



## Game Review: Atlantica Online

### A little old, but definitely worth the look

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When we think of game reviews, usually we think of reviews on up and coming games that are due out for release. Not here at the Paradox Gaming Network. This one is a flashback to a game of yesterday, and while a little old it is definitely worth the look.

Atlantica Online by Nexon games takes a unique twist on MMOs. Originally released in October in 2008, it's still going strong as it reaches its eighth anniversary in North America. Unlike other games where you control a single character as you roam the world, Atlantica lets you assemble a team of nine (your character plus eight mercenaries) to explore the world in. Additionally, up to three teams can work together on a single fight (although sometimes you have to sit some of your team). As the game progresses and you rotate new mercenaries in to your lineup, you can task the other heros to perform tasks for you or even leave them on your property.

Another great feature of the game, is that unlike games that become a contest of how accurately and swiftly you can mash a series of buttons to preform combos, Atlantica employs a turn based combat system. This is a game where strategy, tactics and team composition really matters. You can often find yourself able to defeat a vastly superior opponent, by using tactics rather than brute force.

The story itself is very well done; you are a descendent of Atlantis which has disappeared from the face of the Earth. Your ultimate goal is to return home, but before you can do that you must seek out the strongest warriors of the land, bring them into your team and then protect humankind from the evil of the Oriharukon.

On top of a unique storyline and a very well down play style, Atlantica Online is a great example of a Free to Play game done right. I played for years and I never once felt compelled to spend a dime on the game. As a free-to-play player I was able to access all of the content in the game, much to my surprise. The majority of the rewards for spending money are either costumes or a faster easier way to unlock certain warriors making it easier to add them to your team. When it comes to the PvP aspect of the game, since it is a tournament you can enter weekly, or the free tournament several times per day, you start to feel like spending a little money might level the playing field. All in all if you are looking for a time filler game on a zero dollar budget, this one will work well for you.

As far as the multi-player aspect of the game, this is where Atlantica is a real winner. The game rewards you for being part of a guild, and it rewards your guild by being part of a nation. Guilds are able to take ownership of a town and they can earn profits on the transactions that take place in that town. Obviously, as some towns are more traversed than others (due to location, quests originating or ending at), some towns are more desirable than others. Also another very interesting part of the

game is the “Guild Craft.” Anyone with the proper permissions can place an order to be worked on by the entire guild. Every time you successful end a fight, a portion of your XP goes to your crafting, and if you don’t have a craft slotted, your contribution will go to the guild craft. When the guild craft is successfully finished, you will receive an appropriate portion of crafting XP for the amount of work you contributed. This is a mutually beneficial method of crafting as it allows crafts that normally would take lot of time to be shared by the entire guild, and it allows the lower skill proficiency crafters to get large amounts of crafting experience in a hurry without having to provide the materials.

If you are a wanderer, you will like the concept of the auto-travel. You simply open your map, pick your destination city, and your character will auto-travel. There are also instant-travel and teleport options for the impatient. For the people who are caught up with recent craze of housing, Atlantica does have a very impressive instanced housing system. I particularly liked my off my mercenaries that weren’t in my current rotation working on it. Made me feel like it was a rounded off concept for some strange reason.

If you are looking for a side game, something to keep your time occupied when your favorite game is on maintenance, or when you just need to take a break, Atlantica is definitely a game you should check out.