



Traslogan » Reviews » Wurm Online

523 people found this review helpful  
 30 people found this review funny

94 
 16 
 16 
 
 9 
 4 
 3



Not Recommended

0.0 hrs last two weeks / 0.4 hrs on record (0.2 hrs at review time)

Posted: 24 Jul, 2020 @ 7:13pm  
 Updated: 4 Aug, 2020 @ 9:19am

Update: Devs are now threatening exploit-banning because we can invite players to our village where they don't like it. No exploits used, we just invite people to village through the normal way, and now we're exploiters: [i. imgur. com/ GSJDrEi. png](https://imgur.com/GSJDrEi)  
 Got muted for an unknown period of time on their discord just for showing they are threatening us. [i. imgur .com/ EsLfoMH. png](https://imgur.com/EsLfoMH)

After this review, Head GM enki came and deleted our village with no warning and even deleted our house with no reason. No one has been reimbursed for this, they waited for us to log on to make an example of it. [i. imgur. com/ TjgceMZ. png](https://imgur.com/TjgceMZ)  
 After \*that\*, it turns out Enki was being told to just delete all our stuff. I will post a video on this, but Enki is the good guy in that particular drama, the devs told him to delete all our stuff. If you want to really see how bad the staff stuff goes, here is the video they will probably never let you post on their discord: [www .youtube. com/watch ?v=yRLL09E80iw](https://www.youtube.com/watch?v=yRLL09E80iw)

I believe steam anti-spam is catching links, so they are broken up I'm afraid.

Original Review:

So I'm a long-time fan of Wurm. I played on and off in the early years around 2006/2007 before getting into it properly and sinking literal months of game-time into it across maybe 2009-2013/2014. I was even on the staff team, as a community-assistant, community mod, and forum mod.

Despite this, I struggle to recommend Wurm today. Not because it's a bad game, but because of how it's run.

Wurm has become an insulated bubble, where critique cannot meaningfully be had. A few weeks ago I started a forum post about things I felt wurm needed to improve, how it has no drive as a business to succeed, how very little is done to entice people to return, and more.

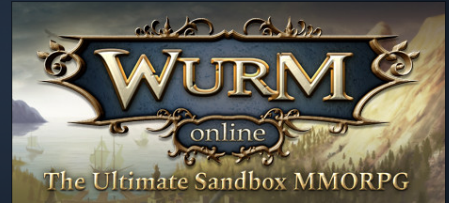
At one point I brought up that during promoting the steam launch of Wurm, their only Community Relations staff member decided that randomly calling people a racist for criticising the game on reddit was a valid response. He even brings up a staff member who passed away to further deflect criticism by muddying the waters.

I quoted this, showed screenshots, and staff immediately hid the thread for "staff bashing". If you like, I saved the thread after people told me that was what the staff had become these days: [i. imgur. com/ oFlqa2T. png](https://imgur.com/oFlqa2T)  
 The reddit thread:  
[https://www.reddit.com/r/pcgaming/comments/h9iooa/wurm\\_online\\_headed\\_to\\_steam\\_with\\_ui\\_update\\_free/](https://www.reddit.com/r/pcgaming/comments/h9iooa/wurm_online_headed_to_steam_with_ui_update_free/)

You can find the thread I quote from by just looking for Wurm on reddit, the staff literally just start guessing people are racists if criticism appears, and when we show that they did it, our posts get hidden. People get muted for a day or two on the discord if they post even a joke that is at minor expense of the staff. They opt for the most heavy-handed solution to everything, and genuine criticism of the staff is now impossible.

I will say, the fact they pushed a new patch out 5 mins before launching that has stopped 99% of players playing is amusing too, and this is the kind of thing you can expect from wurm, same way they didn't help server stress by allowing character reservation or anything earlier. No real effort was made to gauge how successful this launch would be, servers can't cope, login server crashing out, the main launch patch literally didn't know wurm was on steam and crashed out with a null error on the new client.

Wurm is a game where if you can get past that first fortnight, you'll sink a few thousand hours in, easily. It's got an awkward learning curve and it's niche, but there's an amazing game underneath. I will likely play Wurm, as I have done in some capacity for a decade and a half almost, but I will honestly say that the drama will not be with the game, but with its staff, and if



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1 FRIEND ALREADY OWNS THIS GAME:

MFDOOM  
 0.8 hrs

you ever hope they will change, well that's you suppressed for staff-bashing.

I managed to get 4 or 5 people from my steam friends list to finally check wurm out, and honestly I feel bad for doing that now. I was prepared to come back, pay premium, help wurm stay alive, and instead it just digs itself a grave and treats us all like garbage.

As for the developer response? I responded to that in a PM right to him and he's conveniently ignoring the testimony of his own GM team and ignoring the stuff about his staff calling people racists, there's not much more to say: [i. imgur. com/YHDdHtJ .png](https://imgur.com/YHDdHtJ)

Was this review helpful? Yes No Funny Award

Developer response:

**Samool** [developer] Posted: 25 Jul, 2020 @ 4:29am

Hi Traslogan,

Let me address the village situation you mentioned first, as it's extremely misleading. The village in question was not on a regular play server - it was placed on Golden Valley, of which primary purpose is being our tutorial zone. After players are done with the tutorial, they may choose their server of choice and play there.

