

# The Official Falador Party Room World

Servers (also sometimes referred to as a world) are dedicated game servers maintained either by Jagex themselves, or by contractors retained by Jagex. RuneScape servers can be found distributed across many countries and continents. A single server is capable of hosting many RuneScape worlds.

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Types of servers[edit | edit source]

Web server[edit | edit source]

The first type of server players will meet is a web server. Jagex web servers processes requests made to the main RuneScape website. It is unknown how many individual computers manage the website, and as to whether the Grand Exchange Database, RuneScape Forums and Hiscores are all hosted by the same server. It is probable that the Grand Exchange and Hiscores databases both interface this server.

Download server[edit | edit source]

After launching the RuneScape Game Client or NXT client the client must first perform a loading process connecting players to the RuneScape download server. In this process, the game client and Jagex cache files are downloaded and stored partially on the player's hard drive and in memory.

Login server[edit | edit source]

Once a player's game client has passed the loading process, they are connected to a login

server. Because all servers are separate, a single login server is necessary in order to keep player data (player names, emails, passwords, inventory, etc) on every world.

Game server[edit | edit source]

Also known as a world server, once connected to a login server, players are automatically assigned a world, although players may select another server to connect to if they wish.

- Each world allows 1500 players to be connected at once.
- There are currently 135 worlds excluding instance Shard worlds and Beta worlds. - 125 in English language
- 3 in German language
- 2 in French language
- 5 in Portuguese language

Miscellaneous servers[edit | edit source]

- The Friends List and Ignore List are loaded after connecting to the Friends server. Clan Chat operates via its own server.

- The RuneScape Forums operates via dedicated web servers, accessible when game servers are down.

Instance shards are dedicated game servers which are used to host certain Distractions and Diversions and Minigames.

RuneScape Classic & Old School RuneScape are hosted on their own servers, which can be accessed even if the main game is down.

List of world servers[edit | edit source]

This is the list of servers as of 18 June 2021, including Jagex-defined world themes, P2P/F2P status and whether or not LootShare is enabled on that world.

File:RuneScape server location map.svg It is recommended that players connect to the server closest to them, or that has a ping number of less than 100, as they will experience more reliable connections and less lag. However, this is not mandatory.

- The German servers are located in the United Kingdom and in Germany.
- The Brazilian servers are located in United States.

On 2 November 2011 four new Europe Free Servers were added and several worlds were removed or re-numbered.

Isolation of worlds[edit | edit source]

Each world server known by the short name world is intended to be isolated from the others. A player is permitted to be logged in to at most one world server at any given time.

For the most part, events that occur in one world will not affect any other RuneScape world. For example, character and item respawns and resource regeneration are all managed individually for each server. Additionally, player actions and public chat messages contained in one world will not be visible to players in another world.

There are exceptions to this isolation. The Grand Exchange trades with players across all worlds. Shop stock is unique to the player; if a player buys out the apples at an NPC shop, the same shop on other worlds will also be sold out for that player. Clan chats and friends chats are accessible from any world, and private chat messages can be sent to other worlds.

Ping[edit | edit source]

Ping is the time it takes for your computer to send an echo request to the server, and for the server to respond, usually measured in milliseconds. If the server has many players or is farther away, the Ping will be higher. If the server has fewer players or is closer, the Ping will be lower. The higher the Ping, the longer the server takes to respond.

As a general rule of thumb, a world with more than 200 is not recommended for dangerous situations, 100 and below is generally lag free, and anything below 50 will have no lag.

For example, a world with ping of 35 will probably have no lag compared with a world with ping of 192.

To find out the highest/lowest Ping, click the arrows in the Ping column to sort the Ping into ascending/descending order.

World switching[edit | edit source]

While players can log out of one world and log in to another at will for any reason, there is a specific practice of World switching commonly known as world hopping. It could be done by right-clicking the World Map icon, selecting "Open World Select" and then right-click a world and choose "Quick-hop". If you have added players to your Friends List, right clicking "Join" on their names can be simpler and quicker at the expense of taking up space in said list.

