

By: [Cair2008](#), Games Editor

[New Saga Details Arise](#)

MMORTS is ready for launch and gets new features

With the beta testing of [MMORTS](#) going well and only one month away until Saga gets released, new details regarding the game have been made available, as well as confirmation of the fact that MMO is fully "[polished](#)" (as developers love to say) and ready to go. There is one more problem left for the creation team to solve until the release, a stability problem that is caused by the vast number of hardware configurations out there. Also, since everything else is going as planned, Saga is getting prepared to receive even more content - things that will make your overall experience with the game much more enjoyable. For example, during next week, tutorials and training-quests will have voice-overs in order to ensure the players will better understand the game before closing the help tabs. Also, a new manual has been created, highlighting the core gameplay issues and new concepts. Also, during the upcoming month, the first Saga tournaments will be held, allowing players to win booster packs and raise their tournament rating - this one being one of the ways to gain entry into championship events that offer even bigger prizes to contestants (we assume that the other way of entering the championships is by paying). Also, MMORTS offers every player the chance to win booster packs, no matter how long they play and no matter whether they use the free version of the game or not. This is due to the "refer-a-friend" method, which will bring you one free booster pack for every friend that joins and gets to level 10 in the game (even free accounts), while every friend that joins and purchases it will give you 2 booster packs. With Saga going to hit the stores next month, developers have promised a "big announcement" during next week, so stay tuned to Softpedia and read everything about it.