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Dark and Light Developers Admit Game Release Was Rushed

Farlan goes on a three month free subscription program to make up for the trouble

While Dark and Light has only been available since June, the makers behind the MMORPG see fit to undergo a complete makeover for the title. Because of this, they are offering free subscriptions to players in an attempt to keep the already dwindling number of fans. In a change of pace from typical game companies, Farlan actually admits the hard truth of releasing the game too early: "Farlan Entertainment now acknowledges that the game was released prematurely due to pressure from its investors and from the gaming community", furthermore "today announced it is embarking on a new initiative to correct and improve various operational aspects of Dark and Light." If only other companies would follow suit and do the same thing with their obviously rushed products! It's always nice when you hear the words. In order to facilitate the upgrade process, Farlan signed a new deal with SnailGame Entertainment, the game developer currently in charge of Dark and Light distribution in China. This team will provide the extra manpower needed to focus on graphic and scenic production. It was officially stated that NP Cube is still in charge and will continue to actively oversee Dark and Light's technical and creative evolution. The second goal involves improving and correcting the game's technical challenges, where handling, user interface, processing speed, battle performance and game immersion are the main targets. The recently released major patch fixes a number of game balancing issues and GUI problems, proving that the lengthy process of upgrading and improving Dark and Light is already underway. A rushed game release usually has a long term impact on play ability and in the case of MMORPGs can very well be fatal. To reward the Dark and Light subscribers who have stayed the course during the past few months, Farlan is sweetening the offer. The game will be subscription free for the next three months regardless if you have just started an account, or have been playing since launch. All these aspects made it clear that all operational aspects of the game, including user accounts and player credits, will be maintained during this period. New accounts benefit from this promotion, although a cd-key fee is in order.