
Anarchy Online Full Crack [Patch]



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About This Game

Anarchy Online

Anarchy Online – the first ever science fiction MMO – is now on Steam! Compete and cooperate with thousands of player simultaneously on a vast, alien world. Join humanity nearly 30,000 years in the future in a world of perpetual conflict and scientific marvel.

Create

Choose from 14 character classes across four races and deck them out with an array of weapons, armor, clothes, and accessories. Play as an elusive agent, a war-beaten soldier, or an enterprising trader. Customize your skills, abilities, and capabilities through nanotechnology and surgical implants.

Battle

Join other players and delve into the secrets of Rubi-Ka, or accept contracts for cash and gear by tackling unique missions filled with challenges and surprises. You can even claim territory for your organizations and battle other players over the precious resources!

Explore

Explore a breathtaking and diverse world, filled with locations such as jungles, deserts, and sprawling cities with towering skyscrapers. Beam up to alien space ships, visit other dimensions, and travel anywhere you want with personal vehicles, planes, and even mechs!

Live

Construct entire cities for your organizations, engage in global trade, or just kick back and relax with your friends in your very own apartment! Anarchy Online is a living, breathing online world, filled with things to do alone or with friends!

Title: Anarchy Online

Genre: Action, Adventure, Free to Play, Massively Multiplayer, RPG, Strategy

Developer:

Funcom

Publisher:

Funcom

Release Date: 27 Jun, 2001

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English







Veteran of Sci-fi MMOs, AO has survived its editor's (many) mistakes & being extended/patched pretty frequently. Its old graphics, which aged pretty decently (& renewable under beta of a new engine), are anyways compensated by 17 years of rich & complexity growing content. A good half of the whole is totally free to play including Notum War pack, while Shadowland (paid) extension practically doubles the explorable playfields. Other (paid) packs are mostly power content but also contain few playable instances. As a good start, F2P game is deep enough to occupy most newcomers for months if not years!. Used to be so that you hit lvl 20 and your friends tell you to go lvl in ToTW and then you go there and whack some legos n shiz and after a while someone in bling bling grid armor comes in with 30+ mobs and the last boss of the instance on their tail and gets you and your teammates killed. Of course you get really angry coz you just lost all your xp towards the next level and send him some hate tells and he's just like "sry didnt c u there buddi."

After you somehow manage to avoid the trains in ToTW, you get to lvl 60 and your cool\u2665\u2665\u2665\u2665\u2665friends tell you to go to foreman's. You go there and go do the collar quest and kick some floaters and stuff. Then the same guy in bling bling grid armor who trained you in ToTW comes running by with 10+ bloaters and Tri-Plumbo on his tail and you're like "what the \u2665\u2665\u2665\u2665 mate?" and you find yourself at the god damn reclaim terminal in The Longest Road.

So okay now that that ordeal is out of the way and you hit lvl 80 and the xp in foreman's just isn't that great anymore so you and your great\u2665\u2665\u2665\u2665\u2665buddies go and slam some borgs in mort. All is cool and chill except then some nabcake comes running in with his twinked\u2665\u2665\u2665\u2665\u2665bling bling grid armor yo' \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665 superior perennium beamer yo yo whaddup nablets and starts kill stealing all your damn borgs and now your team is getting zero xp coz your awesome\u2665\u2665\u2665\u2665\u2665friends forgot to tell you that you need to get some cred in order to get better loot than the\u2665\u2665\u2665\u2665\u2665\u2665they sell in the stores.

Moral of the story: Grid armor 5V5 armor, only need cred 2 win, train on the way, don't worry about haters, gg. Take it from someone that played this game for many years since launch, this MMO has gone downhill in a big way and is sadly now the most exploited game I've ever played. There are no devs currently working on it, the exploits are well known and widely used for a long time without any fixes. The ingame economy has increased in value about 15 fold in the past year due to the dupes (AO's version of the WoW token called GRACE that gives 30days gametime for ingame currency was 300mil credits a few months ago now it's 4bil, the max credits can you hold on a single character is 1bil). Exploiters can become godmode to 1shot any player and be unkillable even by 50 endgame players at once. They can solo all endgame content meant for large raid groups. Recently the auction house was even hacked so it removed everything you were wearing for anyone that tried to use it. The game is a mess while Funcom does nothing to help the community there.

