



QUESTIONS & ANSWERS

Why did you propose an Early Access program for MMX? And why not a beta?

[Gary Paulini] The Might & Magic team has a strong desire to create games that are both fun to play and that please fans of the series. Early Access is the perfect fit combining instant access and constant improvement according to player feedback, allowing us to provide them with the game they really want.

A lot of players are getting used to the name “Early Access” thanks to the fact Steam is also using this nomenclature, and the fact many crowdfunded projects have gone this route.

How have the players reacted so far?

[Irina Kassina] A lot of players have been waiting a long time for a Might & Magic comeback. The unexpected release of this Early Access program gathered mostly positive feedback overall. Beyond the warm welcome, we noticed a great commitment from the whole Might & Magic community. A lot of players have participated in the process, providing the development team with steady feedback on their experiences and expectations. As one example among many, there were a lot of comments concerning the general lighting of the game's environment so we quickly focused on improving this aspect of the game.

How do you plan to integrate this feedback? Any update for the game?

[Gary Paulini] The development team worked on Beta patches available shortly after the Early Access release. Deploying Beta patches before the official ones allows us to quickly respond to the players' wishes, and to give them the opportunity to test some new features early on. Because we take into consideration our fans' feedback very

seriously, we will continue to publish several unofficial updates that will both fix various bugs and add features to the game.

But of course we will also prepare official updates. The first one will add 4 additional classes to the game and will be released early October. The second one is to be published by the end of year will be dedicated to the modding kit.

What about Might & Magic's original creators? What is their opinion regarding Might & Magic X?

[Gary Paulini] While he works on other projects nowadays, we have always stayed in touch with Jon Van Caneghem, the legendary creator of the Might & Magic and Heroes game series. He made a visit to our booth during Gamescom so we could show him a demo of Might & Magic X, and fortunately he seemed pretty happy to see how we had strived to stick with the essence of the original games. Later on he kindly accepted an invitation to answer some questions for our [Open Dev Blog](#).

We have also been in contact with several other former developers of the series, such as [Neal Hallford](#) (writer and designer on Might & Magic III), [Phelan Sykes](#) (graphic designer on Might & Magic VI to VIII), and video game legend [John Romero](#) (who did the Commodore 64 port of Might & Magic II back in the day). You can find these Q&As on the [Open Dev Blog](#) as well.

How far will you be able to improve / update the game?

[Gary Paulini] We posted a special note about this question shortly after the Early Access release. We basically stated that core features that are part of Might & Magic X - Legacy design shall and will remain as they are to preserve the game DNA. However we will definitely try to incorporate some of the features requested by the community. We recently proposed through the Open Dev Blog a vote regarding a bonus feature to be incorporated in the first official patch, on top off all the other fixes and planned updates.

Did you think about Mac and Linux players?

[Gary Paulini] We are definitely looking into these opportunities as we think those operating system are becoming more and more popular in the PC gaming industry. Might & Magic X - Legacy will probably be released for Mac if our testing process goes well. Regarding Linux it is still in discussion internally. We will keep you posted about these topics as soon as we have more news to share.

What is the release date of Might & Magic X – Legacy?

[Gary Paulini] Might & Magic X – Legacy release date is set for early 2014. If you need more info about the game's development and a more accurate release date please follow us on the [Open Dev Blog](#) in the coming months.

Do you want a DRM or always-online copy protection in Might & Magic X?

[Irina Kassina] We are aware DRM is a big concern for all gamers playing on PC. As a consequence we have tried to limit it as much as possible. Yes, Uplay will be there since it is part of Ubisoft's corporate policy, but we will let you choose how you want to use it. If you want Uplay to be as discrete as possible, just activate your game online with Uplay ONCE (the first time you run the game) and then you can play in offline mode if you wish!

Gary Paulini - Ubisoft Senior Producer

Irina Kassina - Senior Community Developer