

PRESS RELEASE
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Star Vault AB: Mortal Online Beta Update

Feedback from gamers and Beta status

The feedback from gamers around the world testing the Beta version of Mortal Online is very positive. We are currently using only one server based in Stockholm, the response time is fast and it has been working very well over large distances. We have Beta gamers from 143 countries and on the top 5 list we find USA, Germany, UK, Russia and Sweden.

The issues we have identified during these first weeks are the server stability, especially that of the log-in server, where the gamers create their accounts and characters. Improvements to this and bug-fixing is a high priority for the development team at Star Vault AB. Aside from the log-in issues, the Beta-testers are very impressed by some of the features presented this far:

Graphics

Many say that the level of graphics is on a level that has not been seen in a MMORPG (Massively Multiplayer Online Role Playing Game) before, especially in regards to Mortal Online being an open, seamless world. This is one of the advantages of using the game engine Unreal Engine 3, provided by Epic Games Inc.

Sight and surroundings

Testers are very impressed by the so called draw-distance (the visibility range in the virtual world). Being able to see objects very far away gives a feeling of openness and freedom, and makes navigating the world exciting. The draw distance in Mortal Online is unmatched in the MMORPG world.

First person perspective

Many gamers who have been questioning the first person perspective now fully understand that Mortal Online is designed for this perspective and how it creates a very "in real life" feeling when gaming, much appreciated and never seen in MMORPG before.

"We are very proud of our thousands of Beta-testers as they are taking us through the Beta-phase with great success and we feel confident that we will reach Release status in Q4 as planned. We know it is a tough job for them with all the bugs, server crashes and server restarts, but we hope that they also get to have a lot of fun. I hope they are proud of what they are doing as this is breaking new ground in the MMORPG genre and the result will be a true next generation game for the gamers. I would also like to say that our partner Epic China has done a very good job with the network solution, it is very efficient which means that our server- and bandwidth-capacity is used extremely well", says Henrik Nyström, CEO, Star Vault AB

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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