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The beta is focused on testing new combat abilities, such as dual wielding, the introduction of action, adrenaline bars, the ability to cast buffs and weaknesses on your allies and opponents. Screens of some of those new abilities can be found below.

Besides, RuneScape's combat is pretty unique. If I were to introduce the game to someone who has played mostly client-based, mainstream MMOs, he would probably be a bit confused as to how combat worked in RuneScape. The truth is that there is a lot of depth to the combat system as it is now, but it is often hidden behind layered UI screens. A player needs to know where to go to find the best abilities.

What's more, through the Evolution of Combat, RuneScape has undergone the most significant change in its 11-year history. Rumours and speculation have been rife among the RuneScape community as players have tried to guess just what this exciting new content will contain. With the developers promising a totally revolutionary change to the game and upping the level of immersion and player involvement while, critically, retaining the features and overall charm that have made the browser-based adventure so popular and players have been rushing to sign up for the chance to take part.

According to Jagex, an elite band of 50000 testers have been carefully selected from the hundreds of thousands of players who applied for beta access and they will have a unique opportunity to shape the development of this colossal update before anyone else.

However, if you've been playing RuneScape for the past 12 months and have applied for beta access, you will automatically gain entry. All other RuneScape members will have to wait until the members-only weekends that start from 7 July and run until the end of the beta.

The Evolution of Combat update is the biggest change we've ever made in RuneScape's long history and we're incredibly excited to finally let our players take part. said RuneScape's lead designer, Mark Ogilvie.

We really wanted to make our conflict game play more about the actual art of combat, so we've added amazing abilities which will give the player a wealth of choices to use in PvE and PvP combat, and the way those abilities relate to each other will bring a completely new sense of tactical depth to the game. We've also made huge improvements to the look and sound of combat, meaning the entire game has become a far more gritty, visceral and adrenaline pumping experience.

Ogilvie concludes by stating that the Evolution of Combat will revolutionise the way the game is played.

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