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Blizzard patch warcraft 3

To install Warcraft 3 today, you will no longer need a CD to run like it did 20 years ago, all you have to do is select the WC3 installer from the list above, download it and install it on your computer. For Reforged, you can find the latest installation guide here. In a traditional WC3 installation, it is important to choose the version that best meets your needs, and each platform has different requirements. If you plan to play a LAN game, Dota AI game, or single player match, select the correct version of the map you want to play. Warcraft 3 Download & Patch Installation Guide: Warcraft 3 Patch Evolution: Reforged is out, so it's a little more complicated to switch all the installations. You can view all WC3 Reforged news and update it for new ones. Big Warcraft 3 Patch Download ArchiveWarcraft3 – Reign of Chaos was born in 2002 and frozen throne in 2003. On this page you can download all Warcraft 3 Battle.net patches from all time! Over the years, more than 15 update patches have been released to upgrade the game. All Warcraft 3 players love new changes and server resets. Every time the Battle.net server is reset, all people panic and want to climb ladders and levels as fast as possible! ☹️ When will the next Warcraft 3 ladder reset come? Is there another patch coming? Is there another Blizzard RTS game in the Warcraft universe? © If you have any questions or missed the Warcraft 3 patch, please contact us and we will keep the archive of warcraft 3 patches up to date and complete! WC3 Installer Warcraft 3 Update: Blizzard is still working on a new patch for Warcraft 3 Reforged. You need a different version to play on platform Battle.net W3Arena, RGC (Ranked Game Client), etc. Always check the required patch version. In our Warcraft 3 Patch Archive, you can find all the patches published for BNet so far. If you want to play Warcraft 3, read the WC3 Wiki overview here. Hale War Chief, Riches, Commander, Keepers, this is the last major patch before re-counterfeiting. In addition to significant enhancements to the World Editor, it includes significant updates to rendering technology and creates significant server updates in parallel. Progress is not without compromise. The team did the scariest thing to get the arranged team to work within the legacy system. We moved forward for that, but we were unhappy with the experience. We got this behemoth of a door patch and determined that it was more important to continue the delay. That is, AT returns with Reforged, not before. We are deeply grateful to those who are playing on ladders, in custom games and creating new maps. One day we unfortunately look back on these moments in a melting pot of change, but until then your passion inspires us. The march to re-forgery continues. With certain changesIntegrated Direct3D 11 and Metal Graphics API Added 32-bit support for Windows and Mac Macs Disable Mac Sound support If the client is not active, see the optional Extended Extended Support window mode See World Editor Update Lua Many additions and improvements, including beta support to join multiplayer and map pool changes, have disabled Chaos Development's Rain Battle.net: We've run into the trivial problem of connecting players on Battle.net when unifying game clients - A prime example of amputation caused by an incorrect match between chaos and thrones. Custom maps created with RoC data are playable, which only affects proximity. A major advantage of this change is that players who owned reigns of chaos now only have frozen thrones. BUG FIXS trigger will not be lost during storage (thank you, bribe) 256 bones are available (thank you, Retera) custom movie will play correctly (thank you, Gustafsson) DBZ Tribute Elite 2.5.1g no longer cause asynchronous Builders_and_Fighters_CFVers_1.08 Cause Chardev 4 3.0 Fix 5 English Load HM RPG v7.00 Load NCD6.9 ENG Dannebox does not download the map again between each patch no longer transferred between each patch Sound data opens window focus after the control is released while the unit is no longer triggered trigger after the control is restored The sound of combat and death that no longer causes freezing is no longer played globally for observers, movement speed and attack speed data labels are no longer inverted for envenomed spears in the editor, and using custom buff data Ruled Bracer's tooltips accurately describe reducing spelling