

## Guild Wars 2 Trailer

*It will change a number of gameplay elements of the original series*

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The story is set about 250 years after the events in the Eye of the North expansion. The continent of Tyria will be drastically changed from its original form. These changes will be caused by an ancient race of powerful dragons resurfacing after millennia of slumber. The first of the dragons, called Primordus, was already debuted in Eye of the North, whose main antagonist, the Great Destroyer, was one of his generals. After defeating the Great Destroyer, the player views the dragon, believed to be a statue by the ingame characters, awaken.

This dragon arises and takes over the underground network of Asuran tunnels under the continent of Tyria, driving the Asura to the surface. Subsequently a number of other dragons resurface; one rises about the sunken holy city of Arah in the ruined human kingdom of Orr, and severs the sea route between the only intact human kingdom Kryta and the Factions continent of Cantha; another arises to the south of the Crystal Desert, cutting off the link to the Nightfall continent of Elona; a third arises in the Far Shiverpeaks of Eye Of The North and uses its icy minions to push the Norn south into the previous land of the Dwarves.

More Information at [www.guildwars2.com](http://www.guildwars2.com). Image and Video Courtesy of NCsoft Corp.