

# Zynga buys startup in move to more intense games

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The new talent is working with Zynga engineers behind hit "Mafia

Wars" on a Battlestone project intended to appeal to hardcore videogame lovers who don't have the time they once did to play.

"When we talk about mid-core games, we're really talking about making a deep game experience more accessible," November Software's Szymon Swistun said in a message posted at Zynga's website.

"We know that players, like us, love a good action combat game, so we want to push the limits on social and [mobile games](#), and at the same time create an experience that fits around their schedule."

Zynga lost \$52.725 million on revenue of \$316.637 million in the quarter that ended on September 30 but was so confident in its future that it planned to repurchase \$200 million worth of its shares.

The San Francisco-based [social games](#) pioneer also announced a [partnership](#) with real-money gaming (RMG) operator Bwin.party to run poker, roulette, [blackjack](#) and other virtual casino games in Britain.

The number of people playing Zynga games each month climbed to 311 million in a 37 percent increase from the same quarter a year earlier, Zynga reported.

Zynga last month shed workers, shuttered studios and shelved older titles to improve its underlying financial position.

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