



Guild Wars Hero Guide

An Online Games Your Way Guide

by

Online Gamer Richie

<http://www.online-games-your-way.com>

Before we get started a few quick things.

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Online Games Your Way Quote's

“Everyone Was a Newbie at Some Time”

“Being a Jerk doesn't mean your leet, just means your a Jerk”

About the Author



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by Richie 2008

Hello I'm known as Online Gamer Richie.

I've been playing Guild wars for over four years and gaming in General for as long as I can remember, and have accomplished many things. At the moment I stand at 50 points in my Hall of monuments and plan on getting GWAMM (1 title away on that).

I'm also the creator of www.online-games-your-way.com. I have played many games including: Guild Wars, World of Warcraft, Lord the Rings Online, Dark Ages of Camelot, Everquest, and many others.

I created this guide to help new and old players alike understand heroes just a little bit more than they did.

I hope you enjoy the guide.

Thank you and
As Always
Play The Game Your Way
Laterz

Basics Of Heroes

As you Play through the game you'll have chances to recruit heroes (non-player characters) who play along side you in the game. Completing specific quests will allow you to have access to these heroes.

Heroes join your party as part of quests, as rewards, or bought (Mercenary's). Your toon may have multiple Heroes, and you can add a Hero to your party whenever you're in a town or outpost.

A Hero's level is not dependent on the location you add it to the party (like Henchmen). Instead a hero gains experience and levels, just as your character does. By defeating mobs, finishing quests, doing missions, etc.

A Hero can never have a higher level than your toon that is using it unless it was received at the higher level. If a Hero is lower level than the player who controls it, the Hero then gains experience (XP) at a accelerated rate (approx 5X).

Hero's actions are controlled by the actions of the player who add it to the party. Heroes will take a share of gold and loot when defeating enemies.

Players can upgrade there Heroes' weapon's, and off hand items. A Hero's armor improves automatically each time that Hero levels up.

A Hero starts with a default set of skills, you can change these skills when in a town or outpost. You can also change the Hero's secondary profession while in a town or outpost as well.

Once you have received a hero there are 2 things you will notice you have no control over, The name of the character and the primary profession.

Hero Commands

Controlling Heroes

Once you leave town with a Hero in your party, you can direct where that Hero travels using your Compass.

Under your Compass, you will see a set of four flags. The first flag you see will send all heroes you control, to a location that you choose. The next 3 flags have 1, 2, and 3 on them, what these flags do is move the selected hero in the party (that you control) with that number by there name to a selected location.

How to Select a Location

Selecting a location or flagging is a simple process. First click on a flag to either move the party or individual Hero's to the location you want. Then on the main screen, the compass, or on the mission map click on the location that you want the selected hero's to move too.

Thats it, once the area is selected the hero's will start to move to that location.

Once a location is set you will either have to flag them in a new location or

use the red circle with a X in it to un-flag them. By unflagging the heroes will return to where you are.

A quick note here if you do not un-flag hero's they will stay in that spot till you do un-flag this can become a problem if you run off and forget and engage in a fight with out them.

Forming a Party with Heroes

After you have received a Hero from quest or as part of a story line, you have the option of adding that Hero to your party whenever you're in a town or outpost. If you have room in your party, you can add up to eight Heroes you've received.

To add a hero to your party look for the words ***Add a Hero*** on a drop-down menu in the Party panel, and then scroll down to the name of the Hero you want to add. You can also use the Search button on the panel to open a a box with several tabs in it. Go to the Heroes tab and search for the hero's you wish to add to your group from there.

To kick hero's you can use the search button locate the hero in your party and then click kick for each one u want to kick from the party, or from the party panel you can kick them from there by selecting them and clicking on click. If you don't want to use any of them just click leave. Be careful of this if you have any players in the group it will kick them as well.

Skills and Attribute

Press "K" to open your Skills and Attributes tab. You can use this tab to adjust

the skills and attributes of your Heroes. Just select the character or Hero you want to adjust on the top of the panel.

Attributes are on the top half of the box, along with a display of unused attribute points. Next to each attribute, are arrows for increasing and decreasing the number of points spent on that attribute. While you're in a town or outpost, you can increase or decrease the number of attribute points spent one each one. While in a explorable area, you can increase attributes, but you cannot decrease them.

