



THE WILDERNESS

...an unauthorised biography

APPENDIX

CONTENTS

1. Introduction: Runescape's Greatest Threat [Page 3]
2. The Food Chain [Page 7]
3. Community Suggestions [Page 10]
 - Existing Content [Page 11]
 - New Content [Page 14]
 - Systemic Changes [Page 18]
 - The Clan Wars Dilemma [Page 22]
4. Synthesis of Ideas [Page 23]
5. Conclusion [Page 24]



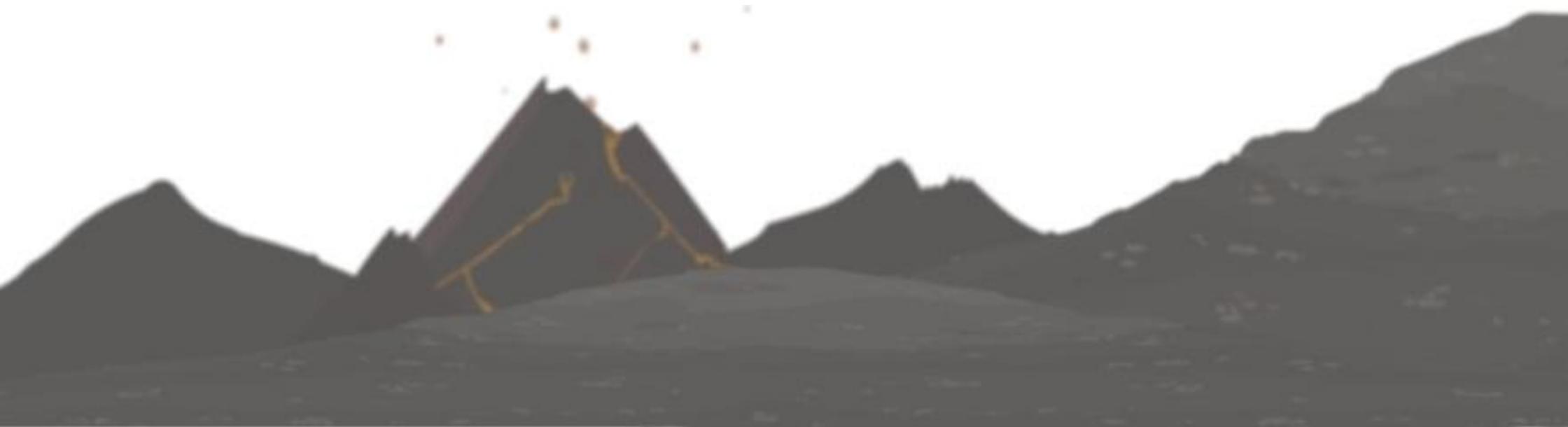
INTRODUCTION

Runescape's Greatest Threat

2012. Runescape was popular as ever, with a player base so large that Jagex could not have fathomed it a half-decade before. We had just come out of "the year of clans" in which citadels, registration and member lists brought clans to new heights. Yet, for all the success afforded skilling, boss hunting and community clans, the PK clans of Runescape were still in rapid decline, our ultimate demise now imminent. It was then that we decided to record our story.

It began as a small project, a chronicle of our legacy. We, the members of the PKing clan community, had begun work on a video that would allow us to live on, if only in memory. As we pieced together our story, it became clearer by the moment that we the PKing community were merely pawns, and at the mercy of Jagex to save or sacrifice. The life force, the perceived power we thought was ours, was subject to whim of a Jagex update. In this knowledge, the biography of the wilderness changed. No longer was it a eulogy, but a cry for help. Our future was not ours to determine, but yours.

It was not your fault, Jagex, that we have fallen into ruin. The choice you made to remove the wilderness was necessary, and you are working for a greater good. We, the PKers of Runescape comprise a minority in the Runescape player base... but recall that it wasn't always this way...

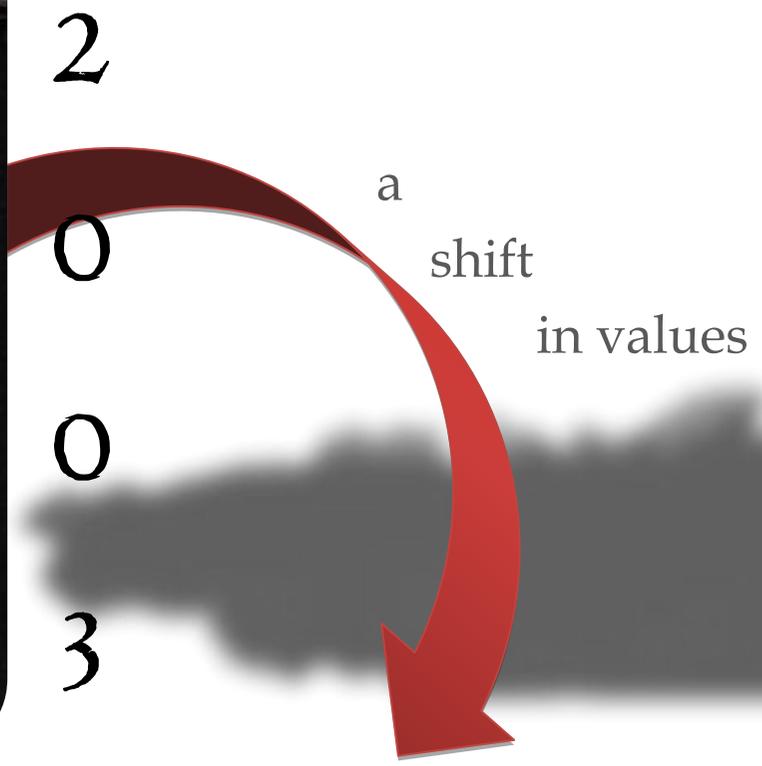


Dangerous Agility
9 years ago

All budding athletes and gymnasts out there will be pleased to know that there is now an even better way of improving your agility. Just head down to your nearest deep wilderness...

