



On my way out (and a final feedback... not to the devs, but to you :P)

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By Bloodreina, 6 hours ago in Town Square

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Bloodreina

Villager



Members
+ 173
184 posts

Posted 6 hours ago

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Hey everyone!

I have this message in draft since a good while, but I kept postponing it because I wanted to make sure that I won't change my mind or regret it.

Long story short, I decided to quit the game and since I'm a bit of a drama queen I couldn't do it without letting you know and trying to get my last moment in the spotlight (kidding... kinda :P). Now seriously I'm not posting this (only 😊) for that last moment in the spotlight, but because I consider that in a world where too many quit silently, having someone leave a feedback about why they did it might help others reconsider their actions, especially since the reason I'm quitting is not game mechanics related, but people/community related.

I'm a Steam kid, joining the game when the Northern Freedom Isles were launched, and I have to say that for the first couple of months I had tremendous amounts of fun - there was a living world around me and a lot of people to get involved with and work on shared projects (like building a love tile, finding our first horses, hunt for those reluctant furs for our beds or kill that champ troll that kept pestering one of the neighbors). The freedom chat was really lively, I had tens of people on my friends list (both in game and on Discord) with whom I was talking on a daily basis and I even founded a rather large local alliance that grew even behind my expectations, having at the point when I left it (just because I moved out to another area of the map) over 40 villages and 80 people in it all of them in the same general map area.

Then things started to go south. And I don't talk here about the people that quit or moved out when Cadence launched a bit later (because both events were more or less expected to happen). I talk about the people that still play, but which pretty much started to mind only their own business and stopped almost entirely being social (at least towards me). The freedom chat is radio silent for the most part of the day. With one or two exceptions people in my friends list never message me unless I message them first (I honestly can't remember when was the last time when someone in my FL checked out on me to just see how my day was). I tried to meet my neighbors - no luck whatsoever. I tried to start another alliance (not local) - not a single answer in more than a month. I tried to join an alliance - again, not a single answer in a week.

Ok, maybe I'm not the nicest person out there. Having an autism disorder and a fair share of hardships going through my life is not easy to be one. But I definitely tried to be nice, friendly, social and supportive with everyone around me (well, maybe except two people). And for the most part I honestly think that I managed to. Still, except people trying to recruit me to their villages and people that wanted to sell me something, I end up feeling almost completely alone. And it honestly s***s, up to the point

where it end up being one of my worst (if not the worst) experiences and feelings I had in all the MMORPGs that I played before. And that's why I decided to quit the game (that I still love) and where I'm still heavily involved, with both premium and deed upkeep covered for well more than a year from now on.

Now, if it's indeed only me and this all happened because of my fault (a fault I'm not aware of, but whatever) then it's all good and you should just ignore this stupid rant of mine. But, if it's not and it's a general thing, that makes other people quit too, then maybe start considering if you can't do something more to support Wurm than buy your premium and coins from shop. Maybe engage with the other players you see around and make them feel welcomed in this world. It may help make other people stick longer.

Just my two coppers...

Octavia over and out...

+ Quote



Willslaphansien reacted to this



Vessel

Villager



Members

+ 22

41 posts

Posted 5 hours ago

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It is unfortunate that you feel this way. But try looking at this from a different perspective. Not for a game, but for yourself, because it seems like you're quick to blame yourself and feel bad as a result. First, some people are just semi-afk watching something on a second/third monitor while grinding. Tis within the nature of this game.

Second, not many people enjoy interacting with people that much. Silent chat may be a detriment to you, but others might just have it collapsed at all times and not think twice about it, meanwhile making you upset.

Honestly, coming from modern MMOs sometimes I feel like Wurmians are a bit **too** talkative, but to each his own.

What I can recommend to you is either look for a social game of some kind or look for people to talk to in other places.

Good luck.

+ Quote



kochinac reacted to this



Loll557

Settler



Members

+ 3

5 posts

Posted 5 hours ago

Report post

I'm sorry to hear that everyone isn't playing to your playstyle.

You could always talk in GL which is always active rather than the freedom chat or why don't you try another server or a fresh toon on SFI to see if that's more your liking before giving up completely.

Melody is the smallest island in the cluster and least populated from what I can tell.

You make the game what it is - you can't expect us to make it for you. If you truly love it like you said then you'll find a way.

Otherwise toodles 🙌

+ Quote



Willslaphansien reacted to this



Votip

Villager



Posted 4 hours ago

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6 hours ago, Bloodreina said:





Members

+ 1078

818 posts

Location: Central Europe,
Israel after university

With one or two exceptions people in my friends list never message me unless I message them first (I honestly can't remember when was the last time when someone in my FL checked out on me to just see how my day was).

thats how life works, not only wurm

+ Quote



Badvoc

Villager



Members

+ 163

227 posts

Posted 2 hours ago

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Quitting again how many times is that now? 😊

Joking aside, I do understand where you are coming from to a point, Wurm is a funny old game where the early levels are exciting more so on a fresh server.

