



Jibberish » Reviews » Wurm Online

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Not Recommended

0.0 hrs last two weeks / 0.1 hrs on record

Posted: 26 Jul, 2020 @ 8:26am

Wurm Online has been around for roughly 12 years, and still has so many bugs and so many issues that don't get resolved in a timely manner. A steam release was not a good idea, literally can't even use the steam launcher to login to the new servers - to use the new servers, just download the website download and play from there. Spent 1 hour trying to login, because staff couldn't use logic to remove AFK players from the tutorial server, instead after finally getting into game, the servers are closed to upload a new tutorial server. Spend 20 hours to get one skill out of hundreds to 50(which is minimum skill level to have fun), literally just sit back click a key and watch youtube. Wurm Online is a number watching game with minimal pvp. I played for many years, before I finally stopped fighting against the tide of pay to win, biased staff, and the always hungry time consuming skill grinding. I downloaded this game and loaded it up, saw nothing had changed and removed it again.

How does creating two new servers and uploading Wurm Online onto steam(which was already uploaded via Wurm Unlimited) bug out so many things? #Wogic It's only a matter of time when they allow the new servers to be sailed to and the game dies again.

A game with so much potential, but run by so many toxic people that it is made unplayable. Even with all the issues, it would be worth playing if the staff weren't so abusive and controlling. But as it stands, Wurm Online is a time consuming, emotionally abusive, drain of energy.


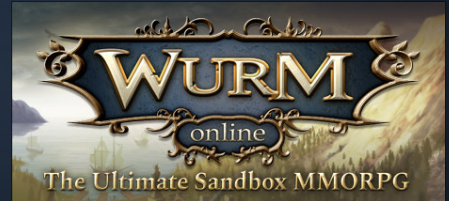
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1 FRIEND ALREADY OWNS THIS GAME:

MFDOOM
0.8 hrs