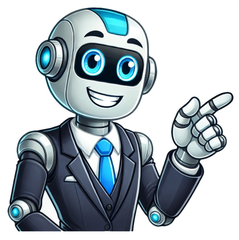
I'm not a bot



RuneScape Mobile promotional art. RuneScape Mobile is the mobile client for RuneScape announced on 17 July 2017. It was released 17 June 2021 for all iOS and Android users. Prior to this, it was available on Android as Mobile Early Access to all members on 29 October 2018 through the Android Beta program, and on iOS for selected beta testers. Apple users require at least iOS 14 and Android requires Android 8.0 or later, 3GB RAM, OpenGL ES3.[1] Features[edit | edit source] RuneScape Mobile allows players to play RuneScape on their mobile devices. It works cross-platform with players on PC, and players are able to play using the same characters as they do on their desktop clients.[2] Mobile client offers all the microtransaction options as the PC client does, including the access Solomon's General Store and to purchase bonds. Furthermore, the mobile client offers a dedicated microtransaction store. Audio that is playing from other apps will continue to play while the game is open, though the player can choose to listen to the in-game music instead.[3] Restrictions[edit | edit source] The freecam mode is not accessible on the mobile client, neither by using the orb of oculus nor through the compass icon. Trying to access it results in a message You cannot use this on this device. Players also cannot access Legacy-only worlds while on the mobile app. Store[edit | edit source] The mobile store can be accessed by tapping either the RuneCoins or Treasure Hunter currencies in the home menu. The microtransactions available in the store are divided into the following sections. Special offers[edit | edit source] Keys[edit | edit source] Treasure Hunter keys in sets of 15, 35, 75, 200, and 450. RuneCoins[edit | edit source] RuneCoins in sets of 200, 420, 900, 2,400, and 5,200. Bonds[edit | edit source] Bonds in sets of 1, 3, and 5. Membership[edit | edit source] Membership for 6 months, 3 months, 12 months, 1 month, 1 day, 3 days, or 7 days. History[edit | edit source] Major development on a mobile client for RuneScape began sometime between March and April 2017. Jagex decided that it was the right time to start work on a mobile client because of player lifestyle changes such as having to go to work or to college. They note that they are trying to "make the games as accessible as possible" and appeal to new players.[3] In May 2017, Jagex invited a number of content creators and streamers to their headquarters in Cambridge, UK. During this time, they had the opportunity to test an early build of RuneScape Mobile and their response to it was positive.[3] In September, attendees of RuneFest 2017 had the opportunity to test the mobile client during the event.[4] A closed technical test for RuneScape Mobile began on 24 October 2017 and lasted until 30 October.[5] Invites were sent to a small number of players through email and the Message Centre.[6] Work in progress images of different interfaces from RuneScape Mobile were shown on 7 November:[7] Minimised Expanded Combat mode The closed beta for Old School Mobile was expected to start in late 2017 but was postponed. A technical beta involving 2,000 players ran from 2 February to 8 February 2018.[8] On 10 April, another beta for Old School Mobile began for 5,431 players using iOS, lasting until 19 April.[9] An open beta test for Android was released on 5 July, with the Android mobile app being available to download on the Google Play store. Although free to download, only players with a members subscription were able to sign in and play. An open beta for iOS was expected to release later in Summer 2018. A screenshot of a beta build of RuneScape Mobile on iOS. A closed beta for RuneScape Mobile on iOS began on 3 May 2018, with invites being sent out to a selected group of people who registered their interest.[10] The results of the beta were reported in a newspost on 4 July. A closed playtest for Android began on 2 August.[11] On 8 October 2018, an open Android beta available to all members began. 25,000 slots were available on a first-come, first-served basis.[12] Old School RuneScape was released for mobile devices on 30 October 2018.[13] The cap for the RuneScape Android-only members beta was increased by 25,000 players on both 5 and 6 March 2019, bringing the new total to 75,000 slots.[14] At RuneFest 2019 it was revealed that RuneScape Mobile for Android would move to early access with unrestricted access for members later in 2019, while early access for RuneScape Mobile for iOS would be expected later in 2020.[15] On 29 October 2019 the Android version of RuneScape Mobile was opened for an early access program for all members, introducing founders packs for all players with access to the program. Starting on 11 May 2020, iOS TestFlight spots were slowly opened up to players, allowing a total of 9,900 available slots. Founders packs[edit | edit source] The Steel Panther pet. Along with the release of the Android open beta, the first of three sets of founders pack rewards became claimable by all mobile users with access to the beta. This means that the pack is only claimable with certain Android devices. However, the pack will continue to be available upon the release of the iOS version. To access and claim the founders packs, you must be logged into a game world on the mobile app. From there, select Settings (house icon, top left); next, select the Upgrades & Extras icon (shopping cart icon, third icon on the left); lastly, select Mobile Founders tab at the top of the screen. After claiming the first set of rewards, the player must wait a week before they can claim the other two. Pre-registration rewards[edit | edit source] Hitting certain (undisclosed) pre-registration thresholds on Apple's App Store and Google Play unlocked the following pre-registration rewards: Originally, it would also grant the following rewards: XP boost of 50%, lasting until noon of 24 June 2021 They are automatically unlocked by any player upon logging in using the mobile client since 17 June 2021. Unlocking the rewards shows the following message: You have unlocked the mobile pre-registration rewards! Transcript[edit | edit source] Gallery[edit | edit source] Login pop-up promoting the registration rewards in April 2021 Login pop-up in May 2021 Login pop-up since release day in June 2021 RuneScape Mobile splash page that appears when clicking the in-game banner Update history[edit | edit source] This information has been compiled as part of the update history project. Some updates may not be included – see here for how to help out! patch 30 September 2024 (Update): Changed the dialogue type used in combat used for Memory of Nomad and Fort Forinthry siege to overhead text to make the fights more accessible for mobile players. patch 27 August 2024 (Update): Fixed an Android crash when closing the client. patch 29 April 2024 (Update): Tooltips in the skillguide will now be correctly shown on mobile devices. patch 25 March 2024 (Update): The 'Extra Action' button used in such encounters as Zamorak, Lord of Chaos, has been re-positioned - previously it would overlap with the player avatar on mobile devices. Fixed an issue that caused ability tabs to be reset to Magic tab on mobile whenever inventory tab was opened. The Hunt for the Memories puzzle was updated to be more intuitive on mobile devices. The 'place beacon' menu was updated to appear next to the beacon, instead on top of it. You now have to click on the area you want to place the beacon twice in order for the menu to appear. Updated mobile terminology for keepsaking UI. patch 29 January 2024 (Update): The clock has been moved closer to the battery icon on mobile. Removed an extra option from the mobile destroy prompt message. patch 23 October 2023 (Update): The in-game clock has been added back on mobile. patch 20 March 2023 (Update): Corrected an issue that blocked the Skip Tutorial prompt on mobile for some players. The delay when upgrading Anachronia buildings on mobile devices has been removed. patch 13 March 2023 (Update): Added a warning box explaining why you can't equip a particular title on mobile. Fixed an issue where one of the 'Driven, Underground' achievement requirements was not visible on mobile devices. patch 6 February 2023 (Update): Fixed an issue with spellbook tabs overwriting skilling book tabs on mobile devices. Fixed a crash that could occur on Android when loading into new areas. Fixed debug output on Windows and Android. Fixed an issue where object outlines would persist on mobile when switching floors. patch 23 January 2023 (Update): The Ability Book will now remember the last tab you had open on mobile devices. update 16 January 2023 (Update): Mobile social lobby introduced allowing mobile players to access friends chat, clan chat and more from the lobby. patch 24 October 2022 (Update): Battery and Wi-Fi indicators have been added to the mobile UI, along with a "Show device status icons" setting that toggles their visibility and is enabled by default. Re-organised the graphical settings interface. The description for terrain blending now mentions that it also toggles the ground textures setting. XP Globes are now disabled on the Hefin Agility Course on mobile. The gold highlight around the Prayer icon at the bottom of the screen disappears when prayers are off. Terms and Conditions and Privacy Policy buttons no longer redirect the player to Brazilian Portuguese sites on iPad devices if they were playing in English. Desculpe! Made a fix so login webpages still open in-app, but Wiki pages still open out-of-app. patch 25 July 2022 (Update): Fixed an issue causing the abilities 'Ingenuity of the Humans' and 'Limitless' to use their desktop variants on mobile. Fixed an overlapping issue on the Login menu for some mobile devices. Fixed an issue causing the transparency of the User Interface to reset on desktop when repeatedly logging into mobile. patch 13 June 2022 (Update): Fixed an issue causing Slayer ability icons to render over the combat UI on mobile. Dialogues with Jimmy Dazzler and Hooknosed Jack are now more readable on mobile. patch 3 May 2022 (Update): 'Charge bar' interface does not close at random while it is open. Fixed an issue causing dead taps in the area where the mini map was hidden. Fixed an issue with the Right Action Buttons setting when toggled on that would cause some interfaces to not update in real time