

Archer » Reviews » Wurm Online

61 people found this review helpful
1 person found this review funny



Not Recommended

0.0 hrs last two weeks / 1.8 hrs on record (0.8 hrs at review time)

Posted: 25 Jul, 2020 @ 8:27am
Updated: 25 Jul, 2020 @ 8:27am

This review has nothing to do with the bumpy launch, although you will see plenty more of incompetence from mod/dev team like that if you stick around (15k people put their game on wishlist and they decided to start with gigabytes of client update and login server, that can't handle more than 80 people at once...).

I've spent in this game tens of thousands of hours over the last 11 years. It used to be a great game, with amazing community and dev team. Over the years more and more people, who once made this MMO such a unique place and community, quit to never come back. Even the original creator - Rolf - left.


The few issues I have with this game and people behind it:

- there's a history of GMs supporting one faction on the PvP, they would allow them to use exploits, help them with spying on their enemies etc.
- most of mechanics of this game aren't fun. It's AFK MMO, you will watch movies and browse Internet alt-tabbing pretty soon. PvE Combat is also AFK once you get decent gear. Just find a mob, stand next to it for a minute or two and move to another. Personally, at some point of my life, I loved it, but if you're searching for a game that's fun - you will be disappointed. (If you like games, that feels like work and gives you satisfaction from spending thousand of hours clicking the same button over and over again - you will love it!)
- what kept me playing Wurm for so many years, was my village. It started as 12-15 people, spending hours every single day doing projects together. We created first Bulk Supplies company and helped couple of friends surviving poverty in real life (people from Eastern Europe). Over the years just couple of people comes back 2-3 times a year, for few weeks, trying to recreate the long last feeling this game provided decade ago. Unfortunately, we never succeeded. RMT is now banned to ensure all profit from selling gold goes to the company. It was another decision, that made a lot of people quit, but I was personally okay with it (I managed to sell all of my accounts and equipment before the ban).
- On other hand - if Real Money Trading ban and no gold / account sellers is huge advantage for you, don't get excited. I already had people offering pre-order on PvP and PvE crafter accounts. Choose what skillset you want, pay and let them bot for month or two to get there.
- Oh, and it's not a free game. Without premium you play demo version (harsh level caps). It's also PAY TO WIN - you can literally pay real life money to get DOUBLE XP. If you don't pay (or perform mindless actions for other players to earn currency) you will never be able to compete with someone who will get DOUBLE of the XP you're getting.
- Bots and Macros are another issue in this game. It's really easy to write one and their bot-protection is really primitive.
- Optimisation is bad, but it doesn't matter, because sooner or later you will be playing on lowest graphics setting to be able to play 2-4 accounts at the same time.
- Official forum has some of the worst mods I've ever seen in my life. Your posts will be edited to the point they don't make any sense anymore. You will NOT be informed about it, neither other users. If you're lucky you will notice it weeks after checking on older posts or when someone points out to you, that you 'wrote something else back then'.
- Retrograde (Community Relations Coordinator) deserves his own paragraph, but I'll let you discover this part by yourself. Try to write any criticism against him and see what happens to your post and account...


I will stop right here. There's a lot of issues with this game mechanics and community. If you don't have 'White Knight' mentality, you will not fit in and quit very soon. Save some money and don't start at all.

One more thing, just so you're aware - Steam launch is just another money grab by a dying game. It happened multiple times before (adding Celebration and Exodus right after Deliverance to milk more money from people wanting deeds, disconnected Pristine and Release servers, Xanadu launch with separate bank accounts - just so you would have buy currency through official shop). Don't be fooled, if there's a slight chance they can get more money from deeds and premium - more land will be added and community will spread thin to the point you won't see another player for weeks (travel on Xanadu to see what I'm talking about). And when they milked all the new players, they will let old servers to vote if they want to join new cluster (as they did with Pristine/Release) and suddenly the 90 cloth tailoring won't be so impressive



 [View Store Page](#)

 [View Community Hub](#)

 [Find More Like This](#)






1 FRIEND ALREADY OWNS THIS GAME:



MFDOOM
0.8 hrs

anymore when a hundred of accounts with multiple 99+ in skills will join the economy.

If you like the game design, but don't want P2W or deal with toxic community / devs - check out Wurm Unlimited. It's the same game, but without most of the disadvantages of Wurm Online.

Was this review helpful?  Yes  No  Funny  Award 

Comments are disabled for this review.



© Valve Corporation. All rights reserved. All trademarks are property of their respective owners in the US and other countries. Some geospatial data on this website is provided by geonames.org.

[Privacy Policy](#) | [Legal](#) | [Steam Subscriber Agreement](#)