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[Rift: Planes of Telara](#)

Trion World Network | <http://www.HeroesofTelara.com>

RPG | Genre:Fantasy | Status:Development (est.rel N/A) | Pub:Trion World Network

VVP:Yes | Distribution: | Retail Price:n/a | Monthly Fee:n/a

Desktop Client | System Req:

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Rift: Planes of Telara: Trion Worlds Event: Rift: Planes of Telara Preview

MMORPG.com's Bill Murphy returns from the Trion Worlds event in San Francisco and delivers his full report on Rift: Planes of Telara, formerly known as Heroes of Telara.

Previews By [William Murphy](#) on April 26, 2010

I had the pleasure to spend last Thursday evening in the company of my peers in San Francisco, being treated to a bevy of sneak previews and demos of games from Trion Worlds. No longer going by the name "Trion World Network" the company has changed their brand and logo to reflect their focus: to create and innovate in the online gaming arena. Co-founder and CEO Dr. Lars Buttler took center stage after a brief time spent scarfing down appetizers in order to introduce us to the company's new look and moniker. But the real star of the evening was undoubtedly the games, and we didn't have to wait long to find out just what Trion has been up to in the year since they last showed their hand at E3 2009.

Scott Hartsman, who gamers might recognize from the glory days of Everquest and Everquest 2, is the Chief Creative Officer of Trion's Redwood City, California studio. At last year's E3 Trion unveiled plans for their flagship MMORPG, Heroes of Telara. We were told it would be a revolutionary fantasy MMORPG with some truly unique ideas... then everything went dark. Heroes of Telara went into ninja-stealth mode and hardly a word was uttered about it in the time since. The silence was finally broken Thursday night with the unveiling of a brand new trailer, along with a brand new name.

▼ advertisement ▼



Heroes of Telara is no more. Long live Rift: Planes of Telara. Aside from being an all around (in my opinion) better and more interesting identity for the game, the new title ties thematically into the game's rather deep and involved lore. The world of Telara is experiencing a sort of dimensional phenomenon called "Rifts" which are basically portals to another dimension or plane of existence. The Rifts are causing creatures and life from other worlds to seep into and threaten Telara. It would appear that the beings from other planes aren't interested in being friends with the people of Telara.



There are two factions of belief concerning the Rifts on Telara. There are those who believe the power offered by the Rifts is sacred and to be revered through the upkeep of ancient vigils. These folks are called the Guardians: sort of your standard good guys. Then there are the Defiants. These are the more rebellious people of Telara. They see the Rifts as a gift and a potential source of power. Rather than upholding the vigil, the Defiants want nothing more than to harness the Rifts' power despite the danger inherent within them.

As you can probably guess, these Rifts are the primary characteristic of the game. Rift: Planes of Telara is very much a fantasy-themed game in the vein of Everquest, World of Warcraft, and other titles in the genre. However it's the title's art style and extremely vibrant HD graphics that will help distinguish it from the pack. The trailer we were presented with highlighted the game's stunning visuals. The artists at Trion seem to be channeling Jim Henson in the way their characters and creatures look and move. It was readily apparent from Scott's presentation that the development staff is putting a lot of effort into nailing a cohesive and original look for the game. The lighting, armor, water, and animations all looked worthy of a finished product and the game's still only in the alpha stage.

Scott gave away a few more details before stepping down for the other presenters. Trion aims to continuously evolve their storyline and the shape of the world itself through the use of the Rifts. Plot points and major social events will all be fed through these tears in the world that open up to other planes of existence. As a way to truly bring players together across the world, create factional conflict, and in general make for more than just a theme-park, the Rifts will be the developer's way of keeping the game alive and fresh each day.



For the time being we know of at least two different planes which will seek to move in on Telara through the Rifts. The Plane of Death is much like it sounds: a dark horrific existence. Meanwhile the Plane of the Life represents a more primal and naturalistic world filled with creatures that are akin to plants. Scott promised there were many more planes to be revealed, but that for now these two are the ones they're prepared to share. Really the possibilities of the Rift system are endless and only limited by the art department's imagination, so it will be interesting to see what else the team can come up with before the proposed 2011 launch.