It's a shame really since the game really does have good gameplay and indepth skill system, the small legit community is also really great. But it's completely been ruined due to a lack of interest from the developer, now it's run by the exploiters. Maybe one day they will fix it so the players will come back, but from Funcom's track record I'm not hopeful. It costs \$15 per month to access most of the game items and areas, too high for a 14 year old game abandoned by it's developer.. The game is only worth playing with a sub fee. As a non sub this game is unbearable. The free stuff is sub par in every way, forces you to gimp your character (required skills to equip items) and you will most likely never find anyone to play with. When you sub once you will never have access to your account if not subbed.

The veterans have this game in a stranglehold. No changes, no new ideas nothing will be done that could potentially\u2665\u2665\u2665\u2665\u2665\u2665of the vets thus stagnation has set in (for the last 10 years). Vets even act as customer support,

The economy is in ruins. There hasn't been a server reset...ever. Over the years there have been so many exploits that creds are ultimately useless and you will need billions and billions for a decent item.

Did i mention that you can only use the "auction house" as a sub? Well actually doesn't matter because the items you would want to buy are only available to subs as well.

Progression in this game is grind based. Go to one area grind to level x, continue to next area to grind to level y and so on until the game becomes so difficult that you will just sit on one spot in a party while a max level char is leveling for you.

You will need some crucial quests which cannot be completed alone and if you are new to the game there is no chance in hell you will ever progress without help. There are dailies in the game but they can only be completed every 18 hours.

This game is 16 years old with 5 people max. working on.....sry maintaining it. It still costs the full sub fee of 17,95 Euro despite technology having advanced to a degree that maintenance of a 3GB game must be dirt cheap. This is basically them scamming the players.

Don't get me wrong I think this is one of the better games but Funcom has just abandoned it. The remaining team/guy is focused more on keeping the small playerbase happy than trying to appeal to a new audience and thus condemning this game to be a save space for vets with no innovation or improvements. New players not welcome here !

Also way overpriced for what it is.

Also they manipulated the game into not updating time played to prevent bad reviews. Forums have a workaround.. Anarchy Online (2001) is one of the most original MMO's out there. It is a well aged relic from past from the times when players were far more hardcore and games far more time consuming. Main Strengths of this lovely game is unique gameworld. This game resembles me from Diku-MUDS which were a sort of predecessors of modern MMORPGS in 90's/2019s. It is pretty obvious that AO has had enormous impact to development of other more modern themepark MMO's.

The game is pretty time consuming when compared to newer MMO's, in a good and bad sense.

Even the graphics seem outdated the atmosphere in AO is great. Music is captivating. Most of the professions are very unique like crafter, trader, fixer or MP. AO is one of the few games where I feel to be in another dimension when I play it. Character speed can be increased with skill and it is thus relative. This is a great feature. I hate MMOs where you move around slowly.

However, it is a shame that AO was neglected so many years by its 2019s developer. I have played Conan and TSW and while I like both games they are not as good as AO.

While current lead dev is doing great job, I feel it is too late. AO would need massive improvements to be able compete with big titles. I doubt it will ever happen even with potential funds coming from STEAM playerbase. Just imagine what AO would be if it were developed like EVE Online (2003) by CCP?

TSW mechanics and gearing system is one of the best FUNCOM have created. I think that they should take TSW gearing system and adapt it to AO. This would greatly improve this game. Of course it would make some old vets unhappy. Current system where you need to use twinkling gear to wield good weapons and armor is just too outdated, unbalanced and time consuming for younger players.

