
Subject: Re: Fire.

Posted by [Kanezor](#) on Mon, 06 Jun 2005 01:06:54 GMT

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Over a billion on the first day it hit shelves? Doubtful.

<http://www.blizzard.com/press/041201.shtml>

Quote:IRVINE, Calif. - December 1, 2004 - Blizzard Entertainment® today confirmed that World of Warcraft® has broken day-one sales records in North America, making it the most successful PC game launch ever. World of Warcraft, the company's subscription-based massively multiplayer online role-playing game (MMORPG), sold through to over 240,000 customers at retailers in North America on Tuesday, November 23, selling more in its first 24 hours than any other PC game in history.*

In addition to shattering sales records, World of Warcraft also broke peak concurrency and account creation records for a MMORPG. Within the first day, over 200,000 players created World of Warcraft accounts. By 5:00 p.m. PST, over 100,000 were playing the game concurrently. These two record-breaking numbers made World of Warcraft the fastest-growing MMORPG in history. Within a single day, all original 40+ World of Warcraft servers were filled to capacity, and by the end of the Thanksgiving weekend, more than 40 additional servers were deployed to meet the rapidly growing player base, as the number of new accounts and concurrent users continued to grow.

With those numbers, I wouldn't be surprised if it hit over 1 million copies in the first day.