We've put in a high level assault course for anyone who is hell-bent about building their agility XP. So pack yourself a napsack and get ready for some serious lava-dodging action.

Of course you do run the risk of dying painfully in a hail storm of arrows, but nobody said that getting perfect abs would be easy. As our head of Customer Support would say: no pain, no gain.



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[W00ters] Mod Mark: And I do agree with several of the points raised in the vid

[W00ters] Bodhisattva: Ok well mod mark id just like to make a quick addendum to that

[The Scrying Pool] Kittyphantom: Zoli says Mark said all armour and costumes will be updated!

[W00ters] Bodhisattva: The mentality of solo pkers has been spoiled by high burst damage weapons

[W00ters] Mod Mark: But introducing innocent victims back to the wildy is a dangerous game

[W00ters] Mod Mark: But introducing innocent victims back to the wildy is a

Player-killing was slowly phased out of popularity. As one would expect, an old generation of PKers was replaced by one that found contentment in such things as skilling, mini-games and quests - the central focus of a new Runescape. Some in Jagex may argue that these aspects are not replacing the popularity of PKing, but merely balancing the game to accommodate all. This is simply not true; if PKing was still popular, the PKing community would not be facing total collapse.

There is currently no concern more urgent than the revival of the wilderness.

This document has been compiled on the eve of a major change in Runescape - the combat rework. We the PKing clans have put it to the test, and despite our disagreements over its strengths and weaknesses, we are unanimously agreed that while it helps, alone it is not enough to restore PKing to popularity.

The wilderness is the heart and soul of PKing, and excepting some graphic updates it has remained largely abandoned for many years. As it becomes less relevant (refer to the chapter entitled "The Food Chain" for further insight), the population of PKers continues to decrease. Such neglect has lost the player base hundreds of thousands of players.¹ Should life be restored to the wilderness, the game would witness a dramatic rise in players, many of these coming out of retirement. If the wilderness continues to lose popularity, many thousands more PKers will leave the game. Since the release of the *Wilderness Biography*, dozens of clans have closed, and those remaining have shrunk to alarming sizes. We do not have the luxury of time on our side. If immediate action is not taken, our size and influence will diminish, and beyond a certain point the damage becomes irreparable.

In comparison to the extinction of an entire breed of hundreds of thousands of players, updates such as quests, make-overs and skill adjustments seem trivial. Such updates are luxuries, whereas the wilderness crisis presents *urgent* need.

¹ This figure is a reasonable estimate based on clan sizes in previous years and extensive feedback from retired players.



Up until a few years ago the wilderness was the most important area of the game for a majority of players. The majority of players joining clans these days are more concerned with finding players to skill with or kill monsters with and are not about going into the wilderness and fighting with and competing against other traditional clans.

There is still a good shell and some great clans around, but on a much smaller scale, and there is very little competition compared to a few years ago. The PKing side of the clan world is likely to continue to shrink if the wilderness is ignored.

- Icedrop

Honourary Ex-Leader of Runescape Dynasty

RSD has won the Jagex Clan Cup (Combat) two years running



This appendix represents the input of many hundreds of players. It is intended for use as a supplement to the original movie, which can be found here:

<http://www.youtube.com/watch?v=kU8-mtY5ZKg>

The chapter entitled “The Food Chain” is a detailed explanation of the mechanics of the wilderness. It explains what made the wilderness so popular in the first place, and why this is no longer the case.

The suggestions following were distinctly formulated to combat the problems presented. Some are more detailed than others and vary in complexity and impact. It is not required for all these suggestions to be implemented. They are merely a point of departure; Jagex knows the game better than its player base, and so we present these suggestions only to inspire you. It is important to note, however, that the PKing clan world is in a *dire* situation and requires more than a light touch in order to survive. We urge Jagex to compensate for years of unintended neglect.

Following the suggestions is a look at the dilemma created by the clan wars arena and its tendency to replace the wilderness in many regards. The penultimate chapter, “Synthesis of ideas” is a reflection on the ideas presented and offers some ways in which they can be introduced. This is followed by a few concluding thoughts.

Interspersed throughout this appendix are quotes from influential figures in the wilderness scene.

THE FOOD CHAIN

Men were made to hunt and gather. We did it ten thousand years ago, and even now we hunt and gather every day of our lives. Some go fishing, or collect things. Others chase women they admire. Thousands more stalk their prey in video games. It is pure instinct driving us to do such things.