Hartsman also briefly talked about the class system in place. At E3 last year, it was revealed that the game was targeting the ability for players to switch classes on the fly in-game and level each class independently on the same character. It wasn't clear whether that early design decision was still in place, but Scott and the other developers at the demo kiosks assured us that we'd know more about their class system in time and that we wouldn't be disappointed.



What Scott did reveal was that each character's life in Telara essentially begins with their death. Each player is thereafter referred to as an "Ascended Soul". We didn't get to see how this comes about, but one can assume it's handled during the tutorial stages of the game and serves as a handy way of dealing with death and resurrection from a lore perspective. Perhaps as an allusion to the game's class system, Scott also mentioned that during their adventures players will encounter, take on, and take into themselves the souls of other heroes. Whether this means that a sort of multi-classing is still in place remains to be seen, but it certainly sounds as if the designers have a few tricks up their sleeves.

All said and done, Rift: Planes of Telara came out looking like a bold new take on a familiar game style. The Rifts themselves, dynamically spawning social events that can happen any time in the game world are potentially a very exciting way to bring players together and give them common goals or even something to fight over given the game's competing factions. After the presentation we had the chance to demo the game with the developers and came away with a good grasp on what the title's all about. Check back later for our demo coverage of Rift: Planes of Telara.

Article By: [William Murphy](#)
Created On: April 26, 2010

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[bronecar](#) writes:

This is awesome! I was so looking forward to hearing some news about this game. The concept art looks very promising 😊

[New Post Quote](#)
4/26/10 12:17:04 PM

[neonwire](#) writes:

Originally posted by bronecar

This is awesome! I was so looking forward to hearing some news about this game. The concept art looks very promising 😊

I second that! The more I see and hear about this game the more excited I get. That's a rare thing for me where mmos are concerned. For years I have been seeing one boring badly designed game after another come out, to the point where I have pretty much given up on the genre. Trion might actually be the company that gets me back into playing mmos.

Its the dynamic content aspect that has me interested the most. I'm so sick of these dumb mmos with their rigid stories that encourage players to ignore

each other and play the game like a single player game. Storylines should not be rigid and they should not be the same for every single player. That works fine for single player games but for online multiplayer games its ridiculous. Trion seems to be trying to get away from that by giving players reasons to interact with each other and influence the world they inhabit. That afterall should be the whole point of a massively multiplayer game.

The only thing I dislike the look of is the way that players will be able to switch classes on the fly. That sounds a bit daft to me but I will wait and see I suppose. It might work out fine in practice.

[New Post Quote](#)

4/26/10 12:37:46 PM

[ProtoClone](#) writes:

Wow, I know there was already a game similar to this called "Rifts" published by Palladium Publications...Well actually it is a pencil and paper RPG but the theme is very much the same as "Rifts: PoT"...**Originality: FAIL.**

[New Post Quote](#)

4/26/10 12:50:54 PM

[x3r0h](#) writes:

While i didn't thoroughly read the article....I have a question:

Is Heroes of Telara changed in terms of what the game was going to be, or is this just a name change? I was looking forward to Heroe of Telara...

[New Post Quote](#)

4/26/10 12:51:55 PM

[elocke](#) writes:

Sounds good. Sounds like some innovation for the first time in a long while, lets hope it pans out. I've watching this one since they announced it and I'm thinking it could be the "sleeper" hit of the year(whichever year it comes out in, heheh)

[New Post Quote](#)

4/26/10 12:55:59 PM

[lagerchobg](#) writes:

Actually i was looking forward for this game but when i saw the trailer it reminded me for Aion: The tower of eternity. The expectations were great but at the end it turned to be nothing but a grind fest. Both trailers seem very similiar. Just my opinion nothing more.

