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Subject: Re: ITT: Guild Wars

Posted by [Ryu](#) on Thu, 17 Jul 2008 07:21:39 GMT

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Romaner wrote on Wed, 16 July 2008 23:33i got GW when it first came out, but was pissed to know that there is a level cap at lvl 20... i got there in like 2 days of playing. never tried pvp. i guess im just not able to get into it. i will not try it again simply because i find these games boring, and i cant justify spending more time on it.

i know some people that used to come to these forums that do play GW on a semi regular basis. but again they dont come to these forums anymore.

I like it, means you can progress with the story and PvE or Pvp with the apposing faction faster (if you have GW Factions you can do Alliance battles were two teams fight each other) and you stand a good fucking chance in a PvP match knowing someone isn't 10 lvl's ahead of you with more HP and stuff.

at first I thought I wouldn't like it but over the past few days me and a few guild members keep doing alliance battles and PvP battles, though my skills suck at the moment so i keep dying.

but seriously - It's great, you can customize armour and weapons to suit your class, and it's really interesting - If you use the right combo's you can stand a good chance, heck sometimes people who are like 5 levels ahead of you can be defeated.