

Trion To Publish Petroglyph MMORTS

by Kris Graft

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Online game publisher **Trion World Network** is collaborating with *Universe at War* developer Petroglyph on an upcoming unnamed MMORTS, the companies announced today.

The deal marks the first time that Trion will be working with a third-party on its Trion Platform. Trion, which did not reveal a release date for the game, will publish the MMORTS on a global basis.

Trion CEO Lars Buttler claimed that Petroglyph's upcoming game will be the "world's first truly high-end MMORTS." Trion has yet to launch a game, but the privately-held firm has raised \$100 million in funding and recently struck a deal with the Sci-Fi Channel. The firm has also been hiring top-level execs in recent months.

Trion's specialty is creating server-based, live programming-driven games.

The Trion deal is Petroglyph's latest move into new areas in online gaming. In December, Las Vegas-based studio revealed *Mytheon*, an online action strategy game due in the fall that will implement a free-to-play, microtransactions-based business model.

Trion's Petroglyph partnership emerges just days after Trion president and co-founder Jon Van Caneghem "transitioned out" of the company.