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WindowsmacOSLinuxAndroidiOSRelease4 January 2001Genre(s)MMORPGMode(s)Multiplayer RuneScape, sometimes called RuneScape 3,[1] is a fantasy massively multiplayer online role-playing game (MMORPG) developed and published by Jagex, first released in January 2001. RuneScape was originally a browser game built with the Java programming language, but was largely replaced by a standalone C++ encoded client in 2016. The game has had over 200 million accounts created and is recognized by Guinness World Records as the world's largest and most updated free MMORPG. [2] RuneScape takes place in the world of Gielinor, a medieval sphere of fantasy divided into different kingdoms, regions and cities. [3] Players can travel throughout Gielinor via a number of methods including on foot, magic spells, or charter ships. [5] Each region offers different types of monsters, resources, and missions to challenge players. The game's fictional universe has also been explored through a tie-in video game on another of its manufacturers' websites, FunOrb, Armies of Gielinor,[6] and the novels Betrayal at Falador,[7] Return to Canifis,[8] and Legacy of Blood. [9] Players are represented in the game with customizable avatars. RuneScape does not follow a linear action; rather, players set their own goals and goals. Players can choose to fight non-player character (NPC) monsters, complete missions, or increase their experience with the available skills. Players interact with each other through trades, chats, or by participating in mini-games and activities, some of which are competitive or combative in nature, while others require cooperative or cooperative rest. The first public version of RuneScape was released in January 2001 in beta form, with Jagex as the copyright owner formed later that year. As the game's popularity grew, the game engine was rewritten and released as RuneScape 2,[10] with the original version of the game that changed its name to RuneScape Classic. The third iteration of the game, known as RuneScape 3, was released in July 2013. [11] Old School RuneScape, a separate, older version of the game from August 2007 was released in February 2013, and is maintained alongside the original client. It was announced that mobile ports of both versions of RuneScape would be released for Android and iOS devices in 2018. [12] RuneScape was released on Steam on October 14, 2020. [14] Gameplay A screenshot of the game interface from RuneScape Players begins in a secluded area, where they are taken through a tutorial, a set path where they learn the most basic skills of RuneScape. [15] After the tutorial, have access to tutors and advisors located in the cities they explore, who can provide players with appropriate information about their respective skills. [16] Players set their own goals and goals when playing the game. They can practice their skills in the game, engage non-player character (NPC) monsters and other players in battle and complete missions at their discretion. [17] Players interact with each other through trades, chats or by participating in mini-games. Skills There are 28 skills in RuneScape, 17 skills available to free-to-play players and another 11 for members, which allow players to perform various activities that allow interaction with the NPC, environment and other players. Players receive experience points in a skill when they use it. For example, mining an ore trains mining skill, and when the player accumulates enough experience points in the skill, their character will level up. [18] As a skill level rises, the ability to obtain better raw materials and produce better products increases, as does the experience that is shared if the player uses new abilities. The overall skill level of a player partly symbolizes the player's status in the game and subscribers with a high overall level can be displayed on the high scores. [19] Once they reach the highest available level in a skill, members can purchase a special cape to symbolize their performance. [20] Some skills, such as woodcutts and fishing, allow the player to collect raw materials that can be processed into useful objects for other skills, such as fletching and cooking respectively. The items created can be used by the player or sold to stores and other players. Other skills allow players to kill certain NPCs, build their own houses, move around the map with greater ease, steal from various NPCs, market stalls and chests located in the game, light fires, cook their own food, create their own potions, craft runesones and weapons, plant their own plants, hunt NPC animals, raid dungeons, and summon acquaintances to assist in combat and training skills. [21] Combat RuneScape features a semi-real-time combat system. Combat is an important aspect of the game, allowing players to defeat monsters to obtain dropped items or to complete missions. A combat level is an indicator of how powerful a player or NPC is in combat. For players, it is determined by applying a mathematical formula to their combat skills. [22] Players engage in battle by clicking on the enemy they want their character to attack and will automatically continue to fight until they kill their