

# DAILY NICK

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Wednesday, November 14, 2007

## How To: Not Suck at World of Warcraft

By Nick Nelson ~ Daily Bull

So here's the scoop: my original plan was to write an article about everything at Tech that's been pissing me off recently, but, although it no doubt would've been a great article in itself, I've reclaimed enough mental sanity in the past week to realize I don't want to risk, let's say, academic suspension by writing it (at least right now), because I guarantee when I do write it, even though there will be a very clear disclaimer at the top warning everyone of the obscenities and stereotypes contained within, people will still bitch and moan about it. Good. This time around, however, I'm going to continue prodding the WoW cattle, because it's just so easy...

With such an insignificant difficulty level in World of Warcraft, you'd think a major portion of the population would be skilled in gameplay. Wrong. Surpassing all expectations, (and as stated in my previous article) 99% of all WoW players fit the legal definition of a retard. Now that I've finally found a couple cool and intelligent people on my server, I've got a little more incentive to play, and a little more incentive to, unfortunately, help all the morons that surround me. First, the basics:

**Classes and Talents:** There are nine classes total, which doesn't say a lot for the Blizzard guys. The idea of talent trees isn't bad, but there's not enough variation with just those. With such a lack of classes, it's like paying a hooker for sex, but when

you get to the hotel room, she just sits on the other bed and watches an episode of *The Gilmore Girls*. Nonetheless, this is also a guide for the rest of you World of Warcraft players at Tech that undoubtedly suck infinitely more than me, so I'll try to keep my rant against Blizzard to a minimum and help you unfortunate souls. Whichever class you pick, make sure to learn it well. This is the main problem for most people that play WoW. You level up ridiculously fast in WoW, so you don't always learn all the pros and cons of your class by the time you reach the max level. When you're around other people of the same class, observe their skills, and if they seem decent, find out what kind of talents they use. Visit some of the many WoW websites and research your class a little. When you're leveling up, it's usually best to go with damage-boosting talents to speed up the process. You will go insane if you try to level up any of the healing classes as a healer. Don't be a dumbass. Any of the healing classes can still "tank," just not as well as you could if you focused your talents in that area. Whichever talents you choose, it's best to focus on one of the three talent trees for your class, then use leftover points to support your abilities and what you want to do with your class. And if you screw up, which you probably will, you can always visit your local trainer to reset your talents so you can fix them. My recom-

...see **Stop Sucking on back**

Pop-tarts, the upper echelon of dorm society.

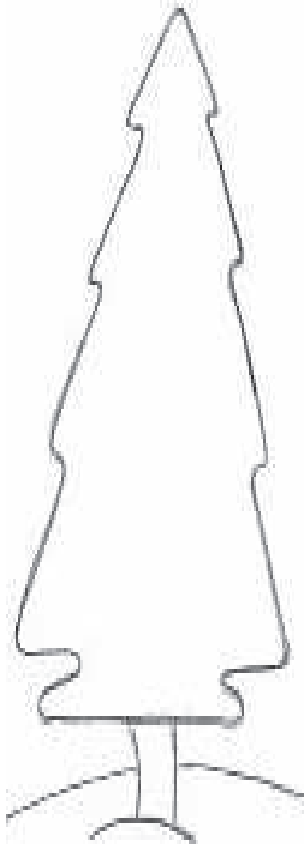


## The Steaming Pile

Straight from you-know-where!

### Fun Things to Fill With Killer Bees

- |                        |                                |
|------------------------|--------------------------------|
| Fisher 135             | ferret suits                   |
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| stuffed-crust pizza    | church organ pipes             |
| turkies                | the USG mailbox                |
| angioplasty balloons   | tubas                          |
| enema bulbs            | surgical gloves                |
| space suits            | VCRs                           |
| Alyse's bra            | Winter Carnival statues        |
| soda machines          | Ann Coulter's mouth            |
| Twinkies               | Alaskan pipeline               |
| Glen Mroz's stogie box | a plane with Samuel L. Jackson |



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### ...Stop Sucking from front

mentation: reach the level cap and do all the solo quests you can find using damage-boosting talents or a hybrid of damage/healing or damage/defense, then reset your talents and pick the ones that appeal most to you as you shift from solo to group play.

**Equipment and Stats:** The five main stats in World of Warcraft are strength (+ melee attack power and chance to block with a shield), stamina (+ health), agility (+ melee attack power [hunters and rogues only], ranged attack power, armor rating, physical critical hit chance, and chance to dodge), intelligence (+ mana and spell critical hit chance), and spirit (+ health and mana regeneration). I hope you're keen enough to figure out what stats you need to focus on depending on your class and talent distribution. To be nice, here's an example: I normally play a healing druid, so I try to get equipment that boosts intelligence for mana and spirit for mana regeneration (and the healing bonus with Tree form), with some stamina for the survivability aspect. Later in the game, you'll come across equipment

abilities such as + spell damage and healing, + attack power, + critical hit chance, + dodge, + block, + mana per 5 seconds (+ mp5 for short), + spell penetration, + hit chance, + defense, etc., etc. As a healer, I try to find equipment with + healing and + mp5 bonuses. (You'll also find the enchanting profession to be all about adding bonuses to equipment.) The + mp5 bonuses are especially handy for healers since you normally can't regenerate mana while casting (with the exception of talents and a trinket or two). Needless to say, although I don't have a ridiculously large mana pool like some players, I regenerate enough mana during fights that by the next one, I'm back to full mana already, followed by waves of comments such as "Holy crap, you're awesome man!" and the like. Until you reach the max level, however, the best thing you can do is regularly upgrade your equipment, focusing on your main stats. It'll pay off in faster leveling and less sucking.

