



ARENA
Online
DRAGON AGE



ARENA Online



Genre: fantasy MMORPG

Platform: PC on-line

Distribution: Free2Play

Developer: GDTeam

Russian Publisher: GDTeam

Italian Publisher: Kalicanthus Ent.

Сайт: www.arena.ru

Minimum System Requirements: RAM - 256Mb,
Processor - Intel Pentium3 800MHz or AMD Athlon 800MHz,
Video Card - 32Mb NVIDIA GeForce4 Ti, ATI Radeon 9200,
Windows version - Windows 2000 (SP4) or Windows XP (SP2),
Network Speed - 256Kbps,
HDD 800Mb free space

Recommended System Requirements: RAM - 1Gb,
Processor - Intel Pentium4 3GHz or AMD Athlon64 3000+,
Video Card - 256Mb NVIDIA GeForce 6600, ATI X800,
Windows version - Windows 2000 (SP4) or Windows XP (SP2),
Network Speed - 2048Kbps, DirectX9c,
HDD 800Mb free space



History of the Project

June 12, 2004

Development of fantasy MMORPG ARENA Online began.

November 1, 2004

Release of the project. The game was a browser based MMORPG with the opportunity to run 2D client.

February 3, 2006

The game reached 100 000 registered users.

October 18, 2006

Total graphics redesign. 3D client launched.

July 15, 2007

The game reached 500 000 registered users.

July 30, 2008

The second Russian server launched.

December 15, 2008

ARENA Online was localized and launched in Italy.

December 16, 2008

Release of add-on ARENA Online: Dragon Age

March 19, 2009

The game reached 1 000 000 registered users.



ARENA Online now

- **More than 1 000 000 registered users**
 - Arena officially launched in Russia and Italy
 - Gamers from all over the world are playing the game
- **Good quality service**
 - Multilayered user support
 - Attractive events
 - Regular update of the game
- **Modern graphics**
 - Classy visual appearance
 - Pixel Shader 2.0 support
 - SpeedTree technology provides realistic trees
 - Reflection at water surface
 - Fog effect
 - Static and dynamic shadows
 - Specular
 - Particle effects
 - All locations have duplicates for non shader-capable graphics cards
- **Catching gameplay**
 - Unique role-playing system
 - Three races RvR
 - Advanced crafting and trade system
 - Daily events - castle sieges and "King of the Hill"
 - Global events - "Watchmen Defenders" and "Soul Hunter"



Arena World

This story began many centuries ago in remote ages under cover of dark millennia. Ancient gods who have threads of universe in their hands stroke life into a new form. Newborn universe filled up with sunshine, right colors, whispers of grass and voices of different creatures. But nobody could appreciate the beauty of this world. That's why Great God of Reason offered creation of the creatures in the image and likeness of gods, endured with willpower, freedom of choice and right to seal fate. Three of gods endorsed this idea. Great Voden created barbarians who were great warriors with valiance and honor. Wise Ethera created elves, the children of nature and harmony. Their life was timeless. While Guardian of Order Maye Mirddin gave wizards to this world. They had the aspiration for learning the principles of universe.

New children of gods found home on the outskirts of newborn world. Gods decided not to help or teach them whatever happens. But Great God of Reason broke his word. He gave children part of his power and knowledge in order to use them in struggle for monocracy. It helped them master technology and develop new land. Understanding of personal aspirations inspired them on creating society where they could develop their abilities. That's how Ordo of Reason was organized by wizards. Here every person could learn elemental magic. Great warrior Anthon the Stone Fang in his turn united barbarian tribes and created Fellowship of Blood. While elves lived in small communities which they called domains.

Time passed by. Three grand alliances under blessing of God of Reason became more powerful. They got to the heart of the mystery of creation even deeper. But one day other gods found out that the word had been broken. Anger overpowered every other feeling, so they decided to destroy God of Reason. But when the messenger of gods came, pupils started to defend their Teacher. That's how the war began.