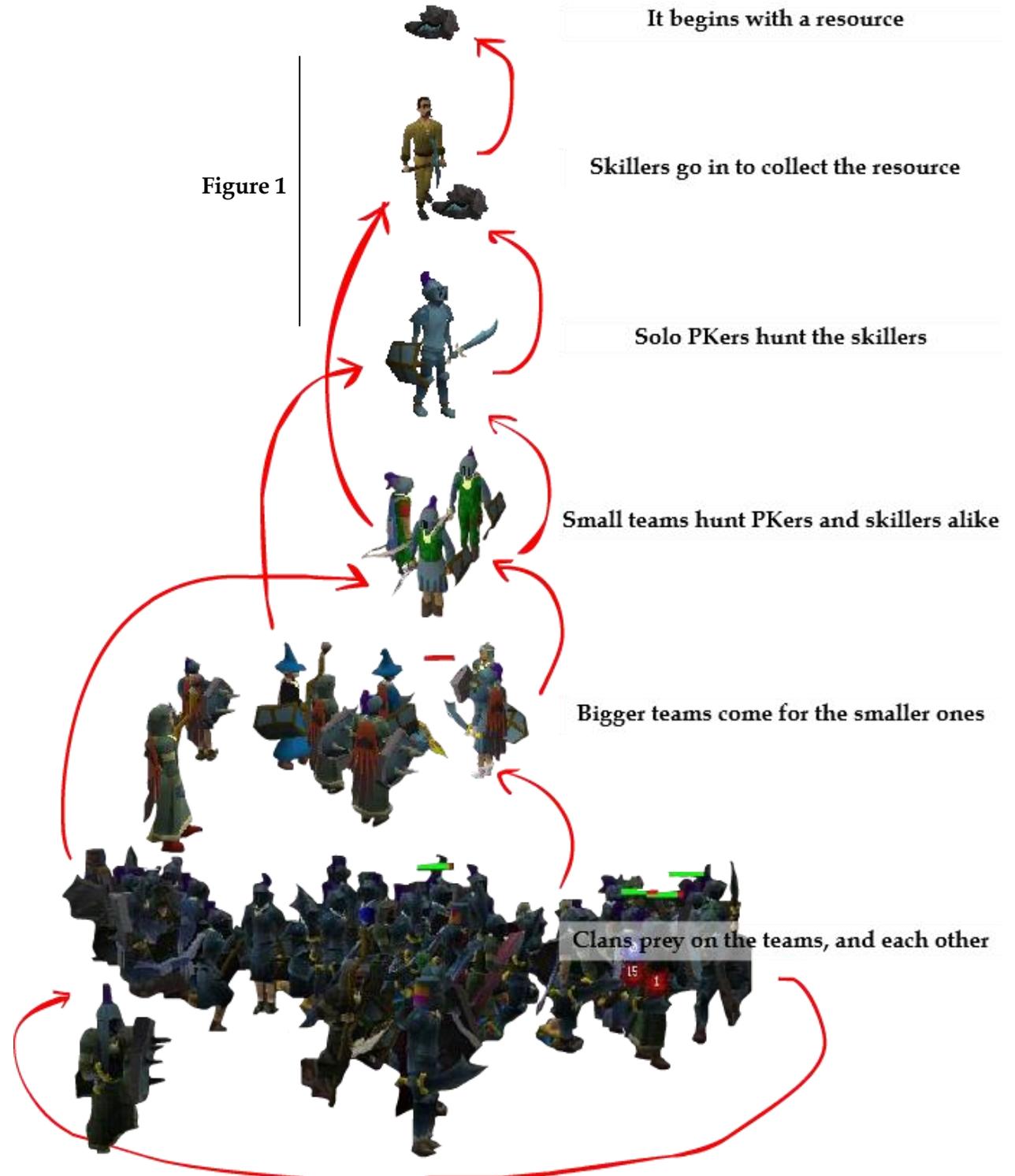
In Runescape, there are gatherers - those who collect items and accumulate wealth - and hunters, who kill other players.

It is in the union of both that the success of Runescape is based. To deny one or the other spells disaster.

- His_Lordship

Leader of the Wilderness Guardians
WG is Jagex's most endorsed clan

Figure 1



It is historically proven that wilderness activity depends on the abundance of a resource. One of the best examples is shown in Figure 1. The rune rocks once attracted miners of all persuasions. They were hunted by solo PKers (who had a 50/50 chance of killing them, depending on their skill), and the solo PKers in turn were bait for teams and so on.

As rune mining and smithing became less profitable after 2006, rune miners were seen only infrequently, and those who did continue to venture into the wilderness were safe – rune ore was no longer worth killing for. In 2012, the rune rocks are now void of life.

The pattern is recurring:

- The greater demons were once good monsters for training, with good loot.
- The spells acquired from the mage arena were once powerful and useful.
- The ancient portals were often used by players to take shortcuts.
- Noobs could make money collecting runes in the Dark Warriors' Fortress.
- The chest in the lava maze once yielded a great profit.
- More recently, EP gains were a good source of money-making.

These days, there is but a single resource worthy of harvest – the revenants. It is the last bastion of activity, though even this place has its own problems. With the ability to teleport from combat and easily escape, the food chain is broken. No solo PKer or small team could profit here. Usually it takes a clan to take down an opponent, and even then, the profits are marginal because the victims keep their most valuable items. The situation is worse in free-to-play, which lacks any attractive resource.



The wilderness has virtually retained the same form since it was first released in 2002, and has not evolved with the rest of the game. Eg. Monsters that once presented real threats are now common pests.

We believe the reason Jagex has been so reluctant to touch the wilderness is because PKing is player-driven gameplay unlike the rest of the game. The wilderness has always contained nothing but resources, and very little in the way of *truly* supporting PKing. The entire food chain was created by the players. In other words, this part of the map was handed over to us to do as we pleased. From this launching point, PKers and clans created an empire that spawned member lists, forums and even unwritten codes of honour that were held together by trust.

This system worked well, until players stopped entering to harvest resources. It is not possible for PKing to exist without the first link in the food chain, in the same way life on Earth cannot exist without the sun. For the last twelve months, wilderness clans and teams have tried sustaining activity, but to no avail.



The suggestions outlined in this appendix predominantly target the resource component of the food chain, though a few vary from this.

Please take the suggestions seriously. **Our experience in the wilderness is unrivalled;** we know it better than Jagex.

Let it be made clear that these proposals are *not* designed to “lure innocent players into the wilderness to die”. These players will have as much to gain from the wilderness as the PKers do. Entering the wilderness is optional. Those players who take the risk will be rewarded accordingly. We the PKers understand that our livelihood depends on theirs. These suggestions have been very carefully tailored so that every link in the chain (from skillers through to clans) will benefit in some form.

While the blood trees may have been an attempt at helping, it's not enough because there's no reason for people to stay there for more than a couple of minutes. The bolts are a novelty to PKing, not a staple. When everyone used rune, the rune ores were in the wilderness - they were a unique quality to the wilderness and people had good reason to go out there and to stay out there.

