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## About This Game

Start your Astral journey and fight at the arena along with more than 10 million players from all over the world! Gather your best friends or join one of the top guilds to meet faithful companions, who will stand by you through thick and thin! Whether you are an experienced player or a beginner adventurer, in the world of Sarnaut you will find yourself a great company!

### Game features:

- Fascinating atmosphere of the world of two rivaling factions: industrial Empire and fantasy League
- Ship battles and unique Astral adventures
- Personal achievements and guild ratings
- Exciting raids and challenging bosses
- Various PvP activities, including from 2 to 48 participants
- Automatic group assembling in PvP and PvE activities
- Random quest generation system

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Title: Allods Online RU  
Genre: Free to Play, Massively Multiplayer, RPG  
Developer:  
IT Territory  
Publisher:  
MY.GAMES  
Release Date: 1 Oct, 2009

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**Minimum:**

**OS:** Windows XP SP3

**Processor:** Intel Pentium Dual-Core 2.6 GHz or Intel Core 2 Duo 2.66 GHz

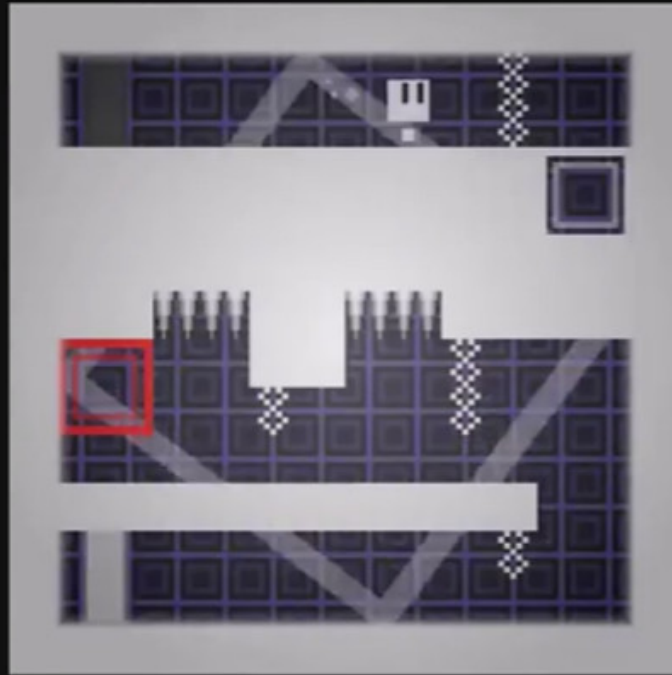
**Memory:** 3072 MB RAM

**Graphics:** nVidia GeForce 8800 GT 512MB, Shader Model 2.0, 1366x768+

**Storage:** 16 GB available space

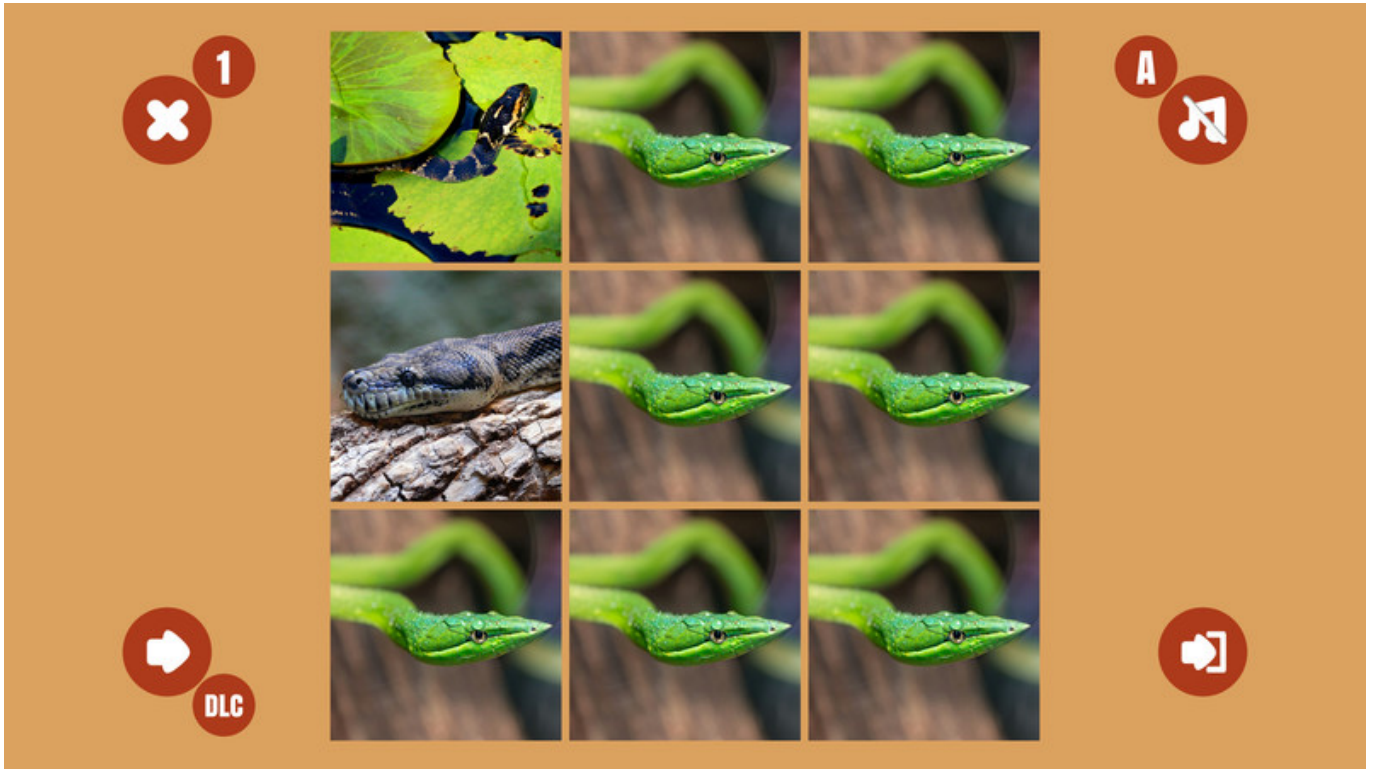
English,Russian

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4 - 8 : Confused?





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## Strange Telephone Development History #0001:



