

## Getting To Know WoW

World of Warcraft (Also known as WoW) is a massive multiplayer online role-playing game, (RPG). World of Warcraft was developed by Blizzard Entertainment and was released on November 23, 2004. WoW has a monthly fee, and players must also have an internet connection to play.

For those who are not familiar with the game, we suggest to read about it in Wikipedia and other sites that will provide the first insights about the game. The main idea of the game is to be a multi-player role-playing game in which players from different places on earth can join a mystical virtual world, fight between each other, form guilds, earn money, buy items and weapons and level up to higher levels.

Since its first editions in the nineties, World of Warcraft became a known financial and technological success. The question that most people ask is what future holds for WoW? What new developments will keep players online and what Blizzard Entertainment must do in order to preserve the popularity of the game?

When you first start playing World of Warcraft, you start out in an area that is related to the race of the character you selected to play. All the character races except gnomes and trolls start in a unique location, Gnomes and trolls have to share starting location with the orcs and dwarves, Once you have finished watching a short in-game cut scene introducing your character race, you are then set loose upon the world.

Another way that helped Blizzard to keep World of Warcraft in the mainstream is to develop all sorts of side products. It is actually a thing that started by WoW gamers and became some sort of a side-industry. We're talking about all sorts of gold guides, strategy manuals and other real or e-books that helped players with the game, showed them what and how are the best ways to achieve those things.

What Blizzard Entertainment should do now is to keep this momentum and to change the whole atmosphere of the game. Many tech experts believe that Blizzard must focus on strengthening the sense of community of WoW players. The side-industry we mentioned on the previous paragraph is just part of the actions that must be taken in order to provide players with the needed sense of community.

When not playing World of Warcraft you will want to visit some forums and community websites run by players for players this will greatly help you learn how to get a hang of the game even faster.

Finally, once you have mastered World of Warcraft you can then start lending a helping hand to other newbies doing so will keep the spirit of the game alive for many years to come and make it grow even larger than it is today.

## About the Author

Stop being defeated at wow. Start using [world of warcraft cheats](#) and [wow cheats](#) and start playing like a pro.

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