[New Post Quote](#)

4/26/10 1:00:48 PM

[neo6](#) writes:

gamne looks freaking awesome, is there any eta? is it 2010?

[New Post Quote](#)

4/26/10 1:20:34 PM

[LYRapture](#) writes:

Originally posted by neo6

gamne looks freaking awesome, is there any eta? is it 2010?

Says they are aiming for a 2011 release. The game looks promising.. hopefully it turns out to be good.

[New Post Quote](#)

4/26/10 1:23:04 PM

[Kenaoshi](#) writes:

hmm not so "refreshing" info for me yet, and by the time it comes out it will have mr Tera, FFIV, Cataclysm, SW:TOR... to fight a tiny spot for.Well let's see.

[New Post Quote](#)

4/26/10 1:51:34 PM

[Synthetick](#) writes:

Completely psyched for the game since it was announced. Been waiting for some information for a while.

I'm not sure if it's just a name change or a complete re-work of the game like Tabula Rasa did, but if it's the same game as Heroes of Telara was intended to be, this game sounds so amazing.

Those of you who say no "refreshing" info on it yet should read more about the actual game on information posted up. Very, very promising title.

[New Post Quote](#)

4/26/10 1:58:47 PM

[VaultFairy](#) writes:

Looks very interesting. I'll have to keep my eye on this.

[New Post Quote](#)

4/26/10 2:07:35 PM

[LordDrakon](#) writes:

Originally posted by ProtoClone

Wow, I know there was already a game similar to this called "Rifts" published by Palladium Publications...Well actually it is a pencil and paper RPG but the theme is very much the same as "Rifts: PoT"...Originality: FAIL.

Ummm...I'm very familiar with Siembieda's *Rifts* and, apart from dimensional portals, there's no similarity here at all. Are you seriously suggesting that Heroes of Telara is somehow copied from Palladium's PnP game? It should be noted that the concept of an invasion through dimensional rifts didn't start with Palladium. Ever hear of Planescape? The works of Michael Moorcock? Magic the Gathering?

"FAIL" is making a wild statement like you did with absolutely nothing to back it up. Go do some research (no, I won't "google" that for you) and come back and try to tell us how the two games are anything alike. I'll be right here in my Glitter Boy mecha until you come back.

[New Post Quote](#)

4/26/10 2:11:42 PM

[Fdzaigl](#) writes:

Sounds interesting, I'm a little bit tired of fantasy style games though, but I'll be waiting to see how this shapes up.

The 'ressurrecting into another identity' thing could be used for interesting game mechanics imo, if they dare do it.

[New Post Quote](#)

4/26/10 2:13:20 PM

[Cacaphony](#) writes:

This game looks like yet another WOW clone. Even though I've never played it, I will still slam it and judge it as such. No originality, nothing special. Its going to suck and you are wrong if you have an opinion that states otherwise!

disclaimer

The above is intended as a joke (sorry if you left your sense of humor at the door). I made it cause I was bored. Do not take it seriously LOL.

Anyway... It does look kinda cool. :)

[New Post Quote](#)

4/26/10 2:17:36 PM

[crainey92](#) writes:

Well judging from this information alone this game looks to be very promising, the lore and visuals are outstanding however how many times before have we seen this?. As a fan of the MMORPG genre one learns to not get over excited over new games, as you all probably know very often games like this (Aion, Warhammer etc etc) come along and get you all hyped up then when they come out there a complete disaster (Aion was a complete grindfest and in my opinion a disaster whereas Warhammer was a little better in that it offered a lot of enjoyment but eventually I got pissed off by the lack of effort the developers put into the classes, they were all the fucking same?).

So early signs of this game are very promising indeed, it seems to have the kind of world event system that brings players together that I love in MMO's, similar to Warhammer. By this I mean that you events such as battles etc exist in the world and everybody can play together, another thing I liked about Warhammer was the ability to easily and quickly jump into a group to participate in these events.