opponent, die or retreat from the fight. Most of the game's weapons are medieval or amazing in nature, and have different strengths and weaknesses. Players can also call an acquaintance to help with combat,[23] using special attacks called abilities to deal with additional injuries,[24] and use potions and prayer skill to increase their combat skill. Skill. is divided into three main categories: melee, magic and varied. Melee attacks are close range,[25] magical attacks focus on using runesones to cast spells,[26] and varied attacks use projectile weapons such as arrows, darts, or throwing knives. [27] These battle types make up a combat triangle, which regulates efficiency of style in a bag-scissor fashion; melee beats varied, varied beats magic, magic beats melee, and each style is neutral to itself. [28] The advantages and disadvantages of the battle triangle apply to both NPCs and player opponents. Players are not required to choose a character class nor are they tied to a particular category of combat. They can freely switch between or combine the three combat styles by changing weapons and armor. Combat is controlled by a life scoring system. Each combatant has a maximum capacity of life point and dies when their health is exhausted to 0. Lost life points can be recovered by consuming certain food or drink, or casting abilities. Players who die reappear at a respawn point of their choice with their life and skill points restored; However, they release all but three selected items, as well as some common items. [22] Dying plays a tombstone that will hold all of the player's objects and will last for an allotted time; However, there are situations where all items will be lost in case of death. If the player does not return in time, the tomb will collapse and their objects will disappear. [22] In June 2012, players were invited to beta-test a new combat system called Evolution of Combat,[30] which included fundamental changes such as rebalancing the Battle Triangle to avoid favoring melee attacks,[31] and replacing special weapon attacks with abilities that produce a range of effects when activated. The system was released on the live game on November 20, 2012. [24] Various ballots were also added for players to vote for in games that would determine the outcome of future content development,[32] some of which would dictate the evolution of the improved combat system. [33] A beta for a separate combat system dubbed Legacy Mode was opened to players on June 16, 2014,[35] before being introduced to the live game on July 14. Legacy Mode allows players to switch to the combat system and interface from before June 2012 instead of the Evolution of Combat system. [36] Players against players fighting Player versus Player Combat (PvP) can be performed in specific controlled mini-games and in an area known as Wilderness. Duel Arena allows players to wager money and items,[37] while other PvP games offer their own rewards. In the Wilderness, players can take part in combat provided their battle levels fall within a certain range of each other, and if a player kills their opponent, they will be able to claim their opponent's as a reward. [38] Before December 2007, players were To fight other players within a certain combat level range, hope to kill them and get their items. [39] In December 2007, Wilderness was amended to prevent players from transmitting items in the game for real currency. [40] PvP combat was removed from the Wilderness and temporarily limited to new mini-games called Bounty Hunter and Clan Wars. [41] Bounty Hunter was replaced by special Bounty Worlds on May 6, 2009 where players were confined to the Wilderness and could be assigned specific kill targets. [42] PvP Worlds was introduced on October 15, 2008, where players could fight almost anywhere in Gielinor,[43] but these and Bounty Worlds were removed when the PvP battle in the Wilderness was restored on February 1, 2011. [44] Non-player interaction NPCs populate the realm of Gielinor. Some NPCs, such as shopkeepers and some characters on assignment, are not available for combat. However, most NPCs can be attacked and these are generally called monsters. Monsters range from ordinary, low-level creatures, such as chickens and trolls, to unique and often much more powerful monsters, such as the Queen Black Dragon, Telos and Vorago. [45] Most monsters have their own strengths and weaknesses, notable exceptions, certain bosses, who have no specific weaknesses. Demons, for example, have a weak defense against varied attacks, while metal dragons have extremely high defenses against varied. The weakness of an individual monster appears in an interface above its model, along with its combat level and life points. Monsters can either be aggressive or non-aggressive. Non-aggressive monsters ignore players unless they are attacked, while aggressive monsters can attack any player or can only attack players with combat levels below a specified level, depending on the circumstances or location. This can make certain areas throughout Gielinor dangerous or uncomfortable for players with lower combat levels. [45] Player interaction Players can interact with each other through trading, chatting, or participating