


Rotmg fame train server

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It was like me North 2 some time ago published by Realm of the Mad God 18 June 202022 June 20202020The Letter of the producer has been a bit since the letter of our last producer, and a lot has happened since then. Without a doubt the biggest event was the release of Exalt to a wide audience. On March 19th we released the Supporter Beta, which immediately afterwards was followed by the Open Beta. Thanks to your participation in the Open Beta, our development team has been able to solve the problems that have been reported to us by the community. There's a lot to deal with. So much so that we have divided this letter into two. This half will cover the latest news, discuss recent hot topics within the community, and cover some team information. The second part will arrive shortly after this, and will focus on giving a first look at several important pieces of content arriving to anticipate. We are itching to get into this exciting information, but we have some more serious things to deal with first. Exalt stability and disconnections We are very aware that there are still some stability problems, which we are working to solve in every release. This is particularly the case with disconnection problems, which we see have been a source of problems for some players trying to play on the Exalt client. We are putting increased development resources in stability because of its importance for the official release of Exalt. Since it is not a quick solution, we have intensified it to our absolute priority. We will make sure that these issues are resolved for the official release of Exalt and do not leave anyone behind unintentionally for the jump from Flash to Unity. Stay tuned for continuous information on the state of attachment of these disconnections, as it is our number one goal. Meanwhile, our other teams have not stopped working on new features and content for the game! The full concentration of our Unity developers does not stop teams like our designers from focusing on their exciting progress. We will continue to do so, because © We believe that the best days for the Realm are still ahead of us. And with that in mind... Oryx 3 As we contemplated what we could do together with the release of Exalt, there was only one appropriate response. The next generation of Realm platform needs the next generation of Oryx! Such a strongly requested expansion to a part of the game intact by 2012 was only suitable for our favorite Mad God. The entire design team has been working on this project for over four months. We sincerely hope that when the portal to the Oryx Sanctuary reveals itself, you will be impressed and satisfied with what we have achieved. But Oryx is too smart to come alone. If you have missed the last public test session or further information, we recommend you check the rest of our blog Exalt in progress, where we have revealed and discuss each of the new Oryx miniboxes and even more details! We want Oryx 3 to be another great final experience. At the same time we want it to be more special to access anydungeon in the Kingdom, this will allow us to be very generous in terms of drop rates. We want those who are able to access it and defeat it to feel rewarded for this hard experience. Another aspect we want to achieve with Oryx 3 is community cooperation. Oryx 3 will only be accessible if players who have defeated Oryx 2 use three runes: Sword, Shield and Helmet. We want the community to gather these runes together, so that in the end everyone can benefit from access to OryxÆ Os Sanctuary. Over 3000 Runes are already down in the game! If you don't have them yet, don't worry, they will start falling into their respective monsters on June 24th. Sword RuneThe Nest, The Shatters, Abandoned Mineshaft (Fungal/Crystal Cavern) Shield RuneRealm Encounters, Court of Oryx Helmet RuneLost Halls, Cultist Hideout, The Void If runes are not enough to motivate you to hunt these monsters, we'll also frame special tokens that will give you progress points in an upcoming Bonus Program. The more points you get, the more and better prizes you get à e Shards of the Intern, a Character Slots, new skins, and a new set ST for Bard on top! So if you were going to rejoin the battle for Oryx 3, don't wait! The hunt for runes and tokens begins June 24th! And start with a FREE package, so be sure to check out the in-game store! And remember, Oryx 3 will be available exclusively on Exalt. Some of you ask why we are releasing content only available on Exalt? The development of Flash stopped with the release of the Exalt Supporter Beta, we stopped developing new features for Flash. With the limited amount of developers, we decided it doesn't make sense to spend their time working on a platform that will be outdated in the coming months, and instead focus on developing things on a new platform. Everything that concerns both platforms (like Realm's tail) we have implemented on both platforms in the simplest ways, but once Flash is gone we plan to work on those features with more lucidity. Some effects are only possible on the drive Some of the effects used for Oryx 3 were only possible on the drive and we didn't want to limit ourselves to what is meant to be an unlimited next generation experience. Although features like the Bard class can at least be viewed and understood by Flash, new brand features would be completely incompatible, such as new exotic types of bullet movements will allow us to be more creative than ever with enemy design. We want to inform all players about Unity with a natural transition while releasing the Exalt Supporter Beta, We knew that not all players would immediately switch to Exalt for a few reasons: people are used to playing on FlashPeople will have problems playing on the Exalt People will not know about the Exalt client for those of you who are reading, it probably seems impossible that anyone does not know about Exalt, because © It means you're following all our updates. But even though most It is active on Discord and/or Reddit, there are also many people who are just playing the game and not following the social media or the information we publish in the game. These are the ones we try to inform about new customers with game content that is only available on Exalt. Hopefully they'll se e new things and get excited enough to