

**PRESS RELEASE**  
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## **Star Vault AB: Mortal Online Status update**

**Mortal Online has now been migrated onto the new Network solution and we are sorting out the bugs before going live and testing with the 160 000 members of the community.**

We are soon to deploy our next build. Described on this link  
<http://www.mortalonline.com/content/under-development>

Unfortunately because of the volcano on Iceland, our trip to the US was delayed so we have a slight delay in our schedule; this doesn't mean we are delaying for a longer period. We now have our guys at Epic Games this week so we can get back on track with our release.

As soon as initial test show that we have the needed performance, we will move the build to the live testing server where we need the community to support in testing all of our release features.

"We are very close to the Gold Status and would like our gamers to get prepared. We have our programmers in the US currently working with Epic Games to sort out the bugs that we are experiencing after the migration to the new release of the network solution. This should be the last week with the Beta discount, so see you all soon online", says Henrik Nyström, CEO, Star Vault AB

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Star Vault is an independent game developer based in Malmö, Sweden. The company is today developing an online game called Mortal Online, which is a Massively Multiplayer Online Role Playing Game (MMORPG).

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