



Aika Online is a Free to Play, Fantasy Role-Playing MMO Game.

"The Saga of Arcan - Aika's Creations - Before time began, the great goddess Aika created the land of Arcan, a world she hoped would become a utopia for all who inhabited it. To people this gentle land, Aika fashioned the Scinic, a kind and just race who cared for Arcan and preserved the harmony with which the Goddess had infused their birth. After three centuries, however, the Scinic grew restless and disenchanted with the complacency of their existence. The Scinic elders blamed Aika for the lack of purpose which gnawed at the very core of their society, corrupting the goodness which lay within them. They wished only to sleep under Arcan's fertile ground until a time in which their lives could have more meaning, a request the Goddess granted, albeit sorrowfully.

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Aika, in her wisdom, recognized that she had failed in her first attempt to create the perfect creatures to live in harmony on the world she had brought out of nothingness. She set out to correct her error in the genesis of the Humans, a race whose inherent balance of good and evil would inspire the meaningful struggle which the Scinic had so sorely missed in their peaceful lives. Human civilization thrived, but soon Aika learned that her second creation was also flawed. Arcan, her first and most precious creation, was quickly becoming overrun by Humankind's hatred and destruction.

Angered and embittered by the Humans' excesses, Aika vowed to create a race which would cleanse the land of its defilement. It was in this unhappy state that she conceived the Zereca, a race of arbiters to act as judge, jury, and executioner for the Humans. She desperately imbued her third creation with fragments of her own limitless essence — the better to overpower those whom they were destined to preserve or condemn. The Goddess released the Zereca upon Arcan... and prayed.

The Retreat to the Sky - Aika grew weary from her many efforts to devise a faultless world. She watched, horrified, as the Zereca ran bloodthirsty with power, bringing the Humans close to extinction and forcing them to hide in fear. Filled with remorse, she realized that there was no hope for the Zereca, a race created in anger, and that she must somehow shield the Humans from impending doom. She called upon the Great Prophet Giovanni of the Humans to command a mass exodus to the region of Lakia. With her remaining power, she lifted Lakia and the survivors upon it into the sky, away from the predations of the Zereca. Heartsick and spent, Aika fell into a deep sleep, and the fragments of her own power within the Zereca caused them to share her slumber.

The Awakening - Three hundred years have passed and the Humans have prospered upon Lakia, the land of the sky. Trouble lurks across the horizon, however, as both Aika and the Zereca have begun to stir from their repose. The Zereca, although still in a weakened state, have already begun to spread darkness over Arcan in preparation for their full awakening. In response, Aika has commissioned her own chosen emissaries among the Humans—a class known as the Aitan—to protect their race from harm. She has further created Pran, fairy familiars with elemental powers, to aid the Aitan.

And so begins Aika's awakening, and the final war for Arcan...

Relic War is a PvP mode which pits nations against one another in ceaseless competition for control of powerful items called relics. Relics are sacred objects which bestow powerful blessings upon the citizens of the nations which possess them — these blessings typically include a percentage boost to a certain character statistic such as physical defense or HP. Nations may possess multiple relics, in which case the relics' effects add together, making it advantageous for a nation to control as many relics as possible. The effects of relics are location-bound, meaning that they only affect citizens of the nation (or citizens of an allied nation) when those citizens are in the nation geographically.

Castle Siege is a PvP (player versus player) feature unique to Aika where the guilds and guild alliances within a nation compete in a bloody campaign to secure the Lakian Fortress — the ultimate national seat of power. Every week, all five nations will each be host to a potential military revolution, where the Lord Marshal and his ruling regime must defend the Fortress against an onslaught of would-be usurper guilds and guild alliances. As the Fortress is very heavily fortified and the incumbent administration is given large status and damage bonuses, it is no simple task for the invaders to achieve victory within the designated time limit.

The Battlegrounds system is a great way to participate in player-vs-player combat on a smaller scale than one might find in Castle Siege or Relic War. Whether scrimmaging with guildmates, relaxing with friends from other nations, or joining a pickup game on the fly, Battlegrounds scenarios provide a venue for PvP training as well as a source of special items and honor points. Fighting in Battlegrounds can offer greater direct benefit to participants than fighting in the other PvP modes, since the rewards given after each match are based on players' individual contributions in battle and not distributed to an entire guild or nation.

The Aitan Arena unleashes teams of up to 100 vs. 100 against each other in a dodgeball-style fight to the finish, where fallen enemies drop treasures and the survivors can divvy up hefty rewards. Matches for four different groups will be held twice a day in each of the five nations, providing plenty of opportunity for combatants to test their mettle. There's also no need to worry about imbalanced levels or coordination difficulties--the Aitan Arena makes mass PvP accessible to more Aika players than ever before through its level bracket system and convenient automatic queue."

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