans, an embattled but resilient people.

Now heroes from the five races must set aside ancient rivalries and stand together against their common enemies in the sequel to the hit MMO Guild Wars. Magic, technology, and cold steel will determine the ultimate fate of the world.

That was the official synopsis of the game we are going to review called, "Guild Wars 2," and from the moment you create your first character and step into Tyria, you'll know that Guild Wars 2 is not like the MMOs you've become accustomed to over the last decade or so. Although there are enough features designed to invoke a sense of familiarity, there is also plenty that feels new. First and foremost would be the lack of static quest hubs, and the graphics are some of the best we've seen. The art style is distinctive and should withstand the test of time. Each racial city has its own architectural look and feels vibrant and alive. Character models are gorgeous. The attention to detail ArenaNet put into building the worlds of Tyria is second to none.

In the past the MMO game community has witnessed disappointment with MMOG attempts in the past. Several games have taken the common route used by previous makers before, making the market with familiarity which quickly becomes old with gamers. But with Guild Wars 2 everything in the past is melted away with anew. This is a game that is going to take time, patience, and skill to achieve the end goal. With that said, I give Guild Wars 2 four and a half stars!