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Mirrodin Release Date Change

Sometimes Beta Testing Goes *Too Well*

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This week I have some good news and I have some bad news.

The good news is that our *Mirrodin* beta test has been going quite well. The basic process seems sound and the testers have done a good job of finding bugs. In fact, based on this success we're already making plans for beta tests of future releases (see below).

The bad news is that our beta testers have found more bugs than we were expecting. We don't want to release a buggy card set, so we're going to push back the on-sale date of *Mirrodin* by one week. *Mirrodin* cards will now go on sale **on Monday, November 24 (not November 17) AFTER the system has fully updated.**

This also means that the Release Events will have to move, of course. We know from past experience that holidays are a very busy time on *Magic Online* and we also know that keeping the game stable has to be our mission number one. Because of the issues I discussed in my recent [State of the Game](#) article, we aren't comfortable running tournaments that use *Mirrodin* cards over the Thanksgiving Day weekend. That means the Release Events will start the following week.

Since so many of you were excited about playing in Release Events during the weekend, we're going to go with Release Events running from 9:00 AM (09:00 hours) PST Wednesday, December 3, through 11:00 PM (23:00 hours) PST Sunday, December 7. Preregistration will be available beginning on Tuesday, November 25. Regular tournament queues will begin on Monday, December 8. Other than the dates, everything will work exactly the way we [initially announced](#).

Returning to the good news portion of this article; we've learned a lot from our cycle of *Mirrodin* coding and testing. Many of you seem interested in hearing more about the lessons we're learning so I'll fill you in on some of them.

Our new goal is to have all the cards from a set coded by the time of the physical Prerelease weekend. We would then turn on the beta test the week after, giving us six weeks to squash bugs and still be able to release the product about four weeks after the paper release. Right now we're still somewhat in catch-up mode from Version 2.0 and *Mirrodin*, so we may not be able to get completely onto this schedule for *Darksteel*, but we'll try. By the *Fifth Dawn* release we're optimistic that we'll be operating on this new schedule.

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