Players change worlds rapidly in order to take advantage of situations that expire and recur on different worlds. These can include opportunities for player killing, seeking a more populated area to find more players for a minigame, trading, etc.

Prior to the move to infinitely stocked shops, player would often change worlds rapidly to buy from one store many different times. However, the shop improvement update gave most stores infinite stock, and later the personalised shop updates returned finite stocks, but made

stocks for a particular player independent of world.

Players may switch to less populated worlds for fewer players, so they can have more monsters, and other resources for themselves.

To quickly switch without using the "join" option, three worlds may be favoured by clicking on the icon. These worlds then appear as icons next to the play button in every lobby tab but the options.

There were no limits on how frequently worlds can be hopped in quick succession,[1] however one can still be logged out after multiple hundreds of hops.

Persistence of character state[edit | edit source]

When a user logs off of a world, all settings particular to that character are saved to the player's account profile in a global database. Therefore, when logging into a different world, the character's skills, inventory, etc. will be restored to the same state, regardless of which server the character last logged onto. The only exception is that if a player goes from a members-only world into a free world, their statistics will be restored to the normal level.

Themed worlds[edit | edit source]

After the Themed world update on 13 August 2007, a new column on the world select screen was added by Jagex. This column highlights worlds that Jagex has suggested for certain activities, to make it easier to find other players who wish to do the same thing, such as play Trouble Brewing or Castle Wars.

The worlds are only recommendations; players may still use any world they want to perform most activities. There are some exceptions to this: LootShare and High Risk Wilderness are only available on the appropriate themed worlds. Oppositely, Jagex only allows players with the appropriate levels to log in to a Skill total world. Players who log into the Quick Chat world are restricted to communicating solely from the quick chat menu.

Players who are logged into a Beta world will have a flag displayed next to the world number they are logged into.

On 5 December 2012, Jagex moderator Mod Emilee posted a thread to forums, which contained possible world theme changes in future.

On 14 December 2012, many worlds had their locations and activities switched (according to feedback from the aforementioned forum thread), and some free-to-play worlds were converted to members worlds.

VIP[edit | edit source]

Worlds where only players who are in the Premier Club are allowed to enter. It is denoted by this flag: ()

Trade[edit | edit source]

Worlds where players gather in the Grand Exchange to trade a variety of items.

Role-playing[edit | edit source]

The official role-playing world for members is world 42, and the official world for free-to-play is world 41, though other unofficial worlds may be used. Jagex identifies these world for players who wish to act in character (rather than a modern, real life person controlling a game sprite) along with like-minded players, as if they were genuinely living in the semi-medieval world of Gielinor. Special conventions are used to indicate if a person is not speaking "in character".

Group questing[edit | edit source]

This type of world is where players gather together and do quests. They are popular for players looking for a partner for Heroes' Quest.

Falador Party Room[edit | edit source]

The official Falador Party Room world. This world is a theme for hosting or joining a Drop party.

Skill total[edit | edit source]

Only members with a certain total level (not including virtual levels) can log on to these servers. Besides the total level requirement, there are no further limitations. These worlds are sometimes called "anti-noob" worlds. Servers 86 and 114 were originally limited to players with a total level of at least 1000, but the March 2010 update increased the requirement to 1500. With a February 2013 update, worlds 30 and 48 required a minimum skill total of 2000 and 2400, respectively. World 48 was increased to 2600 on 10 April 2017.

Citadel[edit | edit source]

When a clan member opens a citadel by teleporting to it from the clan camp, Jagex creates it in a separate "instanced" server. The citadel will exist on this world for any clan member who enters, but will close when the last member leaves. It will be created again, on a world assigned by Jagex, whenever it is needed.

Technical issues[edit | edit source]

Sometimes a technical issue will occur which may cause every game world to crash and log

out players in the middle of the game; it may or may not also affect the RuneScape Forums. Players may not be able to log back in if the login server is also affected. The problem is usually resolved in a short time. A server rollback may or may not occur which will reset players back to status before the crash occurred.

Occasionally only a single world will crash/experience a glitch and depending on the problem, the other worlds may be purposefully taken offline, or not.