in mini-games and activities, some of which are competitive or combative in nature, while others require co-op or co-op games. Players can trade items and gold coins with each other, either through a face-to-face trade,[46] or by using a large automated marketplace called Grand Exchange. [47] The chat system enables players to communicate with each other. Public Chat sends text to players in the local area on a server, both through text displayed above the speaker's head and in the message box. Friends Chat sends text in the message box only to certain players tuned to a specific channel, which may be available on any RuneScape world. Each Friends Chat channel has an owner, who can assign different ranks to individual players; players' ranks dictate their ability to perform administrative tasks within the channel. Clan allows members of a clan to communicate with each other through a separate channel. [48] Quick Chat allows players to choose from a list of predetermined messages to send such as Public Chat, Clan Chat, or Friends Chat. [49] RuneScape also features independent mini-games, although most are only available to paying members. Mini-games take place in certain areas and typically involve specific skills in the game, and usually require players to collaborate or compete with each other. Examples of these mini-games include Castle Wars, similar to the real-life game Capture the Flag, Pest Control, a highly combat-focused mini-game, and Fist of Guthix, where a player (the hunter) tries to stop another player (the hunted one) from collecting fees to a magical stone. [50] Quests Quests is a series of tasks with an action that players can choose to complete. These often have requirements including minimum levels in some skills, battle levels, quest points and/or completion of other missions. Players receive various rewards for completing missions, including money, unique items, access to new areas, quest points and/or increases in skills experience. Some missions require players to work together, and many require players to engage in challenging battles. Quests are grouped into categories based on requirements and difficulty. [51] Once a player has completed all the missions in the game, one can claim an achievement item called Quest Point Cape. [20] New assignments are released periodically. History and Development This section may be too long to read and navigate comfortably. Please consider condensing it, or adding subtitles. Please discuss this issue on the article's talk page. (October 2020) Andrew Gower developed RuneScape with the help of his brother Paul Gower. [52] It was originally conceived as a text-based MUD, but graphics were incorporated early into the development, adding it to the ranks of what was then known as graphic MUDs. [53] [54] The first public version of the game used a mixture of three-dimensional and two-dimensional sprites. It was released as a beta version on January 4, 2001, and was originally driven out of its parents' house in Nottingham. [52] In December 2001, the Gower brothers formed together with Constant Tedder Jagex to take over the business aspects of running RuneScape. [55] Among its early innovations, Jagex developed an interpreted domain-specific scripting language called RuneScript, which is used by RuneScape's server for event management. [56] In February 2002, a monthly member service was introduced, providing access to additional features including new areas, assignments, and items that are not available to free users. [57] Ranged combat in RuneScape Classic As the game gained more users, Jagex began planning major changes. [58] The developers wrote about and produced a new version of the game with fully three-dimensional three-dimensional called RuneScape 2. A beta version of RuneScape 2 was released to paying members for a trial that began on December 1, 2003, and ended in March 2004. [57] At the official release, RuneScape 2 simply switched to RuneScape, while the older version of the game was kept online under the name RuneScape Classic. On January 12, 2006, Jagex banned more than 5,000 Classic accounts for cheating. To prevent further cheating, Classic was closed to new accounts and access was limited to accounts that had played it at least once between August 3, 2005 and January 12, 2006. [59] Further reopenings took place in November 2009, June 2010 and September 2011. [60] [61] [62] To support RuneScape's free content, advertisements appear on a banner above the game screen on the free-to-play servers. Because computer users can use ad blockers, which can discourage advertisers, Jagex introduced a rule prohibiting players from blocking these ads. [63] On July 13, 2006, Jagex signed an exclusive marketing and distribution contract with WildTangent Games,[64] which allowed WildTangent to handle advertising in and around RuneScape in the United States, and to distribute RuneScape through the WildTangent Games Network,[64] which reached over 20 million consumer PCs. [66] On May 16, 2006, Jagex upgraded RuneScape's game engine, improving the game's loading times and reducing its memory requirements. [66] On July 1, 2008, Jagex released a beta of their High Detail mode for members, which was expanded to include free players two weeks later. [67] Prior to the launch, Jagex announced that it would be revealed at the 2008 E3 trade show. [68] On 14 February 2007, a German translation of RuneScape,[69] followed by a French translation on 11 December 2008,[70] Brazilian Portuguese was introduced on 24 July 2009,[71] and Latin American Spanish on 25 April 2013. [72] In an interview in May 2008, former Jagex CEO Geoff Iddison stated that, we plan to go east with it [RuneScape] to the Asian market and the Eastern European market also [...]