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## About This Game

### Gameplay

Delve into the depths of epic mysteries across space and time, exploring the relationship between two factions at war within a unique setting. Develop your character to maximize their abilities, craft your own equipment, and enchant yourself via a rune based system to excel in both duels and Astral space-ship battles.

### World history

A thousand years ago, the Great Cataclysm split the world of Sarnaut into innumerable islands – called allods – which spread throughout the Astral. Their inhabitants learned to live in this new world by traveling the Astral in special ships. Shortly after, a war erupted between old-time enemies – the League and the Empire – both vying for power over the new world, resulting in bloody battles on allods and large-scale fights in the Astral that never cease. The cataclysm allowed adventurers and cutthroats to thrive on the chaos of war and profit from undiscovered treasures of the Astral, yet nobody knows that the real catastrophe is still yet to come...

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Title: Allods Online  
Genre: Free to Play, Massively Multiplayer, RPG  
Developer:  
IT Territory  
Publisher:  
MY.GAMES  
Release Date: 1 Oct, 2009

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**Minimum:**

**OS:** Windows XP SP3

**Processor:** Intel Pentium Dual-Core 2.6 GHz or Intel Core 2 Duo 2.66 GHz

**Memory:** 3072 MB RAM

**Graphics:** nVidia GeForce 8800 GT 512MB, Shader Model 2.0, 1366x768+

**Network:** Broadband Internet connection

**Storage:** 16 GB available space

English,French,German,Turkish







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Very enjoyable game. The community has been very helpful to me when i started out with this, the mentor system they use is a great idea for new players!

Only one thing drags it down a little for me and that is the RU - EN translations. The translations for some of the things ingame like quest texts use very broken English almost as if machine translation has been used instead of people.. I played this for about 6 months, and while it lasted I enjoyed it. I quit since about a year though. Loved the more mature content, the Soviet Russian atmosphere (Empire) and the character models with animations that were all properly done in motion capture. I quit playing over a couple reasons, that can probably be applied to most MMOs:

- Time consuming
- Low population and toxic end-game community (much worse on EU server)
- Must join guild or miss content
- High monetary cost to stay competitive (especially in PvP)
- Daily quests that compel one to keep playing
- EUVEN version is several months behind the RU updates

In conclusion, this is a nice polished free game to pass some time, so long one doesn't push to become competitive. Overall it looks like World of Warcraft (mostly the UI), but skill system, art design, story and atmosphere couldn't be more different. Recommended for casuals that don't mind dated cartoony graphics, and adult content.. I was spoiled with another game like this but better overall layout and better graphics.. This is a very fun game, and the expansion changed a lot for the better - you should try it out . Has the spirit of might and magic. Has a great story and has something that's missing in newer MMOs - open world pvp. The game actually rewards time spent and equipment is usable at endgame even if playing solo to defend or PK. You can own an astral ship, an island, mounts, and a neat assortment of classes and races. It even has cinemas, underwater combat, a lot of maps and pvp is not forced. The population seems to be very stable.

The bad? The f2p server does lean towards spending at least \$10 a month in cash shop if you plan on staying on raids at end game however, I prefer this model of f2p vs archages or teras.

The P2P server is amazing on its own since all items are lootable and no cash shop item gives advantage. The game reminds me of Ultima in a way. I play on the f2p since I can fool around when not playing hard core and simply drop a few dollars and have them ready for when I want to play hard (considering incense lasts 30 days and doesn't cost more than 3 dollars - it was a good investment).

It's pay2win if you've never played a semi-free game like tibia or fff, other than that this is one of the most impressive and cheap freemium games around. Well, played on and off since 2011.. Game was always P2Win. Now with the new release of rentals with additional bonus of keeping fragments of what you rent it's well playable, I mean, a level 8 rune for a month is like \$2.80 AUD. You also get Crystal chips to cover it worth like \$2.50 so it's costing you next to nothing (\$0.30c per rune) . All other items like this are similar and I would rather do this than sub over on another MMO. The main city is full most of the time. There's more people on here than on some WoW servers I've played. Community is pretty decent. Gotta love that Steampunky Russian style on Empire tho. I rate it 5/7. I have played a lot of other MMO's but allods keeps me coming back.



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