damage, known issues that are not magic damage Mac Client reports incorrect line number Lua error Mac requires legacy CD key to open Confirmation command line changes are not available Command line change command line argument flag is not supported (use ':' instead) Removed: -nativefullscr (replace: -windowmode full screen) Deleted: -full screen (replacement: - windowmode windowedfullscreen) removed: -window (replace: -window mode window) delete: -swtnl (replace: nothing, warcraft uses hardware textures and lighting) removed: -d3d (replacement: -graphicsapi Direct3D9 [may be removed in the future]) Remoed: -opengl (replacement: -graphicsapi OpenGL [may be removed in the future]) registry changes removed: Gfx full screen (replacement: window mode is saved in configuration) Deleted: Gfx OpenGL (replace: -graphicsapi OpenGL on command line) Removed: Gfx SwTnL (replacement: Nothing Warcraft has added Lua as a world editor update (beta) supported scripting language using hardware textures and lighting. To create a Lua map: Create an empty map Open a scenario > Select the Map option, select Lua from the scripting language drop-down map, and save the map in the language of your choice.In the standard library, you can switch to Lua Maps using custom scripts and you need to disable all custom triggers before conversion (beta) object change system API allows many items, abilities, units, and more new changes at runtime. Maps can now be saved and loaded as folders (and MPQ) map structures can now be updated outside the editor (for example, adding files). In the editor, go to File > Save As and save the map as a directory or MPQ. This feature, combined with automatic import, makes it easier for teams of users to work with and develop maps. Loose files in maps are historically automatically imported into editors around the world, and imported files are listed in .imp files. The map only reads/stores files stored in the import file. Automatic import automatically reads and stores files stored in the maps folder. This also allows you to work with map files outside the editor. Add support for many popular community creation features Add a custom user interface feature that stores frames of maps as MPQs that map manufacturers add, remove, and adjust. The editor no longer needs to save file time and finalize the map. .w3x), which allows you to support maps that contain all locales in a single map, can now be nested globally in trigger editors, become part of the trigger tree, and the height of Doodad that can be placed in the relevant categories is now an adjustable property ([Fixed object height must be reset] disabled) If you create a new object in the object editor, the script can be damaged. Armor scripts now detect and change damage done before detecting and changing attack, damage, and weapon types (note: these only work with pre-armor events) GroupAddUnit/GroupRemoveUnit now returns true/false when units are added or removed. BlzGroupGetSize, BlzGroupUnitAt) Per-bit function (BlzBitOr, BlzBitAnd, BlzBitXor) When JassHelper is enabled, only the JassHelper error dialog box that removes the dead zone when using the widescreen display editor is now displayed. zGetLocalUnitZ now returns the correct height to use a custom color for true waterfall dood, specifying that the custom spellcaster icon does not crash the game client if the selected specific custom model is no longer lost because the texture with a new field in the game has been rearranged, the initial value of the stock after the start delay. This allows the map maker to specify how much inventory will start in the shop if there is an initial start.Balance Update ORC Blade Master Windwalk Cooldown occurs when a windwalk breaks, reducing the windwalk cooldown from 5 seconds to 2 seconds on all levels and benefiting again from all damage, not just base damage Dev comments. Blademasters were also able to unssofar and disappear if the windwalk was activated five seconds before it was attacked. These changes increase the blademaster's damage, but he remains vulnerable to counterattacks. Codbeest Deuber can target the Mountain Giants without the resistant skin Taulen Parberise Tauren, increasing the 60 Upgrade Pulverize timber cost, where the Parverize upgrade has been changed to Upgrade Parverize and reduced from 250 to 225 wood Dev comments. This change is intended to make your first few taurens more viable to take over your front line. Reducing the wood cost of upgrades can also help with migration. Overall,