The bottom half of the tab shows a skill list. You choose skills by dragging them from the skill list to a skill bar at the bottom of the Skills and Attributes tab. You can only alter your skills while in a town or outpost.

Heroes begins with a set of skills. By using the Skills and Attribute tab, you can change the skills whenever you're in a town or outpost. A drop-down menu near the top of the tab allows you to change the secondary profession of that Hero.

When you choose a secondary profession for a Hero, you may want to change that Hero's skills to include skills from the secondary profession you've chosen. You can save builds by creating a template.

Templates

The Template button is a blue floppy-disk looking icon in the upper-right corner of the Skills and Attributes tab. Once you click on it, you will see three choices on a drop-down menu: Load from Template, Save to Template,

Manage Templates and Template Code

- ***Save to Template:*** Allows you to save a build (set of skills and the attributes you want) to your computer.
- ***Load from Template:*** This allows you to upload a build from your computer to the game that you have saved.
- ***Manage Templates:*** Allows you can rename, delete, and move files.
- ***Template Code:*** This allows you to use a code to get a build (set of skills) from another player without having to transfer files from computer to computer.

Hero Control

Hero Control panel

This is a panel that you use in the explorable areas to change that Hero's combat mode.

Combat Modes

Each Hero can have one of three combat modes. Each one corresponds to a different icon.



Attack

Attacks anything that is aggressive to the Party.



Guard

Attacks anything that attacks party, if flagged will not leave the flagged area.

**Passive**

Does not fight, will not use damage skills. Will use helpful skills such as Heals.

**Target**

Focus this Hero on a single mob till it is dead or out of range.

Hero Control Elements:

A numbered button to the left side of the Hero's name in your Party panel opens (or closes) the panel. You can move the panel by dragging it to change its location on your screen.



Hero Control panel elements:

- The top left of the panel shows the name and picture.
- The top-middle of the panel shows the Health and Energy bars.
- The top-right corner has icons for selecting from your three choices of combat modes.
- The bottom of the panel shows a skill bar.
- Your Hero's AI decides when skills are used, but you can force the skill use by clicking on a skill on the Hero's skill bar. This prioritize that skill. The Hero will not use any other skills until successfully using that skill.
- Directly under the panel, you can see the Hero's Morale Boost, Death Penalty, Conditions, Hexes, or buffs if there are any that character.

- When you call a target (hold down Ctrl and click on the target), all of your Heroes attack it unless set to passive.

Hero Inventory

The truth to this is they really do not have a inventory, when you look at the inventory you are looking at your bags.

The top part of the Inventory panel shows a paper doll showing your Hero, along with the weapon, armor, and off hand item your Hero is carrying.

At the top of the Inventory panel you can change the character or Hero shown. After you have selected the Hero, you can move a weapon or off hand item from your shared inventory to that Hero or remove them.

Hero Armor

You cannot remove armor off Heroes. There armor level improves as the character gains levels. Certain quests may change the appearance of a Hero's armor. You can use Runes to alter a Hero's armor, but you cannot use Dyes to alter its appearance.

Duplicate Heroes

More than one player with a hero in a party can control a copy of a Hero. One character is the original version of that character; the other one is a copy. The

copy uses a generic name instead of the hero's normal name.

Recruiting Heroes

There are a few ways to get heroes, Quests, Completing Missions, and Following the Storyline in Nightfall. The easiest way to get hero's is to start a character in the Nightfall campaign, this however requires that these hero's level up with you. If you start in another campaign some hero's will begin at level 20 if you travel to where they are such as nightfall for the first few Hero's, or to Borel Station.

Getting your Hero's

Nightfall Hero's and Requirements

Koss:

Complete the primary quest Into Chahbek Village, which is obtained from Kormir.

Characters of other campaigns unlock Koss during the primary quest Battle Preparations, obtained from Seamarshal Bendro.

Goren:

Complete the quest Brains or Brawn by selecting Norgu, then complete Goren's Stuff: Part 1.

Any character that selects Goren for Brains or Brawn must instead complete the Nightfall campaign by finishing the Abaddon's Gate mission, then accept and complete the quest Gain Goren, given by Goren in the Throne of Secrets.

