Review Title: Addictive browser MMORPG   
  
Released in 2018, Arum Online is filled with content yet shining in its simplicity. Despite being an MMORPG, some of its mechanics are reminiscent of and just as addictive as Clicker games. It is very easy to get into even for those who are not familiar with either genre.   
  
Inspired by massive hits such as Destiny and No Man’s Sky, Arum Online has a “create your own story” feature, the brief and descriptive nature of the narration allowing you to fill in the blanks with the product of your own imagination.   
  
You first have to select your race and class, and there are enough choices here to satisfy all kinds of players. My character was a Naga Illusionist that I chose for its originality, but the options range from Humans to Demons and from versatile fighters to spellcasting experts. You are then encouraged to experience the game’s content at your own pace.   
  
It’s a time consuming MMO that will have you alternate between exploring several lands, completing quests, special raids and weekly extras. I’ve been playing it for almost 2 years, yet it felt like it all went by in a flash. Objectives can be completed in a very short time, ensuring that I had no time to get bored and that I could level up quickly whenever I felt like it.   
  
Speaking of speed, I was amazed at the amount of mobs that I could take down in a single day… I slayed thousands, if not tens of thousands of enemies, mostly bandits, since every living being that I came across seemed to be a crook. One might come to the conclusion that Arum Online is really a genocide simulator.   
  
That being said, the game is not without flaws. The more you progress, the more important it becomes to participate in difficult raids and weekly quests if you want to keep building your character and improving your gear. And having to wait for the weekly content to reset can be a bit of an annoyance at that point. You might want to spend some of that downtime admiring the sprawling world map that consists of 4 huge continents.   
  
Arum Online also lets you look at its news feed without being forced to open a new tab or pause the action. The feed is frequently updated with the mention of new features and bug fixes. Fomar0153 actually listens to players’ feedback and tweaks the game accordingly. There are even announcements whenever a player breaks a record, and I can proudly say that I was the first to defeat two of the strongest raid bosses. I was delighted to have become the talk of the day among players and I am receiving multiple group invitations since then.   
  
But all good things must come to an end. I eventually maxed out my character and began losing interest in the game. It is unclear whether new content will be added and there has been rumors of a change to come in the management team. In any case, I have fond memories of my days playing Arum Online and definitely feel good about myself for having spent 1369 cli… I mean, hours, on it.   
  
To develop and run an MMO single-handedly is quite a feat. At times, the game had sooooo much content that it felt a little overwhelming, but the players who invest enough time to dive deeply into its world and experience its entire content will, without a doubt, certainly, absolutely be rewarded.   
  
Rating: 3.5 / 5