I'll definitely keep a close eye on this game and hopefully some day in the future I will get the opportunity to test the game in beta, crossed fingers this one turns out as good as it looks. Now back to Bad Company 2! Crainey OUT!

[New Post Quote](#)

4/26/10 2:27:56 PM

[Anciegher](#) writes:

This finally sounds like the next gen game we have all been waiting for!! HOOORAAAYYYY!!!! I cannot wait to play it! :D

[New Post Quote](#)

4/26/10 2:29:25 PM

[Khalathwyr](#) writes:

It'll be interesting to see if they do actually use this Rifts system to introduce truly dynamic content in a way I mentioned in one of my blogs. Or if it'll just be a standard "Invasion of Group A" in January and "Invasion of group B" in February. The system has a lot of potential if used creatively to make the game unique in a large aspect.

[New Post Quote](#)

4/26/10 2:30:40 PM

[bereggar](#) writes:

What I hope they have interesting enemies and no more fighting bunnies and wolves. I'm playing runes of magic atm and just can't get into game where I've to beat regular wolves, spiders, beetles and... ugh... mushrooms. I'm also hoping for tiered monsters so we won't be constantly outleveling missions and enemies! I think scaling monsters is pretty much a necessity if they plan to allow all levels to enjoy these potentially "game wide" changes. Otherwise this content is going to be end-game heavy soon while potential new players get left behind.

Seeing how the graphics are promising. I'm also hoping for a lot of character customisation as that's one of the things I enjoy doing. So rather than keep changing your equipment with every new item I'm hoping you can keep the looks while changing stats for the item (essentially taking stats of another item and putting them into the ones you wear). Plenty of sliders too!

There are quite a few things I look at when evaluating a new MMO. All things below are important to me:

- dynamic missions and zones (!!!) and subgoal driven quests
- high level of character customisability (looks, powers, items)
- great ambience so monsters are not just standing around in groups and waiting to get slaughtered or wandering around aimlessly - bonus if there are scripted "story" cutscenes
- interesting enemies to fight (both looks and strategically) from the very beginning
- character progression both visually and in actual power (so no endless chain of same powers with only difference being names)
- real exploration rewards, housing, collections, tradeskills, roleplaying tools... these are also all important for me as is all kinds of fluff that makes you say "wow" be it simply wings for a character or special effect or class specific emote or what not.

I'm a vocal supporter of tiered gameplay where the sense of growing power comes through tiers. Levels merely give you more abilities and points and fall within three or four tiers. Enemies and quests are tiered but not level bound, so as long as you fight and quest within tier your level doesn't matter. When you move from one tier to another there is significant boost in both visuals and power, and enemies you face change from lowly grunts to mighty dragons, so you won't be fighting spiders at level 1 and spiders at level 60. Saves developers the headache of having quest for every level and players from outleveling items, quest and enemies constantly.

Anyhow. I'm not really expecting Rifts will fill all these needs but dynamic environment goes a long way providing they can actually pull it off.

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4/26/10 2:35:22 PM

[jotull](#) writes:

Looked nice until I saw it was forced Gank

Pass.

[New Post Quote](#)

4/26/10 2:51:53 PM

[neonwire](#) writes:

Originally posted by jotull

Looked nice until I saw it was forced Gank

Pass.

What does that even mean? lol

[New Post Quote](#)

4/26/10 3:01:35 PM

[jotull](#) writes:

Originally posted by neonwire

Originally posted by jotull

Looked nice until I saw it was forced Gank

Pass.

What does that even mean? lol

Forced PVP dude.

[New Post Quote](#)

4/26/10 3:04:43 PM

Yamota writes:

All I can say about those screenshots is WOW! 🙄 (and no, I am not talking about Blizzards flagship).

Easily the best looking MMO gfx I have seen so far.

And the game play doesnt sound too bad. Factional warfare and dynamic rifts? Could be a marketing stunt and be nothing more than an Aion rip-off but I hope not. The genre desperately needs something new and innovative.

