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Guild Wars 2 was Confirmed to be on Sale on August 28 by [Lindaa](#)

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After several times of stress testing, developer ArenaNet has great confidence in the games quality and the quality of the server of Guild Wars 2, the official announced the game will be on-line operations at August 28, 2012.

Guild Wars 2 project announced in 2007 for the first time after three years of silent development, ArenaNet revealed for the first time in the April 27, 2010 - at the same time is the 5 anniversary of the establishment of Guild Wars on line and 10 anniversary of the company: If you love online games, then you should be concerned about Guild Wars 2. If you resent the traditional online games, then you should be concerned about Guild Wars 2.

Guild Wars 2 will not force you into the boring strike monster and picking up treasure process endlessly and repeat and at last sucking your life. In Guild Wars 2, you can experience the fun directly, without having to waste time on the preparation work to experience fun. In addition, Guild Wars 2 will inherit the glorious tradition of the free operation; will not charge a penny monthly fee.

"We had expected Guild Wars 2 would sold 1 million copies, but ultimately it has sold over six million" Mike O'Brien.

Mike O'Brien, ArenaNet's co-founder and president published an enthusiastic article again in the official blog, giving thanks to players who have always maintain attention, and actively participate in the testing and feedback in the past few years.

As the technical backbone in the golden age of Blizzard, he produced the MPQ format which was named after him.

There are still two months from the date of on-line, Mike O'Brien said that the team would throw themselves into the game to adjust, optimize and balance the game next, to ensure that players felt the most remarkable gaming experience in the game's on - line day.

Mike O'Brien had written the official blog update In early 2012: "According to the Asian zodiac, 2012 is the Year of the Dragon - which is a good omen for all members of the ArenaNet, and we also intend to build 2012 to our own Year of the Dragon: that is the year of (Guild Wars 2 logo is a dragon). Taking into account the ArenaNet had announced in March this year, Guild Wars 2 encourage players to use the cash to buy virtual currency and they are confident to eliminate the threat of the goldsmith studio by virtue of the game's economic system, Guild Wars 2 would not like EA's "Star Wars - The Old Republic" which shielded some other IP in order to maintain the gaming community (especially the economic order).

Though Guild Wars 2 does not ask for monthly fee, it is has the same points as before, that is still sell one-off charge client: Standard Edition priced at \$ 59.99, Digital Collector's Edition priced at \$ 79.99, entity Collector's Edition priced at \$ 149.99. The game lock zone is set, player who buy the North American version of the client can only log on North American servers (Canada, New Zealand and Australia default issued North American version), special needing players need to select the client, as appropriate.

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