Acolyte Jin:

Complete the quest Student Jin. This quest is mutually exclusive with Student Sousuke, which leads to the recruitment of Acolyte Sousuke, and both are offered by Field General Hayao immediately after completing Zaishen Elite. Accepting Student Jin on a character will prevent that character from recruiting Acolyte Sousuke until the character completes the Nightfall campaign.

Any character that accepts Student Sousuke must instead complete the Nightfall campaign by finishing the Abaddon's Gate mission, then accept and complete the quest Gain Jin given by Acolyte Jin in the Throne of Secrets.

Margrid the Sly:

Complete the primary quest For a Price and its follow-up, No Me, No Kormir. For a Price is mutually exclusive with Secrets in the Shadow, which leads to the recruitment of Master of Whispers, and both are offered immediately after completing Mysterious Message. Accepting For a Price on a character will prevent that character from recruiting Master of Whispers until the character completes the Nightfall campaign.

Any character that accepts Secrets in the Shadow must instead complete the Nightfall campaign by finishing the Abaddon's Gate mission, then accept and complete the quest Gain Margrid, given by Margrid the Sly in the Throne of Secrets.

Dunkoro:

Complete the primary quest Leaving a Legacy, which is obtained from First Spear Dehvad.

Characters of other campaigns unlock Dunkoro during the primary quest Battle Preparations, obtained from Seamarshal Bendro.

Tahlkora:

Complete the primary quest Big News, Small Package, which is obtained from Castellan Puuba.

Characters of other campaigns unlock Tahlkora during the primary quest Battle Preparations, obtained from Seamarshal Bendro.

Master of Whispers:

Complete the primary quest Secrets in the Shadow and its follow-up, To Kill a Demon. Secrets in the Shadow is mutually exclusive with For a Price, which leads to the recruitment of Margrid the Sly, and both are offered immediately after completing Mysterious Message.

Any character that accepts For a Price must instead complete the Nightfall campaign by finishing the Abaddon's Gate mission, then accept and complete the quest Gain Master of Whispers, given by Master of Whispers in the Throne of Secrets.

Olias:

Complete the quest All for One and One for Justice, which can be obtained from Dinja in the Consulate Docks. Your account must be able to access both the Prophecies and Nightfall campaigns.

He can still be unlocked for accounts without access to Prophecies, but only for PvP, by spending faction points.

- Also requires Prophecies

Norgu:

Complete the quest Brains or Brawn by selecting Goren, then complete The Role of a Lifetime.

Any character that selects Norgu for Brains or Brawn must instead complete the Nightfall campaign by finishing the Abaddon's Gate mission, then accept and complete the quest Gain Norgu, given by Norgu in the Throne of Secrets.

Acolyte Sousuke:

Complete the quest Student Sousuke. This quest is mutually exclusive with Student Jin, which leads to the recruitment of Acolyte Jin, and both are offered by Field General Hayao immediately after completing Zaishen Elite.

Accepting Student Sousuke on a character will prevent that character from recruiting Acolyte Jin until the character completes the Nightfall campaign.

Any character that accepts Student Jin must instead complete the Nightfall campaign by finishing the Abaddon's Gate mission, then accept and complete the quest Gain Sousuke given by Acolyte Sousuke in the Throne of Secrets.

Zhed Shadowhoof:

Complete the primary quest Centaur Blackmail.

Zenmai:

Complete the quest Chasing Zenmai, which can be obtained from Dinja in the Consulate Docks. Only accounts with access to the Factions and Nightfall campaigns may recruit her in PvE.

She can still be unlocked for accounts without access to Factions, but only for PvP, by spending faction points.

- Also requires Factions.

Razah:

Complete the quest Finding a Purpose, offered by Chaplain Phyratyss in the Gate of Anguish. Your character must have completed the Nightfall campaign.

It can be unlocked for PvP at the cost of 6,000 Balthazar Faction.

Note that even though it is a Ritualist, you do not need to have Factions campaign to recruit, unlock, or use Razah. There are a number of Ritualist skills in the Nightfall campaign.

