

# Mikhail Maksimov

## Sanatorium Anthropocene Retreat

Sanatorium Anthropocene Retreat is a game set in a post-apocalyptic scenario developed by Moscow-based artist, filmmaker and game designer Mikhail Maksimov.

Drawing on texts by Bruno Latour, Nick Land and Donna J. Haraway, the game follows the adventures of a character who, upon waking up inside the Russian Pavilion, finds himself in a completely deserted place. Throughout the game, while exploring the empty Pavilion, the character is able to reconstruct the event that has changed forever the course of human history.

The soundtrack of the game is by composer Vladimir Rannev.

[steam link](#)

Windows

### *MINIMUM:*

Requires a 64-bit processor and operating system

OS: Windows 7 SP1 / 8.1 / 10

Processor: 3.0 GHz Dual-Core - Intel Core 2 Duo E8400 / Athlon 64 X2 6000+

Memory: 2 GB RAM

Graphics: 1 GB VRAM, DirectX® 10 Compatible

DirectX: Version 9.0c

Storage: 2 GB available space

### *RECOMMENDED:*

Requires a 64-bit processor and operating system

OS: Windows 7 SP1 / 8.1 / 10

Processor: 3.1 GHZ DUAL-CORE, INTEL® CORE I3

Memory: 4 GB RAM

Graphics: 2 GB VRAM, DirectX® 10 Compatible

DirectX: Version 11  
Network: Broadband Internet connection  
Storage: 2 GB available space

Mac OS X

*MINIMUM:*

Requires a 64-bit processor and operating system  
OS: OS X 10.9 Mavericks  
Processor: Intel Haswell 2 cores / 4 threads @ 2.5Ghz or equivalent  
Memory: 2 GB RAM  
Graphics: Nvidia or ATi GPU with 1GB Memory  
Storage: 2 GB available space

*RECOMMENDED:*

Requires a 64-bit processor and operating system  
OS: OS X 10.9 Mavericks  
Processor: 2011 or newer Intel Core i5  
Memory: 4 GB RAM  
Graphics: Nvidia or ATi GPU with 2GB Memory  
Network: Broadband Internet connection  
Storage: 2 GB available space