**Professions:** Most of the professions were designed in pairs in World of Warcraft – usually a harvesting skill and a crafting skill, i.e. skinning and leatherworking. If you want to utilize one of the crafting skills, it's generally best to get the harvesting skill that pairs with it. If you don't care about crafting, it's still a good idea to pick up a couple harvesting professions and just sell your harvests to other players for extra cash. If you don't take any professions, I'll hand you a knife, and you can find out what happens when you eviscerate yourself.

Enough of the basics. Time to clue you in to some of the smaller things that will make you a better player overall.

**Terminology:** Learn it. Common acronyms are fine (LFG = looking for group, PST = please send tell, DPS = damage per second [usually refers to a player that deals high DPS], various abbreviations for dungeon names, etc.). If you use any other abbreviations, such as taking the vowels out of words for no

reason, I will *personally* end your entire family lineage. Also, whatever you do, *never ever ever* call yourself "elite" or "pro." Nobody is "pro," there are no degrees or licenses you can obtain to certify this, period. It's one thing to have skill. People that call themselves "pro" never have skill and are ginormous douchebags. If you disagree with this, then *you* are obviously also a ginormous douchebag, so stop hiding in denial.

**Observation and Group Play:** You can learn a lot from observation. If you can observe well, it'll likely be the climbing pick that helps you out of that giant pit of suck you're stuck in. When you're in groups, it's best to take suggestions from other members to heart – chances are they're better than you (you can judge this fairly easily by the way they speak and act in the group). One tip: if you're not the "tank" in the group, if you pull "aggro" from the tank (generate more hate toward an enemy than the tank, thus causing it to attack you), *don't* run around in circles like a headless chicken. It'll just piss everyone else off and make it harder for the tank to get aggro back, most



THIS is a ginormous douchebag.

likely leaving you dead and possibly others in your group. If you pull aggro, run with enemy in-tow to the tank and stay there until the tank has aggro again, then exit the fray and return to your original position. Your group will be happy and you'll be one step closer to not sucking. On another note, if you're making a group or looking for people to join your group, try the "Looking for Group" tool – that's what it's there for. Also make sure to use *observation* and read comments (or leave one if you're the one looking for a group). Keeping in mind that I play a healing druid, not a feral druid (designed to take or deal damage, depending on talent distribution), it's ridiculous when I get a message from someone asking "r u tank?" – not only do I want to strangle the person for abbreviating "are" and "you" as well as neglecting to put "a" between "you" and "tank," but I also want to strangle them for being so much of a dumbass to not notice the comment "healer" under my name. Seriously, WTF?

**Guilds and Recruitment:** Guilds formed later in the game are generally created to raid (fight in very difficult dungeons with a large number of people for the purpose of acquiring very good equipment). You'll probably find a number of casual guilds, too, just out there to help each other and have friendly discussions. Personally, I'm a freelancer. I don't have the time to devote to a guild, nor do I typically want to associate with that many morons. Even though many people look down on unguided play-

ers, I enjoy the greater respect I get when people realize how awesome I am, like a hidden gem – great skill and great gear to match. There's also the added pleasure of shutting down guild recruiters in their tracks. The following is a typical conversation between a generic guild recruiter and a generic unguided player:

Generic Guild Recruiter: "Hi, how are you?"  
Generic Unguided Player: "Fine."  
GGR: "Looks like you've got some decent gear."  
GUP: "Thanks."  
GGR: "Would you be interested in joining my guild?"  
GUP: <insert decision of unguided player here>

Here's a conversation between the generic guild recruiter and myself:

GGR: "Hi, how are you?"  
Me: "No, I don't know you and I don't want to join your pathetic generic guild. Die in a fire."

My recommendation: assuming you're a full-time college student, don't join a guild. Otherwise, when you're in the bathroom, you'll remember how much your life is like the explosive diarrhea you get every night from dorm food.

So there you have it – a few tips from master to lowly peon. Granted, you'll probably still suck at World of Warcraft after reading this, but at least you're trying, right? ☹️

## Daily Bull

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Come join us at the Canterbury House for a fireside chat with MTU Professor Dr. Willie Melton.

When: Thursday, Nov. 14th, 6:30PM - 8:00PM

Food will be served at 6:30PM with Discussion to start at 7:00PM



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