[New Post Quote](#)

4/26/10 3:11:01 PM

Yamota writes:

Originally posted by jotull

Originally posted by neonwire

Originally posted by jotull

Looked nice until I saw it was forced Gank

Pass.

What does that even mean? lol

Forced PVP dude.

OMG, an online computer game where you are "forced" to play against other people. 🙄

[New Post Quote](#)

4/26/10 3:13:20 PM

neonwire writes:

Originally posted by beregar

I'm also hoping for tiered monsters so we won't be constantly outleveling missions and enemies! I think scaling monsters is pretty much a necessity if they plan to allow all levels to enjoy these potentially "game wide" changes. Otherwise this content is going to be end-game heavy soon while potential new players get left behind.

I'm not sure if this is relevant but in a previous article about this game (sorry cant be bothered to find it), an example of one of their dynamic encounters is described. A horde of imps and demons invade a town and players of all level ranges can contribute to saving it. Some of those demons will be too tough for lower level players to tackle but they can still help other players to take them down or assist in other ways, such as by taking on the smaller creatures and perhaps helping to put fires out.

This event isnt just constantly happening over and over again like in the PQ's in WAR and its not a static "simulation" of a town being invaded where the players involvement is irrelevant like in pretty much all other mmos. This situation can apparently get triggered as the result of some other situation. Also unlike in other mmos that have rigid stories, this event can have different outcomes. The town might get destroyed and not be rebuilt for weeks....or it might get saved and the towns folk will be most grateful. Different quests then become available as the world has changed because of the players efforts.

This kind of gameplay in mmos is long over due. I just hope it actually turns out to be as they say it will be because if it does then it will highlight how inferior all the previous mmos are and will set a new benchmark for the future mmos.

[New Post Quote](#)

4/26/10 3:18:48 PM

Boldman58 writes:

I can beleive that some of the developers worked on Everquest. I say that because it sounds similar to the Planes of Power from Everquest. Each Plane

was a different environment. You reached the planes through fixed Portals in the Plane of Knowledge. So what makes it new?

Dalonely

[New Post Quote](#)

4/26/10 3:25:25 PM

neonwire writes:

Originally posted by jotull

Originally posted by neonwire

Originally posted by jotull

Looked nice until I saw it was forced Gank

Pass.

What does that even mean? lol

Forced PVP dude.

Well thats just stupid. You're going to avoid an ONLINE game in which you PLAY WITH OTHER PEOPLE because it allows your actions to effect others? Oh well there will always be plenty of online single player games with built in co-op features in which you can read a rigid unchangeable story like a book while watching others all around doing the same. I much prefer the idea of playing a REAL mmo myself but each to their own.

[New Post Quote](#)

4/26/10 3:26:43 PM

neonwire writes:

Originally posted by Yamota

Originally posted by jotull

Originally posted by neonwire


Originally posted by jotull

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Pass.

What does that even mean? lol

Forced PVP dude.

OMG, an online computer game where you are "forced" to play against other people. 

Yeah I know its shocking isnt it! On online game where you dont just play against the computer?! Waaagghh!!! The world must have gone mad!!!!

[New Post Quote](#)

4/26/10 3:28:50 PM

neonwire writes:

Originally posted by neonwire

Originally posted by jotull

Originally posted by neonwire

Originally posted by jotull

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REAL mmo myself but each to their own.

Mind you I dont actually remember ever reading anything about pvp in this game. Was it in one of their articles somewhere? I must have missed it. I thought this game was all about repelling creatures from rifts and working with others to change the game world and cause events to unfold.

[New Post Quote](#)

4/26/10 3:34:15 PM

[neonwire](#) writes:

Originally posted by neonwire

Originally posted by neonwire

Originally posted by jotull

Originally posted by neonwire

Originally posted by jotull

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Mind you I dont actually remember ever reading anything about pvp in this game. Was it in one of their articles somewhere? I must have missed it. I thought this game was all about repelling creatures from rifts and working with others to change the game world and cause events to unfold.

