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Thread: [Albion Online going F2P on the 10th](#)

J0nSn0w - April 6, 2019, 4:53 am

That's right AO "Albion Online" is going F2P. Have you guys played it before? i've recently played on a trial key and i think the game is amazing i love the fact that its full loot pvp.

Faith Connors - April 6, 2019, 6:33 am

seems like a lot of people are complaining that being a solo player is basically impossible, but others say that the game itself is really nice

i might give it a shot, max out a single character or something just to see how bad it would be for a solo player, but it could be fun i guess.

J0nSn0w - April 6, 2019, 1:34 pm

(Apr 6, 2019 06:33 AM)Faith Connors Wrote: [\[CITE\]](#) seems like a lot of people are complaining that being a solo player is basically impossible, but others say that the game itself is really nice

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Yeah it can be hard for solo players tbh. No harm in playing in a guild tho its fun.

Faith Connors - April 6, 2019, 8:39 pm

(Apr 6, 2019 01:34 PM)J0nSn0w Wrote: [\[CITE\]](#) Yeah it can be hard for solo players tbh. No harm in playing in a guild tho its fun.

i guess that depends on the community tbh

the only time i had fun in a guild was in RIFT, since the community was small, tightly-knit and everyone was just always there to have fun. never had much fun in guilds in bigger mmos, like maplestory/2, wow, runescape, hell even tera, and my tera guild was all people in my region.

i def will try the 'multiplayer' aspect of the game, but honestly i just dont really have high hopes.

Cocaine - April 6, 2019, 8:40 pm

Never played it before. Maybe now that it is becoming f2p I will try it out.

Nico Robin - April 7, 2019, 1:09 am

Wasn't much into it when i did the trial

although imma give it another shot once it goes F2P

Solipsism - April 7, 2019, 2:08 am

I preordered the \$100 version, the closed betas was one of the best gaming experiences I have ever had in my life.

After release however, I quit the second week.

First of all, we who preordered the \$100 edition got to play like 2 days earlier... Servers were offline those days due to an "unexpected amount of \$100 preorder users trying to play at the same time????"

Bots were literally everywhere at like day 5...

Honestly though the grinding is not that nice either imo, that might be what's currently keeping me away too.

After a while prices for everything pretty much gets pretty low, nothing new comes in pretty much. Honestly I would love this game to wipe every 3 months or so like the closed betas, I loved that experience so much...

Maybe they should add some seperate seasonal servers!

During those wipes all endgame stuff always kept a high price, made the gathering experience feel much more... risky

Honestly this should just be seen as their last push to make some last money before game support drops.

E1NH4ND3R - April 8, 2019, 9:57 pm

AO has no european servers thats why its so laggy and its a dying game

OLOY - April 9, 2019, 4:27 am

(Apr 6, 2019 06:33 AM)Faith Connors Wrote: [\[CITE\]](#) seems like a lot of people are complaining that being a solo player is basically impossible, but others say that the game itself is really nice i might give it a shot, max out a single character or something just to see how bad it would be for a solo player, but it could be fun i guess.

Maxing a character is like 200 hours of grinding in that game..

The-Noob - April 10, 2019, 12:59 am

(Apr 6, 2019 08:39 PM)Faith Connors Wrote: [\[CITE\]](#) i guess that depends on the community tbh the only time i had fun in a guild was in RIFT, since the community was small, tightly-knit and everyone was just always there to have fun. never had much fun in guilds in bigger mmos, like maplestory/2, wow, runescape, hell even tera, and my tera guild was all people in my region.

i def will try the 'multiplayer' aspect of the game, but honestly i just dont really have high hopes. RIFT was probably the only MMO that i REALLY enjoyed playing. Before RIFT it was WOW and i had some great fun on that just like many others but when RIFT was in early-testing i did jump on then to see what the fuss was about as people was commending it on how nice it looked and they wasn't wrong, it looked stunning for an MMO of it's time but that can't be said now as the game looks terrible since it went F2P.

I had some of the BEST experiences on RIFT but sadly for me i was burnt out on MMO's because of WOW and so were my friends that i played with. RIFT for me was enjoyable as you never needed a large guild to do the high(er) tier stuff and i also loved how you could turn a character's skill path to your liking.

I loved my Templar as it was the first character in an MMO i made for myself by trail and error and not following some guides online on how to play it or make it the "best" and since the game was new no one knew at the time.

Sadly, nothing these days live up to the old WOW or RIFT as everyone these days are butt hurt over getting ganked by people 40 levels higher than them, when i found out that WOW changed how it's PVP worked i just died inside. Some of the best ever days on WOW where spent ganking the lower level players and starting faction wars because of it.