1. Unity3D Swimming Fitness Simulation Management Game — Complete Source Code  
    https://gamecode88.com/2218.html  
    $25  
    Title / genre: Swimming fitness simulation & management game.  
    Client engine & version: Unity — **Unity 2019 or higher** (listing).  
    Client-side language: **Not specified on listing** (Unity project).  
    Server-side language: **Not specified on listing**. [gamecode88.com](https://gamecode88.com/2218.html)
2. Unity3D Tower Defense Game Source Code – Casual Puzzle – Complete Project  
    https://gamecode88.com/2210.html  
    $38 (limited-time price shown on listing)  
    Title / genre: Tower defense / casual puzzle.  
    Client engine & version: Unity — **Unity 2019 or higher** (listing).  
    Client-side language: **Not specified on listing**.  
    Server-side language: **Not specified on listing**. [gamecode88.com](https://gamecode88.com/2210.html)
3. Unity3D Color Merge Deluxe – 1040 Levels – Casual Puzzle (Complete)  
    https://gamecode88.com/2182.html  
    $15  
    Title / genre: Casual “color merge” puzzle with many levels.  
    Client engine & version: Unity — **Unity 2019.4.39f1 or higher** (listing).  
    Client-side language: **C#** (listing: “Complete project and C# source code”).  
    Server-side language: **Not specified on listing**. [gamecode88.com](https://gamecode88.com/2182.html)
4. Unity3D Invincible Fleet – Parkour Adventure Shooting Game (Complete)  
    https://gamecode88.com/2151.html  
    $25  
    Title / genre: Parkour / shooting / action (mobile) — complete Unity project.  
    Client engine & version: Unity — **Unity 2017.4.30** (listing).  
    Client-side language: **Not specified on listing**.  
    Server-side language: **Not specified on listing**. [gamecode88.com](https://gamecode88.com/2151.html)
5. Unity3D Match-3 Game with 1000 Levels – Casual Puzzle (Complete)  
    https://gamecode88.com/2060.html  
    $38  
    Title / genre: Match-3 casual puzzle (1000 levels).  
    Client engine & version: Unity — **Supports Unity 2020 or higher** (listing).  
    Client-side language: **C#** (listing: “Complete project and C# source code” / additional info).  
    Server-side language: **Not specified on listing**. [gamecode88.com](https://gamecode88.com/2060.html)
6. Unity3D Moto Hero – Motorcycle Stunts Casual Puzzle Game (Complete)  
    https://gamecode88.com/2043.html  
    $9.8 (limited-time shown; listing also shows $38 standard)  
    Title / genre: Motorcycle stunts / casual.  
    Client engine & version: Unity — **Unity 5.5.0f3** (listing).  
    Client-side language: **Not specified on listing**.  
    Server-side language: **Not specified on listing**. [gamecode88.com](https://gamecode88.com/2043.html)
7. Unity3D Simulation and Management Game – City Tycoon (Complete)  
    https://gamecode88.com/2033.html  
    $25  
    Title / genre: Simulation / city tycoon / management.  
    Client engine & version: Unity — **Unity 5.5.0f3** (listing).  
    Client-side language: **Not specified on listing**.  
    Server-side language: **Not specified on listing**. [gamecode88.com](https://gamecode88.com/2033.html)
8. Unity3D 8-Ball Pool Sports Game for Android & iOS – Complete  
    https://gamecode88.com/1979.html  
    $35  
    Title / genre: 8-Ball pool (sports / multiplayer with AI fallback).  
    Client engine & version: Unity — listing states Unity (multi-platform), PlayFab integration (version not explicitly pinned).  
    Client-side language: **Not specified on listing**.  
    Server-side language: **Not specified on listing** (listing notes PlayFab integration). [gamecode88.com](https://gamecode88.com/1979.html)
9. Unity3D Knife Throwing Game for Android & iOS – Casual Mini Game (Complete)  
    https://gamecode88.com/1951.html  
    $5  
    Title / genre: Knife throwing — casual mini game.  
    Client engine & version: Unity — **Unity 2017.2.0** (listing).  
    Client-side language: **Not specified on listing**.  
    Server-side language: **Not specified on listing**. [gamecode88.com](https://gamecode88.com/1951.html)
10. Unity Squad Shooter Template + Editor v1.2.6 (Package / URP)  
     https://gamecode88.com/1567.html  
     $25  
     Title / genre: Squad shooter template / shooting game template + editor (URP).  
     Client engine & version: Unity — **Unity 2022.3.20 (URP pipeline required)** (listing).  
     Client-side language: **Not specified on listing** (project package / Unity .unitypackage).  
     Server-side language: **Not specified on listing**. [gamecode88.com](https://gamecode88.com/1567.html)
11. Stylized Local Village 1.0 — Farm Management Package (Unity)  
     https://gamecode88.com/1561.html  
     $25  
     Title / genre: Farm / local village management (stylized assets package).  
     Client engine & version: Unity — **Unity 2022.3.24 or higher, built-in pipeline only** (listing).  
     Client-side language: **Not specified on listing**.  
     Server-side language: **Not specified on listing**. [gamecode88.com](https://gamecode88.com/1561.html)
12. Mobile Game Source Code: Cartoon Q-Version (Turn-based) — Unity3D 4.x — **Server C++** https://gamecode88.com/1348.html  
     $50 (listing limited-time; original higher price also shown)  
     Title / genre: Turn-based mobile game, cartoon Q-version characters / martial arts assets.  