or to overlap with 'child' windows. patch 28 February 2022 (Update): Mobile: fixed an issue with the target buff bar staying on after a kill. patch 31 January 2022 (Update): We've released some new art for checkboxes on mobile. ninja 17 January 2022 (Update): The Auto-Retaliate button can now be dragged to the Action Bar. On mobile, the Adrenaline Bar itself can also be dragged to the Action Bar. Pressing the Auto-Retaliate icon on mobile will now toggle retaliation behaviour. On mobile, Cure and Regenerate can now be activated using the Heart icon. The Heart icon and Health Bar can now also be dragged to the Action Bar on mobile The Summoning and Prayer globes can now be dragged to the Action Bar on mobile. patch 6 December 2021 (Update): Updated the tutorial settings to be visually consistent with the Home Screen. patch 27 September 2021 (Update): Fixed an issue where the mobile client wouldn't save a non-English language on first install. patch 20 September 2021 (Update): Fixed an issue where the players were unable to view tooltips while setting up defenders during The World Wakes on mobile. patch 13 September 2021 (Update): Re-enabled the ability to apply the bloom graphical setting on mobile. patch 6 September 2021 (Update): The Activity Tracker UI tutorial that guides a new player onto the Burthorpe paths now guides them through pressing the static Activity Tracker button in the top left corner to open it. Added a missing spotlight to one of the stages of Turael's second combat interface tutorial. Fixed an issue where the Archaeology UI tutorial referring to materials in the artefact restoration overlay wasn't attached to this overlay, and therefore appeared out of bounds. patch 31 August 2021 (Update): The confirmation button reading 'Leave Game?' when closing the free membership trial popup that appears when first arriving in Burthorpe on mobile has been changed to 'Continue Journey?' for clarity. ninja 23 August 2021 (Update): Fixed an issue which stopped store assets from being rendered on mobile for German, French and Portuguese localizations. patch 23 August 2021 (Update): When sending a Private Message from the Friends List, your chat window will now automatically switch to the Private tab. Sending messages to other channels will now switch you to that channel. The Friends Chat and Clan Chat lists are now visually consistent with all the other chat options on mobile. A new blocking layer has been added to the mobile chat box. Fixed an issue which caused new mobile users to log into the game without a ribbon. patch 9 August 2021 (Update): Certain path interfaces are no longer zoomed into full screen on mobile. Added a scenery border to the first cutscene of The Hunt for Surok miniquest. Added a scenery border to the tower cutscene during Grim Tales. patch 26 July 2021 (Update): Improved the spacing between icons on the top-left of the mobile interface. The '+ Keys' button on the Store no longer redirects to the main menu, and will now open the Purchase Keys screen as expected. The Double XP banner will no longer overlap the Ports interface. Fixed an issue where Ability icons were cut off at the bottom of the screen in the Abilities tab. patch 19 July 2021 (Update): Davendale Reduced the sensitivity of the rotation of the mobile camera in Davendale. Improvements Adjusted the brightness of bloom effects inside the Warforge! Increased the area users can tap to send a message on the small chat layout. Fixes Updated the appearance of the 'Unable to retrieve poll data' error window, visible in the Community tab. The Quest List will no longer over-truncate the longer quest names on mobile. Tapping 'back' on either the Treasure Hunter or Marketplace interfaces should now correctly push you back towards 'Upgrades & Extras'. Fixed an issue that was blocking access to the Quick Action Bar and the Combat Settings on the HUD. Spam-tapping on newly-opened menu interfaces will no longer close them. Users' names and titles will now display correctly on the Home menu. ninja 12 July 2021 (Update): Improvements Added additional information about performance impact when adjusting the advanced graphics option on mobile. Fixes Fixed an issue that could cause the Revolution bar on mobile to not draw correctly. Changes have been made to that users can access the chat window on mobile so they may chat while their player character is transmogrified/transformed. patch 5 July 2021 (Update): Improvements Improved the Wiki button on the Chat Message panel to help stop users from accidentally sending their Wiki search to a chat channel. Added the 'Online Status' filter. Moved the chat badge options into 'Chat Customisation', accessed via Gameplay settings. Prevented the Action Bar swap feature from interfering with the user's revolution setup on the mobile client. Increased the size of text on 2D cutscenes. It will now also scale with screen size. Fixes Fixed an issue with the Common Chat settings window when using the back/close button. Players can now reliably report offensive chat on mobile. Fixed an issue where the Burthorpe Prayer Path was difficult to complete if activated with zero Prayer Points. Fixed an issue with one of Mami Rimba's dialogue lines at the Player Owned Farm. Fixed an issue which caused some mobile users to log in with a blank ribbon. Fixed an issue with Chat boxes on mobile that could cause players to be kicked from the game. Fixed an issue where set FPS was increased by 5 on mobile devices. Added the 'Buy Keys' button and the 'Out of Keys' button prompts back onto the Treasure Hunter interface on iOS. nxt 30 June 2021 (Update): Improved graphics performance on mobile phones. Reduced minimum supported iOS version to 13. Improved the consistency of the auto-setup feature on mobile when selecting 'Balanced' graphical settings. Water reflections no longer render at 'low' quality on mobile. Adjusted tap offset handling for iOS devices. Fixed some rare crashes on iOS devices. Fixed a mobile client freeze that would occur after the player interacted with the Warforge! caves. Fixed a mobile client freeze that would occur during the escape part of the Desperate Measures quest. Fixed a shadow issue on Qualcomm devices. patch 28 June 2021 (Update): Improved ease of interaction with certain interface close buttons by increasing the area of effect Fixed an issue with world pre-loading in the lobby on mobile Increased the default chat font size on mobile for new players (existing users unaffected) Device rotation no longer affects chat when in full screen mode Resolved an issue preventing the Loot window from closing when empty on mobile Fixed an issue where the world reboot timer could not be seen in the lobby on the mobile platform Fixed a minor issue with the Powers main interface that was causing some icons to remain on screen after dismissing the detailed examine of the ability Fixed a bug causing the Yak Track interface to display outside of safe areas Adjusted the position of the Activity Tracker tutorial to account for 'notches' on some mobile devices Improved the menu available during the mobile tutorial Fixed an issue that prevented FTP players from logging in after logging out of a Member account Fixed an issue which caused old icons to be displayed on the right-side mobile HUD (emotes, chat list etc). This functionality was updated to sit inside the mobile chat system. Davendale: Reduced the download size of the 2D Intro cinematic Davendale: Improved the animations when repairing the bench Davendale: Fixed some clipping and visual bugs with the environment Davendale: Fixed an issue where the Trolls would not fight back when attacked by the player Davendale: Fixed a crash that could occur when interacting with iOS Notification settings ninja 21 June 2021 (Update): The positioning of the Minimap tutorial is no longer covered by notches on some devices. The camera pan at the end of the Davendale combat level up tutorial now focuses on Stove the troll. Buttons on the Clan Chat List and Group List no longer overlap. Fixed an issue that was preventing auto-generated names from being displayed. update 16 June 2021 (Update): RuneScape Mobile officially released out of beta. ninja 14 June 2021 (Update): On mobile, the Beast of Burden Inventory now has bigger slots for better visibility. Fixed a crash occurring on Snapdragon 865 devices. Fixed a number of issues with on-screen keyboard input on iOS devices. Item stack counts will now appear on Samsung Galaxy S20, S21 and Note 20. RuneScape is now only available on iOS versions 14.0 and above. Improved point light brightness on mobile devices. Added contextual keyboards and auto-correction on keyboards for iOS. nxt 14 June 2021 (Update): Improved point light brightness on mobile devices. patch 7 June 2021 (Update): The mobile Controls interface has been updated to use the new icons. Mobile Beta: The Black Hole Experience section of the Gower Quest has been improved. The puzzle can now be solved by 'Searching' the correct place with the required item in your backpack. This removes the need to use an object from the backpack on a place that is obscured by the UI. update 1 June 2021 (Update): The RuneScape Mobile Closed Beta has ended! We'd like to thank our iOS playtesters for their invaluable feedback and support. Players will no longer be able to access the closed beta on iOS, but don't panic - RuneScape will be coming to mobile in the near future. If you haven't already, head to the RuneScape product page on the App Store and select pre-order - that way, Apple will send you a push notification as soon as the game is ready to download. Android players - don't think we've forgotten you! You too can pre-register for RuneScape on mobile right now from the Google Play Store. For more information on what's next, tune in to our Tuesday livestream! patch 17 May 2021 (Update): The crassian section during Beneath Cursed Tides has been made more friendly for mobile users. patch 10 May 2021 (Update): You are now able to choose any extra Action Bar from the list and have the change saved on mobile devices. Proximity entity highlighting will now work after closing RuneScape Mobile and then logging back into the game. Mobile players can no longer open the bond shop when in combat. update 10 May 2021 (Update): New minimum device requirements added for the Android version of the app: Android 8.0 or higher, and 2GB of RAM. patch 4 May 2021 (Update): Deployed a new style for the top level of the mobile beta: There are new assets for top level icons that match the style used in the desktop client. Buttons that open new screens or overlays and buttons that toggle something on the top level are now distinguished by a disc under the icon. Icons in the top left are now arranged horizontally. The minimap has been moved to the bottom right, which makes interacting with the surrounding buttons easier when the device is held landscape. Fixed an issue that could cause the mobile store to appear off-centre if opened via Treasure Hunter. patch 19 April 2021 (Update): Various improvements and bug fixes focusing on compliance and optimisation. patch 29 March 2021 (Update): Switching app or locking your phone in certain circumstances will no longer cause freezing or crashes when on Samsung Galaxy S20 or Galaxy Note 20 devices. New mobile app icon. Added functionality to the mobile lobby screen so that the device 'back' button will toggle the display of the side panel. The Terms of Use screen has had a bit of a refresh on mobile. patch 1 February 2021 (Update): Fixed an issue with the You Are It quest which blocked progression on the mobile platform. ninja 18 January 2021 (Update): Tooltips for animals' health and happiness meters now appear when they are tapped on mobile devices patch 18 January 2021 (Update): Adjusted the default camera sensitivity for new users on mobile. Fixed an issue on mobile which caused the information on the Death Tutorial to not appear when tapping the information icon. patch 11 January 2021 (Update): While on mobile, Interface tutorial highlights are now hidden if a different interface is opened on top of the current one. patch 5 January 2021 (Update): Mobile users can now read the titles of the coloured books while rearranging them during the Broken Home quest. The flags on the Friends List now appear in line with the text. Miner Magnus' chat will no longer loop after choosing a particular dialogue prompt on mobile. ninja 14 December 2020 (Update): Increased the size of icons in Diango's storage on mobile. Moved Diango's Search Bar to the top of the interface on mobile for ease of use. A new right-click/long press option has been added to the item slots in the Costume room interface, which allows you to deposit or withdraw all items in a set at the same time. patch 30 November 2020 (Update): Visually improved the sheep painting section of Mourning's End Part I to increase playability. Mobile users now have the option to turn on one-tap gameplay. This option can be found in the Gameplay settings menu, under Interfaces > Game Interaction. The shoulder orbs on the Radiant Dawn armour are now positioned properly and will animate correctly. patch 23 November 2020 (Update): Fixed an issue causing textures to sometimes display incorrectly on the Samsung Galaxy S5. Fixed a graphical flicker issue on Android devices. Fixed ping display on world select screen on Android, iOS and Linux. Fixed crash when using pinch/zoom gesture on Android. Fixed issue with Android 11 devices where the interface would be significantly offset from the corners of the screen when gesture navigation was enabled. Improved Sign in with apple and google sign in on mobile devices to use overlaid browsers. ninja 9 November 2020 (Update): A new Wiki button has been added to chat. On mobile, the button is located on the left menu when in fullscreen chat mode. patch 9 November 2020 (Update): The mobile toplevel UI is now gradually revealed as the player makes progress on Tutorial Island. Mysterious! Input terminology on Tutorial Island has been updated to comply with mobile gesture compliance guidelines. Gesture icons have been added to mobile interaction and camera controls popups, and the mobile controls primer. Some text has been shortened in the 'Welcome to RuneScape Mobile!' Controls interface to address localisation issues. patch 19 October 2020 (Update): The links to the Jagex Store within the Redeem Bonds interface have been removed on mobile. patch 12 October 2020 (Update): You can now display your client's FPS on mobile. patch 5 October 2020 (Update): Fixed an issue which caused the mirror rotation puzzle during 'Mourning's End Part II' to be rendered as a black screen on mobile. Changed the notifications of the mobile chat. The Prismatic dye Colours wheel can now be used correctly. patch 14 September 2020 (Update): Added an option to toggle the mobile connection and battery status display. This option is found under Settings > Gameplay > Interface > UI Customisation on the mobile client. patch 18 August 2020 (Update): Added a new setting which enabled the Multiple Items Drop interface to appear for single item drops. To enable, navigate to the 'Loot System' menu found within the 'Item Drops' menu and check 'Always Use Loot Inventory'. The Prayer List and Spellbook will now be brought to the front during Tutorial Island. Corrected an issue where a popup would fail to attach to the Lodestone Map during Tutorial Island. Fixed an issue which caused sub-interfaces such as the Toolbelt and Boss Collection Logs to render below the primary interface. patch 10 August 2020 (Update): Filter icons in the Powers interface will now remain in the same place across all three tabs on mobile. The chatbox will now correctly open when the first message is received on mobile. Players can now place objects into the Aquarium Planning interface on mobile. patch 3 August 2020 (Update): A warning message will now show in the Grand Exchange when attempting to sell items that exceed the total amount within the player's inventory. Mobile players will now get a warning message when attempting to trade items that are untradeable. Made the world select interface full screen and removed a white-bar blocking the settings button on iOS. Modernized the presentation and position of the Shades Of Mort'ton minigame interface. Buffs/debuffs will no longer overlap the directional arrows during the Araxxor boss fight. Fixed an issue causing a popup to block progression during the augmentation section of the Invention tutorial. The 'DXP is active' popup and 'DXP daily reward' popups have been temporarily disabled on login, preventing a static black screen. patch 13 July 2020 (Update): Removed a trigger for the quick-chat tutorial on mobile. patch 6 July 2020 (Update): The Buff and Debuff Bars have been relocated from the top of the interface layout to the bottom, above the Combat HUD. They have also been made marginally smaller. The 'Extra Action' button (currently used for the Solak encounter) has been repositioned to sit above the combat HUD. It will now move to account for the toggling of combat mode action bars. The Ribbon Settings/Setup UI has been moved and tied to the game's main Settings interface as its own tab (users can still access the interface from the existing button located on the Custom Ribbon itself). patch 29 June 2020 (Update): Fixed an issue where rotating the camera with 'High' lighting quality would cause the game to flicker on iOS. Sign in with Apple is now supported on iOS devices. As this is separate from GameCenter login, using this will create a new account by default. patch 15 June 2020 (Update): Improvements Added a UI indicator if the Action Bar is locked on the Action Bar Settings cog. Added location information when long-pressing a lodestone in the Home Teleport UI. A Device Status panel has been added to the UI near the Compass and Minimap. This panel displays device status information to the user, including battery charge levels and connection status. Added an additional setting in the Audio section on mobile that provides an independent toggle for audio streaming when using mobile data. Further improvements have been made to improve the display of the Bank on mobile devices. Fixes Fixed an issue with text being cut off in the Music Player. Fixed an issue with the UI overlays during the 'Song from the Depths' quest that caused them to overlap permanent parts of the top-level UI. Fixed some issues with the Dungeoneering UI Party Member Inspect feature on the mobile client. Fixed some issues on the Summoning Trade-in UI where large numbers of sprites would appear at once, causing FPS drops. Fixed a small visual issue with the Notes interface when re-arranging notes on mobile. update 1 June 2020 (Update): Fixed a presentation issue on 4:3 mobile devices, which caused ribbon windows to be inconsistently sized. patch 26 May 2020 (Update): Changes You can now toggle proximity entity highlighting on mobile on and off via the Gameplay Settings menu. Updated the wording of multiple settings and added checkboxes to improve user flow. Options on the Gameplay Settings menu have been divided into more refined sub-categories for easier navigation. Improved the Revolution combat icon on the Revolution Action bar in the Powers UI: The icon (which was previously non-interactive) can now be tapped to toggle between Revolution combat and Full Manual combat. Pressing and holding the icon will provide more information. Fixes Fixed an issue where the bottom row of the Backpack could be cut off on certain mobile devices. Fixed multiple text overlaps on the Skills interface in several languages. patch 18 May 2020 (Update): Fixed a presentation issue on mobile which caused buffs with a timer/stacking value to clip. Fixed an issue that could cause tutorial boxes to appear cropped off screen when transitioning from the game view to a full screen UI on mobile. Fixed an issue that could cause NPC chat to open over a full screen UI causing it to appear cropped on mobile. Fixed an issue which caused the examine text on Raptor's Chest Of Slaying to be cropped on mobile. Fixed a potential client error that occured when a new player opened the Wardrobe UI for the first time on mobile. patch 11 May 2020 (Update): Changes Added the ability to sheathe and unsheathe weapons on mobile with a long-press on the Combat Mode Toggle button. Removed the scrollbar from the minimised Chat view on mobile. Updated the Constitution Skill Guide to remove references to PC terminology on mobile. Removed PC terminology from the Wardrobe UI on mobile. Improved clan invite flow for mobile. Updated mobile checkboxes on the Skill Guide to be visually and functionally consistent. Mobile users will now be able to see the previous display name of a friend who has changed their name. Pressing and holding