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Subject: Planetside :(

Posted by [MSNSazabi](#) on Sun, 08 Jun 2003 19:04:14 GMT

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unfourtunatly this is the inherant theme in most online rpgs that i've noticed. they become the same sit and wait for battle, do battle, either die and try again or win and start process all over. a few of them throw in seperate quests or mission but in my opinion its still all the same. the only difference is with quests or mission you don't have to wait around as long for a battle. i've given up on all the ones i've played so far (about a dozen) out of boredom. i'm currently waiting for star wars galaxies to come out and another game called universal century.net (an online gundam rpg still in beta stages in japan.) i'm hoping starwars has a little more to offer besides hack and slash but, i'm pretty positive the gundam one will offer more fun just from the mobile suit aspect of it.

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