History didn't preserve chronicles of those battles. They say that the power went out of hand and redrew the map of the world forevermore. Wizards used forbidden ancient knowledge and opened infamous School of Chaos. God of Reason went off his head and populated lands with horrible monsters. Since that time he was called Rush the Destroyer. Day succeeded day, month succeeded month. One day the warfare shifted from physical universe to the world of gods. Children of gods were left alone.

Pupils of defeated god had to face destroyed and changed world where they should lead a new life. It took long time to return some harmony and balance to this place. But nations couldn't leave in peace. They were eager to find glutton for punishment. No one from the elders wanted to take responsibility for leading his nation to the war. Each of them thirsts accusing another person. Maybe there was some chance for them to come to agreement, but aftermath of war made God of Reason leave the world of gods and appear in physical world. Ancient gods tired after the war. They decided to destroy the universe. But Voden, Maye and Ethera intervened to save their children. They asked gods to give them one more chance. That's when gods' will was shown...

Messenger of gods was sent to this world. He said: "Nation which would prove its dominance and combat superiority would be forgiven for its crimes before gods. This world became Arena where spectators are gods. Be it so!"



Game Map

You could find in ARENA Online:

- ✓ Several areas of influence the Parties to the Conflict;
- ✓ Locations for comfortable advancing of game characters of different level;
- ✓ Spectacular landscapes which simulate various climatic zones.

There are 4 types of rules depending on territory:

- ✓ Peaceful zones where you could communicate with anyone;
- ✓ Military zones where you could attack anyone;
- ✓ Lands of the Parties to the Conflict where your enemy could react to a blow only, but couldn't attack;
- ✓ Castle zones where rules depend on results of events.





Nations of Arena

There are three colossal nations in this world: Ordo of Order, Fellowship of Blood and Dominion of Wood. They are at war because the gods decided to make Arena from this universe. The winners would stay alive and take up the struggle with god abjurer. After that they would inherit the world.



**Ordo of Order -
wizards**



**Dominion of Wood -
elves**



**Fellowship of Blood -
barbarians**

Ordo of Order



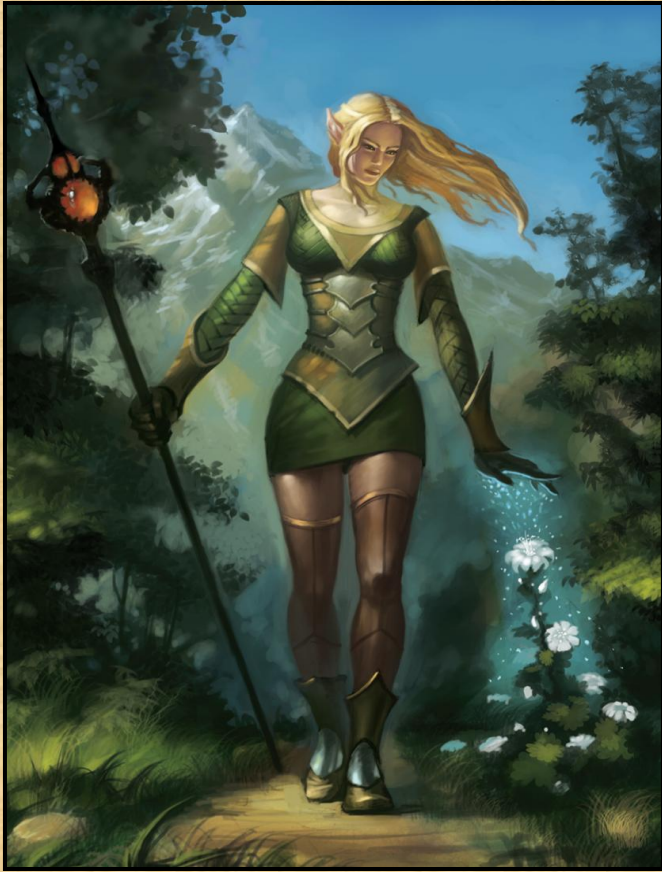


Fellowship of Blood





Dominion of Wood





Role-playing system

Unique skill system "Tower" is used at the game, which provides wide opportunities for advancing game characters. A player develop his skills in any order, in any combination. There are hundreds ways for this. Be a wizard-miner or a swordsman-tailor.

