

# Three Steps to Oblivion: The Guild Wars' Journey to the Abyss



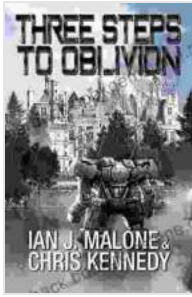
## Prologue: The Birth of a Legacy

The Guild Wars franchise traces its roots back to 2002, when ArenaNet, a game development studio founded by Mike O'Brien and Patrick Wyatt, set out to create an innovative massively multiplayer online role-playing game (MMORPG). Inspired by the success of Blizzard Entertainment's Diablo series and the burgeoning popularity of online gaming, ArenaNet aimed to craft a world that would captivate players with its rich lore, engaging combat, and deep character customization options.

### Three Steps to Oblivion (The Guild Wars Book 15)

by Ian J. Malone

★★★★☆ 4.7 out of 5



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In 2005, Guild Wars burst onto the gaming scene, introducing players to the vibrant world of Tyria, a land torn asunder by war and political strife. The game's innovative "no subscription fee" model, combined with its focus on cooperative gameplay and instanced content, set it apart from its contemporaries and quickly amassed a loyal fan base.

Over the next several years, ArenaNet expanded the Guild Wars universe with a series of successful expansions, each adding new storylines, regions, and gameplay features. Guild Wars: Factions (2006) introduced the factions of Cantha, while Guild Wars: Nightfall (2006) explored the deserts of Elona. In 2007, ArenaNet released Guild Wars: Eye of the North, which served as a prequel to the original game and introduced new characters and storylines that would shape the future of the franchise.

## **Step One: The Gathering Storm**

As Guild Wars matured, so too did the ambitions of ArenaNet. In 2010, the studio announced plans to develop Guild Wars 2, a sequel that would build upon the strengths of its predecessors while introducing new innovations. However, the development of Guild Wars 2 proved to be a challenging and lengthy process.

ArenaNet faced numerous technical difficulties during the development of Guild Wars 2, including issues with the game's engine and networking code. The team was also ambitious in its scope for the game, aiming to create a vast and immersive world with a complex storyline and engaging combat system. These factors contributed to several delays in the game's release date.

In addition to the technical challenges, ArenaNet also faced internal strife during the development of Guild Wars 2. Key members of the team, including Mike O'Brien and Patrick Wyatt, left the studio, and there were reports of disagreements within the team about the direction of the game. These internal conflicts further hampered the development process.

## **Step Two: The Descent into Darkness**

Despite the challenges, ArenaNet eventually completed development on Guild Wars 2, and the game was released in 2012. While the game was generally well-received by critics and fans, it did not meet the commercial expectations of ArenaNet or its publisher, NCSoft.

Guild Wars 2's sales were lower than anticipated, and the game's post-launch content updates were not as well-received as the original game. ArenaNet also faced criticism for the game's microtransactions, which some players felt were too intrusive and predatory.

As the years passed, ArenaNet continued to support Guild Wars 2 with new content updates and expansions. However, the game's player base gradually dwindled, and ArenaNet's focus shifted to other projects, including a mobile game based on the Guild Wars universe.

## **Step Three: The Edge of Oblivion**

In recent years, ArenaNet has largely abandoned the Guild Wars franchise. The company has not released any major content updates for Guild Wars 2 since 2019, and the game's servers have been plagued by technical issues. ArenaNet has also laid off a significant number of its staff, including many of the developers who worked on the original Guild Wars games.

The future of the Guild Wars franchise is uncertain. ArenaNet has not announced any plans to develop a new Guild Wars game, and it is unclear if the company has any interest in revisiting the franchise in the future. The Guild Wars games may eventually fade into obscurity, becoming another forgotten relic of the MMORPG genre.

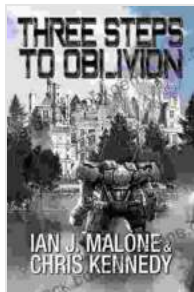
### **: A Legacy Remembered**

The Guild Wars franchise has had a profound impact on the MMORPG genre. The original game introduced innovative features such as instanced content and a "no subscription fee" model, which set a new standard for online gaming. The game's rich lore and engaging combat system also captivated players, and the franchise has amassed a devoted following over the years.

However, the Guild Wars franchise has also been marked by challenges and controversy. The development of Guild Wars 2 was plagued by technical difficulties and internal strife, and the game's post-launch performance was not as strong as expected. In recent years, ArenaNet has largely abandoned the franchise, and the future of Guild Wars is uncertain.

Despite the challenges, the Guild Wars franchise remains a testament to the creativity and innovation of ArenaNet. The original game is still fondly

remembered by many players, and the franchise's lore and characters continue to inspire fans. The Guild Wars games may eventually fade into obscurity, but the legacy of the franchise will live on.

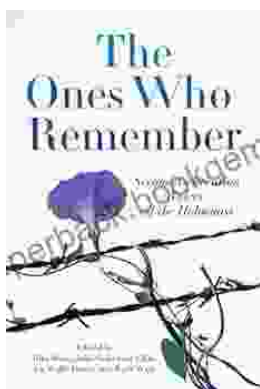


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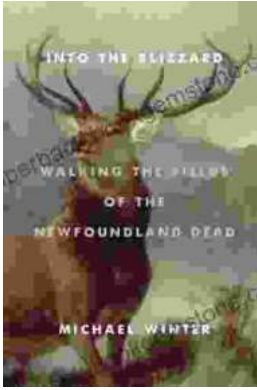
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