

# WoW Private Server

Radeghost, the Project Manager, and Wolfenstein, the Head Developer, have answered some of the questions from the players.

Q: Are you going to introduce a solo queue to arenas? It's a good idea. This idea is great and could be beneficial for PvP. We will keep this in mind for the future.

Q: Can quest items be shared within the group? A: Quest items were party-shared on Netherwing vanilla content. We may extend that to Outland quests on Karazhan as well.

Q: Are we going to see any group XP bonuses, like Classic? A: No, we have no plans for that.

Q: Will Netherwing characters stay on TBC or will they be moved to another location? A: After WotLK prepatch, all eligible Netherwing characters can be moved to Karazhan. The rest of them will remain as long as the demand is there for TBC.

Q: Do you plan to have a name reservation on Karazhan? A: Yes.

Q: What are your plans for handling the large number of players so that the server doesn't crash? A: We will have one to two stress tests before we launch, as we mentioned before. We want to have lots of people doing stress tests. Also, we want everything to work smoothly. I am confident that we will have the manpower necessary to fix all the crashes. Netherwing launch is over. Any crash will be a new issue.

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Q: Will Outland be open at launch? A: Yes. We will have the Opening of the Dark Portal. But TBC content will not be available. You can jump right in at level 58.

Q: You mentioned heroic mode in raid bosses. Does this plan? A: No. At least not at this moment.

Q: Will the talents at launch be at 2.4 state? A: Yes. The abilities of players will work exactly the same as on 2.4.3 patch.

Q: Is there a quest for the tabard of the Opening of the Dark Portal to be found? A: Yes.

Q: Will T5 be released at launch? A: Yes.

Q: When will Naxxramas open? A: We are still working on it.

Q: When does the Armory go to open? A: We are currently working on it. A new website is in the works. The Armory will not be available at launch, but it will eventually.

Q: When are you going to reverse the 2.0 itemization? A: When 2.1 content launches we will revert the 2.0 itemization. The power boost will be given to you when it happens.

Q: What is the range of x2XP from 1 - 58 or 1 - 60? A: 1 - 58. If you ding 58, the XP will be scaled back to 1.

Q: What character services will you be offering at launch? A: Only vanity stuff.

Q: What is dynamic respawn at launch? A: Yes! The real dynamic, not some hackfixed thing some call "dynamic.respawn".

Q: What do you plan to do with Korean IPs that are 99% bots? A: The game is very popular with Chinese players. Chinese players have asked us if we would allow the Chinese version of the game. We will. Bots will be expelled on sight when it concerns bots. We will investigate every report and take it seriously.

Q: Are festivals and events like Brewfest planned? A: Yes, they are planned to be scripted.

Q: Will you have transmogrification? A: No.

Q: Is multiboxing allowed? A: No.

Q: Will you have Raid Finder? A: No. Only friend finder.

Q: How are you going to handle Faction Balance? A: Faction queue.

Q: What is multiboxing in cities like? A: Probably not.

Q: Why can't Alliance get the Seal of Blood A: We don't want any interference with racials.

Q: Will you be cutting ties with Method? A: Yes, of course. We will be hosting our own world-first event.

Q: What are your thoughts on multiboxing within cities? A: We will see if we allow it. Absolutely not.

Q: Netherwing's selling point was its difficult boss encounters. If you don't take damage or HP into consideration, and focus only on your abilities, bosses could be too easy. A: This is what happened on Netherwing. However, we will make better adjustments next time.

Q: Will mount prices be lower? A: The spells provided by the class trainer are cheaper, but we don't know what will happen to the mounts.

Q: Does multiboxing mean that two people share their IP? A: No. Multiboxing is the simultaneous logging on two accounts by one person.

Q: Is there a way to exploit dynamic respawn? You wouldn't be capable of killing them that quickly.

Q: Will there be grace period? A: Hopefully!

Q: Will there be an intention to increase dungeonXP? A: No.

Q: When will Netherwing close? A: It will remain open as long people continue to play.

Q: Are mining/herbalism nodes dynamic respawnable or static? A: It is possible to be certain that players will not run out of nodes.

Q: When is the transfer of Netherwing characters to Karazhan? A: On the beginning on WotLK patch we will transfer eligible characters to Karazhan.