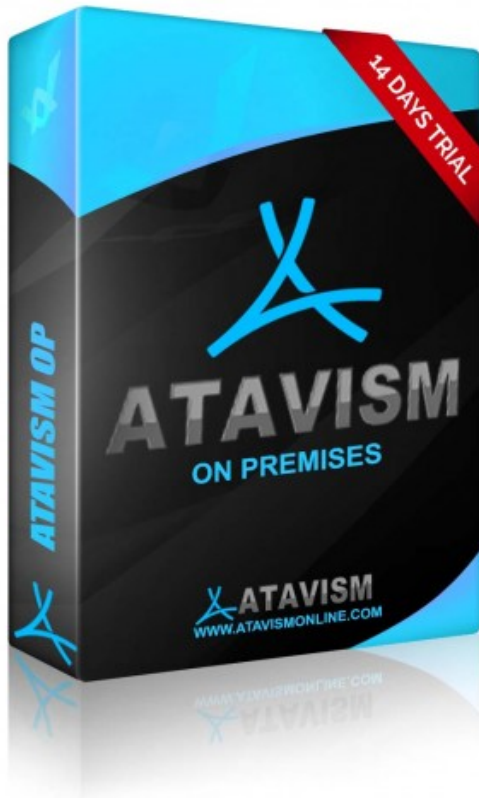


Atavism X OP Standard Subscription / 30 days (14 days trial included)



Price: \$29.00

Short Description

Our Standard Subscription package can host up to **100** players simultaneously in your fantastical world. **Atavism License is limited to 30 days from the purchase date.** You can extend its time by subscribing to your <https://apanel.atavismonline.com> account.

No commitments, cancel at any time, you can scale it (upgrade or downgrade) on demand.

Description

With the Atavism MMORPG Engine, you can bring your game to life. A friendly interface along with documentation will guide you through all aspects of the Framework. Customizable built-in modules will allow you to create death and fear bringers races with brute force Orcs or Giants races or agile and fast skilled

Elves. The most powerful day & night & weather system for Unity will make your game even more immerse. Your players will be amazed when they will experience transitions from sunny or warmly Summer full of flowers and beautiful colored areas to freezing their bones cold during a snowstorm..." Winter is coming", so group your players, build guilds, forge your own path with an economy like trading, resource gathering and crafting system. Give your players purpose by putting them on the path of right or wrong through the composition of quests and storylines. Test their strength and skills in PvP arenas and Solo or Group Instances. Create the most terrifying mobs which will put your game world into the darkness. Summon Heroes who can defeat them. Your imagination is the only boundary, you can achieve anything with Atavism.

Atavisms Features:

??[Data Base system](#): Store your game data using a database engine.

??[Instance](#): Create and set up new instances in your game which can be anything from Dungeons you want players to explore or even a different world in one MMO. You can also define private instances, accessible only to an owner (player or guild).

??[Accounts Management](#): Set different access for your players (normal, admin, ban).

??[Mobs/NPCs](#): Create any mob template with a click of a button with stats and loot you want them to drop, then spawn these mobs in-game where ever you want in real-time. You can even spawn a dragon right in front of other players while they are standing next to you in-game.

??[Loot Tables](#): Setup different loot tables and drop chances of items for your mobs. Set group distribution or personal loot system.

??[Factions](#): Use this module to easily set up your different factions in your game as well as what their standings are to one another.

??[Quests](#): Create different types of Quests or chains of quests that can guide your players through your storyline.

??[Dialogues](#): Create different dialogues for your NPCs. You can also use this system to allow multiple outcomes in the storyline depending on what a player chooses while speaking to an NPC.

??**Items:** Create all the items for your game with this, and add different stats to items and functionality. Because of its versatile design, you can attach over 30 different effects to the item which can be a different category of weapons, armors, consumables, materials, ammo, and more.

??**Socketing:** Socketing System allows you to define types and amounts of sockets per type basis like runes, gems, etc.

??**Enchanting:** Enchanting System to let you level up your players items by defining profiles and levels of enchanting and assigning bonus stats to them based on their levels.

