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[Metal Gear Online Beta Delayed Outside Japan](#)

Hopefully, the delay won't be longer than five days

It is clear that [Metal Gear Solid 4](#) is one of the most anticipated games of the year, and the prospect of playing the game on the Internet, when Konami announced Metal Gear Online, was met with a really happy reaction from the fans. Since a beta version was coming, [it was rumored](#) that it will only be available to Japanese players, but the developers denied the rumor and announced a worldwide beta launch. Well... it seems that the rumors have, unfortunately, turned into news for real, since Konami has just posted the information nobody ever wanted to hear: the MGO beta outside Japan has been delayed indefinitely. Here is the official post on the matter: "We would like to thank all players for their keen interest in taking part in the beta test. However, we regret to inform you that due to extraordinary levels of traffic from all around the globe, we have been unable to run the service to the level we expected. As a temporary measure, we will be deferring the start of the US public beta test until we are able to stabilize our server." However, there is some sort of good news following this announcement. The beta voucher code you worked hard to get won't be completely wasted, since the beta closure has been delayed from the 6th of May to the 11th (which could mean that the problem will be solved within 5 five days - or even earlier, on the 22nd of this month, when Konami promises to come with some more info). Still, developers remind everybody who has a beta voucher code to use it as soon as possible, since it is only valid until the 5th of May. Now... there is something that seems really weird. All the beta codes were limited by Konami itself and only few retailers took part in the pre-order and the beta process. Which means that the developers kind of knew what numbers they should expect and not get completely surprised by the vast interest. It's Metal Gear, not an unknown title nobody will ever play!