the upgrade cost is similar to a fully upgraded knight or amorph. Reduce spike barricade upgrade level from 3 to tier 1 and 5 base damage + 20% of attacker damage tier 2 is 5 base damage + 50% of attacker damage Dev comment: Spike barricades don't play much of a role in high level 1v1 games. Inflicting extra percentage-based damage to upgrades increases effectiveness against late game units and helps you get online faster by reducing the number of upgrade levels. This will make the upgrade more complex, so we look forward to hearing feedback on this direction. Human Knight New Upgrade: Sanding Blade studied in barracks, castle, wood mill, blacksmith 100 gold/100 wood/40 second study time increases Knight's damage to medium armor by 15% Dev comment: Knight is very formidable in a single battle with other units, but we wanted to improve its role vs. medium armor even more than the default damage bonus of 150%. This makes knights more threatening to units in the chasing range, such as the Crypt Fhines, and increases their ability to fight the Mountain Giants. Paladin Equipped Orb no longer slows down attack speed when attacking attack speed if 50 Dragon Hawk Rider Base HitPoint Increase 50 Dragonhawk Rider Base HitPoint Increase 50 Dragonhawk Rider Base HitPoint Increase. Increasing base hitpoints should help reduce reliance on animal war training, and reducing timber costs should slightly help with the overall transition to these units. ControlThe additional mana cost increased from 35% to 45% Dev comments: we reduced the additional mana cost of this capability to facilitate its use, but that ended up inhibiting more strategies than it promoted. A new effect that gives areas of the orb effect of fire bonus damage reduced from 10 to 7: reduce the effectiveness of healing abilities and develop 35% hit point playback for 3 seconds: By shifting the fire orb to an anti-healing role, human players will be better equipped to focus enemy units in late games against powerful healers like the Knight of Death. This should benefit a combination of late game units such as riflemen, casters and griffons. Its effectiveness is not determined by the raw statistics of the unit, so it must be viable for range and proximity heroes. NIGHT ELF Ultravision now applies to avatars of mountain giants, spirit of vengeance, and revenge dark ranger life drain life drain, applying the dark minion effect of the current rank of Black Arrow (requires at least one point in Black Arrow) Dev comments: Drain Life and Black Arrow were not in phase. Black Arrow's short debuff meant drain life was unlikely to result in a dark minion. This change benefits drain life by getting the intended effect of Black Arrow, but does not get a damage bonus. Demon Hunter Manaburn Mana Cost reduced from 60 to 50 at all levels Dev comment: While some of the low usage of DH is due to the popularity of keepers, we also agreed with the feedback that increased manaburn costs were a factor. The minimum damage in the form of druid bears in nail-based statistics increased from 22 to 23 Dev comments: previous nerfs showed that the claw druids were .. Arrogant... In Tier 3. They stopped making the structure badly, but their role became ambiguous with the dominance of the Mountain Giants. This is a small change - night elves are doing well at a high level these days - but are meant to sweeten honey pots when you decide to feed these beasts. Glaive Thrower Vorpal Graives Upgrade Now increases firing speed from 1400 to 2000 It is no longer guaranteed to achieve the main goal Make changes to damage with lines, instead The Give Throwers maintains the effect damage Dev comment in the circular area before the upgrade: Vorpal Upgrades that weren't satisfied with the Gladiives homing ability now increase The Glide's speed, but like any siege weapon, it returns to a chance to miss out. This leans towards Grave Slaughter's character of being a high-speed siege weapon while fixing bugs. Hippogriff Rider Base Statistics-based hitpoints increased from 780 to 785 Dev comments: Hippogriff Ryder is a merge of both Hippogriff and Archer, which means they share hit points as well. This should minimize the impact of balance, more than increased consistency with individual hitpoints. Keepers of globe-based statistics night vision radius decreased from 900 to 800 base intelligence, down from 19 to 18The duration of the vulnerability has been