

Module 1 – Getting Started

HitGoldCap.com – Module 1: Getting Started

So, you've heard of the goldcap, I'm assuming. It's that elusive number that Blizzard decided upon (based on a mathematical formula in their coding) that would represent the most gold that a character could carry with them at any given point in time. There have been some outrageous claims in the last couple of years of players hitting the gold cap – making so much gold the game wouldn't let them carry any more.

Well, guess what. It's not ridiculous. The goldcap is a real thing and you're about to find out exactly how I reached it in almost no time at all. Starting with just a few hundred gold, I can get you to the Gold Cap in as little as a couple of weeks – using the WoW client, add-ons I'll teach you how to use, and an advanced gold making strategy that has been effective for me and hundreds of other players, to make as much gold as you possibly can.

This isn't a gimmick and I'm not telling you that you can make "a lot" of gold. I'm here to tell you that you can make over 200,000 gold and cap out your entire character's gold stash faster than you ever thought possible.

The goal is not to farm until your eyes bleed or to hope you get lucky with patch data no one has any more. These are not the ways the pros are using to make big profits. No, the path to real success and profits is to find the path from zero to the gold cap that only a trading genius could pull off. Forget making X amount of gold per hour. Let me show you how to make as much gold as possible as fast as possible. The time doesn't matter. It's the gold cap we're aiming for and I'm about to get you there in as little time as possible.

What Doesn't Work

Because I know you've probably read a dozen gold guides before mine and are very familiar with all the ways the other guys have been telling people to make gold for a good long time now, I want to share exactly what you won't be doing in this process. Just think about it this way. If I told you that my methods could make you 600 gold an hour, it would take 358 hours of farming to hit the gold cap. That's roughly 14 days and 22 hours of consecutive game play to reach the cap, and that's not even considering the time it takes to sell things on the Auction House or develop the other things you need to make gold. Let's put it simply – it will take a very, very long time to hit the gold cap if you don't use the methods I'm about to show you.

What about questing, though? Everyone says that you can make a ton of gold every day by completing daily quests. Those dailies though will never make you more than the basic amount of cash that you are going to get from any other activity in the game. The same is true for your professions. You'll spend more gold than you make getting to Level 450, and then when you get there, you'll be hamstrung by cooldowns on anything that is actually worth a good chunk of gold. Demand isn't high enough to support the really expensive stuff and you'll generally spend more time running around trying to find buyers than you will actually making any gold.

That's why I've developed this program – a 5 Step process that is going to show you exactly how to hit the Gold Cap by leveraging other people to do your dirty work and using the Auction House and the built in economic strengths the game offers the truly vigilant. In short, if you pay close attention and play this game the way it was meant to be played, you'll be able to reach

the gold cap, master the content you're playing, and be at the top of your realm in just about every category without farming, questing, or crafting a single minute of your game time.

Ready to get started? Let's take a look at what your account is going to need before we can start making any gold.

Your Add-Ons

There are a few ways you can go about getting the add-ons you need for your account. However, whatever you decide to do, you *need* to have these add-ons. There is no way around it. They are going to be the only tool you are capable of using to get anywhere near the chunk of gold you need to start investing every day.

You have a few options for how to install your add-ons. I personally like to do it manually – if only so that I can control what goes on in my WoW folder. However, there is also a very nifty tool over at Curse.com that will allow you to directly install the add-ons. You'll find the Curse client at wow.curse.com/client. You'll need a Curse account, but once you've installed it and chosen your add-ons, they will update automatically whenever you login. This is very useful for new patches as most add-ons are outdated every time a new patch is released.

As for the add-ons you need, I have a short list of what I think make up the best collection of information when you start trading. Here they are in no particular order:

- Auctioneer
- Auctionator
- Market Watcher
- Postal or GetMail

We'll go over these add-ons in more detail later in my lessons, after we've set up the rest of your account. For now, just install these add-ons to your account, either using the Curse Client or, if you know how, putting them into your Interface/Add-ons directory manually.