And if you want to change your profession, you can use special scrolls to reset your skills and choose other ones.

- ✓ Basic level (5) you could advance all 19 skills;
- ✓ Amateur level (10) you could advance 6 skills;
- ✓ Professional level (15) you could advance 4 skills;
- ✓ Master level (20) you could advance 2 skills;
- ✓ More than 20th level you could advance 1 skill only.

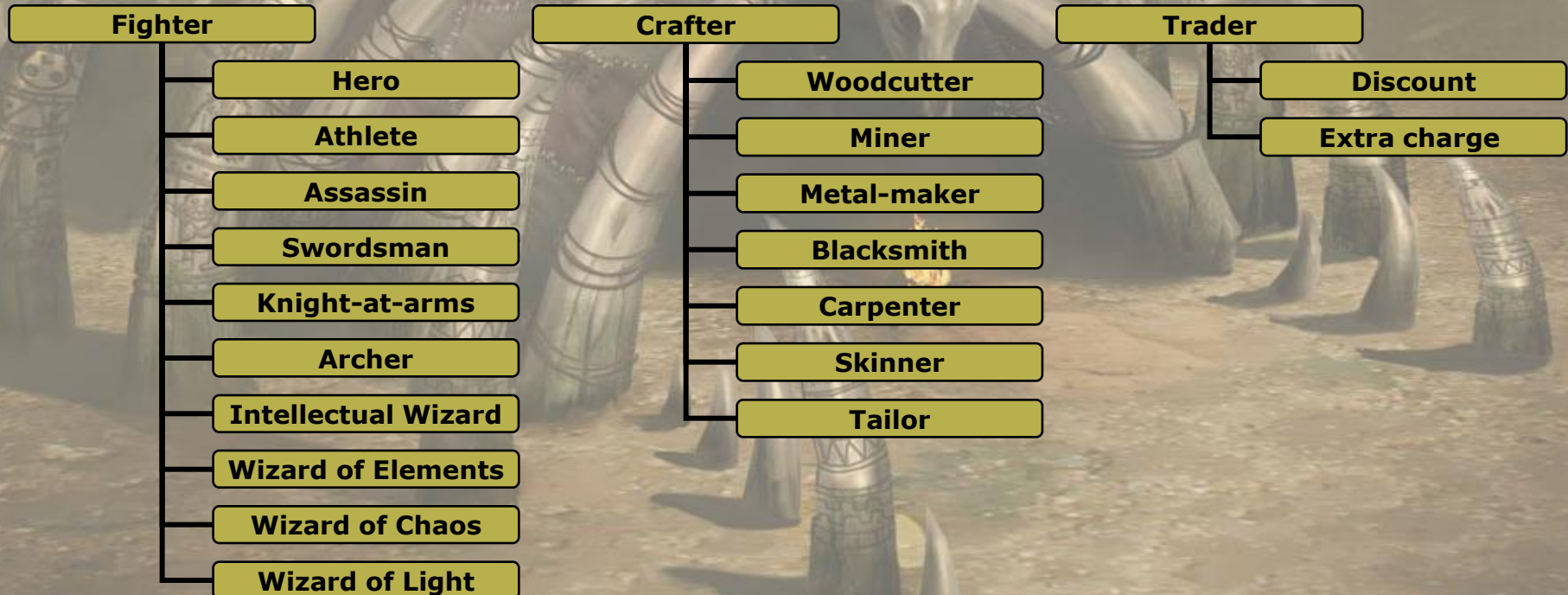




Skills and professions

- 19 skills: 6 battle skills, 4 magic skills, 7 craft skills and 2 trade skills;
- You get experience in skills during usage;
- During the process of development basic skills you get additional abilities;
- Skills and abilities don't depend on choice of the character;
- You could reset your skills and choose other ones.