Overall, if you really want to explore the past of MMORPG history and you are not afraid from grindy content you should give a try and experience this game.. I have played this game for years and hope to continue playing it for many more to come, so anything I say will be more than a little partial. Instead, I will just encourage any prospective players to just download the game and try it!. If I'm not wrong, Anarchy Online was my first Massive Multiplayer Online RPG game I have played. I still remember it was added as bonus in GameStar magazine in 2005 year, with subscription for a whole year. I decided to try it and it was cool. I wasn't a big MMO-addict back then, so I didn't spend much playing it. Probably gave up pretty quickly, since it wasn't an easy game for the young me. Still, I remember how cool it was - unique atmosphere, graphics, music and everything. I'm really glad to see it's still alive and works just fine. I'm not sure how many things have changed - I remember that starting location was different, and few other stuffs. If it's for better, or worse, I cannot say. It's kind of sad that when I was younger I didn't had enough patience to stick with it and now that I would love to give it a little bit more time, there isn't enough of it in my life.

Give it a try, that's if you are fan of this kind of games. Sure, the graphics aren't fancy for today's standards, but this game have to offer something more than MMO games nowadays.. When you really want to be positive, but you can't.

Yes, I am one of mentioned old timers that might have something negative to say. Only that I have a lot of negative to say, that's not to say there aren't anything positive to find with Anarchy Online.

Cons:

Yes, AO did get a new rendering engine. But you're not gonna see it unless you download it manually. Then you need to find the community fixes as it crashes rather often. Instead enjoy this 16 year old rendering engine set to 1024x768 fullscreen instead.

Exploits, and lots of exploits. GMI (auction house), PvP, leveling, duping, NODROP transfers, ability boosting, dmg exploits. Yes, AO has them all. In its heyday AO was less prone to extended damage from exploits. More developers and money allowed for swift fix and ban of exploiters.

These days AO barely has 1 developer, severe exploits can go on for weeks before they are fixed.

Input multiplexing, yes AO allows for input multiplexing. You can use 3rd party software to control multiple accounts. People have their merry band of 6 accounts and farm PvM content and sell loot rights, PvP or anything else under the sun.

Open world PvP, I noticed that was one of the selling points mentioned in the AO on steam email FunCom sent me. Well yes, we do have open world PvP. Yes, you can defend and attack land. It is fun, a lot of fun! But developers have refused to look at level ranges, meaning that your lvl 165 can be smashed by someone 205-207. The difference in comparable power is off the charts. Oh and yeah that 205 can have endgame 220 heals as backup. Sounds fun right?

Level ranges is just one aspect, I mentioned input multiplexing above. Its super fun when your Organization has 4 people online at an awkward timezone to defend vs 1-2 guys running 12 toons killing your towers.

Soon(tm), we hear that a lot from the developers. Updated engine was to be released soon, it took years. Profession balance soon, still not anywhere near complete. The list goes on.

PvM, with the recent years total focus on 6-man instanced raids, it seems that the benefit of being in a clan (Org) is gone. Many large Orgs died and the playerbase is fractured. Why be with 23 people when you and your buddy can dual log and do all the content and sell lootrights? AO used to be a very social thing, I think a lot of that is gone now.

PvP, well there is none. Not really, not anymore. Exploiters and multiplexers rule openworld PvP. Sure you can do duels (fun) or battlestation (sometimes fun), but the mayhem such a name as Anarchy Online implies is long gone.

Leveling, oh so you bought the game? Expansions and all? Looking forward to go shoot stuff with strangers? Just don't it's not going to happen. Leveling in AO (as a paid player) mostly revolves around sitting on your\u2665\u2665\u2665\u2665\u2665 from level 7 to 205+. Endgame tanks will pocket tank mobs, an NT will AoE nuke said mobs from safety and you profit.

As a veteran I use this, because when I make my 5th tl5 PvP twink, I just want to get to level 150 asap and twink. For new paid players though, well I hope you like doing daily solo missions and running around alone. Endgame 220 players have their 160 alts on follow, or sit on a designated rock while they kill monsters. So yeah..

Froobs might have more fun, if there is a healthy community.

Lack of new content/updates. AO has 1 developer, sometimes. Sure for someone completely new to the game the amount of content is huge! For veterans it is rather meh, you might hear a lot of negativity regarding that.

