



Jocktor » Reviews » Wurm Online

205 people found this review helpful
9 people found this review funny



Not Recommended

0.0 hrs last two weeks / 559.5 hrs on record (480.6 hrs at review time)

Posted: 22 Nov, 2020 @ 5:30pm

If you're looking for an honest and experienced recommendation. This is it. To give context and strength to my recommendation, I played Wurm Online over the course of 15 years, 12 years was pretty consistent and my return has been after a 3-year absence.

I will breakdown this game to support my recommendation, this recommendation is to not buy or support this game.

Major flaws

1. One account is not enough

If you are going to play wurm and attempt to be self-sufficient or competitive in the economy on PvE or in combat in PVP. You will need at least 2 accounts, often more as can be seen by those who lead the market or solo dragons.

This can be seen most intensely in PVP where you now NEED to be a priest or fight at an absurdly large disadvantage. Of course, you cannot craft as a priest so you will need a crafter or hope someone else makes the slog to do that work for you.

2. Crafting

While One of wurms strengths is the 0-100 crafting system, it is often a "hurry up and wait" feeling. you rush to 50 masonry to build your first smelter and find it still takes you 3+hours to assemble it or the boat you want to build takes you 7 days of failing to attach objects.

Want to build a stone house? Mine out the rock, chisel the bricks, dig the sand, dig the clay, mix the mortar and eventually build each wall 1 action at a time.

3. Skilling

All of this skilling is done by watching a timed bar with each action increasing in time before the last. With some actions, you sit watching this bar for 30seconds a time only to not gain a skill tick as your outside the optimal gain or just simply didn't get a "tick". Using a 3RD party site you can do the math to get the best chance to get a skill tick depending on your action often landing at 50ish%. Of course, neither the game or the wiki will teach you any of this.

4. misinformation or just lies?

Due to the lack of information provided in any official capacity, you are often left at the whims of the community to teach you, people, who have also been taught wrong or lied to over their learning experience. An example of this lie/misinformation is "Low quality" and "High CoC" being the best for skilling up. This of courses is lacking a volume of information but to simplify, higher your skill the higher you'll aim to improve to so higher ql tools and higher coc is actually several x better for any action for improvement. You also want to add in WOA to speed up the actions as you'll gain more chances to gain skills via more timers being completed.

5. Support/staffing

This area is something you will read a lot about, the abuse the give etc I will avoid repeating this recurring issue and will instead turn to my current staffing experience.

This event occurred on the PvE server, something that occurs a lot apparently. I was out chopping trees grinding skill. Someone came along and lost their ♥♥♥♥, resulting in them calling me names, griefer and that they would report me for it etc. I shrugged this off mostly, till another village mate said that, the other person had broken rules and had just harassed and that I should report it. At this point the person had added me to their deed guards KOS system, meaning I would be attacked by his or kingdom guards from near his deed.

So I looked on the forums and found the rule and it reads that he had broken the rules and I



- View Store Page
- View Community Hub
- Find More Like This

1 FRIEND ALREADY OWNS THIS GAME:



MFDOOM
0.8 hrs

feared I was not the first or last person this player would/has effected. So I used the ingame /support function.

This function deals with all exploits, bug reports, harassment claims, payment issue. In general, it would be seen as a customer service tool, I of courses got a response by a Chat moderator (not directly staff but a representative of wurm) who in simple terms, had no idea or had decided the person had not broken any rules or that /support was any form of customer support service and resorted to accosting me for the report basically. I saw this was going nowhere so i requested he forward me to a GM (actual staff) and that we no longer discuss this further as it seems we had clashed. He refused, berated me more and then closed the support ticket. I have since sent this all the Head GM and after 72 hours still await any response.

Having waited so long and my current experience with staff professionalism now utterly without expectation i have used the /support system for a full refund to the game (having been advised they give NO REFUNDS EVER).

I can only say that they are the most unprofessional staff I have dealt with in ay video game.

6. Community

The community is a rather fragile thing to describe, toxic in many regards lovely in many many others. While the games heydays are long gone and the community continues to shrink, the people playing the game are all formidable in their commitment to the game. So much so that they prevent any real changed needed to save it or to improve it.

They do not wish to see anything to lessen the brutality that is the skill grind or to anything that might increase the relative speed/pacing of the game. They like it slow, uncertain and hard. Of course, this has its merits. Much of wurms reward is watching the numbers climb higher and higher and eventually your at the top with your 90 skill.

7. Macroing

Rife within the community, although it is against the rules. I personally have witnessed and been present during a conversation about macroing in the game. I actually reported a macroer previously before my return. This was a GM, with video evidence, i was banned on the forums and the report was ignored, they are still a GM today. Since then i have not and will not report any players.

8. RMT

With the launch to steam, wurm changes to the RMT policy to not allowed and a bannable offence, within 30 minutes of my joining the game i was offered to buy an account or gold. I personally have no issues with RMT in video games and personally am saddened by the change of policy. It is still here anyway.

9. Bugs/exploits

In this game bugs can be Huge, you might be able to benefit massively as many players have over the years. Bugs have no correlated response, some are ok to use i.e. old fountain pains. Others are ignored and the few that are fixed are never really fixed.

Reporting a bug while is good for the game does not me it will be fixed, often it leads to it becoming public and eventually abused by the masses. The devs are slow to fix anything.

They also offer no incentive to hand in a bug other than a title "clairvoyant" so if some finds a bug that allows them to achieve results and compete faster, often handing it in will both punish your gains, earnings and friends.

10. Animals

So let us say you have decided to try this game and your planning to breed animals. Well 2 issues, one you'll need to find wild ones to bring back (almost impossible) and then you'll need a deed with space to breed them. Wait for up to 10 rl days to hopefully have a horse give birth if there is space left on the creature cap.

11. Server release after server release

Wurm has a problem of keeping players, getting new players etc. Their solution is to just release a new server or new cluster. A fresh start, fresh skills and everyone one is on a levelling playing field again.

This last for all of 1 week, the guys with alts, bugs and knowledge spiral ahead and eventually when they hit the point of the old servers or cluster, they open them up and mix the servers again. Rinse and repeat. Ingame rare goods, gold always ends up in the same player's hands as they have had years to gain wealth and accumulate skills.

Even with the new cluster, the separation of silver and accounts has to lead to the same players doing the same with, getting to the top sucking dry the community and the RMTing the profits (now on the downlow).

I think this is enough but there is far more reason to not play this game, ofc i do want to state this game is not all bad. It has had fun to it and many of the core features are really good, but it's a

Was this review helpful?



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](#)