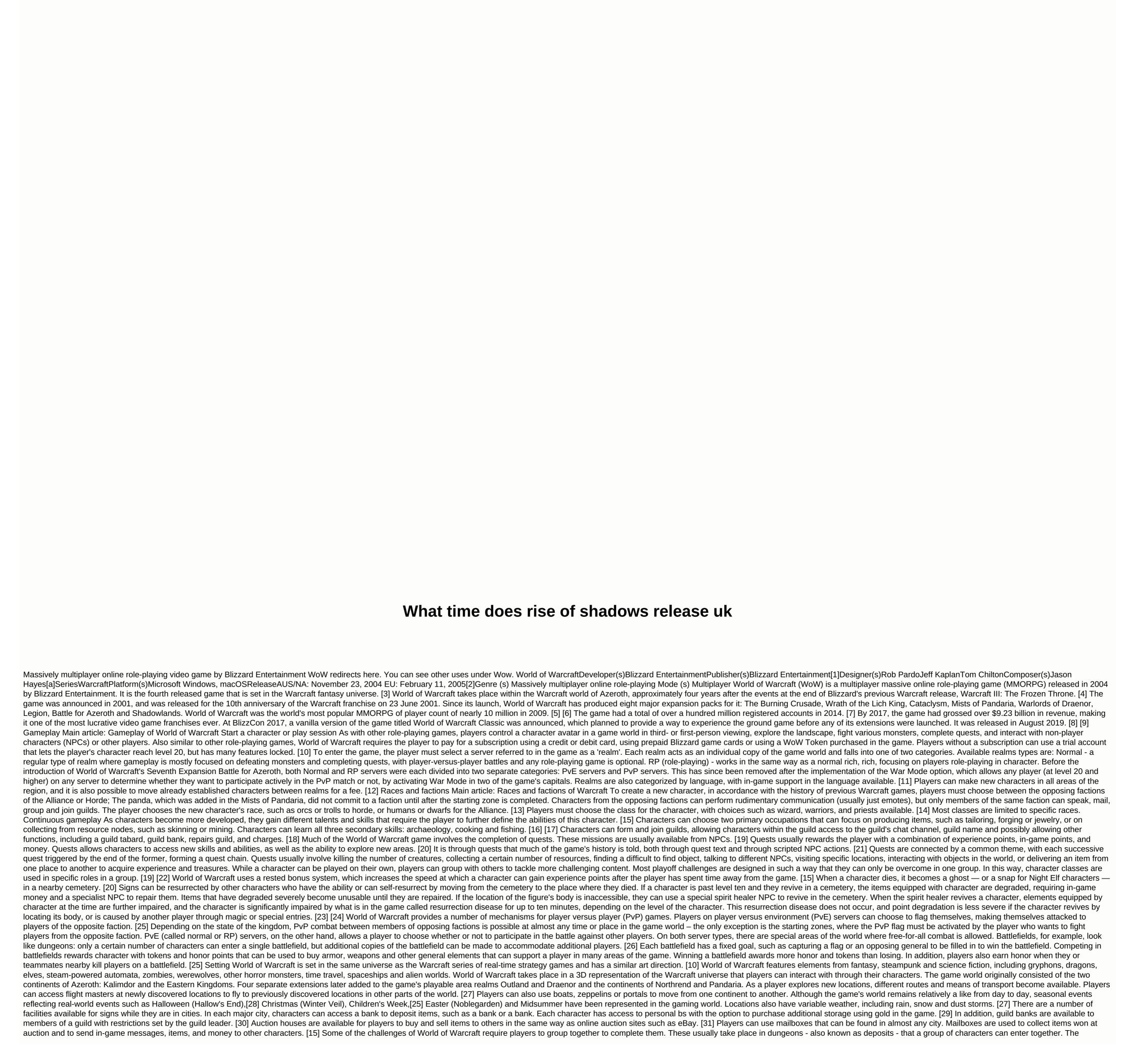
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expression instance comes from each group or To have a separate copy, or example, of the dungeon, complete with their own treasure or rewards. [32] This allows a group to explore areas and complete missions without others interfering. Dungeons are spread throughout
the game world and are designed for characters of varying progression. A typical dungeon will allow up to five characters to enter as part of a group. Some dungeons require multiple players to group together and form a raid of up to forty players to face some of the most difficult challenges. [33] In addition
to dungeon-based raid challenges, several creatures are found in the normal game environment that are designed for raids to attack. [28] [34] Subscription to allow continued gaming, with options to pay for one month, three months or six month blocks, and time
cards of varying lengths available from retailers, or purchase a WoW Token in-game. [35] [36] Expansion packs are available online and from retailers of the version of World of Warcraft the user owns, the option to purchase extensions online was added as it
allows for a quick upgrade. World of Warcraft is also available as a free Starter Edition, which is free to play for an unlimited amount of time. Starter Edition characters are unable to gain experience after reaching level 20, and there are other restrictions in effect for Starter Edition accounts, including
inability to trade, use mail, use Auction House, use public chat channels, join guilds or collect more than ten golds, [37] In January 2015, accounts that previously wouldn't let a player log in, work as a limited Starter Edition account with the one difference that sub-level 20
characters will be able to join a guild if any of your other characters are still in that guild. [38] In April 2015, an alternative way of covering the subscription was introduced. A player can spend real money ($20 in North America and various amounts in other regions) on a WoW Token, which is sold at the
auction house for in-game gold that could initially only be used to add 30 days of playing time. [36] At the launch of the feature in NA, a symbolically sold for 20k gold, therefore gold amount changes depending on what players are willing to spend and the offer.