General Morgahn:

Complete the Grand Court of Sebelkeh mission, which becomes accessible once the primary quest Pledge of the Merchant Princes is completed.

Melonni:

Complete the primary quest Signs and Portents, which is obtained from Emissary Dajmir.

Characters of other campaigns unlock Melonni during the primary quest Battle Preparations, obtained from Seamarshal Bendro.

Eye of the North Heroes and requirements

Jora:

Complete the quest Curse of the Nornbear.

Pyre Fieceshot:

Complete the quest Warband of Brothers.

Ogeden Stonehealer:

You will receive this hero as part of the reward as soon as you finish the Quest given to you by either:

- Len Caldoron in Lion's Arch (Prophecies)
- Minister of Maintenance Raiugyon in Kaineng Center (Factions)

- Bendah in Kamadan (Nightfall)

Liva:

You recruit her by completing the "Finding Gadd" quest and its follow-up quest "Finding the Bloodstone".

Gwen:

You can acquire Gwen as a hero by going into the Hall of Monuments and interacting with the scrying pool.

Vekk:

You will receive this hero as part of the reward as soon as you finish the Quest given to you by either:

- Len Caldoron in Lion's Arch (Prophecies)
- Minister of Maintenance Raiugyon in Kaineng Center (Factions)
- Bendah in Kamadan (Nightfall)

Anton:

Complete the quest The Assassin's Revenge.

Xandra:

Xandra is recruited by facing her during The Norn Fighting Tournament.

Hayda:

Complete the quest Give Peace a Chance.

Kahmu:

Defeat him in the Norn Fighting Tournament.

Keiran Thackeray:

Joins party after The Wedding (final quest in Hearts of the North)

M.O.X:

Characters can unlock M.O.X. by meeting these three requirements:

1. Have Guild Wars Prophecies, Factions and Nightfall on the account (you can purchase them separately or as Guild Wars: The Complete Collection),
2. Reach level 10,
3. Talk to M.O.X. outside any one of the major port cities.
4. Requires all three campaigns. PvE only.

Builds

Before we get to the builds I want to make something very clear. At the time this guide was made the following build was working and may still be working great. The Game does change and so one needs to be able to change with it. The builds below are a great starting point for your own group set ups. They may or may not work for your play style, So please feel free to make changes to them. If you have not seen the video , please click the following link

You can copy the Template Code into your game by

1. Opening the skills and attributes (hit the letter k On your keyboard)
2. Click the Blue diskette to the Left of the Profession drop down bar.
3. Click on Template code
4. Give the Template a name
5. Then Copy the code from the Template code here
6. Then to past the code in the Game hold CTRL and V
7. Make sure You paste it in where it says Template code.

The Tank - Warrior/Dervish – Jora in the video

Template Code: OQokEhSb1suTUZvSVKK+krr4l9C

This this build is about conditions and interrupts while keeping the tank alive.

The Skills

Dismember: this skill reduces the maximum health of your foe for a period of time (aka: deep wound).

Agonizing chop: this skill does extra damage as well as an interrupt for those mobs afflicted with deep wound.

Disrupting chop: this skill interrupts an attack.

Distracting blow: an area of effect interrupt

Defy pain: temporarily increases your health

Aura of Thorns: a flash enchantment that causes crippled, and then later bleed

Vital Boon: temporarily increases your health. When this enchantment and you are healed for part of your health.

Mystic Regeneration: a temporary regeneration healing enchantment



The Healer (1) - Ritualist/Monk– Razah in the video

Template Code: OAOk0kgYITWEIxdTzm00jDno4EaE

This build is a pure healing build that acts like three healers in one.

The Skills

Healing Breeze: enchantment that heals over time

Signet of Rejuvenation: a heal that heals extra if one is casting or attack

Ghostmirror Light: heal an ally, if within earshot of a spirit it will heal you as well



Mend Body and Soul: heals a ally, and removes a condition. If in earshot of a spirit

Union: a spirit that reduces damage

Rejuvenation: a spirit that does an AOE heal

Preservation: a healing spirit

Resurrection Chant: resurrect a fallen ally

The Healer (2) - Monk/Ritualist– Tahlkora in the video

Template Code: Owgj8MQcIPw1mt0skENnItEGCA

A build used for healing, and condition and hex removals.

