

## Realms F.A.Q.

Contributed by Robbie  
Monday, 24 October 2005

How do the World of Warcraft gameplay servers relate to Battle.net and/or the Diablo Realms?

The World of Warcraft servers utilize an entirely new network architecture that has been designed from the ground up specifically for this style of gameplay. We created this next-generation architecture by incorporating our knowledge of multiplayer gaming with our numerous Battle.net and Diablo experiences.

Where are servers located?

World of Warcraft servers are located around the globe in order to support our worldwide gaming community.

How many players will you support?

Players are divided into several Realms, with each Realm comprising a complete version of the game world.

How many Realms will there be when World of Warcraft is released?

We will have as many Realms online as necessary. As the population within the game grows, we will add more Realms to the initial base. Others will be held in reserve and will be set up the moment they are needed.

Will there be a limit to the number of players on a Realm?

Based on our experiences in the beta test, we now have established an optimal number of players per Realm. This number is in the thousands, but manageable enough to foster a sense of community and to prevent overcrowding.

Can players select what Realm they play on?

Yes. However, you must choose a Realm that is located within your geographical region. For example, North American players must select a North American server, and European players must select European servers. Some exceptions will exist. Australian and New Zealand players, for example, will connect to servers on the U.S. West Coast. The regionally specific servers are there to improve game performance and provide the best online experience possible.

Are player names unique on each Realm?

Yes. In order to promote individuality, World of Warcraft features an advanced naming system allowing players to create a unique name for their characters on each Realm.

Are there player-vs.-player (PvP) servers where players can fight other players from anywhere in the world?

Yes. In fact, all servers allow some sort of player-vs.-player combat in varying degrees. There are normal servers, where player-vs.-player combat is mostly consensual; you do not have to engage in PvP gameplay if you do not want to, but it does exist for consenting individuals. Then there are devoted player-vs.-player servers where the excitement of PvP combat is always possible and players can be plunged into PvP battle without warning. Visit our online guide on Realms type for more information.

Are there Realms specifically for role-playing?

Yes. We want to ensure that role-players have the best experience possible in World of Warcraft. To that end, we also offer role-playing servers with special rules that promote role-playing and staying in-character. See our Realms type page for more details.

Can players have characters on more than one server without paying additional fees?

You are billed by account, not by character. There is one monthly fee to play World of Warcraft and it allows you to create multiple characters on multiple servers.

Will players be able to host small (8 players max), temporary servers on their own machine?

We do not allow players to run their own servers for World of Warcraft. A massively multiplayer online role-playing game demands a high level of server security and a well-connected community to flourish and evolve. We are focusing all of our networking efforts on creating such an environment.