

Silverlode Interactive Announces March 4 Release for **SAGA**



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Press Release Author: **Silverlode Interactive**

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Press Release Summary: After a short open Beta, SAGA servers will be reset on March 4th 2008, allowing players to start building their virtual empires.

Press Release Body: **Silverlode Interactive** announced March 4th as the online release date for its new collectable online war-game **SAGA**. The **SAGA** client will become available for download from many online game sites. A full list will be released at www.playsaga.com when it becomes available.

SAGA, the most ambitious RTS project ever attempted by an independent game company is nearing the finish line. Refusing to cut features, the **SAGA** team extended development in order to release the game they as gamers have always wanted to play. Heralded as a "landmark in game innovation..." by www.tcgplayer.com, the **SAGA** community has been growing both online and in hobby stores.

SAGA will hold a short open beta starting February 26th, allowing players who were not admitted into closed beta a chance to try the game. Players will be able to create and reserve their login names for release. **Silverlode Interactive President, Jason Faller** has promised a promotion during the Open Beta period that will give players a discount if they choose to pre-register.

About SAGA – SAGA is a persistent world RTS in an epic fantasy setting. Players collect troops, build armies, conquer new lands and build up kingdoms, complete with resource collection, city building and peasant management. **SAGA's** features include massive armies, multiplayer questing, guild wars, espionage, and an auction house for trading troops and spells.

SAGA has no subscription fees. Players pay as little or as much as they decide, by purchasing 'booster packs' of random troops and spells, which are traded and customized to create the strategic army of choice for each player. Visit www.PlaySaga.com

Web Site: <http://www.playsaga.com/>

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