

Age Of Conan unchained

Written by mmoraw

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Age Of Conan is an Action, story-driven Role Playing MMO Game.

In a world filled with cruel gods, mythical creatures, lost civilizations and a struggling human race, the mighty barbarian has finally seized the throne as king of Aquilonia. But Conan's rule is on the brink of chaos, spiraling towards the doom of ancient evils. Tread in the footsteps of Conan the Barbarian himself, and explore the vast reaches of Hyboria. A mix of a deep, story-driven single-player experience and a massive and brutal multiplayer end-game brings forth the ultimate representation of the Age of Conan.

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Players can choose from three races Aquilonian, Cimmerian and Stygian. Each race offers many class archetypes (each class archetype contains multiple playable classes). Gameplay is heavily focused on combat, to no one's surprise, but what is mildly shocking is the simplicity of the other traditional spheres such as crafting and socialization. Instead of using a click to auto attack system, the game requires you hit a key for every sword swipe. Assuming you're using a melee focused character you'll also be able to perform special combo attacks. This kind of involved melee system helps keeps things interesting, particularly when you factor in the game's shielding and dodging mechanics, there is quite a bit to manage during a fight. For melee and spellcasters alike, an attack or ability's area of effect (AoE) nature also needs to be taken into consideration. Since you're not locked on one target your weapon swings and a large portion of the game's spells can affect multiple opponents. It makes AoE grinding--corralling groups of mobs together and dispatching them all at once fairly easy and also greatly simplifies healing.

Players feel very much connected to their character in combat, as well as throughout the game. This combined with a strong storyline, complete character customization, and breathtaking graphics make Age of Conan a wonderfully entertaining and addictive title.

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