reduced from 3 seconds to 1 force of natural treat-based damage reduced from 15 to 14 Dev comments: the keeper has been the pick following his buff in previous patches. We're dialing him back to promote other heroes - diverse hero options are one of the best ways to mix gameplay. The decline in night vision undoes unintended changes. The movement speed of UNDEAD gargoyle-based statistics has decreased from 350 to 375 gold costs from 185 to 175 dev comments: speeding up gargoyles on top of ground units allows them to pick up better retreating enemies or intercept mostly trickle reinforcements. But they are still slower than the air-to-air units designed to counter them. By reducing costs, there will be a bit more competition from Crypt Fiends. Necromancer New Spell Order Crippled -- Dead -- Increase Unholy Frenzie Cripple Now 85 Mana reduces movement speed by 75%, reduces attack speed by 10%, reduces attack damage by 35%, targets and renames 35% unclean frenji renamed to target friendly undead units, and all nearby non-machine units get unclean frengy - 5 seconds cooldown ability area of effect increased to 175 mana including neutral and enemy units 5 seconds cooldown ability area of additional effect reduced 250 attack speed from 75% to 50% Mastery Now requires necromancer Adapt training to unlock development comments: currently Necromancer A single target spell is locked behind the Necromancer Training upgrade, so you'll soon have to produce large quantities to summon a lot of skeletons. This commitment to necromancers can be a problem as the opponent has a large window to scout and prepare. We want to be able to sort and revamp the necromancer's skills to provide value by producing numbers early on, while later collecting large amounts so players can summon large skeleton army. Increased attack speed bonuses from 25% to 35% Dev comments: Currently, this upgrade won't make up for the deal poorly how poorly they trade against similarly upgraded units in other races. Increasing the attack bonus by 10% changes the number of unit relationships to better favor ghouls in direct combat. In addition, a quick change to a crippled necromancer should help the effectiveness of ghouls in Tier 2. (New Item) Ritual Dagger Shop Details Purchased from relic graves available in Tier 1 125 Gold, 2 Charge Stock 1 90 Seconds Restocked Time Item Details, at the expense of friendly undead units to heal 100 hitpoints to all friendly non-machine units, Charge 400 cast range 300 effects between radius Dev comments to interrupt the cooldown of 5 seconds played. When used in combination with necromancy or cryptorode beetle rods, it offers more runability to creep and fight early games. Added interrupts from damage to match the intent of the recovery mechanism during battles.UNITS Alchemist Healing Spray Cooldown increased from 0 to 6 seconds Acid Bomb Level 1: Primary damage decreased from 6 to 5, secondary damage decreased from 4 to level 2: primary damage decreased from 11 to 10, secondary damage decreased from 7 to 6 transmute bonus gold, reduced from 125% to 100% Dev comments: The alchemist continued to be rounded too well. Healing Spray Cooldown is now in line with similar abilities like Blizzard, reducing some of his early to medium-term game damage compared to other damage dealer heroes. Reducing transmutes is aimed at over-playing endgames in teams and ffas. Reduce Fire Road Soul Barr Mana Cost from 85 to Level 65 Level 1: Reduce Damage from 125 to Level 2: Reduce Damage from 270 to Level 3 200: Damage reduced from 450 to 340 Dev Comments: We're trying a new direction for Soulburn. The firefighter had a lot of mana strain during his three active abilities. It is intended to reduce some of the mana tension to reduce attack damage in Soulburn and make a single target silence more impactful to play. Pandalen Brewmaster Breath of Fire Level 1: Increased Damage from 5 to Level 7 Level 2: Increased Damage from 10 to Level 14 Level 3: Increased Damage from 15 to 21 Dev Comments: Brewmaster's role as an effects damage dealer was overshadowed by other heroes after changes in his previous rounds. As the star of Brewmaster, we wanted to bring pandamonium back into the kit. General item speed boots removed from the default creepcamp drop table starting with two stocks of goblin merchants after the first cooldown Dev comment: the main goal here was to prevent a network connection war for the first purchase. Moving speed boots from the