***Upcoming Sandbox MMORPG Fractured is entering Alpha 2***

**Milan, November 7, 2019** - Italian game developer Dynamight Studios has announced that the next testing phase of its SpatialOS-based MMORPG *Fractured*, labeled Alpha 2 - Test 1, is starting on Wednesday, November 30, at 4pm CET (10pm ET).

The upcoming testing phase is set to run for a minimum of two weeks and is going to enjoy a larger player base compared to Alpha 1 thanks to its more affordable access price, set to €150 instead of €89.99.

Together with this announcement, Dynamight Studios has also stated that the launch of Alpha 1 has been postponed from its original target of December 2018 to Q1 2019, with late January 2019 being the new earliest possible date.

Alpha 2 and all its subsequent testing phases are not subject to any restriction on the publishing of game content. Access to Alpha 1 and beyond is permanent and can be purchased on the *Fractured* Store, located at the following url:  
<https://fracturedmmo.com/store>

Players who would like to receive updates on the project can register an account for free on [fracturedmmo.com](https://fracturedmmo.com). Signing up gives everyone the chance to obtain rewards by being an active part of the *Fractured* community, which already counts over **60,000 registered users**.

ENDS

**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 8 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>