Subsequently, the amount that an NA token sells to continue to sell for over 30,000 gold and the other Battle.net regions is well above that value. When a player buys a token at the auction house, it is account-bound and cannot be resold. As of February 2017, wow token can also be exchanged for $15 in
Battle.net balance that can be used as credit for purchases in most of Blizzard's games as well as in 2. [39] Parental controls[40] which allow different Time. It is possible to set a daily limit, a weekly limit, or to specify a permitted game plan. To manage these settings
it is necessary to log in with different credentials than used just to get into the game. It is also possible to receive statistics on the time spent playing. Aside from controlling children, adults sometimes use parental control on themselves. [41] The company supports this form of protection, as the potential
players or their supervisors may otherwise choose to uninstall or block the game permanently. Plot See also: Warcraft § Setting Intent on settling in Durotar, Thrall's Horde expanded its ranks by inviting the undead Abandoned to join orcs, tauren, and trolls. Meanwhile, dwarves, gos and the old natalfs
pledged their loyalty to the Alliance, ruled by the human kingdom of Stormwind. After Stormwind's king, Varian Wrynn, mysteriously disappeared, Highlord Bolvar Fordragon served as regent, but his service was influenced by the mind control of the black dragon Onyxia, who ruled in disguise as a human
noblewoman. As heroes investigated Onyxia's manipulations, the ancient elementary ragnaros reappeared to endanger both Horde and Alliance defeated Onyxia and sent Ragnaros back to the Elemental Plane. Attacking the Blackwing Lair Deep in Blackrock
Mountain, the black dragon Nefarian conducted twisted experiments with blood from other dragonflights. He was intent on conquering the entire area of his own, and recruited the remaining Dark Horde, a rogue who embraced the demonic bloodlust of the ancient Horde. These corrupt orcs, trolls and other
races fought ragnaros and Dark Iron dwarfs for control of the mountain. Nefarian created the twisted chromatic dragons and a legion of other deviations in his attempt to form an army strong enough to control Azeroth and continue the legacy of his infamous father. Deathwing the Destroyer, Nefarian was
defeated by the heroes of Horde and the Alliance. Rise of the Blood God Years ago, in the destroyed temple of Atal'Hakkar, loyal priests of Blood God Hakkar soulflayer tried to summon the angry deity's avatar to the world. But his followers, the Atal'ai priesthood, discovered that Soulflayer could only be
summoned within the Gurubashi tribe's ancient capital, Zul'Gurub. Hakkar, recently reborn in this jungle fortress, took control of the mighty animal gods of trolls. Soulflayer's dark influence was halted when the Zandalari tribe recruited heroes and invaded
Zul'Gurub. The gates of Ahn'Qiraj The vast desert fortress of Ahn'Qiraj, long sealed behind the Scarab Wall, was home to the insectoid giraji, a wild breed that had once launched an attack to destroy the Kalimdor continent. But far more sinister lurking behind Ahn'Qiraj's Ahn'Qiraj's the old God C'Thun, an
ancient entity whose pervasive evil had suffocated Azeroth since time immemorial. As C'Thun encouraged giraji to madness, both the Alliance and Horde soldiers, dubbed the Might of Kalimdor, opened the gates to Ahn'Qiraj under the
command of ork Varok Saurfang. The heroes besieged the ruins and temples of Ahn'Qiraj and defeated C'Thun. Shadowed by the Necropolis of the Lich King's haste in spreading the plague of undeath over Azeroth, he gifted one of his greatest servants, the lich Kel'Thuzad, with the flying citadel of
Naxxramas, as a base for operations of scourge. Consistent attacks from scarlet crusade and Argent Dawn factions weakened the defense of the floating fortress, then an intrusion from heroes that led to Kel'Thuzad's defeat. But a traitor among the ranks of the chivalrous order of Argent Dawn ran away
with Kel'Thuzad's remains and fled to Northrend, where the fallen low could be revived. Development World of Warcraft was first announced by Blizzard at the ECTS trade show in September 2001. [43] Released in 2004, the development of the game took about 4-5 years, including extensive testing. The
3D graphics in World of Warcraft use elements of the proprietary graphics engine originally used in Warcraft III. [43] The game was designed to be an open environment where players are allowed to do whatever they want. [44] Quests are optional and are designed to help guide players, allow character
development and spread shapes across different zones to try to avoid it, which developers called player collision. [45] The game interface allows players to customize appearance and control and install add-ons and other changes. [46] World of Warcraft runs built-in on both Macintosh and Windows
