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r/sto • 4 yr. ago
SnakePlissken__



New Player - What are the multiplayer elements in the game?

PC

I was planning to try the game out. I'm a huge Trek fan, and also MMO fan. After watching a few YouTube reviews I could not find much info on the online aspects of the game.

Does this game have other player interactions? Everything seems single player story driven. What are the MMO elements?



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9



42



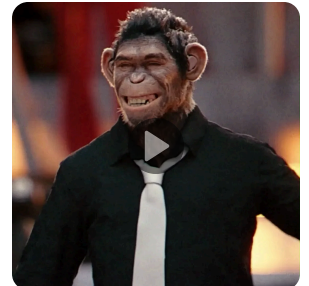
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AlphaHydri • 4y ago • Edited 4y ago

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The only traditional PvE group content STO offers is TFOs, or Task Force Operations. These are akin to Flashpoints in SWTOR or Dungeons in ESO/WOW. they're 5-man group content (either space or ground-based) with difficulty levels ranging between Normal, Advanced, and Elite. I should note, however, that not all TFOs are created equal as they vary in mechanical difficulty *quite* significantly. While some are nothing more than shoot-em-up style missions where you hold off waves of enemies, others have very steep learning curves and require coordinated groups in order to complete them. There are also a *TON* of them in STO, close to or exceeding 100 if I'm not mistaken, so there's great variety if that's what you're looking for.

Aside from these, there's also Battlezones, which are either ground or space areas where multiple players can work together to capture objectives and, when enough objectives are captured, enter a final "boss" phase of sorts. Battlezones are much more casual than TFOs as players don't need to queue for them and can enter or leave at any time with no penalties. Most Battlezones also have a difficulty scaling mechanic to them as well, meaning that when multiple players attempt to capture the same objective, enemies become more powerful and spawn in greater numbers.

PvP is still kind of a thing in STO, but it's not even close to what it is with other MMOs. I've been playing this game for nearly 6 years and in all that time PvP has never been popular outside of small groups of extremely dedicated players. Cryptic tried to breathe new life into PvP a couple of years ago, introducing new maps and even creating a whole new Reputation faction to go with it, but it did little to boost the PvP player base.

However, if you're more interested in the social aspect of MMOs, then you're in luck! STO does offer Fleets and Armadas, which are similar to Guilds and Clans in other MMOs. STO is fortunate to have quite a few very active and fun Fleets that frequently run events and giveaways for the community, and many are eager to help new players learn the ropes! Armadas are a group of Fleets that have joined together in order to pool in-game resources and/or expand their social networks. Being part of a Fleet also allows access to a whole host of great high-end equipment and ships, which is another plus!

All in all, STO is definitely a much more casual-friendly MMO than many others out there. For starters, it easily has the most friendly and accessible Free-to-Play system of them all, with no in-game gear or content being restricted. The most you'll miss out on for not being a Subscriber is a handful of ships and some cosmetic items. Another thing that I personally love about STO (though appreciation of this can vary based on personal tastes) is how consistent the endgame meta has been. It is extremely rare for a massive balance patch to be pushed to the live servers, unlike most MMOs where every major update includes significant changes to a ton of things. I love the fact that characters I'd fully leveled and geared up 4+ years ago are still completely viable; it lets me feel as though I can take my time and that my in-game progress/investments don't lose value or become obsolete every update.

Anyways, I hope this (rather lengthy) write-up helps you out, even if it's just a little bit! Cheers!

EDIT: typos and phrasing

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Pizzapants • 4y ago

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the gameplay variety is actually pretty limited. Most of them are just shoot-em-up with practically no strategy or teamwork required. There are certainly exceptions, though.

- As a result, when you encounter a TFO that *does* require tactics and teamwork, your partners may flail around like they've never flown a starship or fired a phaser before, because they're expecting it to be a faceroll like most other TFOs. (many players use the "join random" button to join a completely random TFO, because the rewards are higher this way).
- In my opinion, STO might seem like a pretty mediocre "MMO" if the "multiplayer" aspect is the most important thing to you, but it's a uniquely wonderful MMO if Star Trek and storylines and flying awesome ships and building awesome crews are important to you. Personally, I treat STO as a single-player game with an auction house, and i love it. (after 10 years of hardcore WoW raiding, i'm possibly permanently burnt out on teaming up meaningfully long-term with other people, and the obligations, pressure, and drama involved -- STO's casual-friendly approach is what keeps me comfortable and free from WoW PTSD flashbacks).
- As with any MMO, your experience will vary widely depending on the quality and demeanor of the Fleet you join (like a Guild in WoW). My fleet is stone cold dead, save for a monthly email from the Fleet Admiral admonishing us for not donating more (he and i are the only two people who ever log on, and i have donated over a million credits worth of holdings in the 3 months i've been there, haha). honestly, i am 100% fine with that. i'm a weirdo hermit and i'm only in it the fleet for the various in-game benefits. so i'm getting what i want out of the situation.

↑ 8 ↓ ...



JermoeMorrow • 4y ago

Very well written guide, only one thing I should expand on

The most you'll miss out on for not being a Subscriber is a handful of ships and some cosmetic items.

The only "subscription" left is lifetime subscriber, which is basically a bundle of the old subscription perks and a monthly 500 zen stipend.

