

PRESS RELEASE
2010-01-29



Star Vault AB: Mortal Online now begins the Release

The release of Mortal Online starts on Monday the 1st of February 2010. It begins by launching a Free Open Beta that invites gamers all over the world to try out Mortal Online for free. The Free Open Beta will continue for a limited time until the end of the release phase, when Mortal Online enters Gold status.

As announced in December Star Vault AB added another month of testing to Mortal Online to secure that the gamer experience would be on par with expectations when reaching Gold status, which is also the point in time where the monthly subscriptions start.

The game now has all the core functionality and content implemented and during the last weeks several mass-player stress tests have been performed. This was done by letting our dedicated core gamers invite their friends to try out the game for free during the testing hours.

The great success of our Christmas offers means we will be announcing a discount offer on the Digital Download version during the time of free Open Beta. Read more about this offer at the store: www.mortalonline.com

Two reviews of the Closed Beta have surfaced on gaming sites:

“Mortal Online is a true sandbox MMORPG; a world where nearly anything should be possible”

http://www.gamerzines.com/downloads/magazines/MMOZine_18.pdf

(Large PDF file)

“Player interaction seems like an easy buzz-phrase to throw out there, but play a bit of Mortal and you realize – Star Vault are not joking.”

<http://www.eurogamer.net/articles/mortal-online-hands-on?page=1>

“This is the moment we have all been waiting for. We know that our game contains the game play core our target gaming audience has been waiting for; we have great support from them since the Closed Beta, and both the players and the team are looking forward to launching and the future of the game. We have also seen a very good interest in buying the game during this phase, which we thank all our gamers for.

The Free Open Beta is one of the most important marketing activities for the game; we are expecting a substantial number of new gamers wanting to try the game as this starts to spread in the gaming community. Our goal is to find both the players who have been

waiting for this type of game as well as catch a few of the 'casual' gamers that are looking for a different experience. We will be very active in this phase to make sure that as many as possible gets the opportunity to try out Mortal Online.

We are finally in the process of launching and I am together with the whole Development Team at Star Vault proudly inviting all gamers around the world to a new type of gaming experience in the Mortal Online world”, says Henrik Nyström, CEO, Star Vault AB

For additional information please contact:

Henrik Nyström, Board member and CEO
Visiting Address:
Stadiongatan 60
217 62 Malmö

Tel: 040-13 89 40
Fax: 040-13 61 51
E-mail: info@starvault.se

Star Vault is an independent game developer based in Malmö, Sweden. The company is today developing an online game called Mortal Online, which is a Massively Multiplayer Online Role Playing Game (MMORPG).

www.starvault.se
www.mortalonline.com