platforms. In boxed copies of the game use a hybrid CD to install the game, eliminating the need for separate Mac and Windows retail products. The game allows all users to play together, regardless of their operating system. Although there is no official version for any other platform, support for World of
Warcraft is present in Windows API implementations Wine and CrossOver allowing the game to be played under Linux and FreeBSD. [47] While a native Linux client is neither released nor advertised by Blizzard, in January 2011 it journalist Michael Larabel stated in a Phoronix article that an internal Linux
client may exist but is not released due to the non-standardization of the Linux distro ecosystem. [48] Regional variations In the United States, Canada, and Europe, Blizzard World of Warcraft distributes through retail software packages. [49] The software package includes 30 days of gameplay at no extra
cost. If you want to continue playing after the first 30 days, you must purchase additional playing time with a credit card or game cards. The minimum playing time a player can purchase is 30 days with a credit card or 60 using a prepaid game card. A player also has the option to purchase three or six
months of gameplay at once for a 6-15% discount. [50] In Australia, the United States and many European countries, video games often store the trial version of World of Warcraft in DVD form, which includes the game and 20 levels[51] of gameplay, after which the player would have to upgrade to a retail
account by providing a valid credit card, or purchase a game of cards as well as a retail copy of the game. In Brazil, World of Warcraft was released on December 6, 2011 via BattleNet. The first three extensions are currently available, fully translated, including voice acting, to Brazilian Portuguese. [52] In
South Korea, there is no software package or CD key required to activate the account. But in order to play the game, players must buy time credits available: one where the player is billed based on the actual number of minutes that will be available and one in
which the player can play the game for a number of days. In the former, the time can be purchased in multiples of 5 hours or 30 hours, and in the latter can be purchased in multiples of 7 days, 1 month or 3 months. [53] Because software packages are not required, the content of the expansion pack is
available to all players on launch day. In China, because a large number of players do not own the computer on which they play in Internet cafes), CD keys required to create an account can be purchased independently of the software package. To play the game, players must also
purchase prepaid game cards that can be played for 66 hours and 40 minutes. [54] A monthly fee model is not available to players in this region. The Chinese government and NetEase, the licensee of World of Warcraft in China, have introduced a change to Chinese versions of the game, which places
meat on bare-boned skeletons and turns dead character corpses into tidy graves. These changes were imposed by the Chinese government in an effort to promote a healthy and harmonious online gaming environment in World of Warcraft. [55] [56] The Chinese Government delayed the release of the
wrath of the Lich King extension because of what it deemed offensive content. [57] NetEase took over licensing of World of Warcraft from The9 in June 2009 after the expiration of The9's contract, [58] and was able to secure a launch for Wrath of the Lich King on August 31, 2010, nearly two years after its
Western release. Post-release content The World of Warcraft launcher (referred to in press releases and menu bar as Blizzard Launcher) is a program designed to serve as a starting point for World of Warcraft players. It provides a way to launch World of Warcraft and The Blizzard updater. It was first
included with version 1.8.3 patch. The 2.1.0 patch allowed for an option to bypass the use of the launcher, access to the World of Warcraft support website, access to the test version of World of Warcraft when available to
test upcoming patches, updates to the Gardenen, [59] and updates to the updates to the updates to the updates to the launcher itself. The launcher itself. The launcher update from patch 4.0.1 also allows people to play the game while non-essential
pieces of the game are downloaded. This requires a high-speed broadband Internet connection. Patch 1.9.3 added built-in support for Intel-powered Macs, making World of Warcraft a universal application. As a result of this, the smallest supported Mac OS X version has been changed to 10.3.9; World of
Warcraft version 1.9.3 and later versions of Mac OS X.[60] PowerPC architecture Mac computers are no longer supported since version 4.0.1. [61] When new content is added to the game, official system requirements may change. In version 1.12.0, windows requirements were increased from requiring
256 MB to 512 MB of RAM. Official Windows 98 technical support was dropped, but the game continued to run there until version 2.2.3. [62] Before Mists of Pandaria in 2012, World of Warcraft officially dropped support for Windows 2000, [63] followed by Windows XP and Vista in January 2018 and all 32-