Ah the factional warfare. Got it. Silly me. Something else to look forward to then. People that dont like competing with others can probably avoid it though.

[New Post Quote](#)

4/26/10 3:39:23 PM

[Noother10](#) writes:

I found Heroes of Telara a long while ago then like said they went quiet. I was interested in what it could be, and now I'm thinking it could be a fun game. I'm currently sick and tired of forced classes, no unique character builds, static worlds where everyone does the same thing. Having dynamically spawning tears that can be turned ot rifts that will hopefully pump out some random baddies that escalate requiring help from more and more people does seem quite epic. Hopefully they do some events that could be truely epic requiring a good chunk of the server population.

I'm really looking forward to this as long as I don't become distracted playing one of the other good looking MMOs coming out this year.

[New Post Quote](#)

4/26/10 3:46:11 PM

[elocke](#) writes:

Forced pvp, while not my favorite choice, isn't a gamebreaker for me. Full loot pvp is. Hopefully they DO NOT make it full loot.

[New Post Quote](#)

4/26/10 3:46:34 PM

[Kuatosune](#) writes:

Looks very interesting, will be watching this one.

[New Post Quote](#)

4/26/10 3:59:12 PM

[ProtoClone](#) writes:

Originally posted by LordDraekon

Originally posted by ProtoClone

Wow, I know there was already a game similar to this called "Rifts" published by Palladium Publications...Well actually it is a pencil and paper RPG but the theme is very much the same as "Rifts: PoT"...Originality: FAIL.

Ummm....I'm very familiar with Siembieda's *Rifts* and, apart from dimensional portals, there's no similarity here at all. Are you seriously suggesting that Heroes of Telara is somehow copied from Palladium's PnP game? It should be noted that the concept of an invasion through dimensional rifts didn't start with Palladium. Ever hear of Planescape? The works of Michael Moorcock? Magic the Gathering?

"FAIL" is making a wild statement like you did with absolutely nothing to back it up. Go do some research (no, I won't "google" that for you) and come back and try to tell us how the two games are anything alike. I'll be right here in my Glitter Boy mecha until you come back.

Just calling it like I see it. Basically if you removed the world of Telara and replaced with Earth I would say it was a game based on the Palladium setting. The similarities are just too close to say otherwise. Like I said, fail.

[New Post Quote](#)
4/26/10 4:01:17 PM

[Raivee](#) writes:

There is no forced PVP. Not sure who came up with this one.

[New Post Quote](#)
4/26/10 4:34:04 PM

[neonwire](#) writes:

Originally posted by Raivee

There is no forced PVP. Not sure who came up with this one.

Jotull started that one off with his knee-jerk reaction to anything that even remotely hints at players effecting each other in an online game. I can only assume he was deeply scarred in a pvp battle from one of the many badly designed mmos currently available. This sort of thing happens all the time on these forums. I read through the article and the closest thing I can find to pvp is this.....

The Rifts themselves, dynamically spawning social events that can happen any time in the game world are potentially a very exciting way to bring players together and give them common goals or even something to fight over given the game's competing factions

It doesn't directly mention pvp at all so how that translates into "forced pvp" is anyone's guess. It does however refer to factions that compete with each other. That could of course involve players fighting against each other.....or it could also involve players trying to effect the outcome of a particular event in different ways by reacting to situations differently. An example of non pvp factional conflict might be that one faction is doing quests to keep a portal open that is allowing demons through while the other faction is doing quests to close it.

There was some other article that mentions how players can choose how they react to different situations, effectively casting themselves as good or evil characters. This is great because the ability to make decisions in an mmo allows the ability to roleplay.....and I mean really roleplay with actions and watch the results of those actions unfold in the game. Currently there are very few mmos that allow anything close to this. The vast majority of them are just stories and the players can't choose or do anything. If people want to roleplay in those mmos then they have to resort to "pretend roleplay" by typing stories into the chat channel which is shit in my opinion. It's like reading a book or watching a film while pretending that you're doing something else.