The Skills

Watchful Healing: enchantment that heals over time

Ghostmirror Light: heal an ally, if within earshot of a spirit it will heal you as well

Mend Body and Soul: heals a ally, and removes a condition. If in earshot of a spirit



Signet of Devotion: a single target heal

Soothing Memories: heal an ally, gain energy. If holding an item

Mend Condition: remove one condition difficult condition is removed ally is healed

Remove Hex: remove a hex

Unyielding Aura: resurrect a fallen ally when enchantment is removed, Monk spells heal for a percentage more help. While enchanted with unyielding aura

The Healer (3) - Necromancer/ Monk– Livia in the video

Template Code: OANEUpI30MVFA00Ae3874AWVhGB

A healer that acts like a minion master.

The Skills

Animate Bone Minions: exploit nearest corpse, create to bone minions

Animate Flesh Golem: exploit nearest corpse, create flesh golem

Patient Spirit: a delayed heal

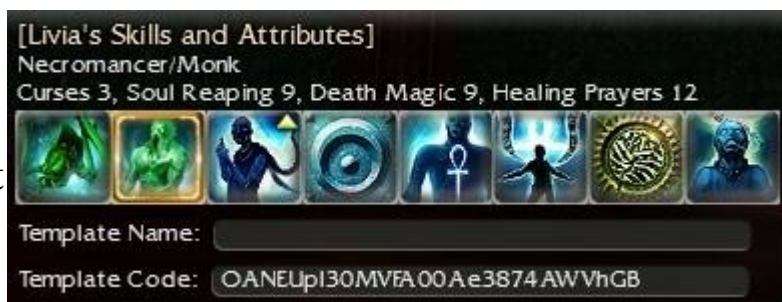
Signet of Rejuvenation: a heal that heals extra if one is casting or attack

Ethereal Light: a single target heal

Healing Ribbon: a field that feels two other allies near your target

Signet of Lost Souls: if though is below 50% health, you gain health and energy

Resurrection Chant: resurrect a fallen ally



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The SoS - Ritualist/ Monk– Xandra in the video

Template Code: OAOjAqiMJOXzvZ5saqMXmXO0IA

SoS with spells for extra damage

The Skills

Signet of Spirits: creates three spirits that do damage

Pain: creates a spirit that does damage

Bloodsong: creates a spirit



whose damage attacks steal life

Painful Bond: an AoE hex that increases friendly spirit(s) attacks

Spirit Boon Strike: does damage, and heal spirits

Essence Strike: does damage, gives energy if spirits are with in earshot

Spirit Burn: does damage, causes burn if spirits are within earshot

Resurrection Chant: resurrect a fallen ally

Interrupts -Mesmer/ Monk– Gwen in the video

Template Code: OQNGAWwyOSHfQhQrA9AIfKfGgNBoRA

Interrupts with damage

The Skills

Psychic Instability: interrupt, if action was a skill, it also causes knockdown (AoE)

Clumsiness: AoE interrupt plus damage

Leech Signet: interrupt, if action was a spell, you gain energy

Signet of Distraction: interrupts a spell

Power Lock: interrupts a spell or chant

Shrinking Armor: health degeneration, when hex ends causes cracked armor

Chaos Storm: AoE damage and energy drain

Resurrection Chant: resurrect a fallen ally

AoE - Elementalist/ Monk– Vekk in the video



Template Code: OgNEkoyS2CZEVm00EJq6ALIWhGB

It's all about the Aoe

The Skills

Breath of Fire: Aoe damage

Fire Storm: Aoe damage

Liquid Flame: damage, if foe was attacking does Aoe damage

Energy Blast: single target damage

Ward of Stability: protects from knockdown

Ward Against Melee: protects against melee damage

Master of Magic: enchantment all elemental attributes are set to 12, plus energy regeneration increase

Resurrection Chant: resurrect a fallen ally



Creating Your Party Build

First off what is a Party builds? It is a series of builds that when put together create a powerful team build. To put it simply each Team member has a build that complements each other.

Think of this like how a healer keeps a tank and other members alive while, the tank keeps the mobs off the group. Then you have the Dps just destroy a group of mobs. It is the same type of concept but more in depth, because you are looking at every skill and how it will work with skills from each and every party member.

