

Fully onchain MMORPG with an

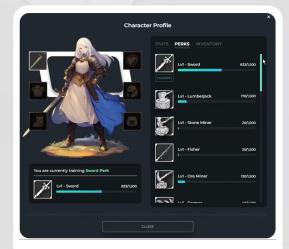
Fully onchain MMORPG with an open economy that empowers players to create and monetize their own story and content

Welcome to a Grand Adventure



A Grand World

Vast open world with players & monsters to fight and various materials to gather



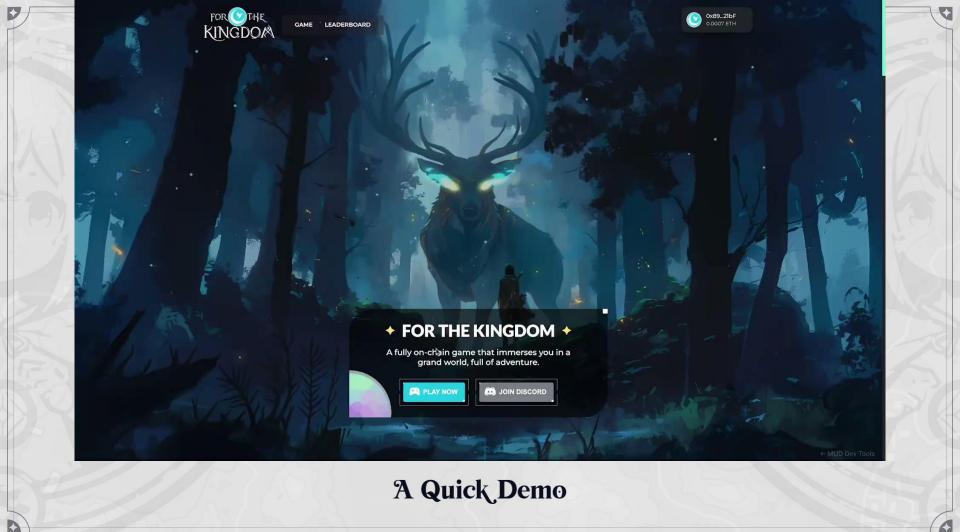
Character Progression

Specialize in a role that benefits your Kingdom. Farmers, Warriors, Governors are all valuable



Fight For Your Kingdom

Contribute and fight for your Kingdom. Its domination over the realm means everything







Player-Driven Economy

No in-game vendors. All items are created by players.



Item are always Valuable

The game will be playable forever, and items will always have an intrinsic utility.



Untethered Growth

Independent from us, driven by the community $\label{eq:community}$



"I'm a picky gamer, but I've been playing FTK throughout the week."

FaultProofBen · WASD · LVL 8



"Very solid baseline. I was expecting some other good games on MUD beside Primodium and here we go."

yanik · orden_gg · LVL 53









UGC & Composability

Allow players and developers to build improvements on top of what we've delivered



Massive in-game events

Massive kingdom wars between thousands of players with high-stake losses.



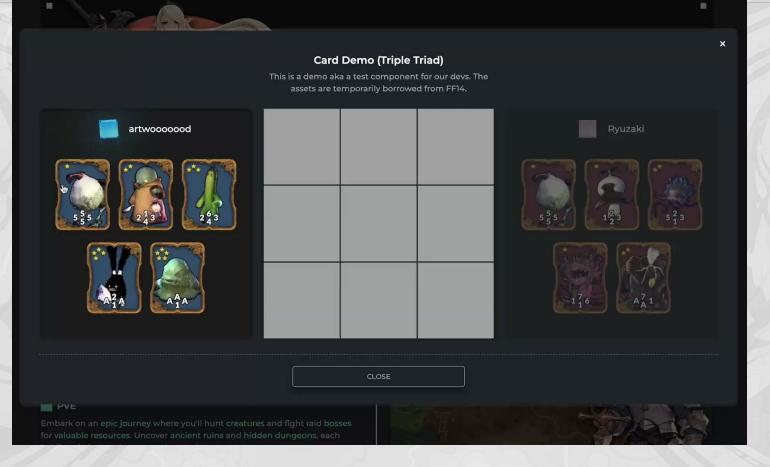
Decentralized Social Playground

A space for in-game coordination, assigning player roles, influencing in-game markets, etc.



A true Autonomous World

Self-contained, self-governing and has a robust economy that does not require external balancing.



Coming up soon in our next Build