Information about this will appear in the forums Technical Support section. Other fan sites may also have information if the forums are down. Take special note that servers marked with "OFFLINE" have been purposefully taken down by Jagex, whereas servers with 0 players have crashed.

Recent events[edit | edit source]

- In mid-April 2008, Jagex moved all eight servers from Eastern Canada to the United States.
- On 15 October 2008, World 150 was added as the sixth German world with the introduction of PvP worlds.
- On 10 December 2008, World 150 moved from a German world to a French world.
- On 9 November 2009, various "Skill" worlds were released: they required a Skill total exceeding or reaching 1000 for free players and 1500 for members.
- On 3 March 2010, world 114 was changed from being a skill total 1000 world to a skill total 1500 world.
- On or before 26 August 2010, Worlds 170 and 171 are either removed or no longer visible.
- On 1 February 2011, all of the player-vs-player, bounty hunter and bounty hunter (+1) worlds were changed to normal worlds.
- On 9 February 2011, worlds 21, 32, 40 and 85 were changed from free-to-play to members worlds.
- On 25 February 2011 world 172 was added to RuneScape as a members world.

Other languages[edit | edit source]

RuneScape Germany

RuneScape France

RuneScape Brazilian

The complete list of RuneScape German servers

The complete list of RuneScape French servers

The complete list of RuneScape Brazilian Portuguese servers

The complete list of former RuneScape Spanish servers

Update history[edit | edit source]

hidden 18 June 2021: - Servers 239, 249, 250, 252, 255, 256, 257, and 259 have been added to the game world list.

patch 18 August 2020 (Update): - Changed wording and formatting of popup messages while attempting to enter a full world or leaving the queue to enter a full world.

patch 3 August 2020 (Update): - Made the world select interface full screen and removed a white-bar blocking the settings button on iOS.

hidden 3 August 2020 (Update): - Game servers have had their maximum player count reduced to 1500, from 2000.

patch 18 May 2020 (Update): - Improved server performance by changing how faction invasions work within the Heart of Gielinor.

patch 27 January 2020 (Update): - Expanded drop-down menus in the world-hop interface now hide correctly when settings are closed.

patch 11 March 2019 (Update): - Made a number of improvements to the World Select interface: - The refresh button on the world select screen has functionality again

- Activity and location have been separated. All worlds will now display their location rather than using the RuneScape symbol if they have an activity.
- Worlds without an activity will display a dash.
- Increased the overall size of the interface.
- Increase the height on the rows to be bigger on mobile.
- Increase the majority of text size on mobile.
- Increased the spacing between the settings for easier selection on mobile.
- Widened the settings bar and panel.
- Removed some PC terminology.
- Toggle world-hop confirmation will be toggled ON by default on mobile.
- The world-hop confirmation toggle is now independent to each platform, so toggling on/off on one doesn't effect the other.
- Extended Runescape Wiki on the filters in the header bar across the text and to the toggle world-hop confirmation check box, so that they're easier to select.
- Added tooltips over players names in both the Friends Chat and Clan chat list which

displays information about the world they're on.

patch 25 February 2019 (Update): - Improved information when updating the servers to those in the lobby.

patch 28 January 2019 (Update): - Your current world will now be more visibly highlighted in the world select interface.

- It is no longer possible attempt to quick world hop to worlds you do not meet the requirements to enter.

patch 19 November 2018 (Update): - Players are now able to enter the VIP worlds with Gold Premier Club 2019 active

patch 21 May 2018 (Update): - Aligned text on hop world settings interface.

ninja 7 August 2017 (Update): - World 77 is now the only members' Dungeoneering world.

patch 15 May 2017 (Update): - German, French and Portuguese-language worlds will now have a 21:00 UTC (game time) Happy Hour slot.

ninja 15 May 2017 (Update): - A toggle has been added to the world hop interface to ignore confirmation when left-click world hopping.

ninja 8 May 2017 (Update): - Clicking on the current world in the world hop interface will no longer unnecessarily close the interface.