bit support. [64] [better source needs] Starting with 4,3,[65] players could try out an experimental 64-bit version of the client which required manual download and copying of files in the installation folder. Since 5.0, the 64-bit client is installed automatically and used by default. The World IPv6 Day page
supports the client and most servers IPv6. [66] Extensions Title Release Date Level Cap World of Warcraft November 2004 60 The burning crusade January 2007 70 Wrath of the Lich King November 2008 80 Disaster December 2010 85 Nebulaes of Pandaria September 2012 90 Warlords of Draenor
November 2014 100 Legion August 2016 110 Battle for Azeroth August 2018 120 Shadowlands November 2020 60 Seven extensions have been released: The burning crusade, published in January 2007; Wrath of the Lich King, released in November 2008; Disaster, released in December 2010;
Nebulae of Pandaria, released in September 2012; Warlords of Draenor, released in November 2014; Legion, published in August 2018. Players are not required to purchase extensions in order to continue playing; However, there may not be new content
and features like higher-level ceilings and new areas before they do so. Blizzard routinely applies older extensions are released. On On 28, 2011, The Burning Crusade expansion was automatically applied to all previous Warcraft accounts at no cost. On 15 October 2014,
Mists of Pandaria was applied to all accounts following the release of Warlords. On May 1, 2016, Warlords of Draenor was used on all accounts to coincide with the release of the Warcraft film, which provides a 30-day trial of the game. [70] All The Burning Crusade, Wrath of the Lich King, Cataclysm.
Mists of Pandaria and Warlords of Draenor content are now effectively part of the original game, with all new World of Warcraft accounts automatically including these extensions upon creation. [67] From the release of Battle for Azeroth in July 2018, all extensions up to the Legion are included in the base
game. [71] The fifth extension, Warlords of Draenor, was announced at BlizzCon 2013 on 8.74] Warlords of Draenor was released on August 13, 2015, Blizzard announced the sixth expansion, Legion, on Gamescom 2015. [76] In November 2015, the Legion's alpha test started, and in April 2016, the beta
test started; The Legion expansion was released on 30 June 2005. The seventh expansion, Battle for Azeroth, was released worldwide on 13[77] The eighth expansion, Shadowlands, was announced at BlizzCon 2019 on 1 January 2019. The release is scheduled for release on 23. [78] [79] Music The
soundtrack to World of Warcraft was composed and organized by Jason Hayes, Tracy W. Bush, Derek Duke and Glenn Stafford and directed by Eimear Noone. The programme will be published on 15 November 2004, together with the collector's version of the game. It is sold separately on one CD in
MP3 format. On 1Jan administration, 2011, Alfred Publishing produced an officially licensed sheet music series for singers, pianists, strings and other instruments, World of Warcraft MusicOlogy anthology in solo and accompaniment formats with CD. These works include four pages of collectibles and vary
by number of songs included. In 2018, a remix of the song from the game, Hymn of the Firstborn Son, was nominated for Best Game Music Cover/Remix at the 16th Annual Game Audio Network Guild Awards. [80] Reception Reception Aggregate score Aggregator Score Metacritic 93/100[81] Review
scoresPublicationScore1Up.comA[82]Edge9/10[83]Eurogamer8/10[84]Game Informer9.5/10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[10]10[1
Informer9.5/10185]GamePro4.5/5[86]GamesMaster93%[83]GameSpot9.5/10[10]GameSpy[21]IGN9.1/10[20]PC Gamer (UK)94%[83]PC World of Warcraft received very positive reviews upon release, [81] after a period of high anticipation before launch. [87] Although the game follows a similar model to
and became known for using many well-known concepts from-role-playing genre, [10][82] the new approaches to reducing breaks between game meetings were well liked. [21] A common example was the approach to character death. In some previous role-playing games, a player would suffer a high
penalty for character death; In World of Warcraft, a player is able to recover and start playing fast. [10] Combat was another area where downtime, or breaks between games, were reduced. By allowing all character types to recover from the injury that has been taken, players can quickly return to fight
them. [21] Reviewers believed that these changes in pace would make the genre more accessible to casual players — those who play for short periods — [21] while still having deep gameplays that would attract players of all points of interest. [20] The concept of rested bonus, or increasing the speed at
