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[Two Fanatic World of Warcraft Gamers Have Died Because Of WoW](#)

Are there more to come?

The recent deaths of two net gamers have once again raised the issue of the impact of addiction on the online gaming community, and the health risks involved. A 28-years-old man from Beijing, nicknamed "Snowly", died last month after playing the online game "World of Warcraft" for several continuous days during the national day holiday. Snowly's friends, who share the same game community, say that he was a very diligent member and a key official of their community, who was always connected to the Internet. Several days before Snowly's death, the gamer was said to be preparing for a relatively difficult part of the game (the final battle with the Black Dragon Prince) and had very little rest. He told his friends that he felt very tired. A big online funeral was held for him one week after the death. But the event was sadly overshadowed by the death of another game enthusiast nicknamed Thereafter. Several online game communities have posted announcements to urge their members to pay attention to their health. Meanwhile, 7 major domestic game makers have agreed to install an anti-obsession system on eleven online game products. Since the number of Internet threats consisting of viruses, worms, trojans (to mention just a few) is growing day by day, Softpedia gives you the chance to vote for your favorite antivirus application. [Vote here for the antivirus which takes care of your security.](#)