on their name in the Friends List will show a tooltip and open more options. Mobile players can now see the animals' traits by long pressing them in the Trade menu. Added a check to make the 'Worn Equipment Stats' button on the Worn Equipment UI only affect the top level version, and not the Hero Loadout. Further minor tweaks to the layout of the Clan Citadel Minigames UI on mobile. Padded the sizing for longer tooltips on mobile. Fixed an issue that was preventing the in-combat border from appearing while viewing the Home Screen. Further improvements have been made to the the way object tooltips and Options menus are drawn. This prevents clipping issues with longer lines of text. Users can now tap on the icon for a handicap to see its effect in the 'Decide Your Handicap' UI inside the Dominion Tower. While using the Home Teleport spell on mobile, pressing and holding on any lodestone will reveal a tooltip with the name of the destination. Fixes Fixed an issue which caused the buttons on the Friends Chat List to overlap. Fixed an issue where the Friends List was sorted incorrectly, resulting in clipped text. Fixed an issue with Friends and Ignore list name sorting. Both lists can now be sorted independently from one another. Resolved a minor issue that caused the filter button to be removed when swapping between resized Friends and Ignore list windows. Fixed an issue that was showing the Invention Materials Pouch button on the Backpack prior to unlocking it during the Invention tutorial. Fixed an issue on mobile which caused previously selected graphical settings to be highlighted. Fixed an issue with the Currencies overlay on the Backpack that was causing currency to appear in a different order on each. Resolved a problem with player choice options sometimes rendering at an incorrect size. Fixed a performance issue which caused a significant FPS drop after adjusting specific settings on the Graphics interface. Fixed an issue that would cause the Chat Window Settings list to remain open if a user selected 'My Examine Settings'. patch 20 April 2020 (Update): On mobile, an info box will now appear when attempting to freeze an unfreezable category on the Treasure Hunter interface. patch 14 April 2020 (Update): Increased the options available for 'Draw Distance' on mobile to now include 'Low', 'Medium', 'High' and 'Ultra'. patch 18 March 2020 (Update): Updated the checkbox style when selecting which skill to use a lamp on on mobile to be consistent with other interfaces. Updated the checkbox style within the audio settings interface on mobile to be consistent with other interfaces. Updated the checkbox style for the RuneMetrics drop logs on mobile to be consistent with other interfaces. Fixed a RuneMetrics issue on mobile that was preventing users from being able to toggle stack value off. Fixed an issue where Moia's Hunt For The Memories puzzles relied on mouse events and were therefore unplayable on mobile. patch 2 March 2020 (Update): Fixed an issue where players logging in for the first time wouldn't have a scroll bar in the game chat window on mobile. patch 17 February 2020 (Update): Fixed an issue with Clan noticeboard 'thread ID paste' causing a crash/loss of functionality on mobile. patch 10 February 2020 (Update): Fixed a minor issue with a misaligned highlighting on the Magic Book interface. Fixed an issue blocking the custom controls for the Baron Von Hattenkrapper bombing sequences in the Pirate quest series. All reward store buttons that display "Locked" now return a tooltip on mobile which explains the requirements to unlock. patch 27 January 2020 (Update): Updated the World Wakes boulder puzzle to have improved tapping accuracy, added a top-down camera view, and remade the info interface to be mobile-friendly. 2D cut scenes are now being presented correctly on mobile devices. patch 20 January 2020 (Update): Fixed Stronghold of Security interface/dialogue window overlap on mobile. Resolved a problem with the ordering of options when long-pressing on the Summoning Globe from the mobile HUD. We have moved extra options from the world map top-level interface into some others: Open World Select - Moved onto Home Teleport menu. Freecam - Removed (as unavailable on mobile). Skybox/filters - Moved onto Mini-Map toggle menu. patch 13 January 2020 (Update): Fixed mobile safe zones when examining objects, spells and prayers. Improved pinpoint accuracy of markers on world map. Fixed an issue that was preventing the region information section from changing when tapping on an island to view more information about it on the Player-Owned Ports Archipelago map. On mobile, longer names for items on tooltips are now being spread out across two lines instead of just one. Player Examine interface now takes into consideration mobile notches and safe areas. Fixed an issue with world map panels being partially cutoff by the notch safe area. Modernised the checkboxes in the treasure hunter interface on mobile. patch 6 January 2020 (Update): Fixed an issue that was blocking the "Tap to Skip Cutscene" option on in-game cutscenes on mobile. Made a minor performance improvement, the game world is now not rendered when the full screen main menu is opened on mobile. Fixed an issue with the Dungeoneering spellbook spells Create Gatestone 2 and Gatestone 2 Teleport that was causing the icon to be split in half. Changed the position of the G.E map icon so it's no longer overlapped by the bank icon and G.E label. Main menu side panel has been made bigger to prevent text clipping when the game is played in French. Fixed an issue with the River of Blood quest in which players' could get stuck when talking with Vanescula Drakan. patch 9 December 2019 (Update): Improvements have been made to the Clan Citadel resource minigames interface, including increased sizing of the panels and text to better fit the space on mobile. Fixed an issue that was causing certain prayer abilities to display the incorrect prayer when added to the action bar on mobile. Using spells from the spells book will no longer lock the interface from being used on mobile. Fixed an issue where some spells and abilities would not activate from the mobile action bar. Fixed an issue that was affecting "Tap-through chat boxes" setting on mobile. The setting was not being applied correctly meaning users could tap-through when the setting was disabled, this was incorrect behaviour. Run button is now redrawn after hiding the minimap and then re-logging on mobile. patch 25 November 2019 (Update): An issue that was stopping the progress of tutorial island on mobile has been resolved. Fixed an issue with quest dialogue on mobile. Fixed an issue with selling animals at the PoF on mobile. Fixed a client crash on mobile when the player is possessed by Mother Mallum during the Salt in the Wound quest. Fixed a crash when attempting to purify the crystal in the Hefin cathedral during The Light Within. Players who equipped items required by specific Burthorpe path achievements before reaching that stage in the selected path should now complete the achievement if they currently have the correct melee/ranged/magic/spiked-gauntlets item equipped. The backpack/worn equipment is now only brought to front if an item is currently being highlighted in that inventory. patch 18 November 2019 (Update): Fixed an issue with the on-screen dialogue window where a user was unable to tap on the right side to continue if the dialogue window featured an item on mobile. Fixed an issue with the mobile founders pack interface loading to soon in certain situations which was causing a blank screen. To prevent unresponsive behaviour on mobile. The emotes tab has been removed from the Social window on mobile only. Mobile players can still access all their emotes and transmogs from the right hand side ribbon or by dragging a favourite to an action bar slot. Added a "Toggle Minimap" option to the minimenu of the toggle button on mobile. Fixed an issue with Treasure Hunter prize collect screen on mobile that caused part of the background texture to be out of position. When entering a Player Owned Port in mobile the Visitors section of the Ports HUD is no longer on by default. Resolved a problem with the Visitors section which caused it to become unresponsive and unable to be reopened if it was open when you began viewing a cutscene. Resolved an issue which was preventing users from comparing two crew members when editing the crew in the Edit Ship interface. You can now drag units to the compare section. Fixed an issue that was preventing users from selecting and auto-cast spell if selecting selecting from the Spells tab of the Powers interface on mobile. Fixed an issue that was causing the right hand ribbon on mobile to be forcibly cleared other than the "Minigames" panel in certain gameplay situations on mobile. Resolved issue with keyboard not being prompted on clan naming interface (mobile). patch 11 November 2019 (Update): Added the same gold circle outline that exists for the Prayer globe to the Summoning globe on the combat HUD on mobile. The "drag and drop" areas that are part of the Backpack interface on mobile have been improved for user accuracy. Fixed double cancel op being displayed on player item examine. update 28 October 2019 (Update): We've added the ability for your phone to receive a notification when your Ports ship returns, to get these notifications send your ships out on your phone! patch 21 October 2019 (Update): Based on player beta feedback we have made it more easier to cycle between hidden, minimised and maximised chat box sizes on mobile by tapping the envelope icon. On mobile the interaction menu will now appear to the left/right of where you tap so you can see what you tapped Added tooltip information onto the three icons (total level, combat level, quest points) on mobile. When Dungeoneering the map is now fixed to the centre of the screen, you're still able to interact with game world with it open. update 14 October 2019 (Update): A large number of items now have tooltips on mobile! These items include the Clan vexillum, Rune Pouches, Ring of Slaying and more. patch 7 October 2019 (Update): Long pressing the prayer globe on mobile now populates the menu with all saved presets in all instances. Some minor improvements and changes have been made to the login screen. The account create button has been reinstated on mobile. Added numeric values to