***SpatialOS-based Sandbox MMO Fractured releases first Gameplay video, announces Kickstarter***

**Milan, April 24, 2018** - Italian game developer Dynamight Studios has released today the first gameplay video for its SpatialOS-based sandbox MMORPG *Fractured*. The footage includes about 15 minutes of **pre-alpha gameplay**, featuring the exploration of a 1 sq. km, procedurally-generated map, showcasing ARPG combat and the art direction of the game. The full footage can be found here: <https://www.youtube.com/watch?v=R-j0G3nxgvs>

Commentary to the video by Dynamight CEO Jacopo Gallelli provides insights on different core features such as character and world building, plus technical details like procedural map generation and the inner workings of the SpatialOS engine. More information on all the features planned for this ambitious MMO can be found on the homepage of [fracturedmmo.com](https://fracturedmmo.com), while more details are exposed in dev blog updates at [fracturedmmo.com/news](https://fracturedmmo.com/news).

On top of the above, Jacopo Gallelli revealed that the long-planned Kickstarter campaign for Fractured is going to start in June 2018. After having raised over $100,000 from a group of private investors in March, the aim of the company is to collect at least additional $250,000 in the upcoming crowdfunding campaign.

Players who would like to receive updates on the project can register an account for free on [fracturedmmo.com](https://fracturedmmo.com). Signing up also gives everyone the chance to win a **pre-alpha key** by being an active part of the Fractured community, which already counts over **10,000 members**. Livestream Q&A sessions are also set to be run before the Kickstarter campaign begins.

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**For more information**

Email: [press@dymstudios.com](mailto:press@dymstudios.com)

Press Kit:  [https://fracturedmmo.com/press-kit](http://www.fracturedmmo.com/press-kit)

Fractured Portal: <https://fracturedmmo.com>

**About Dynamight Studios**

Dynamight Studios ([www.dynamight-studios.com](http://www.dynamight-studios.com)) is an independent videogame development startup based in Milan, Italy. Our mission is to innovate the world of Sandbox MMOs by opening it up to audiences that have been cut off from what we believe is the most exciting kind of online game out there - and one with exceptional growth perspectives, too. As of today, we are a team of 7 full-time geeks, all focused on the development of *Fractured*, our flagship product through which we hope to make our dream your reality.

**About SpatialOS**

By building on SpatialOS, developers can use standard tools and game engines to build new gaming experiences supported by the reliability, processing power and flexibility of Google Cloud Platform.

* SpatialOS lets a developer exceed the limits of a single server or game engine. It allows for a swarm of hundreds of game engines, running in the cloud, to cooperate together to simulate a world much larger, richer, and with more players than any single one could.
* Because SpatialOS manages the state of the world, every object in the world can persist indefinitely, removing the traditional constraints of game engines. Game worlds can now have a meaningful history, and players can leave a lasting impression. An item dropped on the ground can persist for years.
* Rather than having to build server infrastructure, a developer can deploy their project to the SpatialOS Platform with a handful of CLI commands , minutes after starting it, and begin sharing with others. This allows for an online game world to be built and iterated rapidly in the presence of players.
* A game developer can spend their time on what they want to do: creating and growing their game world and its story, rather than building and maintaining server infrastructure. Developers can create massive, ambitious games with far smaller teams.

SpatialOS is currently in a free open alpha for game developers - any developer interested in exploring how they can use SpatialOS to create new realities can download the SDK at <http://spatialos.improbable.io>