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Subject: Re: Oh WoW

Posted by [Dover](#) on Wed, 09 Dec 2009 06:19:07 GMT

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R315r4z0r wrote on Tue, 08 December 2009 19:17: There are only two ways to NOT like an MMORPG:

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.)

Basically, if you play an MMORPG, you WILL like it and WILL want to play it more.

They are like drugs. Bad to use and bad to play... but addicting nonetheless.

I can think up half a dozen ways not to like an MMORPG that don't fall under those two.

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