. RuneScape is not for Japan, but it could work well in Malaysia for example. And where is India in all this? I think runscape is a game that would be adopted in the English speaking Indian world and the local speaking Indian world. We look at all these markets individually. [73] RuneScape was later launched in India through the Zapak game portal on October 8, 2009,[74] and in France and Germany through the Bigpoint Games on May 27, 2010. [75] On February 28, 2012, a game feature called Squeal of Fortune was introduced that allowed players to win items daily by spinning the wheel. [76] On April 2, 2012, players were able to spend real currency in exchange for additional spins, which introduced a form of microtransaction to the game. [77] Jagex CEO Mark Gerhard had previously microtransactions that, as a stealth tax, and the update provoked complaints from players who thought they had been betrayed by the change. [78] In July 2012, Jagex released Solomon's General Store, which allowed real currency to be spent in exchange for RuneCoins that could be spent on cosmetic rewards in the game. [79] On August 29, 2012, Gerhard released a response to this controversy, describing these microtransactions as [having] a significant role in ensuring that we can continue to support, develop, and grow the game for years to come. He claims that while these decisions are not necessarily popular, they are made with the future of RuneScape in mind. [80] On February 4, 2014, Squeal of Fortune was replaced by The Treasure Hunter. Instead of spinning a wheel for prizes, players are given keys that are used to open a chest of their choice. [81] On March 26, 2014, Gerhard reiterated his approach to microtransactions and their importance in updating RuneScape, and announced a partnership with Supersonic ads, allowing players to earn RuneCoins by looking at ads or sample products. [82] On August 30, 2012, Gerhard announced that an HTML5 version of RuneScape was under development that would allow you to play the game on your favorite tablets, platforms, and even smart TVs... [83] A video released on March 22, 2013 stated that the new version would be called RuneScape 3 and would use WebGL, and would include a fully customizable user interface and enhanced audio. [84] A closed beta of the HTML5 version went live on April 17, 2013, followed by a separate alpha version of the new interface on April 24. [86] RuneScape 3 was released on July 22, 2013. [11] At RuneFest 2014, Jagex announced that they were developing a new client to replace the HTML5 version, which had never been released from beta due to performance issues. The new client, called NXT, would include improvements in load times, new graphical effects and better performance. [87] Closed betas took place from 19 to 22 February[88] and from 18 to 21 March 2016,[89] followed by a public release on 18 April 2016. [90] On May 23, 2018, it was announced that due to constantly collecting bugs and a game engine that has become incompatible with modern support tools by the graphics, RuneScape Classic servers would be permanently closed on August 6, 2018. [91] RuneScape was released on Steam on October 14, 2020. [14] Graphics and sound RuneScape can run with varying levels of graphic detail. High-resolution graphics enhance texture and design, while low detail graphics provide a cleaner look and can reduce the backlog on less powerful computers. RuneScape uses a graphics engine called RuneTek 5, which supports multiple graphics platforms such as DirectX, OpenGL and video game consoles, as well as graphical effects such as sky boxes, and Z-buffering. [95] The version with high detail detail hardware acceleration and can be rendered using either Java OpenGL or DirectX. [96] RuneScape has a character-based system. Player characters are human; However, players can choose gender, hairstyle, facial hair, skin color and clothing options. [15] The appearance is further complemented by carrying or swinging objects. Players can express emotions through the use of specialized animations called emotes, some of which are standard and others earned through gameplay or released during holiday events. [98] Standard weapons of the same class, such as swords, use the same set of animations in combat, while special weapons have their own distinctive animations. RuneScape features original music and surrounding soundscapes. The music was designed to define the underlying cultures of the various places available, and ambient sounds, such as cries of seagulls flying over the sea, occur in logical places. [99] The game also features voice acting in certain areas and situations. [57] The RuneScape 3 update featured orchestral music recorded