

By: Robin Oja 2008 Games Editor

## [World in Conflict Coming to Xbox 360 and Playstation 3 Consoles](#)

*Set for an autumn release, the new WiC will come with enhanced features*

World in Conflict was indeed one of the best [RTS](#) (real time strategy) titles in 2007, clearly defining a new "action-strategy" genre. It only seemed natural that a console port will be cooked up soon, since there are probably no game developers (or publishers) that would say "No" to some extra bucks in their pockets. So, here you are: World in Conflict is coming to [Xbox 360s](#) and PlayStation 3s this autumn. Following the release announcement, as expected, we got info regarding the new content coming for the console versions: we should expect a host of new content both for the single-player campaign, as well as the multiplayer mode. Still, we are not talking about some exclusive content, since everything will be available for the PC systems as an add-on. But no further details regarding these new features have been given. "World in Conflict was one of the best games on any platform in 2007 and its innovative action-focused gameplay makes it a perfect fit for the transition to consoles," said Martin Tremblay, president of Sierra Entertainment. "World in Conflict is being reinvented for Xbox 360 and the PlayStation 3 system, with innovative features and new single player and multiplayer content created for the console audience. World in Conflict on consoles will be an amazing extension of an already great gaming franchise." The console versions will be developed by Swordfish Studios in collaboration with Massive Entertainment, in order to create the best possible console experience. Even though no exact release date has been announced, the game that asks the terrifying question "What if the Cold War never ended?", is expected to be launched in the US sometime during the Fall of 2008. If you want to check out our opinion regarding this great real time strategy title, go to the World in Conflict review [here](#).