If we read this as not paying real money, I mean technically you can grind dilithium to zen, and buy anything on the zen store.... But there are things that are not realistic for most people going the full f2p route (legendary bundles come to mind)

Again, I'm probably nitpicking here, but if we are talking about spending in this game with a new player, I figured we should be more precise.

And never forget the most important rule of spending in STO: Only a sucker pays full price.

↑ 4 ↓ ...



Wookie77777 • 4y ago

This is a fantastic reply, cheers!

↑ 4 ↓ ...

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The others have mentioned TFOs and Fleets, but there is one more multiplayer aspect that I find super fun: Story mode co-operative play.

Granted, some story mode missions are single player only, but most of them can be tackled with up to 4 other buddies.

And not just story mode, shorter missions known as Patrols can also be tackled co-operatively.

⊖ ↑ 8 ↓ ...



blizzard36 • 4y ago

Finished a full party playthrough of the Fed storyline not long ago. I think there were 6 missions that we had to do solo in the process.

↑ 5 ↓ ...



Corantheo • 4y ago

I'm glad you brought this up, because it's the real key of where STO shines. Running through story missions with a friend (or 4) means leveling is even easier and you can focus more on enjoying the story and less on "shoot I'm not geared and I keep dying" times.

Plus it's easier to get through painful missions (like the Vault) when you have at least one friend backing you up.

↑ 4 ↓ ...

(+) 21 more replies



SnakePlissken__ OP • 4y ago

If i have no friend that play the game, is there in-game matchmaking to allow me to do this co-op content with random people?

↑ 2 ↓ ...

(+) 4 more replies



ValidAvailable • 4y ago

Endgame queues, called Task Force Operations, are 5-man missions, to grind for currency to purchase reputations and reputation gear. Longest queues are 15ish minutes, but many last less than 2 minutes due to the players' damage output steamrolling any threats. There are a few open-world zones where players aren't instanced and *can* work in groups but generally don't (again the objectives aren't tough enough to require teamwork). Technically there's a PVP scene but its very, very small. And there are fleets (guilds) and chat functionality. Its more a single-player game with online functionality than a real MMO world.

↑ 3 ↓ ...

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content outside of the story is have to be multiplayer. Queues and battlezones and adventure zones.

↑ 1 ↓ ...

⊕ 5 more replies



r/sto • 12 days ago

16th Jan 2025 marks 30 years when Star Trek Voyager aired. If you could make a 'Voyager Bundle', what would it have?

110 upvotes · 51 comments



r/sto • 20 days ago

! SPOILER

We need a Lower Decks ship bundle.

116 upvotes · 32 comments



r/sto • 24 days ago

Random notes from Kael's personal STO streams

276 upvotes · 183 comments



r/sto • 3 days ago

Kael Forward Weekly stream with Nick about the new ESD

212 upvotes · 19 comments



r/sto • 19 days ago

When will New Romulus progress from its staging area?

111 upvotes · 58 comments



r/sto • 10 days ago

more notes from Kael's personal STO streams

173 upvotes · 123 comments



r/sto • 16 days ago

Ferenginar as a visitable system

115 upvotes · 64 comments

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142 upvotes · 36 comments



r/sto • 9 days ago

Happy new year to everyone

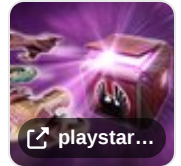
115 upvotes · 18 comments



r/sto • 25 days ago

Phoenix Prize Pack Event

167 upvotes · 143 comments



r/sto • 27 days ago

New Album of ESD II Screenshots from tumerboy!

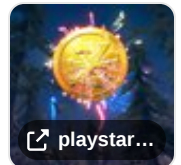
160 upvotes · 29 comments



r/sto • 23 days ago

25% off Zen Store until the end of the year!

100 upvotes · 26 comments



r/sto • 12 days ago

I'll be fine. I'll get the doc to wave a light over it or something...

135 upvotes · 25 comments



r/sto • 8 days ago

Seems to be stuck real good... (Fixed Reupload)

147 upvotes · 26 comments



r/sto • 12 days ago

NORMALISE DISHONORING J'MPOK

202 upvotes · 52 comments



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carrier platforms.

185 upvotes · 72 comments



r/sto • 5 days ago

Moopsy combat pet when?



222 upvotes · 36 comments



r/sto • 11 days ago

SPOILER

LD Season 5 Ship needed in STO ****Beware, possible spoiler****



95 upvotes · 39 comments



r/sto • 7 days ago

Legendary?



169 upvotes · 58 comments



r/sto • 28 days ago

I'm sure the 15th Anniversary ships have likely been decided and no doubt all Fed ships, would love to see the Fek'Ihr class from Star Trek Armada



240 upvotes · 50 comments



r/sto • 16 days ago

The Kobali's greatest threat... boxes



162 upvotes · 18 comments



r/sto • 26 days ago

Remember to let your Lower Decks have some Buffer Time.



267 upvotes · 21 comments

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331 upvotes · 37 comments



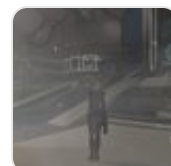
r/sto • 18 days ago

When the Saberrunner gets added, it 'd be cool if it could share a skeleton with the Eleos.

150 upvotes · 24 comments



r/sto • 10 days ago

Someone jacked with the environmentals in ESD

149 upvotes · 13 comments

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