which a player's character gained experience, was also welcomed as a way for players to guickly catch up with their friends in progression. [10] Questing was described as an integral part of the game, often used to continue a story or lead the player through the game. [21] The large number of missions a
each location was popular, as well as the rewards for completing them. [10] It felt that the series of quests removed the need for a player to paint, or perform repetitive tasks, in order to promote their character. [20] Quests also requires players to explore all parts of the game world, potentially causing
problems for social players or roleplayers looking for a place quietly. [21] Quests, which required the player to collect objects from the bodies of creatures they had killed, were also unpopular; The low drop rate, or chance of finding the items, makes them feel repetitive as a large number of creatures must
be killed to complete the quest. [20] A large number of new players in a particular area meant that there were often no creatures to kill, [21] or that players had to wait and take turns killing a particular creature to complete a mission. [10] Some critics mentioned that the lack of quests that required players to
group made the game feel like it was designed for solo games. [84] Others complained that some dungeon or instance group quests were not friendly to new players, and could take several hours to complete. [20] Upon release, a small number of missions had software failures that made them impossible
to complete. [10] The shapes were felt to be implemented well, with each class appearing viable and interesting, having unique and different mechanisms, [84] and each of the races having a distinct appearance. [10] was also wanted, with talent mechanism offering choice to players, [82] and and
opportunities that are commended. [10] The opportunities for character customization appeared to be low, [20] but the details of character models were praised by critics. Most popular was the fact that a player could run from one end of the continent to the
other without having to pause on a loading screen while part of the game is retrieved from one to the other. [21] Critics
described the environment as a careful mix of comic book, fantasy art and realism. [82] The game was considered to run smoothly on a number of computer systems, [10] although some described it as basic, [21] and mentioned that the bloom light rendering effect can blur things. [20] A reviewer described
the ability to fly over long stretches of nature as highly atmospheric. [84] The user interface was liket, and was described as simple, with tooltips that helped get the player started. [10] The sound of the game was well received, especially the background music. By assigning music to different areas of the
game world, critics felt that the fantasy style was added to the player's immersion, [82] and that the replay value was increased. [20] The sounds and voices used by characters and NPCs, as well as the overall sound effects, felt like adding a personality to the game. [82] Accolades World of Warcraft won
several awards from critics at the publication, including the Editor's Choice Awards. [10] [20] In addition, it won several annual awards from the media, described as the best game in role-playing and MMORPG genres. [88] The graphics and sound were also praised in the annual awards, with the
cartoonish style[89] and the overall sound makeup noted. [90] The game was also awarded Best Mac OS X Entertainment Product at the 2005 Apple Design Awards. [91] Computer Games Magazine named World of Warcraft the best video game of 2004, and the magazine's Steve Bauman described his
sense that Blizzard has analyzed every element of each existing game, pulled out the best, and then lovingly squandered an absurd amount of attention. It also won the magazine's Best Art Direction. Best Original Music and Best Interface awards, [92] World of Warcraft was
recognized at the Spike TV Video Game Awards 2005, where it won Best PC Game, Best Multiplayer Games, Best RPG and Most Addictive Games, In 2008, World of Warcraft was honored, along with Neverwinter Nights and EverQuest, at the 59th Annual Technology & Engineering Emmy
Awards to promote the art form of MMORPG games. [94] GameSpot called it the best massively multiplayer game of 2004, and nominated it for the publication's Best Graphics, Artistic award. [95] In 2009, Game Informer ranked World of Warcraft as list of The Top 200 Games of All Time. [96] In 2015, the
game ranked third on USgamer's 15 best games since 2000. [97] Commercial performance World of Warcraft was the best-selling PC game of 2005 and 2006. [98] In the United States it sold 1.4 million copies ($68.1 million) in August 2006. It was the country's third best-selling video game between
January 2000 and August 2006. January 2008, World of Warcraft had more than 10 million subscribers worldwide with more than 2.5 million in North America and about 5.5 million in Asia. [100] At its peak in October 2010 the game had 12 million subscribers.
