

# Review Blade & Soul Revolution - Hong Mon Road in your pocket

Blade & Soul Revolution will put gamers on the road to Hong Mon faster, easier according to the approach of a mobile game, but equally attractive.

After many years of waiting, on May 14, 2020, Netmarble has officially launched Blade & Soul Revolution English version for the international market. Although it is still banned from the Vietnamese market and some other regions, you can easily overcome this by downloading the apk file from the 3rd source and then into the normal game.



I also have been tinkering in **Blade & Soul PC version released** by Garena for a while, so I'm quite excited to have the time to grope for Blade & Soul Revolution to install and try logging in with a Google account. Unexpectedly, things were pretty smooth without any barriers. Or at least I think so until the game . requires an update.

## Preparing for special care

Only 2.4GB updated! But Netmarble also understands the process of plugging this patch for how long it should they skillfully arranged a game similar to Google's dinosaur but the character is a little Lyn. You will have a temporary entertainment when you wait to download the full 2.4GB of game updates, if you do not like to play the game, you can also see the game trailer right now download frame to kill time. This is just a small detail but it shows the creative uniqueness of a Korean-made game.

In general, in the early stage Blade & Soul Revolution provided 4 races of Jin, Yun, Gon and Lyn. Accompanied by the same character classes distributed by clan like on PC like Blade Master (Jin, Yun), Kungfu Master (Jin, Gon), Force Master (Lyn, Yun), Destroyer (Gon). The creation of the character is pretty much reduced, players

will choose in a number of face models, pre-built hair, only the shape is still able to customize the 'family' size. In general, this reduction is considered to be appropriate because it is different from playing on PC, pulling the face on the phone is very difficult and difficult to do.

## The plot is fast but loyal to the PC version

Blade & Soul Revolution has a story . just like the brothers on the PC. You still wake up in the morning at Hong Kong martial arts school and then face the events from killing to wandering into the Bamboo village, meeting the 'Namsobitch' beauty. In general, if you ever play through the PC version, it will feel very familiar as if you are re-training a new character who goes back and forth like that story journey. For someone who has played before the PC version like Beetle, it's a bit . boring.



Beautiful women become Namsoyoo

However, to suit mobile users, the progress of playing is shortened. The tasks and support functions push the story very fast. We only need about 2 hours to reach the stage of meeting the eight great masters of martial arts, which previously had to take a few days if playing PC version (not counting the men who plow the buffalo).

## 'Yes' sound as on PC

It can be said that the graphics of Blade & Soul Revolution are equivalent to the PC version although many years have passed and the PC graphics standard has improved quite a lot, but this graphics level is completely suitable for mobile. Moderate weight to suit a variety of phone configurations in return for a bit of jaggies but the landscape is generally quite good. The scenes of flying, 'swinging' or contempt still show beautiful environmental scenes. Of course, with the rigorous look of a PC gamer like me, this graphics is only average.



Graphics are quite good compared to the mobile standard but still quite jagged

One thing that is quite annoying is the ratio of house design to people is still quite buckled, you can feel it when standing in front of the houses in Bamboo Village. It's surprisingly big and you suddenly become small, whether you're a big Gon or a small Lyn.



The house is big but people are small

The sound in the game is largely recovered from the PC version so the quality is quite good from the background music, the background sound is made from the sound of the guitar, the drum or the flute to the screams when fighting. familiar as the PC version.

## Gameplay changes easier for mobile

Auto, yes, auto is in Blade & Soul Revolution! But its role is reduced moderately instead of doing everything. Auto only contributes to the 'running' for the player, the tasks running from the NPC to the hell or running from place to place to do the task will be automatically, you just need to click on the corresponding task.

Auto will help you fight but only take 75% of the work with attacks. In addition to the usual fighting skills, the game has 3 types of the strongest skills (ulti), retreat skills and dodging skills that force users to launch manually. You will have to control the dodge or use the ultimate blow while auto will support normal attack and

fighting skills.