both the Health and Adrenaline bars on mobile. Updated the worn equipment item layout on mobile to resemble desktop layout. Fixed an issue with health-bar value not updating after respawning on mobile. Fixed an issue with the Prismatic Dye colour selector in the Wardrobe so it now functions on mobile. Fixed an issue on mobile with the keyboard window being dismissed after entering username and pressing enter. patch 30 September 2019 (Update): After looking at a year's worth of device data, we have decided to disable RuneScape Mobile access for some devices, mainly running on Android 5, due to their poor performance and ability to run the game smoothly. patch 2 September 2019 (Update): It's a special edition! Since this week has been mobile-focused, we thought we'd give you some insight into some of the smaller, less exciting changes we've made to the mobile version of the game: Made text positioning changes on the name your character interface. Changed the visual appearance of the currency popup in the inventory. Made the close button bigger on treasure hunter. Made text use the correct skin colour on the following interfaces: Treasure hunter Name your character Hero summary tab Upgrades and extras Bond interfaces Invention materials Currency POF storm barn Made the close button on all models bigger. Made some interfaces widescreen to improve appearance on mobile. Updated lots of interfaces to use the correct skin. Improved the look of the "have you played RuneScape before" interface. Improved the performance of the world map. Fixed an issue with key-binds not setting correctly. Improved how interfaces handle tablets. Improved the appearance of choose a tool interface. Few bug fixes to quick prayers. patch 1 July 2019 (Update): Removed some PC terminology on mobile when interacting with the help screen for the Customisations / Wardrobe interface. Android users can now dismiss the mobile controls interface using the back button on their device. Fixed an issue with the new 2D cutscene system (used in Desperate Times) so it scales correctly on mobile devices. Updated the Soul Wars reward interface to modernize and standardize it compared to other rewards interfaces. patch 10 June 2019 (Update): Fixed an issue where loading screens could sometimes get stuck. Fixed a crash on Nokia 8's that prevented startup of the application Some shader issues impacting the Google Pixel phones have been resolved. Fixed some issues with shadows. Fixed some issues with phones not defaulting to correct settings. An issue causing particle effects to disappear when swapping focus on a mobile device has been resolved. An issue causing crashes on mobile devices when logging in has been resolved. Optimised animation data for mobile devices Fixed some issues around right-clicking on PC and tap-and-hold actions on mobile. An issue with strike-through text, where previously misaligned, has now been resolved. Fixed a long standing issue with swapping items between inventories. Fixed a potential crash when locations changed states. patch 28 May 2019 (Update): Certain devices were having issues with the loot window interface appearing in the top let corner of the screen, so we have moved it to the centre of the screen when opened, the mobile team have plans to improve this in the future Fixed a bug that was blocking progression through dialogue with NPCs if there were two chat heads displayed simultaneously. This includes places we have seen reports about this in the past including during the cabbage section of the Gower Quest and during some of the memories during Tales from the God Wars. Fixed an inconsistency with the way 'View info' mode works for the spring cleaner. The Salvage tab was functional on mobile and the Items tab was not, we have corrected this so both function identically. Converted some PC terminology on the world map help interfaces on mobile. Fixed an issue on mobile that was preventing the stick traps in Tirannwn being reset when you fail to pass them. patch 29 April 2019 (Update): Re-enabled MSAA on mobile after it was previously temporarily disabled. As part of ongoing work to reduce the size of the game for the mobile project, we have removed about 89 interfaces that are no longer used. nxt 25 April 2019: Fixed a clickthrough bug on mobile on the logout prompt Fixed client crash caused by particles on mobile Fixed an issue with lighting on mobile Fixed an issue with MSAA that causes a crash on mobile Fixed an issue affecting certain devices that caused crashes when altering shadow quality settings Fixed an issue with app restart when using home button on mobile patch 18 March 2019 (Update): A client error when opening the quest accept/decline screen on the mobile client has been fixed. We've added an option from the minimenu to completely close the minigames interface from the ribbon. This will only work for non area related minigames interfaces (such as the Dungeoneering party interface). Operating the Ring of Kinship to start a Dungeoneering party will now correctly open the minigames interface (rather than just populating it on to the ribbon). Removed some PC terminology in favour of something more generic in the authenticator input box on the login screen. patch 11 March 2019 (Update): The Voice of Seren icons can once again be clicked through on Desktop; when on mobile, players are shown the information for the buff tapped. Made a number of improvements to the World Select interface: Increase the height on the rows to be bigger on mobile. Increase the majority of text size on mobile. Increased the spacing between the settings for easier selection on mobile. Toggle world-hop confirmation will be toggled ON by default on mob

from being unresponsive to taps. Fixed an issue where the new choice select options were not displaying correctly for an interface we have zoomed in on. We have removed the changing contextual button that changed the home teleport icon. Instead we have returned the extra buttons at the bottom of the worn equipment interface, we have increased the size and spacing of these buttons noticeably. As part of this fix, rejoice for full access to the currency pouch has returned. Users can now access Oddments, Rare Item Tokens, Bonds etc... from the currency pouch. We have made further improvements to the dungeoneering party minigames interface on both PC and mobile. Primarily around the size of buttons and the spacing of UI elements. We have improved the Player-owned Ports Ships minigame interface elements so they are easier to tap and fill the interface better on mobile. We have increased the size of the Hefin serenity posts minigame interface elements so they are easier to tap and fill the interface better on mobile. We have increased the size of the livid farm minigame interface elements so they are easier to tap and fill the interface better on mobile. patch 8 October 2018 (Update): Fixed an issue with the new NPC chat for large chat trees where the wrong option was being selected. patch 1 October 2018 (Update): Added in game error messages when the client has failed to connect properly RuneScape will no longer cause Spotify to cut out on mobile Players will now see a visual confirmation when performing an action in the game-world We have adjusted some of the Tutorial Island instructions and dialogue to remove more PC terminology on mobile. Fixed some issues with the games tutorial when playing it through on mobile. Fixed an issue that was causing the minigames interface button on the ribbon to appear in the setup interface when it was active on mobile. This was causing a variety of issues with the ribbon setup and the ribbon itself. The minigames window will no longer appear on the ribbon setup, instead it will always occupy the top spot when it needs to be active. Some right click menus (OP lists) called from an interface component were inverted on mobile (Think the chat filter settings / world map settings etc...) These have now been corrected to be listed in the same way as on the PC client. Resolved an issue that could cause the mobile targeting frame / target info panel to become combined with the chat and rendered unusable. The worn equipment screen aura slot can now be interacted with while no aura is equipped to open the Aura Management interface. Opening the mini menu here will have a list of your favourite auras. Fixed an issue where taps would be offset on mobile devices Improved memory performance on mobile devices Fixed an issue on mobile where, the scrollbar within the skill guide would not appear upon leveling-up a skill. The font size within the guide has also been increased for this. patch 24 September 2018 (Update): The World Map zoom feature has been updated to be more gradual on mobile while utilising the pinch gesture. The zoom buttons on the world map remain unchanged. Contextual Keyboard has been added for Android. This means that the keyboard will automatically change based on the input field (e.g. Withdraw X will bring up a numeric keyboard). patch 17 September 2018 (Update): Updated the layout of reward shops such as the Waiko and Elite Dungeon Rewards Shops to allow them to be more usable on mobile. Reward shops will now have a standard layout size, allow scrolling and increased font size. Updated the breakdown of the invention items levels in the Check Invention item interface. Press the "Level information" button after you have Checked an augmented item to view item level information. Replaced desktop terminology on mobile for Clan Chat and Guest Clan Chat windows when you are not in one of these chat channels. Swiping action bars to cycle through them was not working for users in both out internal and external play testing. We have removed the swiping of action bars in favour of buttons to select which bar is displayed. Numbered from 1 to 10. Tap the small numbered display button to bring up the selection bar. Fixed an issue in the mobile client that was causing examine boxes / info boxes / error boxes etc... to render behind interfaces. For zoomed in mobile interfaces these were not visible, they now should be. Fixed an issue that was forcing the minigames side window open constantly on mobile. For example in dungeoneering while on the backpack, opening a door, solving a puzzle, defeating an enemy etc... any action had a chance to open the dungeoneering interface panel. The same was the case using Make-X in the POH (flatpacks). The side