- Doug_Numbers

Member of The Gladiatorz

The Gladiatorz are one of Runescape's oldest clans

SUGGESTIONS

Below are many suggestions that the community believes will restore vitality to the wilderness. The suggestions are still relevant in light of the impending combat update, which we the community believe will not impact PKing positively enough to trigger the changes needed.

The beauty of these suggestions is that they are varied. Surely at least a few of them will take your fancy. While many dozens of suggestions were put forward, these were chosen on their perceived effectiveness by the community.

As these are still early days for the new combat system, we have limited the combat-related suggestions, and instead decided to focus on resources.



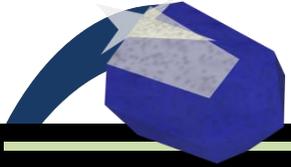
ADJUSTMENTS TO EXISTING CONTENT

The beauty of this suggestion is its simplicity. Vast changes can be accomplished with very little programming. It is suggested that these changes are rolled out in free-to-play wilderness, where the vast majority of clan PKing occurs.

These suggestions will increase the reward for players who choose to venture into the wilderness. However, these players should only benefit from increased experience gains and wealth if they themselves are risking valuable items. These updates would be pointless if such players were not attractive targets for PKers.

These proposals are quite conservative so that there is minimal impact on the Runescape economy, because most of these suggestions are aimed at low-levelled players. If low levels enter the wilderness, they will be hunted by medium-level players who will in turn be hunted by high level players. This is another aspect to the food chain. Common sense tells us that if the wilderness is to thrive, PKing must become enticing and profitable early in one's career. Most new players these days are dissuaded from PKing, and once their playing styles have been established, it becomes much harder to change them later.

These suggestions also require players to stay in the wilderness for an extended period of time. If they are to become hotspots, PKers must be confident that they can find action in these places. PKers and clans tend not to camp in an area waiting for prey as this is not profitable nor is it enjoyable. Instead, they roam between locations. It is up to skillers, then, to provide the grounding.



Change the sapphire spawn at spider hill to diamond in F2P and possibly have a dragonstone spawn in P2P. At current prices, a 16.5k spawn might entice a F2P player to go there for profit. With a steady demand for dragonstone jewelry, a 26.6k spawn won't really hurt the economy. Better yet, consider a random spawn every 10 minutes from an item pool - (items ranging from a DDS to Dragon Claws)




Add more rune rocks to the current location. Five spawns in the wilderness should make it appealing. Other mines should offer bonus experience. It has also been suggested many times that dragon ore be made available to mine in the wilderness. Such ore could not be smithed by players (because players can only complete rune at 99), but could perhaps be given to an NPC to make weapons and armour.




An increased amount of rune spawns in the dark warrior fortress and in deep wilderness. One rune isn't cutting it. A spawn of 20-50 chaos, natures, deaths and blood runes might entice someone to go out and gather.



The furnace and the anvil at the 'Ruins' could offer a small experience boost, maybe 5%. It would stack with brawlers/sacred clay equipment/etc.



Offering bones to the low-wilderness Chaos altar would yield 225% normal prayer experience, and 275% experience for the deep one, even in free-to-play.



Give the greater demons (and many other creatures for that matter) a 150% bonus experience gain whilst killing them in the wilderness. In P2P, allow them to occasionally drop brawlers. There is also the possibility of replacing greater demons with a different monster with better training benefits.



Jagex, I think you've gone a bit soft and think we'll rage quit your game if we lose a rune axe in the wild. Well... everyone's just leaving out of pure boredom actually.

- Cornchips
Clanless, skiller

The Red dragons at the Red Dragon Isle should drop 1-3 red dragon hides. There should be a rare drop for these dragons. Perhaps they could drop Dragon Trimmings which could be used to upgrade the stats of dragon armour via smithing to rival the Barrows armours.



Have a rare drop for the chaos elemental that is worth collecting. At present, the chaos elemental is an unattractive boss to hunt. This will be particularly beneficial to boss hunting clans. The chaos elemental would be a good tool to encourage such clans to branch into PKing.



The muddy chest in the lava maze should offer a much greater reward.



Rogues in deep wilderness should offer better thieving experience and/or better loot.



The fire giant dungeon in deep wilderness (near the mage bank) should have different creatures with better drops or experience. One good suggestion is additional charms gained from this dungeon.



The wilderness agility area should give more agility experience. Perhaps redesign it to fit better into the barren wasteland.



Update the abyss Runecrafting system so that it is once again competitive with ZMI.



Monsters killed at the volcanic crater while on a Slayer Task give bonus slayer experience, maybe also combat experience.



Increase the drop rate of brawlers. This kills two birds with one stone. Firstly, it will popularise the revenant dungeon, and second, it will encourage people to skill elsewhere in the wilderness.



NEW CONTENT

The proposals put forward in this suggestion will add new material to the wilderness rather than build on what already exists. As one would expect, the wish list becomes more ambitious from this point forward.

Some of these suggestions require more time and effort than others, but we believe that all will be effective.

One very important request that we make to Jagex in this section is to **offer a significant number of these resources to free-to-play wilderness**, for three reasons:

1. Free-to-play wilderness, unlike its member counterpart, is completely void of attractive resources for high and low levelled players.

2. Most PKing clans prefer to fight in free-to-play wilderness. This has been the case since the release of Runescape 2, and is unlikely to change as a result of the combat update. If there are no

skillers in free-to-play wilderness, the food chain will collapse.

3. As all players begin their careers in free-to-play, they should be encouraged to enter the wilderness early on so that they may join the world of PKing from the very beginning.

We do not expect you to roll out all of the following changes, but we are hoping for the highest possible number you can provide.

The volcano in the north east corner of the wilderness (Lv50) - Lava rising from underground and spilling out onto the surface leaves behind mineral rich deposits including adamantite, runite, higher class gems (rubies/diamonds/dragonstones) and perhaps a new ore which can be smithed into materials used to repair and maintain PvP equipment or forge tradable and degradable tools which produce bonus experience when used in the wilderness (these could also be repairable).