The skill set will vary according to the specific situation

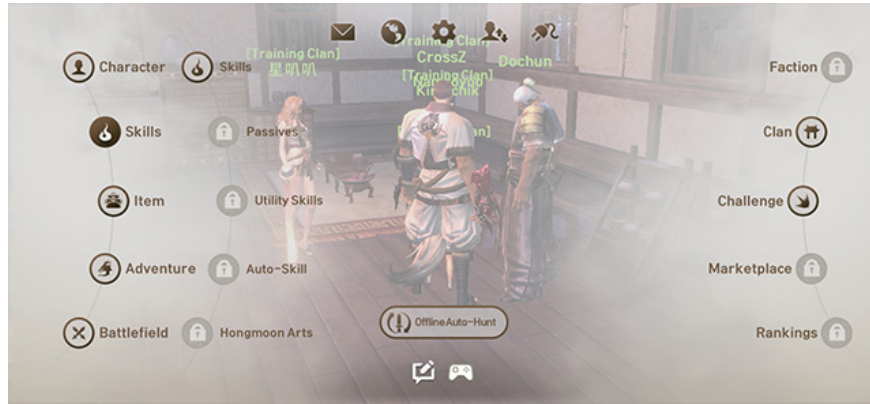
When it comes to fighting, Netmarble has crammed the Blade & Soul Revolution's massive skills into a small, effective frame. The skills will be placed in order and displayed on the fixed boxes, whichever is just counted down will be replaced by the next one to form seamless sequences. In addition, the game will automatically switch to the corresponding skill set if the enemy falls into a special state. For example, Force Master when activated will have a skill set for controlling the enemy.

Random QTE-style skill elements are also included in the game, for example when you stun an enemy will appear 2 skills on the screen that will knock the ground down or knock you into a faint state. When fighting in combination (many people fight the boss), these skills also appear based on your teammates to help the team link up their skills closely. This was also applied on previous PC versions but it was a bit different.

In general, the gameplay of Blade & Soul Revolution inherits almost completely the components of the PC version from enhancement, fashion and soul pieces. If you say the details are probably not bright enough, it is best to experience it yourself.

## **The interface and operation are arranged scientifically**

Frankly, I am a little sad in the game interface tones, it is made in gray and white, looks nothing outstanding and creates a monotonous feeling like . surfing the web. However, for the arrangement, the game interface is extremely good. Relevant content groups are arranged in subclassed menus that are easy to open.



Gray white tones make the interface exudes a pretty . weird

The interface while playing is also very good when the activity group is stowed into a vertical drop-down menu instead of flooding the screen like other mobile games. Other functional menus such as mini map, friend list, team information frame are also neatly organized into small buttons, it only opens when you activate and close if you do not need to follow. You can completely retract and have a clearer view.



The interface of the vertical drop-down list looks more compact

The activities in the game are also rearranged, some like the dungeon will go to the inner menu, only some activities such as receiving gifts, new benefits to the outside activity menu. These functions are organized based on access need research. For example, you always need to quickly open the benefits to receive gifts so it will be ranked outside, while you want to plow, you don't mind clicking on the menu a few more steps.

## Downgrade: Blade & Soul Revolution is a miniature for mobile

Although there are some improvements that are quite opposite to the tastes of the nerds like the gray white of the interface or the occasional auto stuck, in general, the effort to bring a massive game like Blade & Soul into a suitable simple version for mobile is commendable. The improvements are mostly to make the game streamline not too rough to experience but become smoother.

If you are a fan of learning about Korean standard games that play more slowly than Chinese games or Blade & Soul fans, you should download the game to experience. Of course, in the opposite direction if you do not have the patience to play the game slowly, level up, plow a lot, you should consider. Note that you can only download the apk version to overcome the NPH region's Vietnam ban.

## Link Download Game

Android

<https://apkpure.com/vn/blade-soul-revolution/com.netmarble.bnsmasia>

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