Английский

Arknights is a mobile game in the gacha and tower defense genres. **Its essence** is that through banners you knock out operatives from whom you make up your squad. **Operators** have a variety of functions, ranging from directly fighting the enemy with melee or ranged weapons, using the Originium Arts to attack the enemy with destructive magic, healing other Operators, or providing some form of offensive or defensive support.

**There are** two types of Operators: melee and ranged. Melee operators are placed on lower levels, or "melee tiles", and ranged operators are placed on higher levels, or "ranged tiles". There are also operational classes. **Melee operators**: defender, guard and vanguard.

 **Ranged Operators**: Caster, supporter and Snipers.

**There is also** a Medic who only heals, and a specialist who can be used as both melee and ranged combat.

**Enemies** in Arknights are units that must be defeated by the player in operations.

Currently, there are seven types of enemies: Arts Creation, Drone, Infected Creature, Machina, Possessed, Sarkaz, and Sea Monster, and they are divided into three classes: Normal, **Elite**, and **Boss**.

**The gameplay** is, on the one hand, simple, and on the other, complex. The simplicity is that you just need to place an operative on the cell and he will do his job. **The difficulty** begins with the formation of the squad. The fact is that each operative has a certain cost, which is spent to install the operative on the cell. Naturally, the amount of that same “currency” is constantly accumulating, but this does not mean that you can only take expensive operatives. Apart from the price tags, the operatives are divided into rarities. The rarest ones are 6 star. **Having installed** operatives on the fields, the attack of enemies, of which there is a certain number, begins. To pass the level, you need to destroy them all or prevent the number of passes from reaching 0. Each operative has his own ability. Some need to be activated manually, while others work independently.

**However**, with each level, the enemies become stronger and stronger, causing the operatives to become weak over time. What to do? The answer is simple: pump. How? Complete special levels to get resources. You don’t need much, so it won’t take up the bulk of your time. You can upgrade your character twice in total, up to level 90.

**Let's move** on to the fact that the most important and interesting thing in this game is the lore and plot.

Terra is divided into many states that have a collection of cultures from the countries of the Earth and its different time periods. Each country has a numerically predominant race which is its representative. There are also several Terran states that are not explored further in the game, and some of them may have ceased to exist by the time the game's main story takes place.

**The Ursus Empire** is the largest country in Terra. Bordering Kazimierz, Leithania, Sami and the Yan Empire, Ursus is renowned for its military might and physical strength, predominantly of its indigenous people. The form of government is a monarchy with an emperor at the head of state, although behind the scenes there is a power struggle between the aristocracy and military leaders.

Ursus is particularly notorious not only for his militaristic and xenophobic views, but also for his cruel, brutal attitude towards the Infected - the most repressive on Terra. Those infected become targets of attacks carried out by patrol units, and those who manage to survive or avoid pogroms are usually sent to Originium mining camps in the vast Northern Tundra along with political prisoners (yes, like the Gulag). They are subjected to forced labor until they either die from their illness or are killed for fun by their overseers. When the originium mine is depleted, the remaining prisoners will be executed before the mines are destroyed.

**Great Yan** is located between Higashi, Kazdel and Ursus. The form of government is an imperial monarchy, headed by an emperor with the title “True Lung”.

As one of the oldest countries on Terra, Yan has a diverse and revered culture across its vast lands, magnificent natural landscapes revered by its inhabitants, and vibrant cities that support its robust economy. The Yan are also known to be tolerant and even appreciative of racial diversity in their lands, however the upper class consists exclusively of the Lung race, especially the imperial family. The Lung race has the features of eastern dragons from the mythology of our world. Some Lung also possess the fins and scales of a fish. Those infected in Yan are treated harshly, as is often the case in the countries of Terra.

**Worthy of special** mention is Lungmen, an autonomous region of the Yan Empire, located between Kazdel and Ursus. A prosperous, developed city of nomads, Longmen is ruled by a member of the Yan imperial family, Wei Yenwu. It is a "special economic zone", somewhat independent of the empire, with its own government and economy, making it more progressive and open to foreign influence than Yan. Longmen's economic dominance is demonstrated by its currency, the Longmen Dollar (LMD), which due to its stability is used as Terra's global reserve currency.

Lungmen is known to treat the infected poorly, although not to the same extent as neighboring Ursus. Most of the infected residents have been confined to the slums, where they live in lower conditions than the healthy population.

