***SpatialOS-based Sandbox MMO Fractured reboots crowdfunding after successful Kickstarter campaign***

**Milan, October 4, 2018** - Italian game developer Dynamight Studios has released this week the Fractured Store, which marks the reboot of crowdfunding for its upcoming sandbox MMORPG *Fractured*.

The Fractured Store can be found at the following url: <https://fracturedmmo.com/store>

The newly launched virtual shop features replicas of the pledge packs previously seen in the Kickstarter campaign of the title, successfully completed in July. Included are all the "Early Bird" offers and other exclusive packs, available in limited quantity. Users who have donated for Fractured on Kickstarter are able to upgrade their pledge through the Store.

The current high-value packs on sale are set to be phased out once the game reaches Alpha testing, which is going to be open to all high-tier backers. Pledges collected in this period also count towards the unlocking of the missing Kickstarter stretch goals.

After having raised $100,000 from a group of private investors in March and additional $120,000 through Kickstarter, Dynamight Studios plans to double its total funding by the end of Alpha 1, scheduled to start in December this year.

A recap of total funding collected through user pledges so far can be found at the following url: <https://fracturedmmo.com/funding/>

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 win a key for **pre-alpha** testing by being an active part of the Fractured community, which already counts over **40,000 registered users**.

ENDS

**For more information**

Email: 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>