??**Item Sets:** Sets of items define the set and its bonuses, and when you will equip them, bonuses will be added to your character.

??**Auction House:** Allows you to list and buy items, find them using a search box, filter by grade, class, race, and level, to finally purchase it from the auction.

??**Skills:** A fully featured skill system that allows you to open up skills when players level up with XP or level up their skill by using it like the old UO-style gameplay.

??**Abilities:** Create different abilities for your players that can get when they have a certain skill. They can use these abilities in a wide range of ways from combat to crafting to professions. Abilities define target type like single-player or area, dead or alive, range requirements, etc.

??**Effects:** Build your own effects for your game to make it unique like a melee-strike effect that deals physical damage or a magic effect that heals your player. More than 20 effect types are available: damage, restore, revive, stat change, stun, sleep, immune, dispel, teleport, mount, morph, and more.

??**Coord Effects:** Setup different animations, particles, and more to run on events such as playing an attack animation and a particle when you use a striking ability.

??**Stats System:** Design any type of stat you want for your game.

??**Player Character Setup:** Setup what races, stats, and classes you want your players to start with as well as where you want them to spawn and how you want starter characters to look like.

??**Crafting System**: Design crafting recipes, set required skills for specific recipes along with crafting station. Define different chances for a different result like 100% chances for a sword, 50% chances for a magic sword, etc. Atavism supports grid-based crafting and crafting book with experience-based options.

??**Arena System**: Setup dedicated PvP instance for solo/group where victorious can be only one.

??**Option Choices Module**: Manage your dictionaries like types of weapons, armors, items, and classes (currently there are over 22 dictionaries in place).

??**Game Settings Module**: Setup the Atavism server to your needs with over 100 global parameters.

??**Merchant Tables**: Define your NPC merchants, stock, and refresh time.

??**Currencies Module**: Define the whole kind of currencies (including premium one) for your players.

??**Build Objects System**: Define your building area, claim a right to some land, and build houses, farms, portals, trading posts, and shrines. Set claim taxes, and upgrades, define building stages and required materials. Attack, damage, repair, destroy, loot enemy buildings, and prepare endless hours of fun for your players.

??**Damage Module**: Define different types of damage and their resistances.

??**Resource Nodes System**: Define gatherable resources like a pile of rocks, plants, trees, fishing ponds, and rewards for gathering them.

??**Instance Objects**: Setup Interactive Objects like portals, Spawn Points, Water, Damage, Graveyards, and more.

??**Integrations**: Easily implement 3rd party packages like World Streamer, i2Localization, Master Audio AAA, World API, Enviro Sky & Weather.

??**Weather System**: Gives your players immerse in the real world with a full day & night cycle including fully-featured weather conditions like rain and snow. Define your profiles in which month should be more snow, more rain, or sunny weather and attach it to each instance and adjustable random algorithm gives you the flexibility that you need.

??**Pets Module**: Define non-combat pets as a visual element in your game but

also combat pets with an attitude like aggressive/defensive with a pet management panel in place to handle commands like attack or follow the master.

??**Race & Class system**: Define races and classes and their special attribute values, Humans can be most balanced while Orcs or Giants can have more strength and less intelligence.

??**Mailing System**: Send messages, and attach items or currency in-game.

??**Mounts**: Saddle the horse, tiger, or dragon which can give additional speed or another attribute of your choice.

??**Guilds**: Create a guild, define ranks, manage members, increase guild level, do guild quests, access guild warehouse, and more.

??**Grouping**: Group your players for arenas, dungeons, or just adventure in the world instances and complete more challenging quests. Promote a leader or kick an unwanted player.

??**Inventory**: Manage your items and bags, expand your storage by in-game banker NPCs or built chests or storehouses. Handle equipped items and their statistics with visually presented popups with items comparison.

??**Chat**: Different Channels like a whisper, group, guild, combat, instance-wide, or worldwide as well as an admin info channel along with linkable abilities and items with a tooltip on hover.