Add grenwalls or red chinchompa hunter spots, or improve experience gains for hunting black salamanders.



At the very north of the wilderness the entire coast could be covered in fishing spots which can appear anywhere along the coast. They would yield a new high-level fish caught using tradable bait obtained from zombies in the wilderness, something with the appearance and name fitting the hostile nature of its location. It would offer the same healing as rocktails + half your constitution level (5-50), therefore it would heal between 235-280LP. However it would not boost you past your max life-points or be stackable with a potion.



Areas of intense volcanic activity that are so hot that ore can be smelted at them without coal. These should be located near Ancient Teleport destinations, closer to higher deeper destinations than lower ones. They should also be located near the Hobgoblin mine, rune rocks, and Pirate's Hideout mine.

Mobile Resources

Mobile resources would spawn in a random fashion all over the map. They should stay for a decent period, maybe 15-20 minutes (it shouldn't be an exact time). While there would be a chance to find them practically anywhere in the Wilderness (or wherever Jagex can program the spawns), resources would be found more commonly and in better qualities in higher levels of the Wilderness. All of these resources would require a skill level to harvest or process.

- **Gem deposits** - Deposits of Sapphire-Diamond gems
 - **Ore deposits** - Deposits of Coal-Runite ore
 - **Red sandstone outcropping** - A mound of Red sandstone. A thermal vent would spawn nearby where the sandstone could be converted to glass.
 - **Charmflutter flocks** - Groups of creatures called Charmflutters, which turn into Summoning charms when caught. Intended to attract summoning tanks and summoning skillers. Range from gold to blue charmflutters.
 - **Decaying obelisk** - A obelisk that is falling apart and can be mined for Spirit Shards.
 - **Stoutstaff tree** - A tree whose branches can be crafted into Battlestaves.
 - **Ore flow** - A rift full of flowing molten metal, which can be Gold, Silver, or Steel. Using the appropriate mould, you can make jewellery or cannonballs out of the metal.
 - **Molten glass flow** - A pool of molten glass that can be blown into any glass object. Would be located near an elemental pool which can be used to power glass orbs without any runes.
 - **Demonic thorns** - Thorn bushes that can be burnt down to harvest demon ashes from their remains.
 - **Overflowing pools** - Pools of fish from Salmon-Rocktails that can be caught without bait and at accelerated rates. A thermal vent would spawn nearby to cook the fish in.
 - **Essence outcroppings and energy clusters** - An outcropping of rune essence would spawn close to a small cluster of rune energy that can be used to craft runes at 1.5x the normal xp. Clusters can be of any energy, including Soul.
 - **Herb growth** - Growths of herbs from Ranarr-Torstol.
 - **Decrepit structure** - Crumbling structures that can be torn down to scavenge construction materials from their parts. Even a small chance of Magic stones at high level structures.
 - **Hardy tree** - A tree from Willow-Magic that would be inexhaustible until it despawned. Also faster to collect from than normal trees.
 - **Infernal vent** - Would be located near hardy tree, overflowing pool, and ore deposit locations. Fish, coal, and logs used on these would be utterly consumed quickly, yielding Firemaking XP (the same amount as given for gathering should work).
-

A new combat training area in deep wilderness. Combat training areas are particularly effective in the wilderness because people training combat are in decent equipment and prepared to fend off PKers if need be. In other words, they are less defenceless. They will also be attractive targets for their loot.



Create a new quest for free players that is exclusively about the wilderness, a sort of orientation. It could form the start of a quest line that could work its way up to elite players. Its function would be educational: teaching players the basics of the wilderness and encouraging them to overcome their initial fears.



We Pay to PK!

- Motto for the Wilderness Riots

The wilderness riots occurred in Falador when the wilderness and free trade were removed in 2007.

Big bone spawns for free-to-play players. Putting them far from a bank will ensure that they are collected by players, who will bury or offer them, not bots.



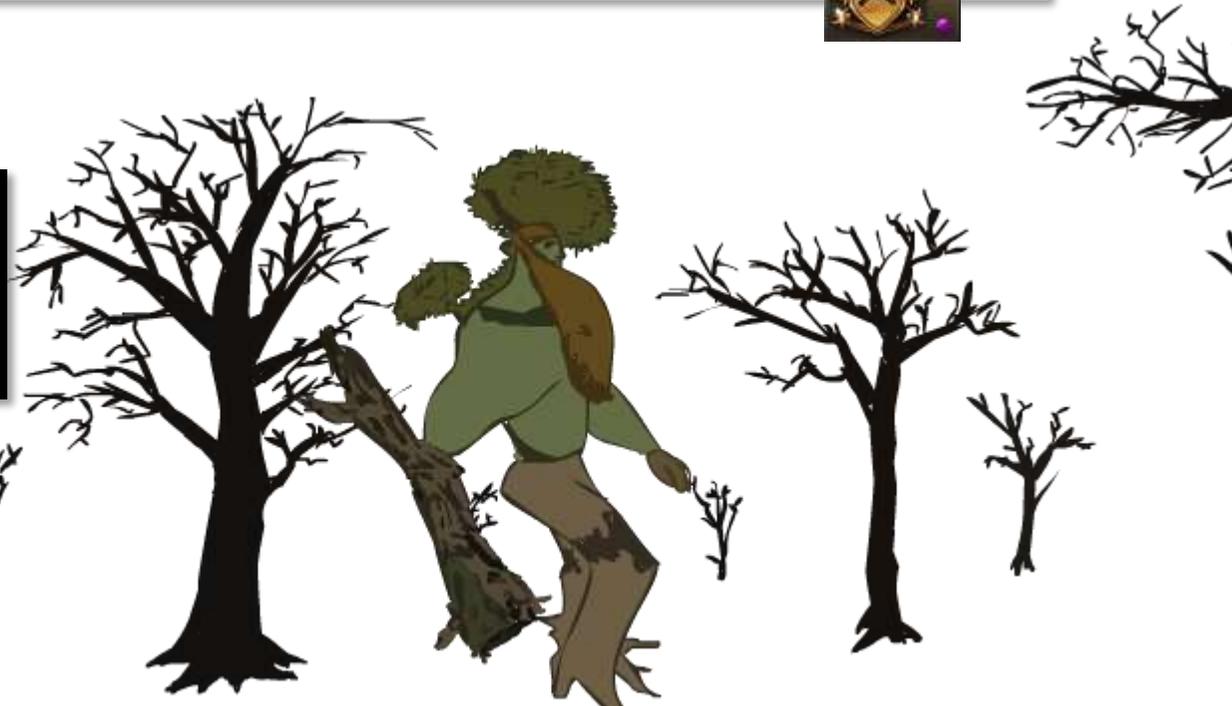
Another way to initiate players into the wilderness would be with an achievement diary. Achievements could be something as simple as recharging prayer points, then working up to unlocking the muddy chest, or even killing the chaos elemental.