The hunt for a little land, the trials and troubles of gaining the first few important items, the busy local as everyone tries to make a mark and then the same thing that happens with every new server launch people get bored.

You have the Vets, long time wurm players who love the new land, fresh ready to make a stamp, but after a point a lot of them just don't have the heart to do end game grinding yet again and go back to old characters who are many many years old, I think of these people as the holiday crowd (not a bad thing) people who just need a break from their main and enjoyed the freshness of the new server, but like all holidays they come to an end and go home.

then you have the newbies who at the start find the game hard to grasp at times, but as you pointed out have loads to do, then.... they get the "what do I do now?" I have had messages loads of times from people asking me what they should do next, these players likely are used to theme park games and its hard to adjust at times to the sandbox nature of wurm, you have to make your own content, what to do after building your castle or after reaching your set goal?

You also have the "got to get it done crowd" players who play crazy hours , do crazy feats and just quite simply burn out. Some fantastic items and places made by these guys, burn bright but not for long.

Then there's the types who I think stick around- the spreadsheet crowd people who love the numbers of wurm, the math the ins and outs of grinding them numbers, every point towards 100 another notch on the belt and then the laidback who find wurm just relaxing, pop on for a couple of hours here and there or when need to hammer the game to get something done, these players sometimes quit for months at a time and then pop back like putting on the favourite pair of slippers.

The above is how I see it and is my impressions of the game, is by no means right just my personal views.

With regards chat, everyday I log on even with the quiet times, I get messages from people I have met in game asking how things are, we catch up and then tend to do our own thing (I listen to books / watch documentaries 😊) while doing some tasks , surface mining comes to mind. I also know a few of my friends chat via voice, its just too hard to text chat when grinding, don't want to waste the sleep powder now.

You made fun of me the other night, due to me "jumping between projects" but that's how I have fun in wurm, I work on something for a bit and if it starts to feel like work or gets stressful I put that on the back burner and do something else, I have a list of goals I want to do and if it takes 1,2 or even 10 years to complete it doesn't matter, as wurm is my escape from real life and the stress I have there. After a tough day in real life logging on and doing a little "mindless" mining or digging is just the ticket, I don't have to over think things or worry about my DPS or HPS (looking at you wow) I can just relax, go afk when needed, grab a coffee and mine another corner down.

I think the point I am trying to make badly there is no right or wrong way to play wurm.

One thing I will say, you will be back, wurm is under your skin 😊

+ Quote

3

Wilczan, Molten and Lycanthropic reacted to this



TheTrickster

Mayor



Members

+ 712

1193 posts

Posted 1 hour ago

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@Bloodreina , this isn't intended as recruiting, but have you considered trying on the southern servers? I play both, well actually, I play in the south and have a toon in the north. I rarely find any desire to play in the north. My experience of the "community" there is one of players being rather self-absorbed (sorry if that offends anyone, but that is my experience). Wells and fountains fenced off, people who simply ignore hails, others who tell you off for talking within their local. Complaints of unavailable animals while nobody will take giveaway animals. Prices were breathtaking. I tried all 3 northern pve servers.

I can't help but contrast that with my experience on Release. I am in a village where there is a mix of people who work together and people who work alone, there is usually chatter going on in the alliance chat, requests for help are always answered, jokes shared, advice given.

+ Quote

1

kochinac reacted to this



Every game is a mind game. (TheTrickster on Rel, LokiTrixter on Cad, LowKey on various WU servers) *If you talk to me about your religion or politics then I will, too. If you are likely to get offended by my views on your religion or politics, don't start talking to me about them.*

Bierking

Villager



Members

+ 1

14 posts

Posted 6 minutes ago (edited)

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...forget about it

Edited 5 minutes ago by Bierking

+ Quote



Platyna

Mayor



Members

+ 493

1018 posts

Location: R20 Ind

Posted just now

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1. You are a drama queen.
2. I do appreciate your honesty though.
3. ASD people have a hard time in Wurm, I took it off my FB group "ASD friendly" list, because well...it isn't. This is not only Wurm staff problem, but staff could play important role to change this (this was a topic of my very first thread on this forum and nothing changed since then) some people cannot accept that someone speaks and acts differently than their standard is. I observed some kind of regularity - the higher is someone in a social structure (I am not referring to staff and badges here, but generally to these who are popular and liked in the group) the more they will hate and go after the ones who are different and don't follow their standards. This doesn't even apply to Wurm only - we still have a long way to go to educate people that autists are not evil jerks who just want a douche pass, we just think differently, but we have social needs, including the need to be accepted, and want to have friends.
4. People avoid contacts to not deal with trolls, bullies, and overmoderation. I disabled CA_HELP and I appear on GL only to get or give info about events and I did it following the advice of players who did the same. I am a lot happier now, but yes, I still think I miss something.
5. All the above, plus stuff others reported by people on Steam.

I developed some Stockholm syndrome relation to Wurm - I have some good friend here, and I love the game, which is paid up for a long time, but there things that make me angry and sad.

Edited just now by Platyna

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Not good enough human being. ✕



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