[101] In November 2014, more than 10 million active subscribers played. On January 1, 2014, Blizzard announced that 100 million accounts have been created for the game. As of May 31, 2015, it was announced that there were 7.1 million active subscriptions. [104] [105] [106] [107] At the end of June
2015, subscriptions fell to 5.6 million, [108] At the end of September, subscribers were 5.5 million [109] Less than two months after starting operations of World of Warcraft in China on 19 September [110] [111] A press release estimate showed that if World of Warcraft was shut down in China on 19
September, the loss of subscribers would have caused Activision Blizzard's earnings to fall from 65 cents per share to 60 cents per 
making it one of the most lucrative video games ever with Space Invaders, Pac-Man and Street Fighter II. [113] In early 2012, Blizzard launched its own series of tournaments for World of Warcraft and Starcraft II, known as Battle.net World Championship Series. [114] [115] Security issues When players
create World of Warcraft accounts, they are asked to choose a username and password. Afterwards, when they play World of Warcraft, they are asked to provide the same username and password in its entirety. This is also the case when you use account management facilities online. This type of
authentication is vulnerable to keystroke logging. Although this is not unique to World of Warcraft and is common to many role-playing games, the game has been directly targeted with Trojans specially designed to capture account login details. [116] Attacks have been reported as early as May 2006 and
can stretch as far back as July 30, 2005. [117] However, the game allows players to save their account name to the program to allow the player to type their password only. [118] In September 2006, reports emerged of spoof World of Warcraft game consulting websites that contained malware. Vulnerable
computers will infected through their web browsers, download a program that would then relay back account information. Blizzard's account support teams experienced high demand during this episode, though that many users had been affected. Allegations were also made that telephone support was
closed during isolated periods due to the volume of calls and resulting queues. [119] In April 2007, attacks evolved to take advantage of additional exploits involving animated markers using multiple sites. [120] [121] Security research group Symantec released a report that a compromised World of
Warcraft account was worth US$10 on the black market, compared to US$6 to US$12 for a compromised computer (correct in March 2007). [122] In February 2008, phishing emails were distributed requesting that users validate their account information using a fake version of the World of Warcraft
account management pages. [123] In June 2008, Blizzard announced the identifier, available as a hardware security token or mobile application[124] for two-step security. The token generates a one-time code that the player delivers when he logs on. The password used in addition to the user's own
password is only valid for a few minutes, providing additional security against keylogging malware. [125] Blizzard makes use of a system known as the Warden on the Windows version of the game to detect third-party applications, such as botting software, allowing World of Warcraft to be played
unsupervised. There has been some controversy regarding the legality of the Warden. The warden uses techniques similar to anti-virus software on players' PCs, as well as the file system. But unlike most anti-virus software, it sends part of that information back to
Blizzard, which caused privacy advocates to accuse it of being spyware. [126] An example of the information the warden collects is the title of each window open on the system while WoW is running. [127] On the other hand, many players responded positively to the development, saying they supported
the technology if it resulted in fewer cases of cheating. Blizzard's use of the Warden was specified in the terms of the agreement (TOA). [128] The garden's existence was recognised in March 2008 during the opening of legal proceedings against MDY Industries. [129] The lawsuit was filed in federal court
in Arizona, and also listed Michael Donnelly as a defendant. Donnelly was included in the suit as the creator of MMO Glider, software that can automatically play many tasks in the game. Blizzard claimed that the software is a violation of its copyright and software license agreement, that Glider use
seriously damages wow gaming experience for other players by changing the balance of the game, disturbing the and immersive aspects of the game, and undermine the in-game economy. Economy. Economy. claims to have sold 100,000 copies of the $25 software. [130] Real ID Main article: Battle.net § Privacy
and Real ID July 6, 2010, Blizzard Entertainment announced that on its forums for all games, users' accounts would show the right names tied to their accounts. [131] Blizzard announced the change after an agreement with Facebook to allow Facebook to connect people who choose to become friends to
