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r/MMORPG • 16 days ago

PalwaJoko



The Elder Scrolls Online - 2024 a bad sign of things to come?

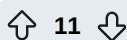
Discussion

I want to preface this with a few things. First, ESO exists outside of steam and on consoles. So the population counts are nearly impossible to know 100%. Second, I'm not saying the game is dead and abandon ship.

With that out of the way, steamcharts is an interesting metric to look at is it offers, in a way, the closest thing we have to an unbiased representation of populations. Now not the full population, but its the only metric available to the public if the game exists on steam. ESO in particular is interesting because its been on steam for a little over 10 years now. So we have a good amount of information to draw from.

Typically for me, games that have existed on steam for awhile and are multi platform/launcher; steam is a generalized indicator for overall health of the game. I find if a trend exists on a steam, a similar trend will exist on other platforms in my experience. So if there's a downward trend on steam, it often feels like there is a downward trend overall. It may not be by the same percents nor with the same numbers, but its a downward trend none the less.

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11



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Dumornay • 16d ago •

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As long as combat looks and feels like this, they won't attract any new players...

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hannes0000 • 16d ago •

I only played ESO because I liked Skyrim and elders scrolls lore a lot. I could play like 5 months max and then quit for a year, haven't played it since 2023 Summer. For me the combat is turn off , I like action combat like in New World but in ESO it feels bad. Everything in overland is so easy and you don't feel progression at all. If it were not based on elders scroll lore I would have never touched it.

⊖ ↑ 50 ↓ ○ Reply ...



LeScoops • 15d ago •

For me the combat isn't even that bad, it's the character progression that's almost completely lacking. I've never delved too deep into the game, maybe 5 hours every couple of years, so maybe it gets better at some point. I just felt that I could put one point into a skill, never upgrade my gear, and I could still cakewalk my way through every overworld encounter.

I like MMO's because you have a character that you invest in. In ESO I could start a new character every month and they'd feel the same.

↑ 11 ↓ ○ Reply ...

⊕ 1 more reply

⊕ 2 more replies



Vonbalt_II • 15d ago •

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They are adding zones that while beautiful feel very repetitive and soulless, like you have zero reasons to visit any city or village in them after the 1 to 3 quests there got completed, the questlines are also getting so repetitive, safe and predictive and they are presented like the devs are talking to a 5y old that they need to recap what that's all about every time you advance one step in the quest lol

The fact that the game also became braindead easy in all content except trials (that are exclusively group content) after the one Tamriel update started to bleed players out of boredom once the novelty of going anywhere with no dangerous/leveled mobs to trouble you wore off.

31 [Reply](#) ...



qlurp • 15d ago •

They are adding zones that while beautiful feel very repetitive and soulless

As someone who returned to the game after a years long break, this stood out immediately.

Seems like they've been re-skinning the same content since Greymoor.

7 [Reply](#) ...



stuffeddresser41 • 15d ago •

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This game is incredibly easy. There's no challenge.

19 [Reply](#) ...



Elvira_Skrabani • 15d ago • Edited 15d ago •

Left for WoW this fall. I like ES, but MMO became too boring and even after I rolled for heavy attack build it lasted as long. Combat in ESO is a real mess. Also, for my surprise, I left cause I haven't felt my role in frankly RPG. Nowadays everyone wield a staff and have same 3-4 abilities. No rotational difference, no class uniqueness. Nothing to chew my teeth on as I personally like. Left for WoW cause there I can clearly differ myself as DH from say warlock or DK or hunter. The feeling of different classes and a lot of new thing is great. Even greater is World Soul saga. Smth big on the horizon is in my case crucial for any MMO I play. I dig the lore, I enjoy factions. Everything has sense. In ESO these days everything is meaningless. Nothing to wait for and new - you know exactly that there will be faceless addon and xpac with 2-3 dungeons. They are good mayb, but they are pointless. Nothing changes, the world is stale and doesn't move anywhere. =(Even trading died eventually, as everyone with a glimpse of sense can have millions in their bank in no time.

TL:DR

- classes are the same
- combat is awful
- professions are useless
- the plot is no existent
- even money and trading are bland

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Yeah this sorta underlines why I think ESO needs to lean more into the whole "appeal to the singleplayer TES games in a MMO format" and open world. It feels like any mmorpg that tries to compete by providing the typical endgame PvE/PvP formula (instanced PvE content in raids) is fighting an uphill battle. WoW and FF14 dominate that scene so much that it can be tough to really stand out from them. So many people I've met across multiple MMORPGs who are interested in the kind of endgame that WoW/FF14 covers, they always go back to those games for such experiences. Your combat needs to be super unique and engaging to bring in players. It feels like ESO did try this, but it just didn't have wide spread appeal.

↑ 7 ↓ ○ Reply ...

⊕ 2 more replies



Furia_BD • 15d ago •

Didn't they just announce recently that the game is a money printer?

↑ 13 ↓ ○ Reply ...

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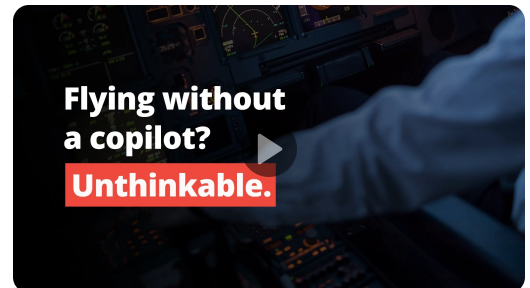
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gavion92 • 15d ago •

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PvP - I am a huge PvP enjoyer in mmos, but it got to the point where all PvP matches were against the same players, with every season a new bug induced build would be the only build I'd be playing against. Not to mention the world PvP events were lag festivals where it was impossible to enjoy.

Overworld - everything in the overworld was so easy it made the questing feel incredibly dry and anticlimactic. Time to face this dlc's main boss? Oh no, the world is ending, I'll just auto attack the boss while watching YouTube.

New areas and events - literally every single new event was just a reskin of a previous event already in the game.

Lack of class identity - regardless of class, the build variety was incredibly lacking given that you were forced to use the same skills as everyone else.

Ultimately, you play a game like elder scrolls for the exploration and the story driven quests. Now there were some pretty good stories within eso, but they were overshadowed by the lack of any type of challenge whatsoever.

Lastly, the game tried to replicate the magic of the previous elder scrolls installments, but something about it just doesn't feel right. Stealing had no consequence and a lacking of variety of items you could actually steal. The dark brotherhood questline, amongst others, were locked behind grinds that took forever and lacked variety. The cash shop also was so incredibly predatory. If you wanted to roll a new character get ready for endless grinds and hundreds of hours to catch the character up or pay \$100 to max everything out from your other characters.

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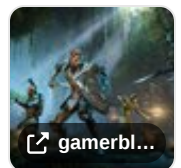
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The Elder Scrolls Online Hits Record 25 Million Players with Over 1 Million Gained in 2024

392 upvotes · 444 comments



r/elderscrollsonline • 2 yr. ago

I thought to myself, "Choose a different race for your Arcanist and try something new." Aaaaannnnnddddd I'm Khajiit again.

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r/elderscrollsonline • 4 yr. ago

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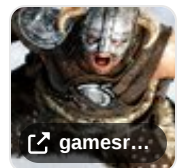
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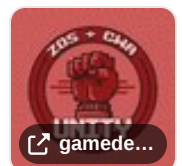
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ESO on Steam Deck

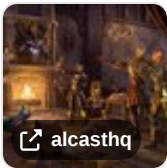
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