

Saga Gets Ready For Beta 2



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Press Release Summary: Saga, a new Massive-Multiplayer Online Real-Time Strategy (MMORTS) game from Silverlode Interactive closes servers in preparation for final beta phase.

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The **Saga** servers were shut down on October 30th in preparation for the final beta phase; **Saga** will receive a complete graphical overhaul as well as a host of new features. Some of the upcoming enhancements include a new terrain system, new chat interface, automated tournaments and many other exciting features.

Of special note is the new storyline based quest system. For the first time in RTS history thousands of players will be able to group together to experience campaigns that reveal the history of the **Saga** world. Some quest lines will be designed for single play while many others will end in epic boss encounters that require cooperation and expert execution from multiple players for a true MMO experience.

Saga received favorable reviews from IGN, pcgamezone.com, gamepro.com and many others proclaiming the persistent world RTS

as the next step in the evolution of the RTS genre. Beta 2 builds on **Saga's** strengths and introduces many new features as a direct result of player feedback.

"We're a small, agile independent studio; we improve our design quickly as we see what works. We knew it wouldn't be easy merging MMO and RTS—the two most popular game genres—but we did it and it's spectacular," says **Jason Faller, Saga Creator and Executive Producer.**

Players are currently invited to sign up at www.playsaga.com. A select group will be invited into the closed Beta test starting later this month and all players who sign up prior to November 30th will be granted access to the final Beta 2 stress test.

About Saga – **Saga** is a persistent world RTS in an epic fantasy setting. Players collect troops, build armies, conquer new lands and build up kingdoms, complete with resource collection, city building and peasant management. **Saga's** features include massive armies, multiplayer questing, an auction house for trading troops and spells, guild wars and espionage.

Saga has no subscription fees. Players pay as little or as much as they decide, by purchasing 'booster packs' of random troops and spells, which are traded and customized to create the strategic army of choice for each player. Visit www.playsaga.com

Web Site: <http://www.playsaga.com/>

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