




## Juss » Reviews » Wurm Online

26 people found this review helpful 

## Not Recommended

0.0 hrs last two weeks / 4.2 hrs on record


Posted: 10 Aug, 2020 @ 8:05am

Been playing this game from 2012. As much as I want to, can't give a positive, of course it is not all negative either, when it has kept me busy for so long. Would give it a neutral, if it was possible. But as it isn't, it will be negative.


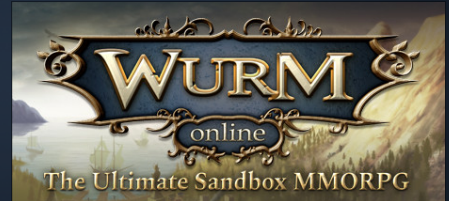
Game itself is great, it is true oldschool sandbox with terraforming. If you play this game long enough, you will definitely leave your mark to the game and after years, when you log back into the game, you see a road or a hill, while thinking "Hey, I made this!". Skilling system is great, you have many skills to work with and they take time to get to decent level(depending on person it might be good or bad).

Well, thats where the positive part ends I am afraid. The comments about staff are true. GMs in this game are players like you and me, just with some extra powers. They have their own interests in game, they have their own circle of friends. And only ones, who doesn't see that as a problem, are the members of staff themselves. For obvious reasons, I think. Who would want to lose the advantage.

But this all leads to situation, where in the case of any disputes with someone from staff(or their friends), the dispute will be settled from a position of power, even when staff member/friend is the one, who is the offender etc.

Was this review helpful?  Yes  No  Funny  Award 

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1 FRIEND ALREADY OWNS THIS GAME:

MFDOOM  
0.8 hrs