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Subject: Re: Oh WoW

Posted by [nikki6ixx](#) on Wed, 09 Dec 2009 03:31:46 GMT

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R315r4z0r wrote on Tue, 08 December 2009 21:17

1. Develop opinion based on looking at it and not playing it.
2. It conflicts with beliefs or knowledge you already possess. (For example, if a Star Wars MMO came out, but it didn't feel like Star Wars, you wouldn't like it.)

No. The third option is that some of us have tried the games from that genre and realized they suck. Yeas ago, they had a Sims Online game, and I got a free trial for a week.

I tried it out, and thought it was cool for all of ten minutes before I realized that you had to spend time gaining dumb skills to advance a career and stuff... aka 'grinding' which seems to be a necessity in all these games. It's boring as hell. You have to work at making your ingame character better, and I didn't find that aspect fun at all. I got bored after about two hours.

Although perhaps me wasting all the money I had at the start on the multiple warehouses ingame likely contributed as well.

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