share their real identity (Real ID, as Blizzard calls the feature). The integration of the feature into the forums on the Blizzard Entertainment site raised concern among fans of the many game series Blizzard has created over the years. [132] In response to the concerns, Blizzard released an updated
statement on July 9, 2010, announcing that Real ID integration with the official forums was canceled. [133] [134] Community and the study of player interaction via role-playing and emergent gameplay In addition to playing the game itself and conversation about discussion
forums from Blizzard, World of Warcraft players often participate in the virtual community in creative ways, including fan illustrations [135] and cartoon style storytelling. [136] Blizzard garnered criticism for his decision in January 2006 to prohibit interest groups from advertising sexual orientation
preferences. The incident took place after several players were cited for harassment after advocating for a group that was a gay-straight alliance. [137] [138] Blizzard later reversed the decision to issue warnings to players promoting LGBT-friendly guilds. October 7, 2010 World of Warcraft reached a
subscriber base of over 12 million players. [139] Since May 2011, the number of players playing had decreased by 10% from 11.4 million. Blizzard's CEO Mike Morhaime said the reason was likely due to a drop-off in eastern markets. [140] In 2012, senior producer John Lagrave told
Eurogamer that the drop in subscriptions may also have been attributed to the recent release of BioWare's Star Wars: The Old Republic. [141] Real-world virtual goods sales Of Information: Virtual Economy As with other role-playing games, companies have been shown to offer to sell virtual gold and
associated services. The practice of collecting gold and in-game items for economic profit is often referred to as gold farming. After Blizzard began offering free trial gameplay accounts, players noticed an increase in spam from bots advertising these services. [142] A study shows that this problem is
particularly prevalent in European realms, where gold is over 14 times more expensive to buy on American realms than their European counterparts. [143] In patch 2.1, Blizzard responded to this by adding additional anti-spam mechanics, including whispering suffocate and report spam feature. In addition,
test accounts are prevented from speaking in the public They can talk to players within reach or whisper to other players who have first whispered to them), participate in in-game trades, and using the Auction House and mail feature, among other restrictions. In May 2007, Blizzard filed a complaint against
game dollar IIc (trading as peoner4hire) in U.S. federal court. In February 2008, the parties filed a consent decree in which Game Dollar agreed to refrain from using any World of Warcraft chat or communication to advertise any business or sell any services related to World of Warcraft. [144] In June 2007,
World of Warcraft player Antonio Hernandez filed a class action lawsuit against IGE for interfering with the intended use of the game. [145] As the characters evolve in World of Warcraft and claim some of the toughest challenges, many of the rewards received are tied to this character and cannot be
traded, creating a market for trading accounts with well-equipped characters. The highest known World of Warcraft account trading was for £5000 (€7000, US$9,900) in early September 2007. The high price was due to the fact that the character had items that at the time were owned by only a handful of
the millions of active players, due to the difficulty of acquiring them. But Blizzard banned the account five days after the purchase. [146] The practice of buying or selling gold in World of Warcraft has created considerable controversy. [147] On February 21, 2008, Blizzard released a statement on the
consequences of buying gold. Blizzard reported that an alarmingly high proportion of all gold purchased comes from hacked accounts. The article also stated that customers who had paid for character leveling services had found their accounts compromised months later, with all items stripped and sold
for virtual gold. The article noted that leveling service companies often used disruptive hacks... which can cause rich performance and stability issues. [148] In April 2015, he introduced a means of selling gold in the game for real money. A player can spend $20 on a month game time token that can be
sold for in-game gold at the auction house. [36] In December 2015, Blizzard sold a fighting animal named Brightpaw for $10, and all profits went to the Make-A-Wish Foundation. [149] This resulted in a new Blizzard record donation of over $1.7 million to Make-A-Wish. [150] In December 2016, Blizzard