Setting Up Your Client

There are also a few things you can do to your WoW client manually that will allow you to have a more effective time putting all this stuff together. I should mention at this point that what we're doing is a very memory intensive set of actions. Having 6 add-ons running and window mode on your client will take a lot of processing power and memory to maintain. So, if you're still running 20 FPS and turning everything else on your PC off when you boot up WoW, you may have some trouble here. Most of you will be fine though, since WoW isn't that intensive of a game.

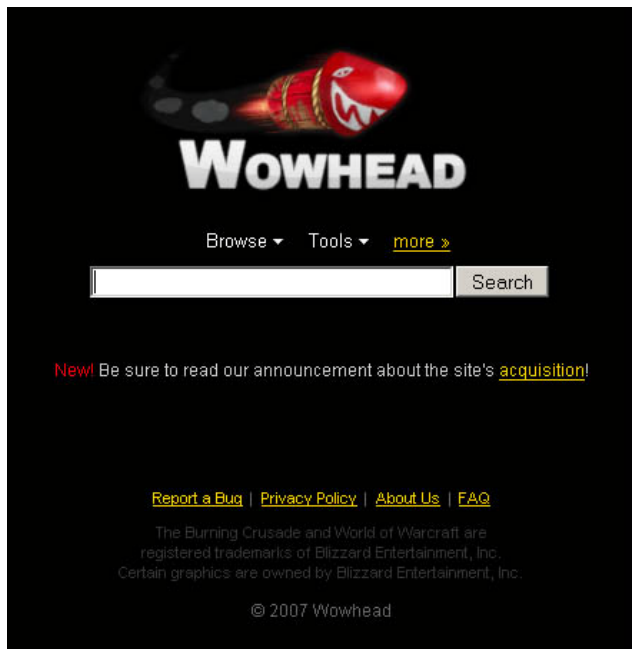
To start with, turn on Windowed Mode and the Click to Move feature in the WoW options menu. You'll want windowed mode on so you can easily alt-tab between your windows. This will come in handy when looking up items in WoWHead or Thottbot.

Click to Move is an easier way to move your character when you don't want to run into something. You basically just click on a spot and your character runs there (similar to most overhead RPGs). This will allow you to move to exact locations, making gathering easier and avoiding any unwanted cliffs or Elites roaming the countryside.

Research Hot Spots

Now that you've set up your account and add-ons, make sure that everything is updated for the most recent patch. Curse Client will do this for you, but if you're doing it manually, you'll need to make adjustments to ensure everything works. After that, I want you to take a look at a few websites that have been highly useful in my own quest for the most possible gold in the game. Don't feel like I'm promoting just any sites here – the odds are that you already know of and use them all frequently. If not though, head to these sites and learn more about the game from some of the best experts around.

WoWHead



WoWHead is useful because it is the ultimate database for items, NPCs, spells, and just about anything else in the game. If you can click it, earn it, or see it in the game, it's in WoWHead, and with almost everything that you can lookup, you'll find more details at the bottom where your fellow players add their comments and thoughts – things like where to find items or how to master a certain spell.

One of the best reasons to use WoWHead over a site like Thottbot or Alakhazam though is that WoWHead's search feature is much better. You can create filters for each search that allow you to break down spells or recipes by things like Buyout prices or overall values. Remember that all

buyout values are listed in Copper, so you need to enter 10,000 for every gold you want to look up.

MMO-Champion



The data flow on MMO-Champion is far better than almost any other site out there. In essence, this is just a very detailed forum, but you'll find a lot of posts, constant aggregation of the Blue Posts, and even breaking news from insider sources (the site's owner was the first to break details about Cataclysm back in August of 2009). This is also where you see all those videos and screen shots of armor, pets, mounts, and weapons that have been added to patch files. They're some of the top data miners around and while there are not too many posts (on every day or two), each post is highly valuable.

WoW.com



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I didn't used to recommend this website, but recently, since the site revamped their domain and boosted their content production, it's become quite a good source of frequent updates. Basically, if there is news to be had in WoW, this site and its dozens of bloggers will have it up before almost anyone else (save MMO-champion). It also has frequent features posted to the site each week, including class and profession specific roles and much more. It's basically the ultimate WoW blog. Some people steer clear because it's a corporate run blog, but the info is there, so I keep my eye on this one.