Pros:

Extremely complex character development, you are for the most part free to do whatever you want as a player. It might end up being horribly bad, but you are allowed to use daggers on your soldier if you please.

For new players there is extreme amounts of content, I mean really really much to do.

I would have put more here, but they are hampered by the issues I listed above.

I truly love AO, but I can not recommend a game that has developers/marketing so far into space. You might have heard how much AO's launch got slammed, well.. the madness continue.. My absolute favorite MMORPG ever released. Main catch is unique skill/equipment system that no game has ever surpassed or offered. Scifi world is also very nice change from the usual

fantasy affair, a fight between good corporation and evil terrorist. Also some further fantasy setting with Shadow Lands exist.

Anarchy Online, it was a decent MMO at a time. One of the first big Sci-Fi MMOs out there. That being said, its extremely dated and low population now days. I would honestly only recommend the game to previous players for nostalgia. It does not have much for newcomers to enjoy compared to the more popular alternatives.. Probably one of the best MMO's I have ever played.

You will either love it or hate it, within the first 15 minutes. but it is most definitely worth it.

The community is extremely genuine, far better than most others. Players are always ready to help eachother out.

There is so much depth to this game, there is ALWAYS something to do. ALWAYS something to upgrade. Heavily based on community/group activities.

So much more can be said about this. i'll probably post up another comment attached to this to go into more detail.. I first started playing Anarchy Online (AO) in March 27th 2002, after I bought it with money I got for my 18th birthday. I think I still had 28.8k internet, and had to put \u00a31 for every hour I paid into a piggybank, to pay for the internet. My computer was so crappy, I had to run around in the old starting zones with my camera pointed straight down, and just tab+attack enemies nearby. It probably took me a week before I left the "Backyard" starting area, because I was scared to leave its safety. When I finally left, my computer just DIED.

Fast forward a bit, till I got a new computer, and could finally look around in Tir (clan starting city). Wow! Just wow! All these people are playing together with me?! This was my very first MMO, and the thought of all these characters also being people blew my mind. People were standing around on street corners, chatting, or trying to jump up to higher places so they could perch and look cool. I found some people to team up with, and we did a "mission". Let me tell you though, getting missions to work was difficult! One person had to roll a mission, get a key to the door, then buy a key duplicator and copy the entrance key for everyone in the team! Eventually, "Team missions" were patched in though, and boy were they great! There were multiple floors in the missions now, with a boss with loot at the end!

I played an Adventurer. Because I thought "Yeah, I want to explore!". Exploring in AO is amazing. There's always something to find, even if it's not loot, but interesting places, DANGEROUS places! I remember running west out of Tir with a friend (the friend who had asked me to get AO), because he wanted to show me somewhere we could hunt. A little down the ways, he stopped, and said he had to "get his bearings". I was completely immersed! We finally got to our destination, and it was a huge crater in the middle of the desert, filled with plantlife and animals (that we murdered).

Roleplaying. I first tried this in AO. There was something about it that tickled my fancy. I found myself a roleplaying oroganzation (guild), called "Sea of Change". We were extreme rebels. We roleplayed missions where we were sabotaging the evil corporation Omni-Tek's progress, and we would not back down! I loved it. I loved roleplaying, and I was hooked. I played AO for years, simply because of its roleplaying community. The ability to walk into The Happy Rebel, Reets Retreat or the Rompa Bar, and there would be people everywhere, sitting in the booths, standing at the bar. If you wanted to find roleplay, you would find it there, or in the parks. If anyone was "roleplay walking" anywhere, you could walk up and strike up a conversation. The game became second, roleplay was king.

These are things that I've missed in AO. Running out somewhere to find places to hunt for experience with friends. Now it's all about grinding the most xp rich places or missions, and doing dailies. The "outside" world seems empty and unused, aside from the huge player cities that are a blister on the landscape and completely unimmersive. The roleplay is barely there anymore. The community I had loved has mostly gone away. There's a sliver there, clinging on and doing their best to stay active, but it's not the same.

Maybe getting AO on Steam will help, maybe it'll fill the bars and streets up again. I can only hope.

