# WoT Features Website Copywrites

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|  | C & C Team Finale | Copies suggested by Chris Cook | Copies suggested by Joshua Morris | Final Copywrites |
| Page 1 | Major Feature Update | Upcoming Major Features | NEW FEATURES IN 2014 | Upcoming Major Features |
| WORLD OF TANKS 2014 PREVIEW |  |
| WORLD OF TANKS 2014 UPDATES |  |
|  | Updating Graphics Engine | Updated Graphics Engine | Graphical Upgrades | Updated Graphics Engine |
| Emphasizing Detail | Incredibly Detailed Tanks | Vehicle Models | Vehicle Detail Evolution |
| Replicating Real-life Physics | Real-Life Physics | Enhanced Physics Engine | Real-Life Physics |
| Enriching Gameplay | Enhanced Gameplay  More Enriching Gameplay | Additional Game Modes | Enhanced Gameplay |
| Developers Diaries | Developer Diaries | Developer Diaries | Developer Diaries |
| Page 2 | Updating Graphics Engine | Updated Graphics Engine | Graphical Upgrades | Updated Graphics Engine |
| MAJOR FEATURE UPDATE | To be removed altogether | Rolling Out a New Look | Upcoming Major Features |
| Marching Toward Beauty |  |
| The Long Road to Perfection |  |
| Tracing the way World of Tanks looks changed since 2011. | See how the look of World of Tanks has changed since 2011. | World of Tanks, launched in 2011, brings spectacular displays of tank combat to your PC. In 2014, expect the entire roster of battlefields and vehicles to undergo a stunning makeover! | See how the look of World of Tanks has changed since 2011. |
| Page 3 | How World of Tanks Graphics evolved since 2011 | The World of World of Tanks, 2011 to Today | The Evolution of World of Tanks from 2011 to 2014 | World of Tanks, 2011 to Today |
| Page 4 | SCROLL TO TRACE HOW GRAPHICS RENDERING  HAS CHANGES SINCE 2011  Updating graphic render | Use Your Mouse Scroll Wheel to View Rendering Improvements Since 2011 | SELECT AN IMAGE AND USE YOUR MOUSEWHEEL TO NAVIGATE THROUGH TIME ON THE WORLD OF TANKS BATTLEFIELDS | Use Your Mouse Scroll Wheel to View Rendering Improvements Since 2011 |
| WATCH THE TRANSITION FROM GOOD TO GREAT! |
| Page 5 | Emphasizing Details | Incredibly Detailed Tanks | IMPROVED VEHICLE MODELS | Vehicle Detail Evolution |
| MAJOR FEATURE UPDATE | To be removed altogether | JUST WHEN YOU THOUGHT IT COULDN’T GET ANY BETTER | Upcoming Major Features |
| EASY ON THE EYES |
| ALL DRESSED UP |
| TAKE A GANDER |
| Vehicle detalization | Vehicle Detail Evolution | The vehicle models in World of Tanks, known for their historical accuracy, are slated for striking visual improvements as even more attention to detail is lavished upon them during 2014. | Vehicle Detail Evolution |
| Page 6 | Pick an angle | Pick An Angle | Select a view | Pick An Angle |
| Drag to trace the evolution towards more realistic models | Drag to trace the visual evolution of our tanks | Use your mousewheel, or drag the slider, to progress the evolution of the tank models | Drag to trace the visual evolution of our tanks. |
| Page 7 | Replicating Real-life Physics | Real-life Physics | ENHANCED PHYSICS ENGINE | Real-life Physics |
| MAJOR FEATURE UPDATE | To be removed altogether | MORE THAN THE SUM OF ITS PARTS | Upcoming Major Features |
| THEY’VE NEVER LOOKED SO GOOD |
| AN EYE FOR DETAIL |
| Now with destructible environment, damageable small parts, blown-away turrets, dynamic suspension and dodgers. | Now with destructible environments, damageable tank parts and turrets and dynamic suspensions. | It’s the thousands of tiny elements that aren’t immediately apparent that add up to a truly immersive experience. In 2014, World of Tanks will be rolling out remarkable updates with the Havok physics engine. | Now with destructible environments, damageable tank parts and turrets and dynamic suspensions. |
| Page 8 | Blown-away Turrets | More Realistic Tank Damage | DYNAMIC TURRET DESTRUCTION | More Realistic Tank Damage |
| Dynamic Suspension | Fine as it is | REAL TIME VEHICLE  ARTICULATION | Dynamic Suspension |
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| Destructible Environment | More Destructible Environments | Fine as it is | More Destructible Environments |
| PHYSICS / HAVOK | To be removed altogether | To be removed altogether | Real Physics, Real Reactions |
| Page 9 | Enriching Gameplay | More Enriching Gameplay | Additional Game Modes | Enhanced Gameplay |
| Enhanced Gameplay | Enhanced Gameplay |
| MAJOR FEATURE UPDATE | To be removed altogether | To be removed altogether | Upcoming Major Features |
| Freshing out core and meta-gameplay with new scenarios and features. | Every aspect of gameplay expanded with new features and content. | The classic battle modes in World of Tanks continue provide truly epic PvP combat, but expect even more rough-and-tumble action as compelling scenarios continue to break onto the scene! | Every aspect of gameplay expanded with new features and content. |
| Page 10 | Historical Fights | HISTORICAL BATTLES | HISTORICAL BATTLES | HISTORICAL BATTLES |
| * Brand new PvP combat mode. | Brand-new Player versus. Player combat mode. | A new game mode highlighting battles straight from the pages of history. Featuring authentic vehicle load-outs and configurations. | Brand-new Player versus Player combat mode.  Reenact legendary battles from World War II.  True-to-history vehicle configurations. |
| * Re-fighting legendary WWII battles. | Reenact legendary battles from World War II. |
| * Authentic vehicle setups. | True-to-history vehicle configurations |
| * Historical power balance. | To be removed altogether |
|  | Fortified Areas | Fine as it is | Fine as it is | Strongholds |
| Territories, controlled and developed by a certain clan, that can be strategically used while fighting for dominance at Global Map. | More accessible Clan Wars content for players of all tier levels. | A new Clan Wars feature enabling players to apply unprecedented levels of strategy when vying for control of territories on the Global Map. | More accessible Clan Wars content for players of all tier levels. |
|  | More to come. Stay tuned. | Fine as it is | Fine as it is | More to come. Stay tuned. |