"Camouflage Potions" that hide a player's mini-map dot, therefore making skillers feel safer to enter.



Bring the wildywyrm back. Also give them at least one rare drop worth over 1M.



Create a new continent above the wilderness...



- *North Runescape will be different to South Runescape*
- *A player cannot teleport between the two*
- *Banks are different in the northern kingdom*
- *The north has new unique content: new skilling methods, NPCs, quests, items etc.*
- *The GE is different for the unique items of the north and the unique items of the south.*

The Benefits of this to the PKing clan world:

The only way for a player to transport items in between the North and South is to carry it with them and make a run through the wilderness. PKers will always be on the prowl for easy kills. Clans will generate vast amounts of income by buying items in the North and transporting them to the South. Other clans, of course, will try to rob the caravans! Jagex will need to create lots of new content for the north or modify the existing content, such as quests, to require players to travel back and forth between the two mega-continents.

The idea of a new continent above the wilderness was by far the most popular suggestion put forward by the PK clan community.

At present, the wilderness is in a corner of the map. If a new kingdom is made to the north, it would become a major travel route. This idea forms the core of the proposal. The most important aspect to having a new northern kingdom is the prevention of teleporting to or from the rest of Geilenor.

We are aware of the investment of time and resources required, but we also believe this would be the single-most effective update in restoring life to the wilderness. Our greatest fear is that Jagex deems this, our favourite suggestion, too elaborate to realise. If you do consider this, let this be the last project on the agenda. As mentioned before, the demise of the PKing world is imminent and we do not have the luxury of time.

This idea will not work if people keep the cash in their money pouches when they die. In order for this update to work, players must lose their money pouch wealth if they die in the wilderness.

I've got something to admit to you guys. For a while, I've really felt like quitting, mainly because I can't high-risk [PK] any more. That's all I really enjoy in this game...

But I'm going to at least try something – do something about it – and if this fails, at least I tried, right?

- Bonesaw (IceGiantNinetyNine)
Famous Runescape Video-maker

Bonesaw has 100,000 subscribers and over 20M views



SYSTEMIC CONTENT

The following suggestions step outside the limits of simple resources and bonuses – they are changes to the PK system. There is a considerable deal of crossover into other aspects of the game, particularly combat. These suggestions come at a most apt

time when the combat system is being re-designed.

These are the most sophisticated suggestions put forward and would have the biggest impact on the game. With this in mind, they would also provide some of the greatest benefits to the PKers of

Runescape. We have tried not to focus *too* much on combat, as our knowledge of the new system is still limited, and you will surely receive detailed feedback from the players in other ways.

Change the teleport system in the wilderness.

There are a number of possibilities. The simplest change is to make sure that teleporting is not possible above level 20. At present, it is level 30.

More desirable is the introduction of a teleport timer. Require teleports to take two-to-three seconds to activate, allowing players to take damage in this time. Better yet, increase this time according to what level of the wilderness they are in. For example, in level 10 wilderness, it would take one second. For level 20, two seconds and so on.

This is needed because small teams and solo PKers are unable to get kills, because their targets can escape too easily.



Require better gear in order to kill dragons. Since most dragons are found in the wilderness, they have a huge impact on PKing. If players are required to take gear that they can lose (i.e. More than three expensive items), they will become an attractive target for PKers, especially bots! This kills two birds with one stone – restore vitality to the wilderness and eliminate dragon-hunting bots.



Reduce the non-wilderness combat experience rates. This is to cause some controversy, we are aware, but at present, it takes as little as three weeks to max all melee stats... this is far too quick. Bearing in mind that the wilderness is the heart of combat in Runescape, it is here that the best experience gains should be. One simple change may involve turning the armoured zombie training area into a wilderness dungeon.

Expand the map size of the wilderness but keep a similar amount of content. This will make the land more sparse and let people get lost. There are currently too many landmarks in the wilderness, so it isn't really wilderness. This change will allow for a few things. Firstly, it will make the wilderness much more exciting due to the element of unpredictability. Second, small teams and solo PKers will be able to chase their prey further before they can reach safety (at present, it is too easy to escape). Finally, this will spread the players out. You may ask yourself "wouldn't this make the wilderness seem inactive?" That is exactly the point. Skillers will feel more willing to enter if they feel hidden in a vast expanse, and less likely to run into a team or clan.



I have been playing Runescape since 2002 and the Wilderness was one of the first things I explored with my friends after I got out of the Tutorial Island. Of course I died there very soon since my stats were so low and my friends laughed at me (ha-ha), but it was lots of fun. I will always remember those times.

I don't PK personally but I have always enjoyed watching PK videos a lot. PKing has always been a big part Runescape, so I hope Jagex really do something about it and return Wilderness to its old glory.