??**Server Side NavMesh**: Atavism NavMesh allows you to use the most advanced pathfinding system, including funneling and path optimization.

??**Social**: Friendslist and blacklist functionality.

??**Minimap**: Icons, Markers for quests, merchants, zoom in/out, and much more.

??**Loading Screen**: Smooth transition between scenes with defined images, hints and tips, a progress bar, and more.

??**Rankings**: Present top players within certain groups like most killers, crafters, harvesters, and more.

??**Achievements**: Define various conditions like kill mobs, gear score, craft

items, get experience, harvest, and use abilities to get specific achievements and bonuses assigned for it.

??**Talents**: Define talent points, reset them, and assign abilities and effects to make them active or passive.

??**Bonus System**: Define 18 different bonuses with values and percentages like experience loss after players death, experience from killing mobs, a chance for loot, a chance for enchanting, cost of enchanting, time of enchanting, a chance for socketing, and much more.

??**Premium Account (VIP)**: Define tiers and levels with separate bonuses for each level.

??**Player Shops**: Sell your items using your player or spawned NPC.

??**Global Events**: Define bonuses and the time when they should be applied to players.

No commitments, cancel at any time, you can scale it (upgrade or downgrade) on demand.

14 days of the trial included.

Server side requirements

OS: Linux 32bit or 64bit

Java: 8-17

DB: MySQL 5/8 / MariaDB

Client side requirements

Unity: 2022.x Free or Pro to run Editor and client.

Basic knowledge of Unity.

Basic Knowledge of networking, like what is an IP address, how to set it, and how to open ports on your firewall.

Technical overview

Package includes:

??Atavism X server software you can host wherever you want (unlimited active world server per license up to the CCU limit, up to 16 functional servers to split the workload if necessary, and unlimited proxy, world, combat, and mob servers). This brings unprecedented scalability to the table

??100 CCU (Concurrent Users - players simultaneously connected to the server at the specific moment)

??Atavism Editor X for Unity (user-friendly graphical interface working inside Unity Game Engine)

??Atavism Standalone Editor X (user-friendly graphical interface working independently from the Game Engine)

??Full Atavism with Demo data and Demo Unity files similar as in Atavism Live Server Demo Setup

??Access to Atavism Plugin server code (AGIS), with coding knowledge it allows to modify and adjust server-side logic)

??As long as your subscription is valid you will have constant access to the newest version

Additional bonus assets:

??[Enviro Sky&Weather Lite](#)

??[Bomber Bug](#) + [Game Ready Files](#)

??3 armor sets: Plate, Leather, and Cloth

??[Orc Race](#)

??Orc Armor Set

??[RPG & MMO UI 6](#)

??[A* Pathfinding](#) Limited Edition for Atavism

Integration with packages:

??[World API](#)

??[Enviro Sky&Weather System](#)

??TextMesh Pro

??[I2Localization](#)

??[Master Audio AAA](#)

??World Streamer [1](#) and [2](#)

??Postprocess Stack 2+

Delivery

After completed purchase, the product will be instantly automatically available to download in your [Atavism Customer Portal Panel \(APANEL\)](#)

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Atavism End User License Agreement

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10. **Governing Law and Jurisdiction.** You agree that this Agreement will be deemed to have been made and executed in Poland, and any dispute will be resolved in accordance with the laws of Poland excluding that body of law related to the choice of laws. Any action or proceeding brought to enforce the terms of this Agreement or to adjudicate any dispute must be brought in the Court in Poland. You agree to the exclusive jurisdiction and venue of this court. You waive any claim of inconvenient forum and any right to a jury trial. The Convention on Contracts for the International Sale of Goods will not apply. Any law or regulation which provides that the language of a contract shall be construed against the drafter will not apply to this Agreement.
11. **Class Action Waiver.** You agree not to bring or participate in a class or representative action, private attorney general action, or collective arbitration related to the Licensed Technology or this Agreement. You also agree not to seek to combine any action or arbitration related to the Software or this Agreement with any other action or arbitration without the consent of all parties to this Agreement and all other actions or arbitrations.
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