ninja 10 April 2017 (Update): - World 48 now requires 2,600 total skill levels, up from 2,400.

ninja 6 February 2017 (Update): - Favourite worlds are now saved at the top of your "Hop Worlds" interface in game.

patch 6 June 2016 (Update): - The correct world flags will now show on the in-game world hop interface.



patch 1 February 2016 (Update): - Players Invention levels are now taken into account when trying to enter a skill total world.

ninja 5 October 2015 (Update): - Quick-hopping to a Legacy or EoC only world while in the opposite mode now asks for confirmation before making the switch.

patch 1 September 2015 (Update): - Players completing Rune Mysteries on F2P servers will no longer see a message to log into members' world.

patch 16 March 2015 (Update): - Opening and closing the Hop World interface no longer disables keybinds.

ninja 9 March 2015 (Update): - The World Select interface can now be assigned a keybind.  
- The World Select interface can now be reached by right clicking the world map icon.  
- The World Select interface will now automatically scroll to the world the player is logged into when opened.

ninja 9 February 2015 (Update): - The World Hop interface in-game now shows more information on activities.

ninja 11 August 2014 (Update): - There should now be fewer instances of being kicked to the login screen when attempting to switch worlds.

patch 14 January 2013 (Update): - Players trying to 'Join' a friend in Runescape Classic will no longer disconnect, but instead be told this isn't possible.

patch 6 December 2011 (Update): - Player display names on Quick Chat worlds now appear in the correct position.

patch 24 November 2010 (Update): - The Australian flag on the world list now uses one less star.

update 15 October 2008 (Update): - World selection has now been moved entirely in game. - The in-game world switcher now shows lots of extra information, including suggested

activities for various worlds.

- Players can choose to play on a specific world by choosing it from the world switcher first and then pressing 'Log in'.

patch 2 September 2008 (Update): - Two worlds (60 and 61) have been designated as suggested 'Great Orb Project' worlds.

update 19 March 2002 (Update): - Two new servers are now online now. - They hosted in a different location to the previous 6 worlds.

- One new server is members and the other is free-edition server.
- This increases the total capacity to 10,000 simultaneous players.

update 4 January 2002 (Update): - Two new servers have arrived. - They are now setup and running world 5 and 6.

- This increases the total capacity to 7500 simultaneous players.

update 8 December 2001 (Update): - The player limit was reduced back to the original 5000.

- This was due to server crashes despite upgrading kernel, drivers and network code.

update 24 May 2001 (Update): - The server status page now shows the top crafter, top magician, and top cleric.

update 14 November 2001 (Update): - All non-essential parts of the website have been removed. - This saves server resources.

- Moderating message boards has become a huge amount of work for the team size.
- Better security (one place where you need to enter your RuneScape password)

update 10 May 2001 (Update): - Windows client now lets you select which server to use.

- Improved speed and reliability of the servers.
- Fixed a bug where the server would sometimes send the wrong error message on login.

Trivia[edit | edit source]

- RuneScape launched with two servers (likely a login server and a game server), but the second world wasn't added until 9 May 2001.

- Before the 22 new worlds update, World 156 had not existed. However, players were once able to access this world using easy-to-decipher URLs. It was said that the world was a test server for Jagex to test their updates in-game, but this has not been confirmed.
- Jagex stated that servers for the Caribbean region would be added in 2011 or 2012. They were set to be world 171 for Members which would be located in the island of Trinidad, and World 170 for free-to-play, which would be located in the Dominican Republic.
- World 200 to 275 are used for the combat beta update.
- A delay of 30 seconds used to exist between logging out of one and logging into another world. It was removed in a hidden update on 3 February 2014.
- World 13 is not shown in any server lists but does exist. It is used as a JMod-only world. Attempting to join it by hopping to a Jmod in a Friends Chat or Clan Chat will give the message: "This world is restricted to Jagex staff only." Jagex sometimes applies similar restrictions to regular worlds for maintenance purposes.[2]
- Prior to its closing, players connected to a DarkScape server would have the DarkScape flag (D) displayed next to their name when viewed via the Friends List, Friends Chat, or Clan Chat.