AO is a complicated beast. Nothing will come to you easy. You have to raise your own skills, and you can do it right, or you can do it wrong. The game used to tote that you can play anyway you want. My adventurer? I used a two-handed polearm. It was wrong. It got me to level 15-25, but then I couldn't kill anything anymore. A friend told me, "What? No. Don't you see that adventurers are supposed to use two swords or two pistols?" My mind was blown. Don't get me wrong though, you can still play the way you want, but you won't be optimal..

In the base, free game, there's 200 levels. I have no idea how long it would take you to get to that level now, but with casual play, and mostly roleplaying, I believe it took me two years. You can probably do it in a couple of months, if you do things right. Every level, you get some skillpoints to set up the way you want, either in tech, combat skills, base abilities, or tradeskills. It's all up to you, really.

There's A LOT of classes, or professions as they're called, in AO. Adventurer, Soldier, Engineer, Meta-Physicist, Trader, Bureaucrat, Martial Artist, Enforcer, Fixer, Agent, Doctor and Nano Technician. The expansion, Shadowlands (SL), added two more, the Shade and Keeper. Every class is so diverse. You most likely will find something for you. You have the archetypes: Doctor (Healer), Enforcer (Tank), Nano Technician (Mage), but there's so much more.

I have never found another game with this kinds of creative and diverse classes. I love the adventurer for his\her cool dual pistols (or swords, if that's your thing). I love the Trader for his shotgun and ability to drain his enemies to make himself and the team stronger. I love the bureaucrat for his android pet and his ability to calm and charm nearly anything.

There are four "races", or breeds as they're called. The human "Solitus", which is the average type of breed. The Atrox, a genderless (unless you have some cabbage?) strong brute. The fragile but intelligent Nanomage. And the slender, agile Opifex. Every breed can play any profession for either side of the conflict. It's all up to you how you want to mix and match. Want to play a nanomage enforcer? With strong nano programs (spells) but generally weak physique? Up to you. Want to play an atrox nano technician? Bad nano programs but lots of health? Go ahead, it's a challenge!

I used to love this game. I want to love this game again. I wish it all the best. I love the memories I have from it. It might look like mud, run a little bad, be complex af, and not friendly to new players, it might take you an hour just to go through the HUD, but it's worth it.

You should play this game, and make some memories for yourself.. AO is a MMORPG from a time when Steam did not exist and when multiplayer was new and exciting. And this game brought me a story that no other game could provide.

Rosy tinted nostalgia aside, let's evacuate the elephant of the room : the game is **free to play. Sure, there is a subscription that give access to new content and powerful equipment and sure there is an ingame shop, but the free content is really large (2/3 of the game) and the shop is half cosmetic, half shortcuts for rerolls. The game was created before the f2p scheme existed and as a result you get a full game.**

Now the part that will give you trouble. This game is from 2001. The graphics are outdated at best, butt-ugly at worst. We also learnt to make better games in the last decade and you'll realize that your character move and plays like crap. Servers easily desync, visibility and hit distances are always wrong and you can forget about concepts such as 'skillshots'. It's a primitive 'tab and auto attack' game.

Also it is important to understand the game's mindset from another age. It is complex and there is no quest chain that will guide you to level max here, you get to explore, hunt instead and more importantly, get social. Talking to other players is vital. Ask them questions, ask for help and augmentations and you'll have the time of your life. Even if you solo, it is worthwhile to listen to the OOC channel and occasionally chat in there.

Either way, this game is 13 years of my life well wasted.

PS: Neutral 4 life. Is it possible to simply "review" a game experience spanning 16 years for me ?

My time in AO began in 2001 and I am still here now, I have been away from time to time, tempted away by the promises newer titles made and yet I always found my self back here on Rubi-Ka

There must be a reason right ?.

In fact there are several, ... several thousand that is. Too many to list just here.

Not least the still unmatched complexity of the skill systems, oh yes there are a few; if your excited at the prospect of mastering several systems and interlinking them together to weave your own characters unique tapestry, then welcome friend, welcome home.

