

Lego Takes on Minecraft With Video Game

Lego is taking on Minecraft with a video game

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Lego is an Danish toy company has released a rival video game to Minecraft.

Lego Worlds is now available for purchase at PS11.99 via the Steam gaming platform. The final release is expected in 2016, and will include modern and classic playsets as well as the most popular mini-figures.

Features will be added according to feedback from players who play the game.

Lego already sells Minecraft playsets, allowing gamers to physically build their virtual creations. And Lego Worlds will invite fans to build the same thing in reverse.

Tom Stone, managing director of TT Games, which will launch Lego Worlds, said it "embodies the physical, Lego brick-building fun that people have enjoyed for a long time, on a digital platform that provides a new type of experience with the beloved bricks".

"From the editor for bricks-by-brick, to discovering an extensive range of characters, items and creatures to populate your worlds - the imaginative possibilities are endless," he added.

Favorite toy

Daniel Goldberg, who has written a book about the development of Minecraft has said that he "was surprised that it has taken them this long".

He claimed that Minecraft was exactly what Lego should've done 10 years ago.

"I'm certain it will be a huge hit for them."

Markus Persson, the Swedish video game developer who came up with Minecraft has never hidden his enthusiasm for Lego, and the admiration appears to be reciprocal.

David Gram, Lego's Marketing Director, has stated in the past year that "Minecraft was a digital Lego." It's a fantastic idea however we wish we had invent it.

Mr. MINECRAFT Goldberg believes that Mr Persson Also known as Notch will be "flattered by the game."

He stated that Lego was his favorite toy as a child, and that it was the primary source of inspiration for Minecraft. It was nice to see things come full circle."

"I don't believe there will be animosity. In general, game developers are pleased when someone copies an existing title.

Lego is marketed at children , but also to the hardcore of adult enthusiasts.

Microsoft purchased Minecraft in the year 2000. It has been a hit for both adults and kids.

Mr. Goldberg stated that "the gamers playing Minecraft has been quite large, so I'm sure there will be room for both games."

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Lego