Drew up an old-school phone for the game.

All images are currently in development and are not final versions.

<https://twitter.com/yyuta342/status/594544090097680386>. **Android Version Update (3.0.0.02070816):**

[Google Play](https://play.google.com)[play.google.com]. **Writing about R o t M:**

<https://www.youtube.com/watch?v=joYFc05gwGs>

First, there is a new, very dramatic trailer out for Ritual of the Moon! Please get hype. Now, onto writing about writing.

Not last summer but the summer before I wrote the first draft of an essay about the process of Ritual of the Moon, psychosocial disability, and time. It became two papers, one short and informal one on [First Person Scholar](http://www.firstpersonscholar.com)[www.firstpersonscholar.com], and one longer and more academic one in [a special issue on queerness in Game Studies](http://gamestudies.org) [gamestudies.org] edited by Amanda Phillips and Bonnie Ruberg. Both papers are amazingly open access!

I'm really proud of this paper. Even though I'm an artist, my academic writing tends to be really dry (good for getting As in school but bad for being an artist-scholar), so being able to weave together theory, art practice, and personal experience helped enable me to experiment more with it. It also is the beginning of how I'm thinking through my academic projects and dissertation, which is about the regulation of affect and debility for profit of neoliberal capitalism done through videogames, and then imagining a different, healing form of game design based for psychosocial disability. I'll be starting to write that in earnest in the fall.