default creep drop table is experimental. This is one of the last items that can be purchased by a Goblin Merchant and dropped by Creep, and by increasing the starting stock, the item should naturally be available to both players. The cloak of shadow heroes carrying this item can now be shadow-melded during the day as well as at night, and using this hidden feature also works with units that have shadow meld Dev comments: currently shadow cloaks have a low descity among many players. It is also one of the few items that deactivates parts of the game without player input. Available during the day gives you more flexibility. The Crystal Ball item level has been reduced from 5 to 3 gold prices to 500 to 300 Dev comments: at level 5, crystal balls are noticeably less powerful than other item drop options. It offers free scouts that might be useful, but probably more useful in early games than later. The Lion Horn with storm wind distortion aura effect increased from 1 bonus armor to 2 periapt at the price of Vitality Gold, reduced from 350 to 325 Dev comments: Periapt was the only item in the tier that wasn't 325 Gold. Rings for all levels of protection: gold price adjusted to the same as other permanent items on level 2: damageIncreased damage reduction from +2 to +3 level 3: Damage reduction increased from +3 to +4 level 6: Damage reduction increased from +4 to +5 level 7: Removed from creep drop table: Protection ring receives considerable feedback on missing protection rings compared to other items in that layer. So we're increasing our bonus armor by 1. Compared to other options in that layer, we are removing the highest layer ring because it is often less impacted for heroes who get it. The Scorpion Chimes Van Pilic Aura effect has been increased from 15% to 20% Dev comments: As a baseline, aura items must be at least the same as level 1 hero abilities. Now that the Divotion Aura and Vanpylic Aura have been buffed, the effect of each aura item has also increased. Sentry Ward period reduced from 5 minutes to 3 minutes Dev comment: High level of feedback is that the duration of this item is already lower than the Witch Doctor's Sentry Ward, but it still provides too much scouting information overall. Experience Tome No Longer Random Drop Developer Comments From Creep Camp: The experience comes from your enemy's blood! The tome of experience changes this by giving a large bump of power to the player who finds it, but in a way that the opponent cannot prepare or predict. This theme has already reduced the effectiveness of the late game, so there concerns that just reducing the amount of experience would keep the problem early in the game while not being interesting in a slow game. So we're going to remove it. _Warsong Battle Drum_ Now offers the same war drum command aura buff as the Konai Beast Dev comment: this is now the only aura item that stacks a similar aura from one of the playable races. This makes Orc a slight geek, but it makes the whole aura item more unified and works without exception. MAP pool change ldr LV removed from 1v1 ladder Tilse Falgraise LV removed from 1v1 ladder nomadic island 1v1 ladder nomadic island added to 1v1 ladder ancient islands 1v1 ladder battlefield 3v3 ladder battleground LV 3v3 ladder timber maehold (RoC version) 3v3 ladder timber maehold (RoC version) TFT version) has been added to the removed brader from the 4v4 ladder added to the 3v3 Ladder Blastland (2) The Nervian Passage has been added to the 4v4 ladder (2) Added additional trees that change the terrain around the Western Green Norcamp to reduce the chances of echolsisles player units accidentally walking into it, Repositioned graffiti behind mercenary camps to make them equal (2) Some changes made from the original author's version to prepare it ladder (3) Some changes made from the original author's version to ladder-ready a new map from Nomadys W3Arena (8) NerubianPassage new map from the Hive workshop it was a small change made from the original author's version to ladder(2) Northern Isles Natural Expansion Creep Camp went from two mad golems, two auga warriors and a rock golem to ice trolls, ice troll priests, Tugsar trappers and augamaghi. Item drops no longer include level 2 power up. Red Creep Camp has been changed from Blue Drake and 4 Ice Troll Berserkers to Magna Tourle Bar, Augamaghi, Polar Faborg Sherman and Auger Warrior. Item drops now include level 2 power-ups. The Goblin Institute CreepCamp has been changed from 2 Gnor Warden and 2 Gnor Supervisors to 2 Tasker Saucer and Polar Farborg Tracker. Item drop changed from level 2 permanent and level 2 power to level 3 permanently. 