in Bratislava, Slovakia, and was scored by James Hannigan. [85] Servers As of November 2011[update], there were 139 English RuneScape servers available worldwide, numbered and referenced as worlds of players and by Jagex. [100] They are located in the United Kingdom, united states, Canada, the Netherlands, Australia, Sweden, Finland, Belgium, Ireland, Norway, Denmark, New Zealand, Mexico, France, Lithuania and India. [101] [102] Servers are moved or added when the need arises. [103] Each RuneScape server allows up to 2,000 players to log in at the same time,[104] allowing for a maximum capacity of more than 278,000 players. The servers are divided into free servers that are available to all players, and servers reserved for paying members. Some servers are labeled activity labels, allowing players who perform tasks that require or desire group participation to group together. [105] Old School RuneScape Main article: Old School RuneScape In February 2013, a survey was opened that allows players to decide whether Jagex should open a separate incarnation of RuneScape from August 2007. [106] Old School RuneScape was opened to paying subscribers on February 22, 2013 after the poll received 50,000 votes.[107] and a free-to-play version was later released on February 19, 2015. [108] It was originally created as an exact copy of RuneScape from August 2007 and receives regular content bets. Old School RuneScape is completely community based; for each proposed update or idea to pass into the game, it needs at least 75% of the community to vote Yes for it, and if it doesn't pass it will either be released or reconstructed and re-surveyed so that players can find the update more acceptable. [109] On July 17, 2017, Jagex announced port of Old School RuneScape, which was released in 2018. [110] [110] On September 16, 2015, Jagex released DarkScape, a separate version of RuneScape that included open-world player versus player combat. DarkScape was originally released with most of RuneScape's content, but received separate content updates. DarkScape was completely free to play, with no additional perks reserved for paying subscribers. [111] On 29 February 2016, it was announced that DarkScape would close on 28 March due to lack of interest. [112] Community A set of forums is provided by Jagex on the RuneScape website. On the forums, players have the opportunity to participate in game discussions, organize to buy or sell items, post suggestions for game improvements, vote in polls, and otherwise interact with the community. A user can set up an avatar, have a separate display name[113][114] and set an automatic signature. User profiles show the latest posts a user has made along with the option to disable smileys. The privilege of posting on the forums is limited to paying members, as well as free players with a total level exceeding 350. [115] Between September 24, 2002 and December 9, 2004, players were able to email questions to the RuneScape Gods, which were published in the form of letters. [116] On September 26, 2005, a new feature called Postbag from the Hedge was introduced, where players can email a non-player character in the game. [117] Players can also submit original RuneScape related artworks (such as sculptures, comics, drawings and paintings), some of which appear in a gallery on the RuneScape website. [118] During various holidays, including Easter, Halloween and Christmas, Jagex hosted a holiday event in a certain location in Gielinor. Players who manage to complete the required tasks during the event will receive a reward as an object or an emote, allowing the player character to perform a gesture that conveys a feeling. [119] Holiday items released before 2002 are omst.in in player trading, and due to their rarity are worth significant amounts of money in the player market. [120] Holiday items after Christmas 2002 are unexchangeable and limited to one per player, and can also be downloaded if lost. [119] Various RuneScape fansites have been established by players, who are a source of information about the game. [121] For account security reasons, Jagex advises against discussion of fansties within the game or forums – and a rule specifically prohibits sharing URLs. [122] A major fanstie has criticized Jagex for not recognizing fanstie's contribution to the development of its game. [123] However, as a result of announcements made in 2009, Jagex promised to increase communication with fansties. [124] On July 28, 2014, twitch functionality was integrated into the game, allowing players to stream their gameplay or view other streams from within the game. [125] Rules and Jagex has employed rules for behavior, such as rules against offensive language, scamming, and bug abuse. [126] In order to enforce the rules, there is a feature in the game that allows a player to submit a report to Jagex if they notice that another player is breaking a rule. [127] RuneScape also uses four types of moderators: Jagex Moderators, who are Jagex employees; Local Moderators, who are employed by Jagex partners in certain territories; Player moderators, who are trusted players who enforce the rules within the game; and Forum Moderators, who are trusted players who monitor the