[New Post Quote](#)
4/26/10 4:59:12 PM

[Amathe](#) writes:

Nicely done article. And another game for me to follow. :)

[New Post Quote](#)
4/26/10 5:31:45 PM

[lethys](#) writes:

I hope it's more unique than other recent releases. I want to put my time into a game but every time I try to play one I feel like I've done this before. I am hoping this sets itself from the pack in some good way.

[New Post Quote](#)
4/26/10 6:41:45 PM

[maji](#) writes:

I don't know... the graphics and sound look nice, although not breathtaking. The story is... meh. Portals appear and elementals attack a world. Pretty generic story imho. There are hundreds of stories around portals suddenly appearing with attackers pouring out. Also, the rifts sound pretty much like public quests from WAR. A rift pops up, you got to kill some enemies or another minor objective, and if you succeed the rift closes and you get your rewards depending on how long or how well you participated. Is it anything different than public quests? I mean they were fun (when people were around

to do them), but taking a feature from another game and calling it the main theme of your own one is odd. And elements of earth water fire air life and death... well, seen that. Also, the thing about "absorbing souls near rifts" or something sounds like gaining reputation or tokens, and I hope that won't result in a heavy grind. "I need to rift only for another 200 hours to get the special rift-mount" or something like that.

But maybe it ain't bad, too early to say. Maybe they come up with interesting skills and zones and profession and what not, too early to say.

If I'd had to rate my interest in the game between 1 (not at all) and 10 (I scout the internet for hours, trying to find more information and would kill for a beta spot), I'd give it something a 4 I guess.

[New Post Quote](#)

4/26/10 6:49:18 PM

Alberel writes:

Nice to see that some western developers have FINALLY seen the benefits to playing all classes on one character (ala. FFXI) assuming that's still in place.

Whilst the graphics look nice though, I haven't heard anything at all unique about this game yet... need more info before I can really say what I think of it.

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4/26/10 6:50:26 PM

helot writes:

Trailer and Fan Youtube Video here(will look better when it switches over to 720p)

<http://www.youtube.com/watch?v=gTKuzlTKwic>

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4/26/10 7:14:13 PM

Thamoris writes:

Originally posted by neomwire

Originally posted by beregar

I'm also hoping for tiered monsters so we won't be constantly outleveling missions and enemies! I think scaling monsters is pretty much a necessity if they plan to allow all levels to enjoy these potentially "game wde" changes. Otherwise this content is going to be end-game heavy soon while potential new players get left behind.

I'm not sure if this is relevant but in a previous article about this game (sorry cant be bothered to find it), an example of one of their dynamic encounters is described. A horde of imps and demons invade a town and players of all level ranges can contribute to saving it. Some of those demons will be too tough for lower level players to tackle but they can still help other players to take them down or assist in other ways, such as by taking on the smaller creatures and perhaps helping to put fires out.

This event isnt just constantly happening over and over again like in the PQ's in WAR and its not a static "simulation" of a town being invaded where the players involvement is irrelevant like in pretty much all other mmos. This situation can apparently get triggered as the result of some other situation. Also unlike in other mmos that have rigid stories, this event can have different outcomes. The town might get destroyed and not be rebuilt for weeks.....or it might get saved and the towns folk will be most grateful. Different quests then become available as the world has changed because of the players efforts.

This kind of gameplay in mmos is long over due. I just hope it actually turns out to be as they say it will be because if it does then it will highlight how inferior all the previous mmos are and will set a new benchmark for the future mmos.

I too would like to see some dynamic content.

This wouldn't be the first game to try it however.