1 Gnor Assassin, replaced by 1 Gnor Warden at Goblin Merchant Creep Camp, replaced 1 Ice Troll High Priest with Ice Troll Berserker at Marketplace Creep Camp and replaced 1 Warrior Arahanatid with barbed wire mongma and alahanatid creep camp. We're also moving Nervia's web spinners to the other side of the creep camp. Item drops have changed from level 3 permanent and level 1 power supplies to level 2 permanent and level 2 charging. We added an additional fence near the Goblin Institute and moved the extension back a bit to the tree line to improve the path. Fixed gaps in tree lines around the map. Removed two stray trees near the extension on the river. Removed random frogs around the map and added frog creatures in the orange demon/fang creep camp for each player. Small visual terrain changes and improvements around the map. Shifting northeast starting point to optimal distance from gold mine Changed some terrain of northwest and southeastern islands to not be built and removed rock archway graffiti near the starting point to improve visibility (2) PlunderIsle_LV Adjust the position of each starting position and tree near each starting position We added (2) SwarmedTemple compressed the map on the outer edge, moved the size of the playable area a bit, removed the tree line in front of them, the marketplace was replaced by a goblin merchant and moved to the center of the map. Creep has also been changed from Ferborg Sherman, Ferborg Tracker and Fullborg to 2 Ogre Maurers and Renegade Wizards. The Skeleton Oak was replaced by Gnorl Brute for the Green Creep Camp adjacent to the place of departure, and the Marketery Camp Creep was changed from 2 Spitting Spiders and Giant Spiders to Skeleton Warriors, Auger Magi and Kobold Geomancer. Item drop has been changed from charged level 2 to level 2 persistent and level 1 power up. The Forest Troll High Priest was replaced by Forest Troll Shadow Priest at the Natural Extended Creep Camp McLattoid Call and replaced by Makrapur Weller at the Green Creep Camp near the expansion site. Item drop has been changed from level 2 power to watcher rune. The Green Marlock Creep Camp has changed from two Murgur Krifulners, Mulgul Brad Gill and Murgle Snarecaster to three Murgle Krifulner, Marlock Huntsman and Marlock Flestatter. Green Skeleton Creep Camp changed from GiantWarriors, Skeleton Marksmen, skeleton archers to two Skeleton Marksmen, Skeleton Archer, Marlock Frestater, and . Item drops have been changed from permanent level 1 to level 2. The executors were replaced by Rogue and Brigland, who were replaced by assassins at the Goblin Institute's Creep Camp. Removed Gnorl Brute from The Creep Camp in Center Goldmine and changed the Enforther/Kobold Creep Camp item drop from charged level 2 to level 1 power-up, Lesser Healing Rune. Creep in the Northern Goblin Merchant changed from Renegade Wizard and KoboldTon Neler to Forest Troll Warlord and Forest Troll Shadow Priest. The skeletal marksman was replaced by Burning Archer at a red creep camp in the northeast slightly adjusted the trees near each goblin laboratory and added creeps to keep the spacing TerenasStand_LV constant. 4) BridgeTooNear_LV shifted the northwest departure position to be the optimal distance from the gold mine, removed the three trees at the point of departure and removed three of the departure points to make them more equal (4) CentaurGro Ve shifted the eastern departure point, adding trees around multiple departure sites to make them more equal (4) Death Rose replaced two rubble graffiti with trees near the marketery camp. 4) LostTemple (RoC version) Added some trees near the northern starting position to turn off the wall from a similar distance to other departure points (4)TidewaterGlades_LV Added two trees behind the North Goblin Institute (6)GnorlWood (TFT version) slightly adjusted some starting locations, Added trees, and additional trees added near the (6 Monsoon_LV) Northeast Mercenary Camp, changed terrain to make all starting positions more equal, shifting the eastern starting point to be the best distance from the gold mine (6) NeonCity. (6) Replaced one of the benchmark graffiti near the Goblin Institute with a tree (6) RollingHills Added trees near several departure points. Lowered one grid of