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INDEPENDENT GAMES FESTIVAL MOBILE MARCH 25-27, 2009



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## Industry News

### September 23, 2008

#### Trion World Network Nets \$70 Million More

Server-based game publisher and developer Trion World Network closed a \$70 million Series C funding round co-led by Act II Capital and previous investors, including Trinity Ventures, DCM, Time Warner, Rustic Canyon, and Peacock Equity.



This latest round of funding brings the company's total capital raised since its inception to \$100 million. Trion was founded in 2006 by former Electronic Arts veteran Lars Buttler and *Might and Magic* series creator Jon Van Caneghem, and has established offices in Redwood City, San Diego, and Austin.

Delivering what Trion calls "server-based games," which will be compatible with broadband-enabled PCs and PlayStation 3 systems, the company's Trion Platform will provide users with a client that handles I/O and rendering, while dynamic content is stored on servers and fed to the clients as needed.

Trion's games will initially be delivered via download, retail, and other distribution methods. Different "channels," which are essentially different game titles, will be maintained on Trion's server, and deliver that dynamic content to users depending on which "channel" they engage with.

The company has so far announced two titles currently in development and set to be published by Trion in North America and Europe -- a fantasy MMORPG helmed by chief creative officer Caneghem and an MMO co-developed in partnership with NBC Universal's Sci-Fi Channel.

Buttler, who serves as Trion's CEO, says that this latest funding represents a continued vote of confidence in the company's technology and approach to interactive entertainment. He added, "This signifies a shift away from static retail products and towards games as dynamic services, which will be simulated increasingly 'in the cloud.'"

POSTED: 07.20AM PST, 09/23/08 - Eric Caoili - [LINK](#)



### Industry News

#### Interview: EA's Riccitiello On Having Faith In Mirror's Edge, Grasshopper Manufacture [10.16.08]

EA CEO John Riccitiello talks to Gamasutra about creative risks; having "faith" when he disagreed with his team on *Mirror's Edge* (he wanted a third-person game), why he "agonized a little bit" over the new Grasshopper/EA Partners deal -- and why he ultimately went with it, also commenting on *Brutal Legend's* "creative risk".



#### Midway Jettisons 'Underperforming' Licenses [10.16.08]

Publisher Midway has resolved some of its "underperforming" licensing relationships, hoping to conserve expenditures and focus on its core properties. It's the latest of several recent, aggressive cost-cutting moves from the embattled publisher (*This Is Vegas*), since its second fiscal quarter saw losses double.



#### Sony: We've Got 'History, Solid Relationships' With Third-Parties [10.16.08]

After Microsoft's strong TGS presence and big gains for its hardware in Japan, exec Aaron Greenberg recently claimed a "shift" in third-party publishers to the Xbox 360 -- but speaking to Gamasutra, Sony stressed its "breadth and power" remain attractive to third parties and Japanese publishers entering the global market.



### Comments

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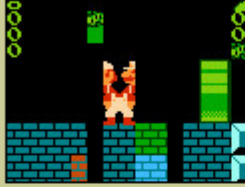
### Related news:

- Q&A: Trion On Platform, Von Caneghem MMO, Sci-Fi Channel Deal
- Trion Gets Former Xfire Exec Descamps For Global Push

**Features**

▶ [Debugging Memory Corruption in Game Development](#)

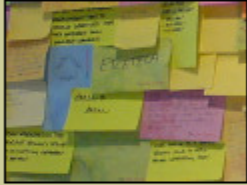
**[10.16.08]** In an in-depth technical article, Neversoft co-founder Mick West discusses memory corruption in games, pinpointing the symptoms, causes, and solutions for many game glitches and crashes.



▶ [Building A Great Game Team: Measuring Progress](#)

**[10.15.08]** When building a great game development team, how do you keep everyone on track? Game HR veteran

Marc Mencher continues his [current Gamasutra series](#), discussing progress, goals and rewards.



▶ [Space Adventures, Haunted Houses, Intergalactic Gaming: Richard Garriott Lives Large](#)

**[10.15.08]** *Ultima* creator Richard Garriott is currently part of a mission to the International Space Station -- and we talk to him about his training, the *Tabula Rasa* tie-in and inspirations for future titles.



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