



matheus_hk » Reviews » Wurm Online

3 people found this review helpful

**Not Recommended**

0.0 hrs last two weeks / 8.6 hrs on record (0.3 hrs at review time)

Posted: 24 Jul, 2020 @ 9:51pm
Updated: 27 Jul, 2020 @ 5:41am

"0.1/10 - A trauma that most people learn to cherish."
Don't bother. Just an attempt to make some cash out of an old game. They've planned launch to be a terrible experience. Maybe try again in a couple weeks.

Day -2 (Launch day): Wasted because they tried to funnel 11k+ players through a tutorial server with 80 (eighty, not a typo) players limit and had no queue. Login was pretty much lottery. Lottery winners picked the best spots to claim and had pretty much a day's worth head start (around 12h until they were done separating login from tutorial and changing tutorial zone to a server with higher player limit. The only fun this game provided was reading up on drama between staff and players. Both sides were clearly wrong, so I picked the player's side on the quarrels because staff was expected to act in a professional manner at the very least.

Day -1: The game was up and crawling! Closed doors everywhere! About a minute or so delay for chat messages to go through, a few minutes for any action to start even after moving away from starter village, but it was available to play! Other than being able to join a deed, the day was wasted.


Day 0: Adding another new server didn't fix lag. Another day wasted. Might try again some day.

Some key information I've gathered about this game so far:
You're not welcome. You'll be tolerated at most and should be grateful for the opportunity to spend your worthless money this great company has granted you by adding an old game to Steam. It's not business as you'd expect. As their discord's #1 rule states... It's "a privilege, not a right". And they will make sure you don't forget this. Ever.


It is a trauma that most people learn to cherish. The game has been available to play since before the internet had adult content in it (except for the launch days for new servers, when everything stops working). Still, you don't find anyone who played it for a week and quit. It's either under 15 min of gametime (once you take away the 20h of failed login attempts) or 10 years+ on and off.

Staff sets a puppy on fire, spits at a sacred monument and threatens everyone around them with a toothpick, someone suggests that it may not be the most professional behaviour a game's staff could have and at least 3 fans will pop out of the shadows swinging their swords to defend their actions. This is good. It means the game might be something worth trying after all as (according to their own post at reddit) they leech volunteer programmers. Therefore, they aren't very likely to be paying people to pose as fans.

The drama source (the reason it's 0.1 instead of 0) can be found at the most voted steam review if you're bored. <https://steamcommunity.com/id/Traslogan/recommended/1179680/>

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1 FRIEND ALREADY OWNS THIS GAME:

MFDoom
0.8 hrs



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