game forums. [128] Players who repeatedly violate the rules may be temporarily or permanently prohibited from playing the game. [127] There are also rules prohibiting the use of third-party software to play the game, known as macroing or botting, and the sale of real money incomes through real trading. In an attempt to stop the cheating, Jagex made direct interactions with the client difficult, established rules against the practice,[129] and introduced random events that required the player's input to be completed. [130] In response to continued gold cultivation, Jagex issued a statement condemning real trading in which he stated that they seized billions of gold and banned thousands of accounts every week for cheating, and promised to step up their efforts to prevent real trading in the game. [131] From October 2007 to December 2007, Jagex began releasing a series of updates to limit unbalanced trades. The updates limited the value of items wagered in duels, removed player-versus-player combat from the Wilderness, made valuable player drops invisible to other players, introduced tombstones for items of dead players, instituted systems to help players with skills and share loot among groups of players, and established Grand Exchange, a sharemarket-like trading system for RuneScape merchandise. Together, these changes were designed to make it extremely difficult for real traders to distribute gold and items to players. [40] These features were restored on February 1, 2011, following a referendum among players in December 2010 on whether or not to do so. [44] [132] On October 25, 2011, Jagex released an anti-bot system[133] codenamed ClusterFlutterer, as part of a game update designed to permanently prevent reflection bots from working. The release of this was nicknamed Bot Nuke, and was estimated to have banned 98% of the accounts that were with bots, eventually resulting in 7.7 million account bans. [57] As of September 26, 2012, accounts prohibited from using bots are sent to an isolated area named Botany Bay to receive an ultimate penalty as decided by the players. [134] On September 25, 2013, Jagex introduced bonds to the game, in-game items purchased using real currency then traded with other players or exchanged for membership, RuneCoins or additional spins on on Squeal of Fortune. Bonds were introduced to allow players to exchange real currency for in-game benefits legitimately, a move described by CEO Mark Gerhard as essential to the future of RuneScape. [135] A week later, Jagex reported that the amount of coins in the game collected by gold farmers was down by 81%; real trade was down by 61 per cent and the wealth of these deals was down by 63 per cent. [136] Reception PC Gamer UK stated in December 2003, that while traditional [role-playing] hoquesting, slaying monsters and developing your character in a familiar medieval setting will not have the big boys trembling in their +2 Boots of Subscriber Gathering, this is offset by the game's availability via a web browser, compounded by a version of the game that allows free adventure players the opportunity to upgrade to a members' account, describing the game as a surprising little success. [137] The Yahoo! 2006 Buzz Log stated that, although it may not be as easy on the eyes as some other popular [MMORPGs], like World of Warcraft, City of Heroes, or EverQuest, RuneScape is still a much better way to kill time than pushing around cells in a spreadsheet. [138] A 2007 JustRPG review summarized RuneScape as a fun, addictive game, and while the graphics may not be perfect, for a game written in Java, they're not bad. The skills are varied, the community is okay, and it will eat up your time if you are not careful, giving it a score of 83%. [139] In its 2008 intellectual property profile of the game, Developmag.com stated that while Jagex's changes to limit real world trading resulted in a wave of user criticism... growth is considered to have resumed since then. In its analysis, runscape's mass-market appeal is in its simplicity and availability (both financial and technical). It has been exploited in the vast market by game players unwilling or unable to spend premium prizes on computers that can play the latest, expensive, processor-intensive games. Its core gameplay concepts are very similar to its retail-distributed RPG and MMORPG analogs [140] In August 2008, RuneScape was recognized by Guinness World Records as the world's most popular free MMORPG. Jagex received a certificate to commemorate the performance of the 2008 Leipzig Games Convention. [141] In a 2009 Eurogamer article, RuneScape's gaming community was criticized for being unfriendly to newcomers, although they have stated that the fan-forum community is more accessible. [142] An April 2011 review of MMORPG.com was free by RuneScape, which stated that for anyone looking for that old-school experience but also with lots of progression, refinement, and unique ideas, RuneScape is easy to recommend, but criticized the game's combat system and emphasis on grinding. ... the genre feels something passed click on an enemy watch two sword clunk clunk into opposing body form.... RuneScape has the grind in abundance and although this is not entirely a