again sold a fighting animal named Mischief for $10; it helped raise more than $2.5 million for Make-A-Wish. [151] In September 2017, Blizzard sold a fighting animal named Shadow the Fox for $10, and the proceeds went to the Red Cross to help with disaster relief. [152] Corrupted Blood plague incident
Main article: Corrupted Blood incident The Corrupted Blood plague incident was one of the first events to affect entire servers. Patch 1.7 saw the opening of Zul'Gurub, the game's 20-player raid raid where players face off against a tribe of trolls. After engaging the final boss, the players were hit by a debuff
called Corrupted Blood, which would periodically sap their lives. The disease was passed on to other players simply by being near infected players. Initially this disease was limited in Zul'Gurub's body, but it made its way into the outside world in the form of hunter pets or wizard minions who contracted the
disease. Within hours, Corrupted Blood had completely infected major cities due to their high player concentrations. Low-level players were killed in seconds by the high injury illness. Eventually, Blizzard fixed the question so that the plague could not exist outside of Zul'Gurub. The damaged blood plague
so resembled the outbreak of real-world epidemics that scientists are currently looking at the ways role-playing or other massively distributed systems can model human behavior that
might allow researchers to more accurately predict how diseases and outbreaks spread among a population. [153] In other media, World of Warcraft has inspired artists to satiate it and recognize its brand in popular culture. One example is the Emmy Award-winning South Park episode Make Love, Not
Warcraft. [154] [155] The game has been used to advertise independent products, such as Toyota trucks. [156] In late 2007, a series of TELEVISION commercials for the game began airing featuring pop culture celebrities like Mr. T, William Shatner, and Verne Troyer discussing the virtues of character
classes they play in the game, [157] A Spanish advertisement with Guillermo Toledo and a French advertisement with Jean-Claude Van Damme was also televised, [158] Two more were shown in November 2008 with Ozzy Osbourne and Steve Van Zandt, [159] Another commercial in the series, which
began airing in November 2011, played Chuck Norris and played on the Internet phenomenon Chuck Norris facts. [160] World of Warcraft: The Board Game (including Shadow of War and The Burning Crusade expansions),[161] World of Warcraft: The
Adventure Game[162][163] (produced by Fantasy Flight Games) and a World of Warcraft edition of Trivial Pursuit. [164] [165] There is also a trading card game, [166] and a collectible miniature game[167] on the market, both previously produced by Upper Deck Entertainment, which is now produced by
Cryptozoic Entertainment. Cryptozoic released a Archives set which contains foil reproductions of older cards produced by upper deck. In August 2012, Megabloks launched a licensed series of World of Warcraft 'building blocks' toys based on game scenes, scenarios and characters. [168] In March 2014,
Hearthstone: Heroes of Warcraft was released, Digital card game based on the Warcraft universe, using classes similar to World of Warcraft issue of the World of Warcraft comic book under their WildStorm imprint. [170] In 2015, Blizzard released
Heroes of the Storm, a multiplayer wideo game in which players can control over 35 heroes from the Warcraft universe such as Arthas, Gul'dan, Kel'thuzad, Malfurion, Ragnaros, Sylvanas, Thrall, and Varian. [171] The game features a Warcraft-themed battlefield named Alterac Pass. [172]
Crossover campaigns to mark the release of Hearthstone, Blizzard released the Hearthsteed mount for World of Warcraft players. The mountain is achieved by winning three matches in Arena or Play mode. [173] Widely advertised on various World of Warcraft websites, this promotion encourages World
of Warcraft players to try Hearthstone and marked the first significant crossover conducted between Blizzard games. Players who buy Warlords from Draenor Collector's or Digital Deluxe Edition will receive an orc-themed card back in Hearthstone. [174] Heroes of the Storm players who reach level 20
receive Grave Golem battle pets in World of Warcraft and after reaching level 100 in World of Warcraft receive an Ironside Dire Wolf mount in Heroes of the Storm. On March 30, 2016, players who level a grade to 20 in WoW, which can be completed with the free starter edition, serve the alternative
Paladin hero Lady Liadrin in Hearthstone. [176] Players who purchase Overwatch Origins, Game of the Year or Collectors Edition will get Baby Winston battle pets in WoW. [177] [178] [179] Animated series On August 24, 2020, Blizzard announced that an animated series called Afterlives will premiere on
August 27, during the Gamescom 2020 event. [180] [181] [182] See also Video Game Portal Notes ^ Additional Music by Tracy W. Bush, Derek Duke and Glenn Stafford References ^ The Activision/Blizzard Fusion: Five Key Points. Industry News. gamasutra.com December 3, 2007. Filed from the
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