

I Played WoW On A Private Server. These Are My Conclusion:

The real "vanilla experience" is that it takes 8-10 seconds for a level 1 mob to be killed, and that it builds from there. Moreover, even completing all the noob missions won't get you up to level 6. That's the key to the first six levels.

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To make Classic "the vanilla" experience, all you need is to balance it so that pulling just one mob is fine, pulling two is serious trouble, and pulling three is fatal. Retail's problem is that decisions don't have consequences at L7.

You will need to introduce world mobs, which can be deadly if you don't adapt to their trickery, and quest scenarios such as three-pulls. These will make the vanilla experience "the vanilla experience". It is important to work together.

I honestly believe that the above is "the vanilla experience" that vanilla players really want. It's not mailbox UI, lack of guild banks, or the way hunters, warlocks, level better. It isn't OOMkins running short of mana, it's just the feeling of challenge in levelling. It takes 120 to 200 hours to reach 60, and you are constantly at risk of getting killed by mobs if your mistakes are made along the way.

The purists complaining that if mailbox UI or feral raid DPS changed that it will spoil everything I think will find, when Classic actually launches, that none of that rubbish matters. It is only hundreds of hours of really challenging content that requires communication and teamwork that matters. This is what retail has completely lost.

Now I will admit that I got a huge nostalgia kick out of seeing my Orgrimmar again, my Thunder Bluff and my Undercity. It would be absurd to imagine Blizzard changing any maps in any significant way. Classic will remain the same as it is, so long as the maps, the sound effects, and the level of challenge are the same, I believe Classic will be fine regardless of any other changes.

After 200 hours of challenging gameplay, I can't see anyone reaching 60 and being raid-ready. Rag's Hunter DPS is as good or better than rogue DPS. "I AM UNINSTALLED!" It will all be fine at that point.

So basically, I'm saying: Relax if there are changes. Nothing else matters, as long as raiding and levelling have a vanilla pace and challenge, then everything else is irrelevant. It may seem like it's not important, but you won't care when the time comes for you to play that content.