terrain, and added additional trees near the Most North Goblin Institute (6) (6) The Ruins of TheStratholme shifted the starting position at the bottom right to be the optimal distance from the gold mine, adding four trees behind each Mercenary Camp (6) Strang Thornvale multiple nearby Added trees (6) ThunderLake_LV Southwest Mercenary Camp (6) Added trees near TimbermawHold (TFT version), added trees near multiple departure points, and (8) Battleground_LV added trees near southwest and west departure points to make them equalLocation of west and south departures Changed creep's target acquisition range to a slightly adjusted starting point for Normal (8) Friends, and added trees so that each starting point is more equal (8) Add trees and slightly modified cliffs near GoldRush South Marketery Camp (8) GolemsInTheMist_LV slightly adjust some starting positions, Added trees and changed terrain Added 3 trees behind mercenary camps (8) Mur'gulOasis_LV Shifted southeast departures and seriously added 2 trees behind each mercenary camp (8) Sanctuary_LV to be the best distance from the gold mine. 3. Like if you are kidnapped by aliens or KGB and held twice with muaeth flashing. We send you someone to save 2 favorite classics: _Warsong Battle Drum_ It's a typo if I've ever seen one! War Song Battle Drum * Will be a good re-making to hear the next patch! Keep up the good work Blizz 2 like lmao. They've already dealt with this above. 1 awesome! I waited for this patch after entering PTR. Good job, Blyz! 3 I like to think it is. But they literally suggest that I suggest everyone the game tries to act by playing manners, blizz is well known for vanity, people like to lick them, sometimes ignoring people who yell and yell but tell the truth. Imidate you say something that criticizes the self-proclaimed cup blizz-patrol to them rudely deny everything you say and try to sabotage your thread and post. No one blindly called them to defend Bliz, but those people who install themselves in threads that behave like they are officially crowned by Blyz himself are very polite, nice = but brainless. So we need to change politics and use bad words like: you failed blizz and so on. Bloody formula we now have a signature from ourselves, that they failed. And they are officially asking us for help. This means that they need to change their politics too! I got everyone? Both Probriz and Anti-Blyz patrol trolls should stop 1 apparently ridiculous as KOTG's Nerf. The problem with tre canto is more about their resistance imo, and one point of dmg in addition to less than 1 pt of intelligence is almost unnoticed. 2. Thank you for your sincerity. This effort is highly appreciated. Let's hope you can finish Reforged on schedule and we're all good to go. Best of all. ThisWe're going to disrupt some projects and custom campaigns. Lol despite the possibility of closing the reign of chaos and rebuilding the scenes of thousands of us with minimal effort, we lose hundreds of active passionate players stuck around x years with literally 0 support from Blizzard. Instead, go for a player base on a new, impressive number who play Reforged for a month or a year and recently return to a simple game of trending. The RoC community easily manages to bring a large number of major European TFT figures to its tournaments (sonik, for example, has participated in literally every RoC event for the past two to three years) and has shown that the game is still viable. I don't buy Reforged, I'm perfectly fine without computer games in my life. Both RoC and TFT are mainly about nostalgia, and you seem to forget. There are no new players. The Warcraft community consists mainly of people in their late 20s/early 30s. By removing some of it, you simply earn a loss. 8 Favorite Reign of Chaos is the first game Blizzard has removed from online? 3 Favorite Dark Ranger is now the hero of the Night Elf!4 Likes Without Blizzard, we wouldn't have had anything we had. Cantallion There such a good argument: the self-proclaimed cup blizz - the patrol is rudely denying everything you say and trying to sabotage your thread and post. I declare my name here as blyz patrol and my post consists of all the rude denials you say and interfering with your thread and post. Ditto. RoC removal is the most important issue here. Let's ask about it, one by one, with a powerful cry. RoC proximity must remain!3 -- next page of previous --

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