In these papers I talk about the design process as it relates to the faux-division of craft and technology, and the labour of craft, but mostly I focus on time. Specifically, combining notions of queer time with crip time, the former being about the ways in which queerness can and has reformed chrononormativity, queer people's relationship to time and urgency, oscillating between no future (Edelman) and hopeful futures (Munoz). Crip time is a term used to describe theories of time and disability (almost always as they are formed by capitalist impositions) that make us recognize how expectations of long things take are based on very particular minds and bodies. This is felt in the affect of every day life, the mundanity of the labour to keep on living. As you might have read in previous #RitualoftheMoonReflections, I think this daily mundane is a site of debilitation but at that same time can be the most important site of resistance, healing, and recuperation. In the paper in Game Studies, I talk about quantum time, how quantum physics is currently understanding the non-linearity of time, but I won't try to sum that up here!

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I also talk about my feelings re: the game taking so much longer than I thought! An excerpt:

"I've spent a lot of the past two years agonizing and complaining. Oh my god I want the game to come out so much. It's a year over my estimation. It's not done. I really want it to be done. I'm scared it will never be done. I'm scared it will loom over my head for the rest of my life. I'm scared I will put it out before it's ready.

How do you know when it's time to let go?

But I've had to shift my thinking about it. Instead of hating that it isn't out yet, I've started to tell myself that it needed time to be fully digested, for me and the team to fully understand it and do the idea justice. It needed time to transform. I tell myself that labour takes time. That love takes time. I needed time to strip it to the barest bones of meditation on healing the future.

I'm so used to making things in a hypomanic state: work work work, exhaust myself then be done. But the pace has to be different for this game because it is about a different pace. It is about daily dedication in small bits over long periods of time. It is about being confused, stuck, suicidal. It is about meditating for 5 minutes a day because over time that creates a ritual that sustains us. And maybe the game is waiting for the right time to be released. Maybe it is waiting for when it makes the most sense. I'm realizing that it feels more prescient than ever. I know it is on so many of our minds, that push and pull between the desire to set the world on fire, giving up on it, and only caring for each present instant, and on the other hand, putting every ounce of ourselves into making the world better even if it feels fruitless, even when the majority seems against us. It feels befitting and relevant to consider the future of queerness, of racism, and of disability in North America and much of the world, at a time when living on the moon by yourself doesn't seem like such a bad idea."

Now, it's almost out and I have new feelings about it! More on that tomorrow...

2 days until release.

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*Thanks for staying with us,*

**Konstruktors team. Announcement | Discord & Testing!:**

Hey Everyone!. **Update Various Fixes:**

- Locomotion improvements, especially for easier climbing.
- Stucked into staidr/walls fixed
- Death when falling fixed
- VoiceChat issues are fixed
- Global Voicechat is back
- VoiceChat is now A button on Touch



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- Virus Supressing not working fixed
  - Ghost Bots issue fixed
  - Shooting range fixed.. **Build Update v1.2 – Performance and SOMETHING ELSE!:**
- Hello everybody! How are you this week?

First of all, we have just updated the game to version 1.2, we mostly improved the performance issues for all the sceneries (mostly for the maps at El Chacal).

We also got working the last version of the engine (Unity 5.4).

And fixed general bugs we found at the forum. Thanks to all the people that gave us feedback!

But that's not everything we want to tell you here. We're preparing something special for next week. It's something for you: the fans of the series...

Here's a quick screenshot:

<http://www.doorwaysgame.com/External/Steam/OldPrototype/Screenshots/Highres/09.jpg>

What do you think this is about? Any idea?

We can tell you that it's not about a new chapter or a DLC.

We'll let you think about it and please share your thoughts here ;)

The team at Saibot Studios. **Bug fixes:**

Fixed some bugs that were causing hidden text and problems with save files.

Thank you for your support!

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?????????. **3.18.1.0 Update Notes:** ??????????

Update Notes:

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