

# Should My Friends and I get Into WoW in 2024?

#### Question

As the title says: My friend group and I have been gaming for years: everything from R6 to Medieval Dynasty to Civ 6 and across the spectrum. For a couple years now, we have wanted an MMO, and we have not found one we really like. However, a couple of us played WoW *years* ago, and we are thinking about getting into it but unsure of the whole monthly pay thing.

We are older now, and we no longer have all the time in the world to be online with each other. So we want something we can play solo but jump in with each other from time to time. Can World of Warcraft be that game for us?



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Sounds like it'd be worth it to try out the free trial to see if you like how the combat plays out. There is a lot of room for fun with a group in PvE or PvP but the higher end of each is gonna demand a large time commitment.



If it's a 5 people group going for KSH is a nice target that's not too bloody demanding over a season





endgame beyond quickly getting decent gear. So it's easy to jump into those activities whenever you want. And now would be a great time cuz we are at the end of the expansion so there's plenty to do solowise and next season starts soon which is a rehash of all previous raids and dungeons from this xpac. So you can experience everything this xpac has to offer.



I just picked up the game last season and only wish I had started sooner. What is good for some, is not necessarily good for everyone but I can give my experience as someone with no nostalgia or previous experience in the genre.

- 1. There is a lot to learn. The first season of the game was essentially me learning how systems work, how my class works, how other classes work, gearing, managing my UI etc. Once it clicks it's not bad though. Still not a great player but I'm around 2700 io now and it is very rewarding to feel like you are improving.
- 2. The sub isn't that bad if you are a single game andy. If you prefer to bounce around a lot of games I don't know if I would recommend it though. The amount of content I get when you factor in the expansion price and sub price over the entire expansion is fair in my opinion though.
- 3. People recommend the free trial. I don't. The game revolves around end game, if you don't enjoy the endgame loop there isn't a lot that is compelling in my opinion outside of collecting.
- 4. People will recommend classic SOD over retail. This is subjective, I have no nostalgia and am playing both versions. I have fun in SOD but that is mainly due to being in an active guild. If I didn't have a guild to play with I would have quit. They are very different games and classic is free with your sub so worth trying, but without the nostalgia a lot of classic feels very clunky compared to retail.
- 5. You are going to need to use resources outside the game to learn. The game doesn't do a great job of teaching you things, but EVERYTHING you might need is available in different formats on the internet. If you don't like having to do this, you probably won't have a good time. When things click and you start to master your class and you can see the progress it is very rewarding though. This is my favorite part of the game, there is so much room to always keep improving and it feels very good to make progress.



**HayDs666 •** 10mo ago •

2700 in 1 season is pretty incredible by the way. It gets easier every season as you see way more mechanics and kinda learn what certain things look like and how to deal with them. I know people who have been playing this game for over a decade and can barely crack 2000 and 2500. Hell I've been playing for 10 years and just got my first 2 characters to 3000 last season and this season.

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+ 10 more replies





always come back and it always scratches the MMO itch better than other games I've tried. It can be a big learning curve when you're starting out mid-expansion, but you and your friends will spend a good bit of time leveling and discovering which specs you like, which is my favorite part of the game and has a very low barrier to entry.

Lots of people will say that the game starts at max level, which is true for a good portion of the player base, but there's a lot of fun to be had in the parts leading up to end game and it's even magnitudes more fun with friends. I'd definitely recommend purchasing a month non-recurring to see if you like it!

+ 1 more reply

+ EndTree • 10mo ago •



Eh, ignore the people saying you need to know old content to do new content at a decent level. The best people I play with are well studied and willing to learn and theyre actually new players as of an expansion ago. From my experience, there's a large core of complacent old guard players who are a little entitled and rusty; their experience in old raids and dungeons is clearly not as useful as knowing the current batch.

Also, have fun and take it at your own pace! Don't forget that. Plenty of random stuff to do between collecting to pushing m+, raid, arenas, battlegrounds, leveling, achievement hunting, etc.



Wow is the best mmo. Period. Just try and stay positive around the neckbeards that live there.

demo-ness • 10mo ago •

No one has mentioned it, but a "party" group in WoW is up to 5 players, so if your friends group is 5 or less people it's perfect. Raid groups can be much larger, but you can basically only do raids at that point

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