World of Warcraft issues an apology to it's players, but subscriber numbers have gone way up, so they are clearly doing something right. Irene joins us in studio along with Jonas, and they have a pretty frank discussion about some of the strengths of World of Warcraft, and some of the not so great things that people never seem to talk about.

Also in the news:

* Evolve DLC to have free maps

* Game Awards 2014

* Steam Fall Sale Speculation

* Wander: A MMO with no combat

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