Horizons (now known as Istaria) was the first....perhaps Ryzom too. I experienced in Horizons though. For example it took a server's worth of people, working together, to free two playable races. Some folks guarded against mobs while crafters would go in and apply materials to say a collapsed cave. After a few weeks and a rediculous amount of materials a new playable race was unlocked. Horizons also did this to a new town...similar thing only we had to rebuild some alters that would clear away the blight in which the undead lived in. good times

I would greatly like to see the return of some gameplay similar to this!

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4/26/10 7:48:12 PM

helot writes:

<http://www.youtube.com/watch?v=gTKuzlTKwic>

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4/26/10 7:58:19 PM

girlgeek writes:

Wow...the "rifts" part of the concept...things "breaking through" into the player realm...sounds an AWFULLY lot like some of Ragnar Tournquist's The Secret World..... O.o

Love the idea. Have a feeling these two games will be the scary gritty (TSW) and colorful fantasy (RIFTS) versions of something a bit....similar in some ways. I guess we'll have to wait and see though.

At least now I have TWO games on my radar. :) That's cool! =D Will be interesting.

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4/26/10 9:05:03 PM

[wh0astar](#) writes:

Totally stoked for this game. Hope we don't have to wait a long time though.

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4/26/10 10:18:11 PM

[ForceQuit](#) writes:

Been following this game since day 1 and I'm a little disappointed to see that some of the original concepts have not (yet) been confirmed to be in the game since the remake like: Class Loot Cards, Other forms of dynamic content, and the ability to play and level up all classes on one character. Hopefully they will still be a part of this game.

In my view, although I love the art style and direction, that alone will not be enough. This game will make or break on its promise of real, true, dynamic content. That would indeed be revolutionary (and much needed) for the mmorpg genre if executed to the promise of its potential.

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4/26/10 10:28:22 PM

[Song7](#) writes:

Originally posted by ProtoClone

Wow, I know there was already a game similar to this called "Rifts" published by Palladium Publications...Well actually it is a pencil and paper RPG but the theme is very much the same as "Rifts: PoT"...Originality: FAIL.

At this point in time it will be impossible to find any creative piece of work that doesn't share some similarities with another piece of work. And the fact that you pointed out that this game has something in common with another game has also been done before too. So by using your logic You: FAIL.

Just calling it as I see it.

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4/26/10 10:28:40 PM

[acidworm](#) writes:

New trailer is pretty rad.

P.S. - HoT sounded better. /shrug

[New Post Quote](#)

4/26/10 10:33:48 PM

[yesavius](#) writes:

Great. They have got PvP in my PvE. Again.

Here comes the asshat community. Again.

[New Post Quote](#)

4/27/10 4:52:25 AM

[dmcg](#) writes:

it's got my attention , any idea of when the beta is ?

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4/27/10 5:03:47 AM

Thamoris writes:

Originally posted by Song7

Originally posted by ProtoClone

Wow, I know there was already a game similar to this called "Rifts" published by Palladium Publications...Well actually it is a pencil and paper RPG but the theme is very much the same as "Rifts: PoT"...Originality: FAIL.

At this point in time it will be impossible to find any creative piece of work that doesn't share some similarities with another piece of work. And the fact that you pointed out that this game has something in common with another game has also been done before too. So by using your logic You: FAIL.

Just calling it as I see it.

I tire of people who keep saying they want something original. What else can be done? Short of virtual reality, everything has been done at one point or another.

Do these same people say " I can't find a car to buy because they are all the same, they all have 4 tires, a motor, seats, radio and such...booooring..I won't be fooled by the great looks and performance!! ...I want something original !!"...good grief.

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4/27/10 6:32:48 AM

Digna writes:

Most people go looking for a car when the car is ready to be bought i.e. on the lot and ready for sale. Not pre-ordering and agonizing over next years models.

my first thought was Aion meets AoC (AoC from the screenshot of the warrior in armor). All sum total, this will be one (or several) to watch. Curiosity killed the cat and we'll see how this one pans out. I am certainly hoping that at least ONE of the new titles over the next 12 months is something I can sink my teeth into and stay with for a couple of years.

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4/27/10 6:44:43 AM

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