Since Golden Valley used to be a playing server a very long time ago, a situation arose where legacy accounts are now outside the tutorial area bounds on that server - we have no issue with that, and we let those players stay and enjoy those lands.

However, for many years now we have not allowed new accounts to play on that server, as it has many limitations compared to the other Wurm Online servers. It has always been considered an exploit to get new characters out of the locked off areas into the lands outside the tutorial area on that starting server, and you have specifically attempted to abuse a feature that was available on that server as a bug, to teleport new players out of the starting area, in the process misleading them into thinking it is a regular server intended for daily gameplay.

In your review you neglect to mention that you were in fact advised on the fact that we will not allow methods of getting new characters out of the tutorial area, and you were fully aware of the unintended nature of those actions. Since the situation continued to go on, we were forced to remove the village

You did raise some very good points about server load, and we did spend considerable time working on increasing our player capacity, but the bottlenecks turned out to be in the places we least expected. We are implementing a couple processes to balance the load as I write this answer, involving an additional tutorial server, and we'll continue to actively monitor and address the stability situation.

We're extremely sorry for the difficulties the players have been experiencing trying to participate in the launch, and as such we are extending the bonus skill gain event, so everyone has a chance for that head start.

Regards,  
Samool (Product Manager of Wurm Online)

221 Comments  Subscribe to thread (?) < 1 2 3 4 5 6 ... 23 >



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**Traslogan** 20 Jan @ 11:44pm

They've still been unable to address the video of Head GM countering their own claims in their dev response too. Just had to pretend it never happened instead.



**Taien** 20 Jan @ 11:42pm

Giving big awards to all the negative reviews of this game, as it deserves them more than any other I've played. Do not laugh about the corruption - it is real and it will affect you at some point if you play. Inevitably in all games there comes a time where you have to file a support ticket for whatever reason. You will be berated for doing so in this game, and the staff will often not help you or even punish you for trying to get something fixed. The corruption among the staff and the casual disregard they have for their players has been a problem for the game's entire existence, and is one of two reasons I don't play it anymore (the other being that they created and then discontinued Wurm Unlimited, a much better version of the game). Also, it's not free-to-play, that's false advertising. You can play about 5% of the game without paying.



**Underprivileged White Male** 24 Aug, 2020 @ 12:52pm

If the devs can't code a way to deal with such a simple problem... then this game is obviously trash. Thank for the dodge bro.



**smartbadger** 24 Aug, 2020 @ 3:01am

So, I'm seeing the Dev saying "We screwed something up years ago, and didn't bother fixing it - we just told everyone it wasn't really broken - but now you're drawing attention to it, so we're going to stomp and cry in a childish fashion and delete all your stuff, rather than fix the actual issue, which is entirely our fault." That doesn't seem like a glowing response, or a justification for your staff acting like twisted children and making a display of this 'action' against your own players. I bet it makes you sick every day, Samool, that WU continues to have a player base that you can't abuse, despite being abandoned, while this zero-effort cash grab is being sabotaged by your team's own inability to act like professionals.



**Traslogan** 14 Aug, 2020 @ 2:25pm

>Bug Abuse

You mean making a deed the standard way with nothing special done at all? Or the inviting my friend did that was done the standard way with nothing special done at all?

GMs came to check on us, had no issue once we explained. Next night devs fell out with me, they had to lie to their own GM team, and punished someone who had received no warning or anything because GMs got told another character was mine when it wasn't at all.

No one did anything after a warning was issued, but me falling out with the staff was enough to rile them up into lying.

Devs had to literally ignore half the stuff in the review to formulate a response, and they've ended up basically calling their own GM team liars by having a completely different story to the one we got on video from Head GM Enki in-game.

So yes, corrupt devs. Lied to their GMs to try and punish someone they fell out with, followed by lying further in a dev response for damage-control.



**wise bit** 14 Aug, 2020 @ 2:19pm

this cuck should just have been banned, like he and his buttbuddies probably are from WO anyway

WhY aRe We NoT AlOwEd To BuG aBUse??!?!?!?!?!?!?!?!?!?  
REEEEEEEEEEEEEEEEEEEEEEEEEEE CORRUPT DEVS  
REEEEEEEEEEEEEEEEEEEEEEEEEEE



**Jackburton** 14 Aug, 2020 @ 10:48am

Konizumi, this just scratched the surface. Imagine 15 years of these shenanigans by the staff. Over the past 6 or so years I've watched thousands of people give up on this game because of garbage devs. And when they do find someone that loves the game and does it justice, the rest of the dev team just poops all over them.



**Konizumi** 9 Aug, 2020 @ 3:19pm

so glad i read this review!! what a shit game with incompetent corrupt staff thanks tras



**8-bit Ringo** 4 Aug, 2020 @ 7:11am

I cant believe I just read through over 20 pages of review comments for a game I now certainly have 'no' interest playing!  
Thanks for the review, as well as a most entertaining evening! You saved me quite a bit of time.



**Cynical Soupcan** 30 Jul, 2020 @ 7:30pm

Caduryn I couldn't imagine simping for a game as drab and boring as this shite excuse of an entertainment product.



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