control Unity for themselves! Just to show you some numbers. When we released the Exalt Open Beta only the 58% of the players tried the new customer. For the next few weeks the number of players using Exalt swings between 55 and 57%. With the release of the Bard, this number has risen to 72%. Right now we have 22% of players who have never even tried the Exalt client. Hopefully with the release of Oryx 3 and the official release, even more people will move to Exalt. So. What's the plan for Flash? As mentioned earlier, we want the transition to go smoothly. We are constantly looking at the number of players who are using Exalt and we regularly turn off the Flash client to this. Keep in mind that the longer we keep Flash the harder it is for us to adjust and optimize Exalt. The Flash client is only slowing us down in many aspects of development, as in the end it resolves not only different technical conflicts causing unnecessary problems, but also removes the restrictions it has imposed on new content and features (like the backpack trading panel, which can't exist until the Flash structure is gone). That's why © The last thing we intend to keep Flash is the end of MotMG. Barca and Banwaves We are aware that the abusers of fame were a problem in the Kingdom for a while. Not long ago, we introduced some side corrections of the server, but unfortunately it was not enough to prevent hacked clients from abusing to ncora of the system. That is why we decided to investigate this problem extremely carefully in a number of ways to ensure accurate and precise consequences. Recently we found over 150 accounts that were using third party software to get extreme amounts of fame. There was no other right choice We noticed that some of them were not satisfied with the decision, but we want to be clear*we will not tolerate navigation or any other form of breaking the ToS, and in the future we will try to eliminate as much as possible, but wave of prohibitions related to this problem. We intend to investigate more, so that we can expect more prohibitions for the people who have exploited the fame system. There have also been some concerns raised about idler bots on trains and our position on the people involved in those trains. We take them in a case by case because of the changing circumstances by any definitive criteria, as this leads to loopholes and technicalities that exploiters are quick to jump. We don't want to Blindly ban players who have participated in a train that has been "compromised" with no actual reason for violation other than by "To allow the real operators to turn the trains with the infants under the pretext of "some have put them in motion and tried to troll us, but we do not want to stop the train because of them" and in fact protect their train infants. We will examine every single case/report/accident and make sure first of all to protect the players who might have been targeted by a troll and, secondly, not to allow people to hide behind the trolls as an excuse to drive undisturbed their trains. We would also like to note (small spoiler for part 2 of this letter) that an important reworking of the celebrity system is underway, which means that methods of exploitation such as these have their days counted in any case. We are also adopting stronger and more active actions against cheats in general. The Unity client allows us to locate scammers and scammers much more reliably and act. We know that the results are not always visible to the public immediately, but we want to reaffirm the seriousness with which we take the cheatings on Exalt and the kind of measures we have to stop the cheating better than we have ever done on Flash. There are still a couple of things we want to deal with in this half of the letter before focusing on future content in the second part. Exalt will not be playable through Kongregate With the end of the Adobe Flash client as technology, we at DECA sadly inform you that we must stop supporting our game on the Kongregate platform. It was not an easy decision for us, since we were present and proud to be on this platform for over 8 years, along with many players who were introduced to the game through it. With Exalt we had to focus on two platforms: standalone client and Steam. That said, we will not leave our Kongregate players dry. Since the announcement of our Exalt Supporter Beta, our customer support team has already transferred thousands of accounts from Kongregate to a standalone client. We'll do it until we solve all the problems. So, if you are a Kongregate player and have not sent a ticket yet, please do so. We can promise that the Flash client will be available until the transfer of all players. Once again we want to thank Kongregate for all the great years of collaboration and wish them all the best for the future *we hope to work again with them on Kartridge going forward. Silex leaves the DECA Realm team Finally, we are sorry to announce that after 4 years, Silex, one of our leading designers, will leave our team. It was a great pleasure working with him. The game as well as DECA owes him much for all the hard work he has put in the development of this project. Being one of the founding members from the beginning, its impact was essential for the growth of the game. Here you go,words he wanted to share with you before leaving: hello to all, I want to announce that I will leave deca games in June, after 4 years on realm I felt it was the right time to explore new opportunities and challenges. when I startedon Realm in 2016, what really hit me is you, the community. Especially how passionate you are. But together we made the game better and gave him a future that reaches farther than Flash.194; 160; I also let you know that the game is in good hands with a brilliant team working hard to provide exciting content. I can't wait to play Realm's future versions. Thanks, even though Silex is on the move, the Realm team has grown in recent months! Almost all aspects of the team (design, unit development, operations and even customer support) have received new nodes to strengthen our power of work for the unit. Weås put this to use in a lot of exciting ways, which weâ€™ll be exploring in detail in part 2 of this letter very soon! We can't wait to take a first look at whythe226; they come to Realm, so don't miss it! Hey!

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