



Bogdan Epureanu » Reviews » Wurm Online

No one has rated this review as helpful yet



Not Recommended

21.1 hrs last two weeks / 1,081.9 hrs on record (925.2 hrs at review time)

Posted: 27 Jul, 2020 @ 6:29am

Updated: 15 Dec, 2020 @ 7:05am

As a game, Wurm Online represents the ultimate old school sandbox experience and it's one of the most complex and interesting games that I ever played in my whole life - it has amazing terraforming, building, and crafting systems, all these while fighting to survive in a harsh medieval world.

However, no matter how cool the game itself could be, I really can't give it a positive rating because of the community and especially because of the moderation team. I don't want to get in too many details because I don't want to be "that guy", but just think at the fact that the whole moderation team (game masters, chat moderators, forum moderators) and even a fair share of devs are volunteers who are also playing the game and who have developed a lot of strong bonds with other players. For game-play problems they do a decent job, but when it comes about moderating a conflict between two players, you can make sure that they'll side with their friends and not with the new players. Also appealing to "higher figures" is useless since it is pretty much unheard of a GM's or CM's decision to ever be reversed.

Pros (what it does right):

- A persistent, single shard world where you interact with other people, where your actions actually matter and where you can permanently leave your mark in Wurm's history;
- Totally terraformable world - you can raise, lower or flat the land, create mines or even strip down a whole mountain or raise an island in the middle of the ocean;
- Totally customizable buildings - a small hut, a huge castle or anything in between, you can create them all, wall by wall, just the way you want (there are no predefined buildings, so, with enough imagination, the sky is the limit);
- Really complex crafting system - you need to make the parts first (like nails, planks, and shafts), combine them, then improve the items to the desired quality before being able to efficiently use them;
- Really complex skills system - with over 100 skills to choose from you are guaranteed to never get bored in Wurm Online - you can choose to be a farmer, a carpenter, a blacksmith, a hunter, a shipbuilder, or you can choose to be all of these and many more;

Cons (what it does wrong):


- The fact that the all moderators and GMs and even a fair share of devs are volunteers who also play the game means that in case of a conflict between two players they will be very biased and the problem hardly comes down to who's right, but to who is more popular
- It has a very steep learning curve - it's really not the kind of game that you can learn by playing casually; it will most likely require you to spend quite a lot time "studying" on the wiki what and how you can do;
- It is very grindy; it is the kind of game where results are not achieved in hours, days or even weeks, but months, years and in some cases even decades;
- The fighting system is really dull - for the most part you just target your opponent then wait 5 minutes for the fight to conclude and see if you won or lost;
- Graphics and animations, while somehow decent, are still relatively low quality and definitely not on par with any AAA game from nowadays;

The cost to play:

I haven't mentioned the game's price neither at pros nor at cons, because I really think that it sits somewhere in the middle. The free part of the game is basically just a demo and hoping you can earn enough coins in-game as a free player to pay for your subscription is plain gullibility. On the other hand though, the game only requires paying the subscription (which costs 8 euros per month at most, if paying month by month) and eventually the cost for a homestead (which for a single player shouldn't cost more than 1.5 euro per month). So while not really free-to-play as advertised, it still has a very simple and fair pricing system, with monthly costs staying below 10 euros.

If you used to love to play Minecraft or build castles out of sand or lego blocks when you were a kid, and now want to "move to the next level", then you will totally love Wurm because it offers you just the same freedom, but with a lot of extra perks. It is really the kind of game you can play for years and never get bored of it. On the other hand, it is definitely not a game for everyone, so if you are into fancy graphics, fast action, immersive story, easy and relaxing games which you can finish in a week or a month, then Online is definitely not the game for



 [View Store Page](#)

 [View Community Hub](#)

 [Find More Like This](#)






1 FRIEND ALREADY OWNS THIS GAME:



MFDOOM
0.8 hrs

you and you can easily end up being disappointed.

However, considering the corrupt GM team, I can hardly understand why anyone would punish themselves and play Wurm Online when they can play Wurm Unlimited for a fraction of the cost.

Was this review helpful?  Yes  No  Funny  Award 

 0 Comments [Subscribe to thread](#) (?)



Add a comment



© 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](#)