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By:

[World of Warcraft - 1.5 million subscribers](#)

But some say WoW is a fraud

Vivendi Universal has announced that in the five months since it was launched, the number of World of Warcraft subscribers has reached 1.5 millions. Until now, the game has been launched in the United States, Europe, and Korea and in the next months it will be launched in China. The income generated by the game amounted to 113 million Euros, representing a 47% increase compared to last year. Despite the huge success, World of Warcraft is regarded by some users as a fraud method. In Sweden, a TV show presented the case of Jonas Nilson who after buying the game, found out that it required Internet access and a monthly fee. Although these details were printed on the box, Nilson wanted his money back and when the store refused to do that, the young Swede addressed the Consumer Protection Office which favored him. The conclusion of the show? "A monthly fee in computer games is just a clever way to get people's money". What do you think? Are 1.5 million users tricked? Or they have actually read what it was written on the box!