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[Yulgang, a MMORPG with 9 Million Users](#)

Only in China

It seems that the Chinese are the most fanatic MMORPG players. World of Warcraft reached 4 million users after the game was launched on the Chinese market, but Blizzard must have turned green with envy when finding out that the Korean game Yulgang, launched in China in July, has 9 million users! Yulgang is a 2.5D MMORPG (and this is not some term invented by us; all the games before Quake are called that way) in which something happens... (we don't know exactly what because we don't know any Chinese or Korean). The game's site is [available here](#); the record for the most simultaneously connected players was 215,000. The game has reached this figure so quickly because it is free of charge, while World of Warcraft, as well as other MMORPG games, requires the payment of a fee. And if we come to think that there are 100 million Chinese users surfing the Internet, the record seems to be quite modest. Perhaps a 2D game would have done better. This week, Softpedia would like to know your opinion on gaming consoles. What is your favorite console you either own or you are planning to buy? Are you an Xbox fan or a Playstation fan? Has Xbox360 convinced you it's time to buy one? Or you'll wait for the PS3? [Express your opinion here.](#)