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## [World of Warcraft New Milestone: 10 Million Subscribers](#)

### *New records for the record-breaker MMORPG*

Blizzard Entertainment has announced that its mega hit massively multiplayer online role-playing game ( [MMORPG](#) ) continues to climb up the charts and does it pretty well: 10 million users worldwide. [World of Warcraft](#) now hosts about 5.5 million subscribers in Asia, over 2.5 million in North America and more than 2 million in Europe. We could, of course, calculate how much this actually means in monthly fees, but we're afraid when so many zeros appeared. But this is not the only record held by World of Warcraft. It was declared the bestselling PC game in 2005 and 2006, while in 2007 it finished second, behind its brother, World of Warcraft: The Burning Crusade expansion. Also, The Burning Crusade holds the record for the fastest selling PC game of all times, with almost 2.4 million copies sold in the first day and about 3.5 million in the first month. Still counting the millions? "It's very gratifying to see gamers around the world continuing to show such enthusiasm and support for World of Warcraft," said Mike Morhaime, CEO and cofounder of Blizzard Entertainment. "We're always pleased to welcome new players to the game, and we're looking forward to sharing the next major content update with the entire community in the months ahead." Maybe all this growing WoW madness has a very solid reason and it is actually a part of the game: it was recently reported that the gold limit has been found by some users (214,748 Gold 36 Silver and 46 Copper). If this doesn't mean anything to you, well... it should, since it means a LOT of money! And, as I said, probably that's the reason gamers are still signing up for the game: everybody wants to get filthy rich. Like it would be that easy!