Some builds can be very complex, others very simple.

Getting Started

The first thing you need to do is start off with an ***Idea***. This of course is also how most builds start off, but for party builds you want to be able to do one thing well, while being versatile. Example of this would be a interrupt team build. If this was going to your team build it would be all about keeping a group interrupted while defeating them, A simple team build could be all about damage.

Its all about what you want your group to do and how.

Picking skills

Picking skills for a team set of builds is a lot harder than just picking it for 1 or 2 toons. Each build has to fit in place to do a specific job while not messing up another build. Take for instance a team build build around conditions and degens.

Any skills that will not do something because of a condition on a mob would be bad, However there are skill that if there is a condition you do something more you will want to take a closer look at those skills.

A perfect example of a bad skill to bring with a all caster group would be Order of Pain a skill that adds damage to mobs when they are physically hit.

So when making your Team builds look at all the skills and how they will effect each other in positive and negative ways.

AI For Heros

First off what is AI? It stands For Artificial Intelligence, it just means how each hero will act when used. Each one seems to have there own personal Personality. If you pay close attention to the skills each one starts with you can get a glimpse of what each one will like to do best in there perspective primary skills.

Since you may have already grabbed your hero's and changed there builds I will give you my opinion on what each one like to play out.

Goren: This hero likes to use hammer skills, and seems to have a fondness of trying to protect the rest of the team.

Koss: Koss is a hot headed sword wielder, Doesn't seem to worry about the team to much when he is fighting. This guy seems to use the high damage skill more often. Also some times he goes out further than he should when flagged and on guard chasing mobs. At least it seems that way.

Jora: This is almost everyones Favorite Warrior. While she starts off with a sword she also does well with an axe. She prefers to use skills that add conditions to mobs. She does seem to have a little more concern for the team than Koss but not as much as Goren.

Acolyte Jin: This ranger is gifted when it comes to interrupting, always seems to be ready when you need a good interrupt.

Margrid the Sly: She is not as gifted as Jin with interrupt it seems but she does well, she however seems to have a better time with adding conditions on mobs, and always seems to be one of the last ones standing if things start going bad. At least with me that is. Also I truly believe that when you have this Hero in the group you start getting short changed on the loot more so than with all the other hero's.

Pyre Fierceshot: While he is a ranger, I truly believe he wants to be a warrior for some unknown reason he always seems to work his way up close to the mobs. Other than the whole wanting to be in the middle of a fight thing he can be somewhat useful. Touch skills with him may be a smart idea if you don't mind him being in the middle of fights.

Dunkoro: He is definitely a Heal Monk, can do well as a smite monk as well but he shines as a healing monk direct heals.

Tahlkora: This monk is a Protection monk, best at removing conditions and hexes, and determining who is gonna need that Buff that stops damage before it happens. Protecting is what she does best.

Ogden Stonehealer: This is another heal monk, great at direct healing, seems ok with protection.

Master of Whispers: While you may see many whispers using Death magic his true strength seem to be in Blood magic, combining blood magic and the death magic lines with whispers will definitely add some power to your group.

Olias: If your looking for a guy to be a great Minion Master this is him, This guy is all about the death magic. He thrives on death, does well with curses as well.

Livia: This Hero seems to like Blood over the other necro lines but still does well with them all.

Norgu: I will admit that I think this toon is a bit strange, however he is a decent interrupter, especially with the interrupts in the illusion line.

Gwen: This is my favorite toon for interrupts, she uses the Domination line extremely well. As well as Illusion line, the main problem with her is she gets herself into tons of trouble and often is found taking a dirt nap.

Acolyte Sousuke: This Guy likes to play with fire, and if the mobs are not ready for him they will get burned. I find him using fire over the other skills most often.

Zhed Shadowhoof: Air is his favorite magic line. Does seem to get a bit closer to the fight than the other elementalists.

Vekk: Vekk is a air guy as well. Though with elementalists they will use any of the skills well so you really cant go wrong.

Zenmai: This toon is unusual in the fact that she seems to not care how you set her up. She does it all decently, as long as you give her a couple escape skills.