panels should now behave on mobile correctly. patch 16 July 2018 (Update): Performed maintenance on approximately 300 interfaces across RuneScape in preparation for mobile, such as Burthorpe Games Room, Pest Control rewards shop, Remote Farm, and much, much more. The mobile client used to increase the radius of area loot from 7 × 7 to 17 × 17 (or from 9 × 9 to 19 × 19 with the Lorehound pet summoned). The range of area loot was changed with the 12 June 2023 update to be 15 × 15 (17 × 17 with the Lorehound) on both PC and mobile clients. So, RS3 Mobile's been out... just shy of 2 month now (7 weeks 2 days as of this writing). I've been using it on a Lenovo Tab 4 - 2gb RAM/16GB storage, so I will caveat this review with the note that my device only just meets the minimum system requirements. But, feedback is feedback, and I hope that the information i provide can do Jagex some good with streamlining the app. My first nitpick is a feature I discovered to be entirely missing from Mobile almost as soon as I got it running: The Sheathe Weapons button. On PC, this is done by pressing * on the Number Pad or by right-clicking the gear on the Action Bar and selecting Draw/Sheathe Weapon. On Mobile, this is done... not at all. I spent a full 20 minutes poking around the UI trying to find the button, to no avail. So my first bit of feedback is to add this somewhere for those who enjoy the aesthetic of sheathed weapons and frequently switch between Revolution and Legacy Combat Mode (when exiting Legacy back into Revolution, weapons are left constantly drawn). This can be added by tap-holding the settings gear in the combat UI, tap-holding the bubble that opens the combat settings menu, and/or by tap-holding the Adrenaline/Special Attack bar - and given how much redundancy is already in the Mobile UI in some areas, I won't object to adding the option to all three. Anoher small nitpick is that a lot of items tend to overlap the outside edges of the equipment slots they're equipped in. Not shown here are the Large Rune Pouch and the Demonic Skull, which also do this, as does almost every item nearly the size of the box on PC. Next up is stability. For an app still in beta, RS3 Mobile is remarkably stable - since I started using the app about a week after Mobile Early Access first launched, I've only had three crashes. The first was while trying to load W84 Combat Academy during DXP - with probably upwards of a thousand players in the area, more than a dozen training dummies active, every portable skilling location available deployed, and particle effects/hitsplats going off literally everywhere. My Mobile client gave a valiant effort in trying to load this absolute clusterf*ck and only gave up the ghost after about 30 seconds, and I'll easily forgive it this - I fully expected a crash in this situation. The second and third happened today, while trying to gather a few last screenshots for this review and toying with graphics settings. The second crash was upon trying to exit the home menu with Water Detail turned to high while standing next to the River Lum, next to the Fairy Ring outside the GE. The third was in the same spot with Water Detail set to medium. Low did not produce any problems, but was not noticeably different from Water Detail off. I blame this entirely on my device not being able to handle that specific level of detail. There are, however, significant graphical hiccups in Mobile that cannot as easily be explained by a low-grade device. This generally tends to involve particle effects and the like (and generally doesn't affect performance), though I will be documenting these issues here. This set of issues can be summed up by one phrase: Squares. Squares everywhere. A few pieces of evidence: At Brilliant Wisps. Note the item icons for Brilliant energy, Brilliant Memories (the darker purple squares) and Enriched Brilliant Memories (the bigger, light purple square), as well as the wisps themselves and the steam from my Steam Battlestaff. My Cosmetic Outfit, from the back. Full Inactive Vitality Suit with inari Tail and Purified Swords and Crystalline Wings. Note the squares around the handguards of the swords, all over the tail, and around the lantern at the GE. Same outfit, from the front. Mystical Gaze aura override is also active (and square). Note as well the squares on the chest where there's usually particle animation on the Vitality Suit. Purified Swords particle effects while running. My character flees in terror as a stream of squares chases him across the north wall of the GE. Crackling procs while AFKing Hellhounds. In addition to being a big cloud of white squares, this particle effect noticeably persists for 2-5 seconds longer on Mobile than on PC. As one can see from the Crackling Cooldown debuff at the top of the image, Crackling activated a full five seconds before taking this screenshot, and persisted for 2-3 seconds afterward - on PC, this typically only lasts 3-4 seconds. The next set of screenshots deals with another issue: Textures themselves not loading properly. This pertains pretty much exclusively... to leaves on trees. Cases in point: Just south of the Eagle's peak lodestone. I was on my way to a Coordinate Clue in Arandar Pass and grabbed this one pretty much at random about two weeks ago. Note on the minimap all the white blobs - all trees, all white. Kharshai Jungle. Notably, the larger palm trees have white leaves, but the smaller, choppable Jungle Trees have properly green leaves. These are the only trees in the game that seem to be green on Mobile for me. Tirannwn Forest. Everybody wanted Priff to get Christmas decorations. On Mobile, at least, Tirannwn is nice and snowy... and has been for two months. Also, related to the last point: note the nice, square flames on the Tracker's campfire. Now, I hear some people saying "try turning Textures on." And that's the first thing I tried. Except... that doesn't work. And, in fact, it makes things worse. Two pairs of screenshots for this particular issue. Near the Underwall Tunnel at the GE, textures OFF. Note that the walls look relatively normal, though lacking in brickwork detail. Now... Same spot, textures ON. Note that the wall's color has lightened, and the pillars on it have partially disappeared. Additionally, those paying attention to the small bit of the GE floor at the bottom of the pictures will note that the circular floor has also lightened in color. For a more... obvious example, we head to the Farming Guild. Textures OFF. Not pretty, but functional. Now, Textures ON. Granny, Sam the Sheepdog, the player at the bank chest, the house, the ground... all bleached white like someone spilled the world's largest bucket of paint primer. I'd call this a relatively major problem, seeing as how, when called by the game's script, some texture files are straight not loading. Another area of note for Jagex where textures don't load... Treasure Hunter. Finally, I will cover the app's saving grace: Functionality. Overall, Mobile is not nearly as pretty as RS3 on PC (at least, not until it gets a nice hard spit-polish, which I fully expect considering this is still a beta), but it works. I'll admit, it doesn't work quite as well as PC, but it works. You can, more or less, do pretty much anything you can do on PC, though I wouldn't recommend high-intensity activities. Don't bother setting FPS above 30, you probably won't get 30 FPS most of the time. There are some things to note: Mobile needs to work on recognizing tap, tap-hold, and swipe gestures a little better. Oftentimes while doing clue scrolls, I would tap-hold my Ring of Fortune to teleport to the GE and have nothing pop up - and as soon as I released the hold, the item unequipped as if I'd just tapped it. Other times, I'd swipe (to drag an item or rotate the camera) only to have the game act as if I'd tapped the spot the swipe started. Also, in particularly taxing areas/situations (like fighting Double Agents and Saradomin Mages, or whenever I'm up on the top of White Wolf Mountain), tapping items to equip or swap items doesn't always register. Some particularly click-intensive activities should be avoided. One of the first things I tried out was blooming Mort Myre Fungus for an hour. On PC, at my normal spot, I can typically generate 2600-2800 fungus per 1h12m run. But between having to tap-hold through Ghasts and Snails, having the game chop down a nearby tree when I actually tapped on the bloomed log nearby, and having the game select items on the ground when tapping nearby (and therefore opening the Area Loot interface), I only managed 1800 in the one run I did on Mobile. That's a pretty significant drop-off in efficiency. Speaking of Area Loot, one of the more irritating features of Mobile is when one manages to tap-hold an item stack on the ground, select a specific item, and select Take... it opens Area Loot regardless of what item you select. This is a problem in situations where lots of things have died in the area and left junk on the floor I don't want which fills the Area Loot interface to the point that the item I selected doesn't show up at all. I'd like at least an option to bypass Area Loot when specifically selecting Take on an item in a stack on the ground. However, when one ignores or bypasses these issues, RS3 Mobile is a functional and mostly convenient way to access Gielinor when PC access isn't readily available - particularly for those who, unlike me, have access to mobile data plans and aren't tethered to WiFi for internet connections. You can do clue scrolls with remarkable ease (especially if you have another mobile device with the RS Wiki pulled up so you can cheat), and puzzle boxes are super easy with the Mobile interface. If you want to AFK a monster group, you can do so without significant problems - I even did this to the point that I got my first 99, Magic, in the Abyss on Mobile. (Still continuing the Squares Everywhere point, take a look at my Abyssal Wand/Orb in that picture) It's slightly inconvenient to have the Components UI for Invention interrupt Disassembly actions on Mobile when it doesn't do so on PC, but I'll chalk that up to technical limitations and not complain. The UI is remarkably customizable for a mobile app (being able to add or remove Ribbon buttons at will), and having access to up to two (or even three) action bars with how the combat UI works is extremely convenient. I frequently miss my