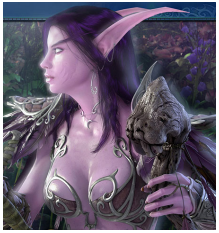


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By: Alexandru Stanescu, Editor, Gaming Reviews (Consoles)



One of the hot elves in
WoW
<http://backoffice.ajb.com.au/images/features/Wow.jpg>

[World of Warcraft's Console Version, a "No-no" for Blizzard](#)

Maybe Diablo 3 or Starcraft 2 will ease the pain of not playing WoW on our consoles...

Will we ever see a console version of the famous WoW? According to the game developers at [Blizzard](#) the title "was never designed for a console experience", so we should stick to the PC if we're die-hard MMORPG fans. Also, Blizzard's vice president of game design, Rob Pardo mentioned that porting the MMO to one of the famous consoles on the market would be a "Herculean effort". However, all of these polite ways of saying "No!" still don't sound like a proper denial, so there's still hope left if you own a PS3 or an Xbox 360. Since [WoW](#) is getting old, but it's still one of the most popular games in the world, we might just get to see another MMO surfacing on all major consoles, and taking over the rule of the multiplayer games genre. That's not only a speculation, since this info comes directly from the same Rob Pardo, giving us all hope for our own little console MMORPG. There is no such thing as a "no-port" title these days... Just look at Final Fantasy and Metal Gear: at first they came out as one of the best PSX and PS2 titles, with the producers sticking to their decision of releasing console-only follow-ups. We've played a Final Fantasy VII PC title since then and saw Snake battling it out on the PC as well and there's that MGS 4 coming on the Xbox 360. I would believe Blizzard if they said that they're 100 percent sure that there will never be a Wii version of WoW, since Nintendo's console can't be compatible with such a title, but I can imagine playing an Xbox 360 or PS3 version of the [famous MMO](#). Since Blizzard mentioned a new game, what about Diablo 3? Will we see its release in the next 2 or 3 years?