bad thing, it will put some players out of looking for a slightly simpler and more relaxed experience. [143] Player Reception On December 10, 2007, updates to Jagex removed free player-to-player combat and unbalanced trading to rid the game of activities involving real currency traded for virtual goods. [41] [144] The updates also affected legitimate players, resulting in many of them actively complaining about the forums. [145] Jagex issued a customer supportNews article that acknowledges the updates may not have been an idealera exchange for what was removed, requesting solitaire and promising to fix potential issues with updates in the future. [146] During the changes, the number of subscriptions decreased by 60,000. [147] No figures were given on how many of these subscriptions belonged to legitimate players and how many gold farmers. In an interview in February 2008, Jagex's head of content stated that we were really afraid that we would lose our members over this change, because other games had been in the past. But we are very, very happy to say that we have lost virtually none of our members. [148] In December 2010, a referendum was opened to decide on unbalanced deals and player-to-player battles in the wilderness.[132] ending with 1.2 million votes cast and 91% of voters in favor of the proposal.[149] and these functions were restored on February 1, 2011. [44] A second referendum was announced in February 2013 to decide whether to run a separate version of the 2007 game,[106] which ends on March 1, 2013 with nearly 450,000 votes. [150] Servers for the 2007 version were opened on February 22, 2013, when 50,000 votes were collected. [107] Revenue In 2018, it was reported that RuneScape had generated over \$1 billion in lifetime revenue since its original launch. [151] Accolades The game was awarded the Role Play award at The Independent Game Developers' Association Awards 2018. [152] References ^ Sholtz, Matthew (October 8, 2018). RuneScape Mobile members-only beta starts today. Filed from original on October 30, 2018. Retrieved October 29, 2018. Saltzman, Marc (29 July 2012). Five things you didn't know about RuneScape. USA Today. Filed from original on May 21, 2013. Retrieved July 31, 2012. ^ God Letters: Issue 16 – Guthix dispels rumors. RuneScape knowledge base. Jagex. Filed from original on July 29, 2011. 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External links Wikimedia Commons has media related to RuneScape. Official website Retrieved from 2 8RealmsDeveloper(s)JagexPublisher(s)JagexPlatform(s)BrowserReleaseClosed Beta5 May 2011Genre(s)MMORTSMode(s)Multiplayer 8realms was a Browser based empire-building massively multiplayer online real-time strategy game developed by Jagex. [1] It is the company's first internally developed MMORTS, and others published MMORTS, after War of Legends. History The 8Realms closed beta was released on May 5, 2011 as Jagex's first HTML-based game. [2] Players were given advanced access to the closed beta via email and via the game's Facebook page. Shutdown Jagex shut down 8Realms July 1, 2012, after meeting only 10% of its sales target for the game. [3] [4] Jagex CEO Mark Gerhard released a release statement on the 8Realm website[5] as follows: We have decided to withdraw 8Realms from the market on July 1 for a number of reasons, mainly among them, focusing heavily on our three priorities for this year namely to continue to grow RuneScape, develop a large Transformers MMO and the launch of another game that is currently a closely guarded secret. I know that this news will be disappointing for many of you and I would like to express my sincere thanks to all who have participated in 8Realms beta. We have really valued your feedback and strong support and to show our appreciation we will be gifting everyone who has previously purchased Gems with double the amount of WoL cash! While there is obviously still time for you to finish your current journey through the ages one last time, I would like to take this opportunity to introduce another tactical strategy game into jagex's portfolio. If you liked 8Realms then I think you'll probably love War of Legends, a strategy game based on ancient mythology where players take on the role of a Feudal Lord in charge of a kingdom. Players go on to build mighty empires, manage resources, and build armies to conquer their enemies, similar to those in 8Realms. We are in the process of allowing players to transfer their account to War of Legends and will have this completed before July 1st when 8Realms will go offline. More details on how this will work will be announced shortly. Once again thank you sincerely for your support, we hope to see you all in War of Legends soon. Gameplay A screenshot of an endgame settlement game focus on three aspects: Control, Wealth and Knowledge. There are 8 ages in 8Realms: Ancient, Classical, Feudal, Renaissance, Imperial, Industrial, Modern and Future (although the future was unreachable in the closed beta). The goal of the game is to compete with other players in the advancement of civilization, as the game is advertised as from caveman to spaceman, reminiscent of Sid Meier's Civilization. Players can advance to the next age when they reach