List of professions sorted on dominant skill





Crafts and Trade

Crafts:

- ✓ 7 craft professions
- ✓ 3 areas of focus: mining, refining and producing
- ✓ 10 types of various resources
- ✓ Opportunity to make practically any weapon, clothes and potions

Trade:

- ✓ Safe hand to hand trade between players
- ✓ Unique trade profession. You could get discounts and make extra charges during trading sessions with NPC
- ✓ A player could hire a vendor. It's a special NPC who would trade for you when you are offline
- ✓ Players could make transactions with the help of NPC-broker





Soul Hunter

Add-on ARENA Online: Dragon Age brought war between nations of Arena. Game tools encourage battles with enemies.

You could get experience and soul of your enemy, if you kill him not often than once in an hour. But in this case your enemy's level shouldn't be less 2 levels than yours. If you defeated the character of 25th level or more, you get his soul regardless your level. You could change souls for unique valuable items.

If you conquered the enemy whose level was higher than yours, you receive a medal. Medals are used for creating special elements of armor.





Community

Parties

Players could join in temporary parties with the following purposes:

- ✓ Acceleration of development (parties get bonus experience after combats),
- ✓ Co-operative quests fulfillment,
- ✓ Battles with bosses,
- ✓ Massive PvP and sieges.

There are 3 ways of loot distribution: everything gets the leader, in turn, at random.

Clans

Clans could unite unlimited number of players. Clansmen should wear special emblem, rank and clan's items. They could lay siege to a castle.

Chat

- ✓ Comfortable communication between all players on the location,
- ✓ Special tab for buy and sell communication,
- ✓ Channel "Help" where you could talk with Game Masters,
- ✓ Special channels for chatting with your clansmen or members of your party,
- ✓ Private chats.

Contact Lists

- ✓ Friends List shows whether your friend is online or not. If he is online, you could open private chat,
- ✓ Ignore List helps you avoid unpleasant talks.

Mail

Unique in-game mail system lets you sending items to another player.



Sieges

One of the most significant elements of the game is attractive siege. Every person could show team spirit and leadership skills during the battle. The winner who conquers the castle gets reward. It could be money or some special items.

- ✓ 4 castles could be besieged simultaneously,
- ✓ Sieges are hold every day,
- ✓ Any player could take part in siege.





Battles

PvP:

- ✓ Three races conflict provides high level of PvP;
- ✓ Maximum number of party members depends on its leader's achievements in PvP;
- ✓ Battles for castles between clans take place every day.



PvE:

- ✓ There is a large number of various monsters from harmless herbivorous to bloodthirsty bosses, who could be defeated by party of high level characters only;
- ✓ Monsters could use all the skills that are available to players and interact with each other..





Events

Miscellaneous events are hold in ARENA Online regularly. They entertain players and make their life in this game more interesting.



Holidays

All the holidays in ARENA Online are unforgettable. Players could give flowers to each other on St. Valentine's Day. At Christmas they could see that everything is covered with snow. At All Fools' Day players receive humorous surprises. They could always celebrate some important event with their friends in the game.



Weekdays

Players could vary their weekdays in Arena. For example, once in two weeks events "Watchmen Defending" and "Soul Catcher" are hold. Every day sieges take place, as well as event "Chest". Moreover tournaments, contests, lottery and auctions are hold every week.



Charitable Actions

Charitable actions in ARENA Online could be seen annually. Each player could take part in such activities. During them special items appear at Item Mall. All the raised money goes to the funds of orphanages.



Pay System

There is no subscription fee in ARENA Online. Players could download the client for free. All game content players could get with the help of game activities. It raises gamer's interest and attracts more potential users.

Players could buy in-game currency (platinum coins) for real money. Platinum coins are used for buying goods at the game.

Putting up of real money hastens advancing of the character significantly and varies gameplay.

That's why players who don't invest real money and players who make micro transactions are on an equal footing. You could speed up your advancing by investing money or expending your time.





Screenshots





Screenshots