grossly oversized minimap from PC when traversing long distances on Mobile, but the minimap is just the size it needs to be for the Mobile interface - and being able to turn it off for a more compact interface is nice. You can, in fact, make almost the entire UI go away with a few buttons if you want screenshots of an environment or greater access to the area around you for navigation. Despite the fact that much of this post is dedicated to detailing bugs or nitpicks, those problems are either avoidable or ignorable with no real drawbacks. In short, once Mobile is fully complete and released, I have absolutely no doubt that the performance will be more streamlined and that the issues outlined above will be resolved. Even with all of its issues, I give the present state of RS3 Mobile a solid 4 out of 5. Now, if the game will give me a Shadow Dye from my Hard Clues as a Christmas present, I'll be a real happy camper. External link → Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. RuneScape Mobile is officially scheduled to launch this afternoon at 16.00 Game Time, June 17th 2021! For those who are stepping into Gielinor for the first time or veteran cape owners looking to play on the go, here is all of the information you will need to get started. Installing the Game RuneScape for mobile is available on both on iOS and Android and can be downloaded for free. Simply navigate to the store pages linked above, download RuneScape… and you’re good to go! It’s as easy as that. If you pre-registered, you’ll be notified when the game is ready to play. Claiming Registration Rewards Thanks to your incredible support, all registration rewards have been unlocked! To claim your rewards, you’ll need to log into the game on your mobile device. Keep reading for detailed instructions on finding your rewards on both mobile and desktop. Your 50% XP Buff has already been activated, and will expire at 00:00 Game Time on June 24th. How to access your Registration Rewards on Mobile: Log in to the game and enter a game world. If you haven’t already, you must complete the Davendale tutorial before you can claim your rewards. Press the Home button in the top left-hand corner of your screen. Press the Mask button on the left-hand side of the Home Screen. This is the second button from the top. Your Customisation items can be found in these menus. We recommend setting the filters to ‘owned’ or using the Search Bar to filter out items you don’t have. The Softpunk Hairstyle, Crux Eqal Armour and Crux Eqal Sword can be found under ‘Wardrobe’. The Magic Leap Teleport Device can be found under ‘Animations -> Teleports’. The Scales Animated Pet can be found under ‘Pets -> Companion Pets’. How to access your Registration Rewards on Desktop: Log in to the game and enter a game world. Click the Mask Icon on the Options Ribbon. This is usually located in the bottom right of your screen. Your Customisation items can be found in these menus. We recommend setting the filters to ‘owned’ or using the Search Bar to filter out items you don’t have. The Softpunk Hairstyle, Crux Eqal Armour and Crux Eqal Sword can be found under ‘Wardrobe’. The Magic Leap Teleport Device can be found under ‘Animations -> Teleports’. The Scales Animated Pet can be found under ‘Pets -> Companion Pets’. Playing the Game Welcome to Gielinor! Those of you who are new here will be prompted to create an account when you open RuneScape on mobile for the first time. Enter your account details and follow the instructions. Your story begins in our brand-new mobile tutorial, set in the quiet town of Davendale. You’ll be guided through the mobile controls and learn about basic gameplay, including combat and skilling. You’ll also get to create your character. Once you’re done, you’ll be fighting fit to explore the wonderful world of RuneScape. Want to learn more? There’s loads of help available for players both old and new! We recommend the Official RuneScape Beginners’ Guide, which gives an overview of the game’s key features. For information on specific aspects of the game, the RuneScape Wiki is a fantastic resource with details on everything in the world of Gielinor – and best of all, it can be accessed in-game! Just use the /wiki command to bring up the information directly. The wiki’s own guide for new players is another great place to check as well. To keep up with RuneScape-related news and content, keep an eye on our News Page. Here you’ll find our weekly game updates, which include patch notes and information about what’s going on in the RuneScape community. You’ll also get sneak peeks at new quests, minigames, and other content! Maximizing FPS And/Or Battery Life RuneScape on Mobile contains customisable graphics options to help you get the most out of your experience ⬤ whether you want to save battery life or improve performance. You can access the graphics settings through: Logged Out / Lobby: Click the Menu Button in the top left, then select Graphics Options In-Game: Click the Home button in the top left, then click Settings in the bottom right - then select the Graphics tab. If you are experiencing FPS issues or want RuneScape to use less battery, we recommend turning on the Power Save Mode as a first step. This should improve FPS performance and battery performance in almost all circumstances. If you are still not experiencing the desired performance, click the ⬤Advanced Options⬤ box at the bottom of the page. This will give you individual control over a variety of graphical features, and allow you to turn down the quality of these features to improve performance. If your issues continue to persist, please contact RuneScape Support for further assistance. Creator Guides For existing players making the transition from the desktop client, or new players who want to get ahead of the curve, we’ve partnered with some of RuneScape’s top content creators to give you a look at what’s possible on mobile. Join the Community! RuneScape has an active and thriving community that can be found in all corners of the internet. Here’s where you can join the discussion: Discord Twitter Facebook Instagram Reddit Official Forums Player Support If you are having any trouble with installing or playing RuneScape for mobile, our support team are on-hand to assist. The Jagex Support Twitter account can also help, and so can our volunteer community helpers on Discord. Be sure to check the support FAQ for more information about your issue. There are dedicated sections for installing the game, payments within the game and technical support. Whether you are an old player or a new face, we hope you are as excited as we are for the launch of RuneScape on mobile. See you in Gielinor! After many years in development, Runescape Mobile is here. Despite technical issues caused by a huge influx of players, it's zoomed to the top of the App store in various countries.This is a total conversion of the legendary 20-year-old MMORPG, bringing its point-and-click adventures, quests and skills to Android and iOS devices. Since it's an MMO, you're playing alongside PC and Mac gamers.If you're thinking 'wasn't Runescape already on mobile', you might be thinking of Old-School Runescape. OSRS, as it's commonly referred to, is a spin-off of Runescape based on its classic 2007 build - it was launched in 2013, and in 2017 a mobile version of that was launched. You may like People jumping into Runescape Mobile - of which there are a lot, as developers Jagex reported nearly two million pre-registrations - might find a few key differences from the browser or Steam versions of the game though. Although it's a cross-play MMO, so players on Android and iPhone will be playing alongside gamers on their computers, Jagex had to re-think some core parts of the game to fit mobiles and tablets.To understand Runescape Mobile better, including differences from the standard Runescape, how the port was built and what could be coming next, we spoke to the game's Executive Producer, Ryan Ward, and Product Director, Matt Casey.Editor's note: This interview took place before the game's launch, so it doesn't discuss the issues many have had accessing the game when it was made available.Sign up for breaking news, reviews, opinion, top tech deals, and more.From the ground upBack when Runescape Mobile was just a twinkle in Jagex's eye, clever gamers were apparently already playing the game on tablets. Casey said, "The program TeamViewer, which you can put on your iPad or your phone, lets you show your desktop - so we actually found players were using this on things like tablets to play the game."Development on the mobile port started around 2016, and a year later the team had a prototype ready that players started testing, showing it off publicly for the first time at the annual Runescape convention Runefest towards the end of the year.Players got to test it, and Ward explained how useful this was: "we looked at pain points, we looked at stability, and getting the one-to-one representation of our game engine running on the devices [...] but our first objective was that we want Runescape's deep experience to exist on mobile."Jagex's strategy was a mix of new hires, bringing on board veterans from developers like King, and also helping the team adapt to the alternative play style of mobile. Ward explained, "all of our content developers - they all now have mobile devices, so when they're thinking about the designs of their content, they're not just thinking about it from a point-and-click perspective."They're thinking about elements like how does somebody interact a little bit differently, what is the responsiveness and how do we cater to some of these experiences."Over four years later Jagex launched a few closed betas on Android, and one very limited one on iOS, in order to stress-test the servers and optimize mobile performance.While some mobile games launch exclusive to iOS or Android, and then get launched on the other afterwards, Runescape Mobile launched on both at once (though Android had wider beta availability). For the application process, "the Old-School launch taught us quite a bit there," Casey explains, but the process was still a difficult one, "as a predominantly desktop developer it was a learning experience for us, to make sure the game is fully compliant with all the developer guidelines from both Apple and Google."