

'World of Warcraft,' the magazine

August 20 2009

Media group Future announced Thursday it has teamed up with videogame publisher Blizzard Entertainment to launch an official magazine about the hugely popular videogame "World of Warcraft."

Future said the subscription-only "World of Warcraft: The [Magazine](#)" will be a quarterly publication and will launch simultaneously this weekend in English, French, German and Spanish.

Future, in a statement, said the magazine will "cover all aspects of World of Warcraft through insider insights and player perspectives.

"The first issue will celebrate the fifth anniversary of the release of World of Warcraft by showing how the game has evolved and taking a look into its future," it said.

"We're bringing together an international team of player-writer experts to create in-depth articles about World of Warcraft's design, art, lore and community, as well as all aspects of its gameplay," said Julian Rignall, editorial director of the magazine.

[World of Warcraft](#) is the most popular multiplayer online role-playing game on the planet with more than 11 million subscribers.

Future said the magazine will be available through worldofwarcraftthemagazine.com as a one- or two-year subscription.

It will cost 39.95 dollars a year in the United States and 34.95 euros in

Europe.

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