The communities, as diverse as those in the real world and just as extreme in all areas, do you want to involved yourself into the deep lore of Rubi-Ka on voyage of self discovery ? Because you can if that's your thing.

Or are you PvP'er a hard-nosed, smack-talking player killer ? Oh then I think you'll make friends here too... just watch your back.

The world is huge, larger than any other game I know of, MMO or RPG and divided up into three distinct sections. Rubi-Ka the original planet were the conflict rages on between omni-tech the clans and the neutrals, dungeons, instances and different play-fields, swamps, deserts, wild lands and some the are hard to describe abound here, it is vast and at time really quite beautiful it also ranges over many levels.

Shadow-lands, the alternate side to Rubi-Ka they seem familiar but quite different, each is unique and will require different levels and gear to master, in the end something is linking this strange land to Rubi-Ka.

The Alien Play-fields, starting for mid level characters and quickly becoming a desperate fight for survival can you stand with your companions and hold off the invading aliens ? (bring plenty of ammo and med-kits)

The social aspects of the game are really quite surprising.

There are friendships formed in AO since it's launch have accounted for 17 marriages and 22 children that I know of personally and those friendships never would have existed if those individuals had not met here on Rubi-KA.

Is Anarchy Online perfect then? ha-ha oh gawd no, am I is anyone or anything ?

Anarchy Online is a flawed diamond that you can't help but admire, and nothing truly nothing compares.. Anarchy Online is the Elder Scrolls III: Morrowind of MMORPG's.

It was pretty much perfect at the time (with an awful launch, mind you) and with an in-depth skill/fight system that should've been the standard to any MMO following it, but that of course never happened as the following big games presented a more casual, newb-friendly format and instead that became the norm, leaving AO with a small core of players.

Much like with Skyrim, the genre became mainstream, but to this day many die-hard fans religiously still stick to Morrowind nevertheless because of its more rough, but more detailed ways. Such is the case with AO.

Other reviewers already pointed out the dated graphics etc, so I won't comment on that, personally it was never an issue for me.

I've been playing AO since the end of 2005, during my AO years I found new friends that are friends IRL up to this day, I grew up, had years long breaks, found more appealing MMO's even, but time after time I always ended up with coming back to AO and right now, as it seems, I quit looking for other options, because my ultimate conclusion is, once you grow fond of this gem of a game, there's no turning back.

If you want:

- a challenging MMO
- nostalgia
- outstanding community
- in-depth storyline

then click download, once you're in-game be patient, don't hesitate to ask as many questions as you need to on the OOC channel and enjoy your time on Rubi-Ka!. Anarchy Online is a hidden gem with great but wasted potential due to the lack of interest of Funcom. Been playing this game for over 10 years on and off, I've tried all the mmorpgs out there and I always come back to AO.

A one sentence review: A complex MMORPG with no hand holding, skill based PVP and 2001 graphics.

The bad:

- Awful graphics, the game was launched in 2001 and not much has been improved graphics wise. Sure a while back Funcom launched a beta engine(client) that you can download from AO website but it's quite unstable.
- Animations are so bad its not even funny, not improved on the 'new' engine either.
- Lots of visual bugs.

If you want a game that looks great AO is not it.

The good:

- AO is one of the most complex MMORPGs around, 14 classes that really are different and not just slight variations of the same thing.
- The learning curve is not great but it's rewarding.
- PvP is skills based and it's all about coming up with a smart setup, no standard end-game setups here. It's all about being creative and mix it up.
- Classes are balanced-ish and every class has a nemesis (a class that wrecks you!).
- Twinking(over-gearing), now this is a thing unique to AO. In other games its all about max lvl pvp but not here. In most games you;ll have equipment requirements like : Level from xx. In AO it's all about stats and pushing them the the limits, you can have a level 1 with the same equipment you would see on a level 20-30. It's a hard sometimes insane process as you try to squeeze every extra ability point out of your equipment but so rewarding .. in PvP! . There are twinks at almost every level as they are needed to attack\defend organization(guild) land zones and each zone has a different level range. You can stop leveling at any level you want and make the most bad a\$\$ pvp character there to dominated everyone

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