I miss the old RS and the community so much, of course it will never be the same again but that doesn't mean we can't try to make it better.



Disable the Pak Yak "Winter Storage" Scroll either in deep wilderness or during wilderness combat.

At present, players with high summoning can bank their items if it appears they are going to lose a fight, making this unfair to PKers.

- S - U - O - M - I

Rank #1 in the Runescape Hiscores

Introduce PVP Coinshare. We realise that this is difficult for Jagex, as they have said so in the past.

We would not continue asking if we didn't feel the benefits would be worth it.



Not only would this help PKers distribute their loot, but it would also benefit boss hunting clans and would be a *major* factor in enticing them into the wilderness.

Prayer-related updates are particularly appropriate for the wilderness.

One idea is to change the greater demon ruins to slowly recharge prayer. This would be different to instant recharging at an altar because it would encourage clans to control the area. This is an incredibly important update because it will attract clans to the greater demon area in deep wilderness, concentrating them here and giving other wilderness resources some respite. If clans were constantly hunting every hotspot, the lower ends of the food chain would dwindle.

The graveyards could also be updated to offer a means of training prayer. For example, killing monsters in the graveyard can offer prayer experience without burying bones, with slightly better experience than regular bones. Boneless prayer training was a common theme in many community suggestions.

Alternatively, burying bones or scattering ashes in the wilderness (or in certain parts of the wilderness such as the demonic ruins or graveyards) could recharge prayer points.



The idea to re-introduce the EP system has come up several times but has been met with controversy. This suggestion has tended to divide the clan community. A good compromise would be to add the possibility of brawler or statue drops to regular loot regardless of EP, but the victim must of course be wearing decent equipment. Perhaps change the odds of such a drop according to the risked wealth of both the victor and the victim, and the level of wilderness the kill took place in.



Remove the "corporeal beast" teleport option on the Games Necklace, so that players wishing to reach the beast's lair would have to brave the Wilderness in order to do so. Gravestones should then also be allowed in the lair.

Allow run energy to recharge faster in F2P Wilderness. A player's movement is a vital aspect of a duel - whether a hybrid fighter running in to melee range, or a free player covering large amounts of ground in chase of their victim. In F2P, it simply depletes too quickly.

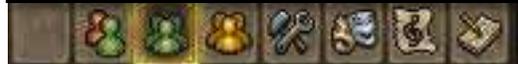


Introduce a logout timer in the wilderness. Currently it applies to 10 seconds after combat, though we ask that this be extended to 10 seconds in general. It is too easy for individuals to log from an approaching enemy. It is more desirable for players to try and run out of battle or teleport, rather than log out.

to Lobby

to Login

Make it so you cannot attack people in your own friends chat. This will greatly reduce backstabbing within the less-governed groups and teams who face the Wild, and offer an increased sense of security to those considering joining these forces. A timer would also be needed for when a player is kicked from a friends chat, and one cannot join a chat while in combat.



The player you are in combat with should always be left-clickable, and they should always be the first option in a "pile". This greatly reduces confusion (especially in large group fights) and will save a hefty amount of time that could severely affect the outcome of a fight.



The Tier 3 WildStalker hat should be made a requirement for the Completionist Cape. It encourages players to take on the challenge of PvP, and serves as a reminder that battles fought against the deadliest of foes remains a great aspect of the game.



THE CLAN WARS DILEMMA

Clan wars was introduced to the game on December 10th, 2007, as a replacement for the wilderness. It was never meant to be that way. In the original suggestion made by clan leaders in 2006, the arena was meant to be an extension to the wilderness, not a substitute.



The image above was used in the original suggestion.

Now that the wilderness has been returned, the clan wars arena is competing with its popularity. Many PKers have asked for the removal of CWA altogether, but we realise it is too popular for this to happen. Instead, we ask

that the dangerous portal be removed. It has no place in modern Runescape and is one of the major factors leading to the unpopularity of the wilderness. Please keep the safe portal – this is a good way of introducing new players to PKing in a relatively

risk-free environment and can only help to popularise PKing, as long as safe PKing does not offer the players any reward other than the satisfaction of PKing.

CWA added a new dimension to clanning, providing a safe and secure battle setting where clans could use their best gear, develop tactics and fight on even terms. The original Dangerous setting where all items were simply lost was pointless but even now, when you may loot items, with the loss of untradeables combined with the reintroduction of 'old' Wilderness, this setting remains unused.

Yet dwindling PvP activity results in clanners looking more towards CWA for much craved battles however a balance of the "Food Chain" would increase PvP clanning and activity overall. CWA should be a supplement to the wilderness, NOT a substitute.

- H A Richards

Leader of Euphoria

Euphoria is one of the top CWA teams

SYNTHESIS OF IDEAS

These ideas, save for the Systemic Changes, have a great impact on the wilderness food chain as previously described. The food chain is extremely sensitive, unfortunately. The balance has to be just right. Please take the following into your consideration:

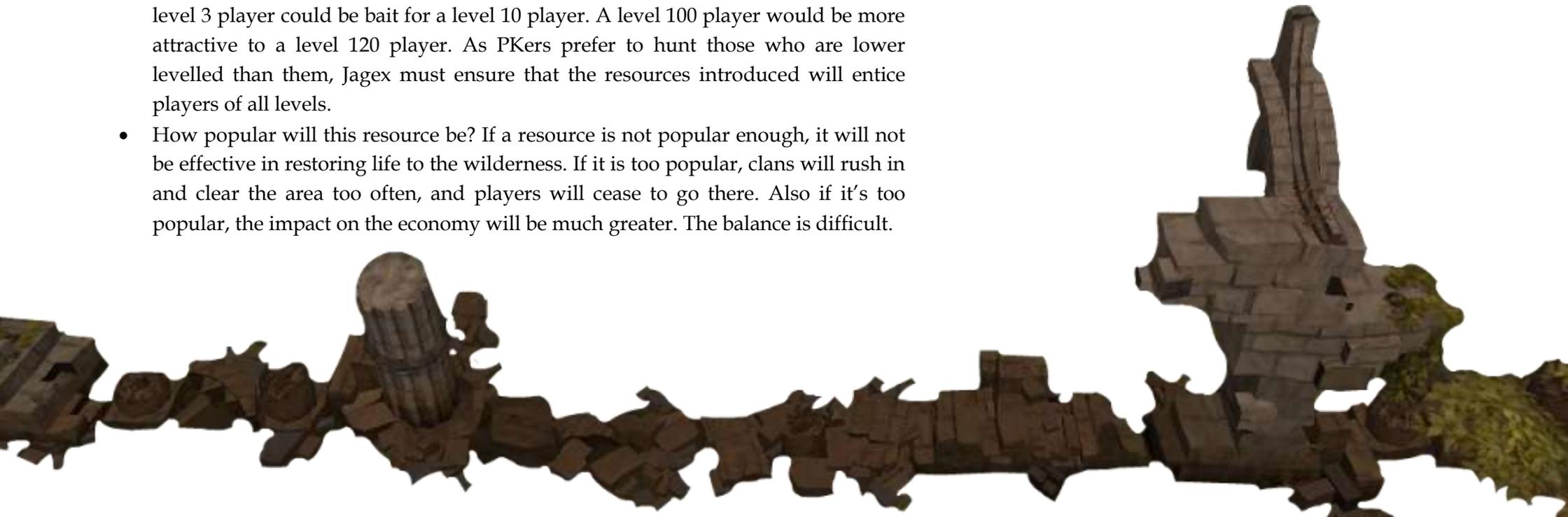
- Which link in the food chain will be predominant if this resource is introduced? The rune rocks were very popular with skillers, solo PKers and small teams, but not with clans, because they were in single combat. With the new combat update, everything will be multi-combat, so it must be ensured that clans do not kill off the lower parts of the food chain. Resources placed in lower levels of the wilderness tend to be safer from clans.
- Are the resources we choose to introduce for free-to-play or pay-to-play? As previously mentioned, many of the resources must be given to free players, with only certain benefits for members. This is for several reasons. Refer to the chapter on new content for further details.
- Do the resources introduced entice players of all levels? The food chain is not as simple as Skillers → Solo PKers → Teams → Clans. It also accounts for levels. A level 3 player could be bait for a level 10 player. A level 100 player would be more attractive to a level 120 player. As PKers prefer to hunt those who are lower levelled than them, Jagex must ensure that the resources introduced will entice players of all levels.
- How popular will this resource be? If a resource is not popular enough, it will not be effective in restoring life to the wilderness. If it is too popular, clans will rush in and clear the area too often, and players will cease to go there. Also if it's too popular, the impact on the economy will be much greater. The balance is difficult.

When I entered the clan world 8 years ago, there was a purpose for it, which was to defend the honourable, and slay the evil. The wilderness and clans used to have a purpose, to fight each other, to come out on top. Now these days clans are a mere fashion accessory, concentrated on building wealth. Only a few remain with the original urge for war, and honour. Clans have no reason to enter the wilderness anymore because of how barren it has become.

- Sabre Chilli

Leader of The Sabres

The Sabres are the oldest clan in Runescape



CONCLUSION

As you must surely have noted by now, these ideas are mostly geared toward making the game more dangerous. This may be the subject of controversy, but we believe in the idea of “necessary danger”.

The adventure of life is there's always something new... new challenges, new experiences. A fun game is a game it gets harder as it goes, so it is with life.

- Ms. Choksondik
South Park Character

There is no fun in a game where everything is made easy. Yes, people will complain about things becoming harder, but they have become lazy, and do not understand the greater good.

Moreover, compare their slight inconvenience to the utter collapse of the PKing empire and the retirement of thousands of players, and you will fast realise that this mentality is a disease. It

is nearly impossible to die in Runescape these days, and everything can be turned into a method. The game has been padded, and the players have become increasingly safe and lazy. Like children, the players of Runescape cannot be entrusted with their own decisions. The result of caving in to their demands has been nothing but more convenient teleports, easier experience gains, easier ways to get rich, and basically updates that have sucked all the challenges out of the game. As the parents, you must act in their interests and force upon them something more challenging.

The wilderness is the cure to the monotony of wealth hoarding and maxing levels. It is the *other* final outcome that seems to have been forgotten. As mentioned in *The Wilderness Biography*, game-driven content such as bosses and skills will always become repetitive, because computers work by formulas and rules. Player-driven content is in

constant flux, and keeps the game interesting after many years.

Our single greatest fear is that you, the reader, will reach the end of this document not believing how critical the situation has become. Please do not think we are exaggerating in any way when we say that many more thousands of players are on the verge of quitting this game. Tens of thousands more have already quit. We have lost too many friends.

The PKers of Runescape were once the largest portion of the various sects in the game, and now have diminished into numbers so small that Jagex barely notices our plight.

If Jagex truly knew the scope of our decline, alarm bells would be sounding. That this decline has escaped their knowledge for so many years is truly astonishing, but they are not to blame. How can so small a voice break through all the demands of the new player base?

Jagex, players past and present, from all backgrounds (skilling, community, boss hunting, solo PKing, main clans and pure clans) are crying out for immediate and drastic change.

There is no greater need in Runescape. Put the quests, mini-games, graphic updates and items on hold. While these updates are desirable, they completely pale before the need to bring life back to the wilderness. Treat this as an epidemic on the scale of bots and real world trading, if not worse. How many more thousands will it take to retire before notice is taken? If you are as yet unconvinced that we speak for so large a mass of players, consider the statistics for *The Wilderness Biography*:

Total views: 116,140

Ratings: 10881

Likes: 10689

Dislikes: 192

Comments: 4,864

Favourites: 3,345