Anton: He likes the critical line in the sin skills and doesn't seem to run often, because of this, if you do decide to use him he will seem to be one of the first to die, Unless you make him a ranger (use ranger secondary) use the skills get his crits up and watch this guy kill.

Razah: This hero is unique in the fact that you can actually change his primary Profession but we will not go into that in this guide, Now since he starts off as a rit we will be talking about him as that.

Razah seem to do well with Weapon spells, using them on players and heros, This is great especially when combined with Restoration line for healing making him one of the best healers in the game.

Xandra: I truly don't think she actually knows what she is wanting to be best at she is just ok in all the lines. So she will do pretty well with most builds. One thing to know about rits is they will cast non- damage spirits as soon as they disappear or when they can cast them and damaging spirits only when the fight begins unless you force them to cast before a fight.

General Morgahn: He is more of a support Paragon and does well doing, Give him a few spear attacks and then a bunch of support shouts and he will be a happy puppy.

Hayda: This hero has something to prove and is gonna prove it, She like to be in the fight, so giving her a couple support shouts are ok but she wants them to help do damage.

Keiran Thackeray: Is a ranger at heart, even tho he is considered a paragon, he rather would be using a bow.

Melonni & Kahmu : I combined these hero's because they are exactly alike in how they act both like to rush in and both like to have skills that keep them alive.

M.O.X.: Ok going to be honest DO NOT like this hero, don't even use it, why because he takes up to much of the screen. Used him for the quests he gave and thats been it. So I don't have any idea how he reacts in the actual game play since he blocks my view.

Conclusion

Well that's it thank you for picking up this guide, I truly hope it has given you some new Ideas, and possibly answered some questions you may have had.

Your Online Gaming Friends

Online Gamer Richie of www.online-games-your-way.com

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Special Thanks to the wonderful People At

www.gwauctions.org for having one of the best sites that allow for safe and easy trading of items.

Also to Suzan for helping me edit my e-books.

As Always
Play The Game Your Way
Laterz

We here at online games your way believe that having as much information as possible is always best. So we are offering some of the best resources that we ourselves use.

We believe in playing the game your way. What this means is everyone has their own play style, and knowing that play style allows you to become the best player you can become.

Resources

Our Other Guides

Guild Wars Account Safety

Guild Wars Gold Guide

Guild Wars Miniature Pets

Guild Wars Mission Lists

Guild Wars Title Lists

Websites

[Online games your way](#) – in game site that covers many games and is always changing to help you play your way. You can find plenty of tips ,

tricks, and walk through to help you through much of the main parts of [Guild Wars](#). Found in the [Guild Wars Tips pages](#).

[Guild Wars Auctions](#) – a quick useful way to sell in game items for in game gold.

[PvX Wiki](#) – A site that has many types of builds including run builds for all types of runs.

Products of use

[Guild Helper: Guild Creation Guide](#) – Give Your Guild a fighting chance to Survive. Only 1% of all MMORPG guilds will last over three years. Most will fail within six months. Don't be a statistic.

[Game Copy Wizard](#) – Ever buy a new computer, go to Download or play a game and discover “OMG A SCRATCH” its ruined. Well, not anymore with game copy Wizard you can completely backup any video game using a CD or DVD burner.

Things of Interest

One of the things I'm often asked is how do I become a game tester. So I went and did some searching and I found these sites that may offer the information you are looking for.

[Gamer Testing Ground:](#)

Discover how you can get paid to play video games all day.

Only 4 Gamers Game Testing:

- Get Paid to Test Video Games
- Play New Games for Free
- Great Money for a Dedicated Player

Game Tester Guide

Looking for a reason to play and skip all those annoying chores? How? By saying You have to do your job.

GameTesting Guru

Casual players need not apply.

If you don't know Silent Hill from Resident Evil, well this isnt for you.

However, If you do be ready for friends to be jealous and your family to shake there heads in disbelief.

Then get ready for the Gaming Industry.

P.S.

If you like this guide or any of our other guides, and would like to be the first to know about any new guides we create, for Guild Wars or any other games we may make one for.

How about being the first to know about Videos, New Guides, and Products that may help you in your gaming experience. All you need to

do is sign up as a fan to our website.