culture and by building a one-way Culture can be gained by completing various tasks assigned by the game; or got overtime by capturing various luxuries scattered on the map or by idle population after the Louvre has been built. Task is limited to 4 task per day in the beta version and the first generation, but not in the second generation of VIP games. Resources in 8realms may become obsolete and replaced with another resource, but will not exceed more than 5 resources including gold. Resources are required and act as a limiting factor in building and researching to be developed through the ages, which can be collected through internal production from settlements or acquired from occupied tiles multiplied by custom houses. Military in 8realms requires minimal resource to build, but has a significant maintenance on resources. Military is divided into 6 general types: Melee, Ranged, Mounted, Artillery, Vehicle and Air. Each has a unique attribute and different attack priorities – for example, artillery units have top attack priority and Air units can ignore terrain. Military power is used to conquer resource or luxury tiles and will play an important role in the end game race. Unique to the browser based online strategy genre; Once a winner is declared, the contest is official and everyone will need to start over in the next round (server). Game Interface The original game had 3 tabs. The first tab alternates between the world and your settlements. In the world, the user can view and interact with settlements and garrisons of other empires, as well as barbarian-held plates that may contain resources or luxury. In settlements, the user may build or upgrade buildings, which divide into control (military buildings), wealth (resource buildings) and knowledge (support buildings) on assigned tiles that can increase by age. The next tab is the task tab, which shows ongoing tasks that must be done. The last tab is the Empire tab, which provides tables of resource incomes, lists of army garrisons and the ability to switch taxes. The first generation of the VIP game engine adds another social tab to provide a summary of statistics on cultural, civic and military progress. A store interface is also added for users to purchase micro-transactions and get different in-game bonuses. In the second generation of the VIP game, the social tab is replaced with a leaderboard, allowing the user to compare with their friends in the game. Endgame (closed beta) When a player reached 100% culture of the last age (Modern in the closed beta), the endgame phase would trigger, which was called The Race of Glory. Players had to defend their last wonder, the cold fusion reactor, for 24 hours against the rest of the server, including other players who also build their last wonders. Success was due not only to raw military power, but to policy is also also To gather allies and manipulate enemies to fight each other. When the last wonder was finished, then it would be Game Over for other players on the server with the message, Time and Tide wait for no man - and time has taken for you. In seven arduous Ages, you have grown a humble settlement into a fine and proud empire. With the completion of a wonder to enter the future age, the hour has come for your empire to join so many others in the annals of history. Closed Beta Servers Date Server Name Winning Empire Winning Player 13 July 2011 Genghis Khan Footpire Shy Ally 13 July 2011 Julius The indecisive Indy Cision 14 September 2011 Augustus Ssneah Chomh Ryan P J 25 September 2011 Alexander They Osirdeddbbb 1 December 2011 Napoleon No winner: server ended early Endgame (VIP) In VIP version, Race Of Glory the fight would still occur , similar to the beta game, but it ends the game would only be triggered at 100% of the future age. The last miracle has also been changed to nanotechnology. But the big difference is that when the last miracle was finished, the apocalypse begins with self-conscious nanobots taking over the world. The remaining player can choose between building The Ark spaceship to escape or allowing nanobots to assimilate their emperies. The winner, the fleeing and assimilated will unlock the legend, the enhanced and damned units respectively for the next round. After the game is completed, the player can review their ranking and compare the state of with other players who have participated in that round. [6] VIP Servers Date Server Name Winning Empire Winning Player 25 February 2012 Boudica Aldrnat Ryan P J 4 March 2012 Cleopatra Funland BlueStori 4 April 2012 Constantine Call Sign ChenW2 Tim May 22, 2012 Lincoln Svylrw Svly April 21, 2012 Montgomery Zord DonnySC May 7, 2012 Spartacus Threads of Time Wolves425 2 June 2012 Wallace Oudaaarns Oudaaarns Awards and Achievements In March 2012, 8Realms won the game of the month on MPOGD. [7] References ^ Rossignol, Jim. Jagex Announce 8 Spheres ,Empire Building. Rock, Paper, Shotgun. Filed from original on May 9, 2011. Retrieved May 5, 2011. ^ News: Jagex kicks off 8Realms beta - screens, video here. Computer and video games. Retrieved May 7, 2011. ^ Jagex shut down browser based 8realms. Joystiq. Filed from original on May 31, 2012. 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