(Image credit: Jagex)"It's a lot to balance, but what we're finding with both partners is we're getting really good support - they've been incredibly helpful guiding us through the process. We've had to prove a lot to both Apple and Google along the way - one that we can respond to feedback really well, and that we can commit or deliver to our commitments. "And even getting all of the publishing assets: icons, the trailers - these are all the things that our partners look at our ability, and our consistency, on delivering."With all that effort in developing a mobile game, you'd imagine that Jagex would have to slow down in other areas - particular in content regularity. But according to Ward, the team growth offset that: "it actually helped us grow and scale our teams in a very positive way." No school like the Old-SchoolIt's natural to assume that Runescape Mobile would build on lots of the learnings of Old-School Runescape Mobile, first launched four years prior (though it sees regular updates, just like the browser version). Ward told us there's no cross-over "in development teams, but where the commonality actually exists is that we have a team that we call 'Runescape Tech' [and they] are the guardians of the NXT engine. There is some overlap into both games from that point of view, but we have more of an informal transfer of information."Speaking on the process of adapting Runescape to mobile, both Ward and Casey regularly referred to learnings taken from OSRS, both when it comes to adapting the browser experience "we look at the key areas that we believe we can affect the most" and the interplay between browser and mobile play "a lot of the R&D was done as part of the Old-School project."But the shadow of OSRS isn't just in the 'learnings' department, but the 'aspirations' one. Using website Misplaced Items, which tracks concurrent players on both Runescape and Old-School Runescape, you can see a giant leap when OSRS Mobile launched (note: at time of writing, Misplaced Items is down, likely due to the huge influx in players for Runescape Mobile's launch). Could this pattern repeat?(Image credit: Jagex)"We're seeing similar patterns, to go from what we've done with the pre-registration and with the early access, so we're pretty confident," Casey explained. Ward added, "Over the last couple of years, Runescape's had its highest point and has continued to grow upwards - not flatten, not go down, but it's continuing to climb. I don't think that anyone really expects that out of a 20-year-old game."Steam data backs that up - the aforementioned Misplaced Items website shows a big surge in Runescape's popularity when it was launched on Steam in late 2020.So what's new in Runescape Mobile?Since Runescape is a cross-play game, there aren't any huge differences between the mobile and desktop versions - players need to be able to play together, after all. That doesn't mean it's an identical experience though.The first change, and arguably the biggest one, is that the tutorial is completely new. Older Runescape fans might remember Tutorial Island, which was introduced early on in the game's history (then removed in 2008, brought back via a quest in 2015, and completely re-added in 2018) - this took quite a while to get through, taking upwards of an hour if you were slow and methodical.Mobile gamers are getting a whole new tutorial, though, called the Davendale Tutorial, and the key point is that it's much quicker than the pre-existing entry-ways to the game. So, why the change? According to Ward, this was done to reduce the time it took players to get into the core game. "We needed to look at session length right out of the game - how quick can we get you into the game. And that first-time user experience is a sub-10-minute experience now.(Image credit: Jagex)"I'd say one of the several experiences when exploring that area [in terms of development, not as a player] was 'what does Runescape mean' and 'how much of that essence did we want' - did we want it to be a very linear experience? How much choice and deviation did we want? So on mobile it's a little bit different than we have on desktop, but we believe that it was more of the right thing to do."With so many games available on mobile phones, Jagex clearly needed to develop an engaging first-time experience to keep people wanting more.Another big early-game change is character customization, as Ward explains "this was part of the decisions we made in the first-time user experience. Typically games will get you in a character creation, you're trying to figure out the name, and kind of holding this pattern. That has been really, really streamlined. We actually delayed it later in the step, because it was most important to get you playing right away."This sounds like a fact of the mobile medium, as Ward explained that as a developer "You've got sometimes seconds, maybe minutes at most, to try and grab some of that interest."But these two first-time experiences could actually come to mobile: "there's no way that we shouldn't think about desktop in the same way, so that's likely to come over."Play the game past the tutorial, and you'll notice some other key changes between mobile and desktop, and most of them are graphical."There's a vast new set of screen resolutions that we need to support alongside supporting 4K and 1440p monitors," Ward explained, referencing the myriad Android phones with their varying specs. "This kind of led to UI scaling technology [...] looking at where all the paint points that the users are talking to us about, led to just flat-out redesigning the readability of icons."Because of the smaller screen beyond the interaction controls, [we wondered] how can we handle camera movement. On desktop you can zoom out really easily. This led to some technology enhancements - we had to consider things like removing roofs off of buildings, or having this x-ray view going through other obscured objects." OSRS Mobile has this same feature, to enable you to easily see your character when indoors, without worrying about the pinch- or swipe-style camera movements.(Image credit: Jagex)Casey added some details on the UI font: "We've discovered unlocking clearer screen fonts using high-res vector fonts, that are much smoother to read for players on PCs and Macs as well, so there's learning we'll take the other way as well [from the mobile port to desktop Runescape]."So the UI has seen some overhauls, but what about controls? Well, apparently not so much, as Casey explained "Runescape actually lends itself really well to mobile, because point and click-style controls actually translate really well over to mobile. It's very intuitive to just tap where you want to go."The other side of it is, the PC version is very customizable, so like with their desktop, players can organize how they want the game UI to be presented. This is something we didn't feel worked well on mobile, and we took some of the learnings with Old-School where you've got more of a fixed kind of layout. And that actually works much better on mobile, because naturally your hands sit in a certain position."Runescape has survived on a subscription model - there are the free-to-play (F2P) players, which get access to a small chunk of the map and a generous swathe of content, but for a monthly subscription fee, you can become a member or pay-to-play player (P2P) and explore new lands, try out different quests, and train in many more skills. Runescape also has microtransactions for items like cosmetics, though Old-School doesn't.Typically, membership has been on a rolling monthly or fortnightly basis, but with Runescape Mobile, Jagex is offering more versatility in that. "There are some options we're exploring like shorter-term subscription, for example. Mobile players will be able to get the benefits of membership from a single-day to three days and seven days", Casey explained.The future of Runescape(Image credit: Jagex)Runescape Mobile could be the start of a big expansion for the game, and though there are no certain plans for the game to come to consoles (at least, that we know of), both Ward and Casey spoke passionately about what the future could hold."A natural step for us, would be to look at the [Nintendo] Switch, riffing off of the mobile device touchscreen elements. The thing that we have to conquer next is Joy Cons, it feels a little bit of a natural way to play," said Ward, "But the goal, or the message, is that I'd like Runescape everywhere!"Runescape has created itself a natural cycle, where players can stop being regular players, but will often return at a later date. "A lot of our players stop playing, for whatever reason, for things that are happening or other games. But they tend to come back to see what they're missing because there's always so much going on. Mobile definitely opens up more doors but it's a continual evolution of the game", Casey told us. And when we asked about seasonal content, this seemed to make sense.When we talk about 'seasons', we're not referring to the traditional Runescape events - limited-time quests and missions will pop up for holidays like Halloween and Christmas, offering players new content and festive rewards. But in the multiplayer, and especially mobile, games industry, many online games are adopting seasonal runs that refresh every fortnight or month, which offer unique purchaseable aesthetics and modes - Call of Duty: Mobile and PUBG: Mobile both use this format. So will Runescape follow suit?"It's something we're talking about", Casey admitted, "How do we tell the story of Runescape in more digestible chunks? We've just launched the beginning of the Elder Gods story arc in-game, and that forms like a kind of seasonal narrative, and it's going to run on with episodes chunks of content that come out over a longer period of time, and we want the game to fall into that type of rhythm. […] I think you probably will see more of that in the future."For now, though, it sounds like Jagex is simply planning to keep up its regular routine of weekly content drops, and any future plans sounded hypothetical. With Runescape Mobile suffering from some aforementioned teething issues - an expected occurrence for any online-game launch - Jagex likely had its hands full developing and enhancing Runescape Mobile.But in the future, perhaps Runescape Mobile, and the desktop game, could expand further. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. 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