**Leithania**, officially called the Kingdom of Leithania, is located between Kazimierz, Siracusa, Victoria and Ursus and consists of numerous semi-independent nomadic cities. She is known for her academic research into the original magical arts and her extensive use of technology based on them, especially in the musical arts. Each mini-state or state of Leithania is ruled by a nobleman living in a magical tower called the "Spire", who gives orders to his subordinates, known as Schultz, who govern their cities and gendarmes, acting as law enforcement. The monarchs of Leithania were previously determined by the prince-electors, but the political climate changed dramatically after the reign of the evil Witch King, whose shadow still looms over the country.

**The Sargon Empire** is located in the southernmost part of Terra and has borders with Minos, Siesta, Colombia and Bolívar. It is a vast country, consisting of both arid deserts and lush tropical jungles, inhabited by various races that have harnessed their harsh conditions.

Much of Sargon, especially the desert component, is divided between various clans led by Lord Amir, who is subordinate to Sargon's padishahs. The amirs and padishahs maintain an uneasy balance of power through annual tributes, skirmishes, or wars with each other, in which they often employ mercenaries from Colombia and Kazdel. Although the nation has a king residing in the fabled "City of Gold", he is a powerless figurehead who has failed to stop tribal conflicts.

**Victoria, better known** as the Victorian Empire, is located between Kazimierz and Leithania, occupies the most fertile lands in the central valleys of Terra, has vast borders and rich resources. Historically, Victoria was ruled by kings of the blood of Draco or Aslan, but currently the throne has been empty for over twenty years.

**Casimir** is a country located between Columbia, Ursus and Victoria, where the Courant race predominates, having the characteristics of Earth horses. Known as the "Land of Knights", Casimir has been famous for its knightly traditions for many generations. However, since the advent of capitalism, these traditions have been gradually corrupted by greed, leading to the commercialization of a three-year competition known as the Kazimierz Major. Although prosperous capitalism strengthens Casimir's economy and improves the standard of living of citizens, it also causes a number of social problems, such as disparities in development between wealthy metropolises such as the capital of Kawalerielki, and remote, sedentary villages in the vast meadows and forests of -why ordinary people suffer from poverty more than in other countries.

**The Kingdom of Iberia** (Reino de Iberia) is a theocratic kingdom located on a strip of peninsulas and islands south of Laterano and Victoria. The culture of the state is largely influenced by the Lateran religion. Once a vibrant, tranquil land that managed to explore the southern shores of Terra and nearly became a land-based superpower thanks to its maritime technology, Iberia has been in a state of sectarian conflict for decades following a mysterious disaster, causing religious persecution to take precedence over that of the Aegir race.

**Sunny Bolivar** is a small country to the west of Colombia, inhabited by short races, predominantly the dog-like race, the Perro. It has limited self-defense capabilities and is known for its rich originium deposits. The country is ruled by the monarch of the Singas dynasty along with Parliament as the legislative body. Bolivar is currently experiencing a bloody civil war between three political factions: the Singas Dynasty, the Pro-Colombian Coalition Government, and the Bolivarian Resistance.

**There are, of course**, more countries, but they have hardly been mentioned in the game so far. Now let's move on to the plot of the game.

So, we wake up with amnesia and see our people and Amiya in front of us. As soon as we come to our senses, we are told that we are a certain "Doctor" **who helped** Kal'tsit, and their main strategist. And in order to get out of Chernobog, one of the mobile cities of Ursus, overrun by militias from **Reunion**, we must take command. Having successfully escaped the city before the Catastrophe and having lost some of the Rhodes Island members, the Operatives take the Doctor to their ship, where Calcite is waiting for them. We, not understanding what is going on around us, are trying to find out about our past, but she only tells us that we previously worked on some important project on Oripathy and tried to cure the Infected together with her, but in the process of all this inside themselves have changed beyond recognition: the previously slightly lazy, good-natured Doctor (reminiscent of himself after amnesia) became cynical, cruel and did not value the lives of his subordinates at all, considering them pawns (before amnesia). **Later, we** are introduced to the main base and (Lungmen) - a mobile city under the rule of Wei Yenwu. There we also meet Ch'en - the head of L.G.D. **After several** skirmishes with Reunion, we kill Skullshatterer, FrostNova, Patriote, Faust and Mephisto - the key figures in the Reunion, not all at once, but gradually. In the process of all this, we learn not only the Doctor’s past, but also the reasons for such cruel actions of the Reunion, the goals of the dead high-ranking members of the organization. At the end of the plot, through the plot, we get acquainted with the current politics of the countries that I just talked about.