

Black Desert Online | an introduction

So, you've asked me what this game is, and I've copy-pasted this to you because I don't want to type out this damn thing every time. Enjoy.

- Critical (BDO-NA)

BDO is a Korean MMORPG built around a simple idea: Do whatever the fuck you want. It's a sandbox open-world game, which means the possibilities are nearly limitless. Design and furnish your own mansion. Strategize the siege of a castle. Build a sailboat and hunt whales, or kill other people hunting whales (equally satisfying options).

The combat is next-generation, closer to a first-person-shooter than a true MMORPG. There's no hotkey bar - skills are directly built into your movement and basic attack keys. Want to attack? Hit left mouse button. Want to dodge to the side? Double tap A or D. Want to shoot while dodging to the side? Hit the buttons at the same time. Want to shoot while dodging into the air? Add a spacebar to that combo. The skills blend into each other fluidly, seamlessly, naturally. You'll need fast reaction time, accurate aim, efficient resource management, but most of all creativity and practice to succeed.

This game is intensely realistic. Horses don't disappear when you get off of them - they can and will get killed if you leave them alone (that is, unless you teach your horse to fight back). You can put a team of archers on an elephant, and suddenly you have a mobile gun turret. And good luck getting past that wall of warrior shields - you'll have to kill them all first.

The classes in Black Desert are varied and many, and they all take equal amounts of skill to play. However, each class has their own strategies and specialties. I have compiled brief descriptions of each class for your reading pleasure:

- Ranger [F] - 360 no scope.
The archetypical ranged class is even more deadly on Black Desert. Combined with camouflaging armour, a ranger can 1-shot snipe people, then melt back into cover. She ruthlessly attacks her opponents 1v1, shooting her bow while constantly moving, untouchable. In group fights, an unseen ranger can melt entire squads with a well-placed damage burst, or assassinate priority targets from afar.
- Tamer [F] - The gank is real.
This small girl looks cute, especially compared to her monstrous demonwolf pet. Both of them fight together in melee range, attacking from all angles. There is no true 1v1 against a tamer - it's a 2v1 each time, against a tanky wolf and an agile assassin. To fight a tamer is to be outnumbered. In group fights, a tamer and her wolf dance around the battlefield, dropping AoE CCs and dodging out before they're even seen.

- Giant [M] - No shits given.
 A gigantic character, he can simply walk up to his opponents, ignoring their desperate attempts to cut through his enormous HP. Because of his size, he can easily grab his opponents and drag them around like dolls - indeed, giants have been known to PK their opponents by throwing them off of cliffs. In 1v1, a giant unstoppably rushes their opponent before knocking them down and slicing them to pieces with his axe. In group fights, his AoEs are impossible to ignore, as they interrupt every skill.
- Sorceress [F] - Mindfuckery.
 The sorceress is an agile caster with fast spells and teleports - more of an arcane martial artist than a stereotypical mage. They can destroy from either close-up or afar, depending on their preference. In 1v1, a sorceress dodges around their opponent, making it impossible to predict which side or with what method she will attack from next. In group fights, she can either bomb the battlefield using AoE spells or burst down priority targets.
- Blader [M] and Plum [F] – Too fast for the eye.
 As the samurai classes, the Blader and Plum are masters of both the shortbow and the katana. They are able to rush forwards and backwards so quickly that they are impossible to hit. In 1v1, they attack instantly and turn the slightest mistake into a kill. They act as scouts and assassins in group PvP, destroying any single target stupid enough to wander off, and they can catch any target in the game, no matter how hard they try to escape. Blader has better AoEs; Plum has better single target CC.
- Wizard [M] and Witch [F] - Master of oneshotting.
 The true manifestation of the mage class, wizards and witches focus on spells which take slightly longer to use, but are far more destructive. Undetected, they can prepare a combo which will instantly kill entire teams. Versus single targets, they choose to play a chess-like strategy, slowly but surely cornering their opponent until they are out of options. In group fights, they rain down lethal AoEs of fire, earth, and lightning.
- Warrior [M] and Valkyrie [F] - Impenetrable shield.
 The shield classes of the game are built around their shield - they can block attacks as they press forward, or choose to rush quickly with their sword. In 1v1, they counter any attempts to hit them as they search for an opening for a melee combo. In group fights, their shield protects them - and anyone standing behind them. Warrior prefers to engage with a melee grapple, whereas Valkyrie prefers to engage with ranged spells.
- Ninja [M] and Kunoichi [F] - Death from the shadows.
 The true assassin classes in this game, they rely on short bursts of camouflaging skills to sneak up to their opponents, finish them, and then melt back into the shadows. In 1v1, they confuse their opponents, as many of their skills render them momentarily invisible, forcing their targets to predict what they will do next. In group fights, their skills allow them to weave through a chaotic battlefield, singling out priority targets. Ninja has more control options, whereas Kunoichi has more defensive options.

Miscellaneous reasons to play BDO:

- You can have many pets. They come in useful, too - for example, dogs alert you to ambushing players.
- Camouflage is a thing. You can hide in bushes, or blend into the forest with special clothing - and because this is an aiming-based game, you become much harder to find.
- No teleport nodes. Wanna go somewhere? No magic allowed - gotta ride a horse, or pilot a boat, but you can't travel across the map in an instant. Need backup in a fight? You better hope you can survive long enough...
- Parkour is a thing. You can climb rocks, scale walls and even hide underwater (but do that for too long, and you drown).
- Character customization offers unprecedented detail. ([Recognize him?](#))

Some videos to end with:

[The mount system is rather crazy.](#)

[The game, however, is beautiful.](#)

[Create your character...](#)

[And fight for 1v1 glory!](#)

[\(Or your guild's glory, if that's your thing.\)](#)

[And, of course, remember to have fun!](#)

So. Have I convinced you? Want to try this game out? Here's some stuff you can do:

- Create an account on the [official website](#).
 - Look out for signs of Closed Beta 2, either through the link above or on [BDO's subreddit](#).
 - Find more videos of gameplay on YouTube.
 - Try out the [Korean version of the game](#) (look up download guides online – you will have to pay for a KR account for around 8 USD).
 - Like what you found? Consider [pre-ordering the game](#).
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Thanks for reading!