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Not Recommended

0.0 hrs last two weeks / 0.5 hrs on record

Posted: 20 Jan @ 10:49pm

I have Played this game basically since its inception. When Notch was still on board and just before the forum flame wars where everyone who defied rolf after notch left was banned.

Here are the cold hard truths of this game:

THIS GAME IS NOT FREE TO PLAY, the games own mechanics make this obvious. If no one were to ever buy prem or silver for real money, the kingdoms would never be funded. if kingdoms are not funded you cannot gain coin in any of the F2P mechanics. Thus the game is NOT F2P and never was. the toon to 20 skill is just meant to trick you into thinking otherwise. its like world of warcraft playing free until 20, then you have to sub, same concept.

The Devs/Staff in general are horrible: they are abusive and face no consequences. they don't adhere to rules that are stated and do whatever they want. If you challenge them, they try to publicly shame you(personal rep matters in this game as its has a very small player base). we are talking LEAD GM's... watched an entire situation play out in a public chat in game. the GM is still a Lead GM/position. They do not take any suggestions from player, even ones like map making, a requested feature for 12 years now. They also refuse to make actual changes to bring the game into current gaming standards even Runescape has more quality of life patches.

You CANNOT play with only one account or SOLO the game: without having played for years or buying a substantial amount of silver to pay players that have.

Whats the real truth?: Well that's the thing the devs refuse to tell anyone anything definitively. The wiki is wrong about 60% of the time, which leads to fighting amongst the players. People are either lied to or misinformed and they will fight you tooth and nail because the wiki says so. Outside a Wurm Unlimited data dump, NOTHING is 100% sure, even that isn't reliable anymore as the devs have abandoned WU to fend for itself as well as the code has changed. I think thats the way the devs like it too.

The graphics are Terrible: no other way to put it, they are from 1996 at best. You have like 5 "custom" choices for avatars creation. The animation are sad at best.

Fighting: Well this is in an of itself a sad thing. You start the game with zero knowledge of what can and cannot be fought without 100% death garenteed. See that seal, looks so weak and easy to kill, nope...it will murder your noob ass. But that wolf over there you can most likely kill in starter gear. There is no bars or indications that fighting this mob might be a bad idea...you just get crushed...and if you collected anything well its on your now corpse and you have to find it....which as a noob wont happen. This is ALL BEFORE the simple truth that fighting is boring as all get out. you literally interact with it every 30 seconds if that. To add to that, there are some hard coded things in the game that effect fighting people dont get told. Fighting on a horse is good, so shouldn't fighting on a cart or wagon or even better? well no...actually fighting on a cart or wagon is coded to give a hard debuff...that ISN'T displayed anywhere. so something you could normally kill is now owning your face hard.

We haven't even gotten to skilling up.....and i can go on. Don't play this game, move on to one thats coming out that is basically this game but with better...well everything. The community is shrinking back to what it was pre-steam launch and it'll go back to what it was, a dying game with a hard core community.

Really thinking about it, players like myself and a few others are probably the biggest problem for the game....we give new players hope, so they stay, stay and spend money IRL. I think for new players i will act like most of the community and be an ♥♥♥♥♥♥ and remove hope so this game on life support can finally die the death its been begging for, for the last 10 years....








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1 FRIEND ALREADY OWNS THIS GAME:



MFDOOM
0.8 hrs

Was this review helpful?  Yes  No  Funny  Award 

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