     Client engine & version: Unity — **Unity 4.x** (listing).  
     Client-side language: **Not specified on listing** (Unity 4.x project / U3D).  
     Server-side language: **C++** (explicitly stated in listing/title). [gamecode88.com](https://gamecode88.com/1348.html)
13. Unity game development: Complete tower defense demo (GameFramework) — Unity 2019.4.1f1  
     https://gamecode88.com/253.html  
     (price: listing is paid — purchase required; no single $ displayed at top)  
     Title / genre: Tower defense demo (educational / GameFramework-based).  
     Client engine & version: Unity — **Unity 2019.4.1f1** (listing).  
     Client-side language: **Not specified on listing** (project uses GameFramework — typical scripting not explicitly listed).  
     Server-side language: **Not specified on listing**. [gamecode88.com](https://gamecode88.com/253.html)
14. “Almost a Hero” Unity3D mobile game source code — Idle clicker RPG  
     https://gamecode88.com/207.html  
     $68 (listing shows limited-time price; $199 standard shown)  
     Title / genre: Idle clicker RPG / adventure.  
     Client engine & version: Unity — **Unity 2019.1.14f1** (listing).  
     Client-side language: **Not specified on listing**.  
     Server-side language: **Not specified on listing**.
15. **Beautiful xianxia mobile game “Heaven and Earth Duel” — 3D MMORPG (complete server C++)** [https://gamecode88.com/558.html](https://gamecode88.com/558.html?utm_source=chatgpt.com) $288 (listing shown; there are special-member prices on the page)  
     Title / genre: Beautiful xianxia 3D mobile MMORPG (often listed as *Heaven and Earth Duel*).  
     Client engine & version: Unity 2017.4.7f1.  
     Client-side language: Lua.  
     Server-side language: C++.  
     Price shown on GameCode88: $288. [gamecode88.com](https://gamecode88.com/558.html)
16. **Side-Scrolling ARPG: Bleach: Soul Awakening — Soul Slasher** [https://gamecode88.com/674.html](https://gamecode88.com/674.html?utm_source=chatgpt.com) $98 (limited-time shown on listing)  
     Title / genre: Side-scrolling ARPG / action (Bleach: Soul Awakening).  
     Client engine & version: Unity 2017.4.3f1.  
     Client-side language: C#.  
     Server-side language: Java.  
     Price shown on GameCode88: $98. [gamecode88.com](https://gamecode88.com/674.html)
17. **The complete server-side & client-side source for 3D adventure MMORPG “Sky City: Age of the Sky”** [https://gamecode88.com/2536.html](https://gamecode88.com/2536.html?utm_source=chatgpt.com) $3,500 (listing shown)  
     Title / genre: 3D adventure MMORPG (Sky City / Nine Provinces Sky City 3D).  
     Client engine & version: Unity (listing tag shows Unity; specific version not specified).  
     Client-side language: Not specified on listing.  
     Server-side language: Not specified on listing.  
     Price shown on GameCode88: $3,500. [gamecode88.com](https://gamecode88.com/2536.html)
18. **Unity3D Model UI — “True Three Kingdoms: Extreme Invincibility” ARPG (Golang + MongoDB dev)** [https://gamecode88.com/2501.html](https://gamecode88.com/2501.html?utm_source=chatgpt.com) $68 (listing shows limited-time price)  
     Title / genre: ARPG / action (True Three Kingdoms: Extreme Invincibility).  
     Client engine & version: Unity (listing — no exact version shown).  
     Client-side language: Not specified on listing.  
     Server-side language / stack: Golang (listing highlights Golang; MongoDB noted).  
     Price shown on GameCode88: $68. [gamecode88.com](https://gamecode88.com/2501.html)
19. **3D New Chinese-style MMORPG “3D Sword and Fairy: Mobile Edition”** [https://gamecode88.com/2459.html](https://gamecode88.com/2459.html?utm_source=chatgpt.com) $388 (listing shown)  
     Title / genre: 3D Chinese-style MMORPG (Sword & Fairy mobile edition).  
     Client engine & version: Unity 2017.4.34f1.  
     Client-side language: C# (plus a few Lua scripts).  
     Server-side language: C++.  
     Price shown on GameCode88: $388. [gamecode88.com](https://gamecode88.com/2459.html)
20. **Pocket Awakening Pokémon — Full source (Cocos2d-x MMORPG graduation project)** [https://gamecode88.com/685.html](https://gamecode88.com/685.html?utm_source=chatgpt.com) $688 (listing shown)  
     Title / genre: Pokémon-style MMORPG / graduation project.  
     Client engine & version: Cocos2d-x (listing).  
     Client-side language: Python (per listing).  
     Server-side language: Golang.  
     Price shown on GameCode88: $688. [gamecode88.com](https://gamecode88.com/685.html)
21. **Mini RPG, Ultra Casual — Unity3D (single-player)** [https://gamecode88.com/2345.html](https://gamecode88.com/2345.html?utm_source=chatgpt.com) $49 (listing shown)  
     Title / genre: Mini RPG — ultra-casual single-player.  
     Client engine & version: Unity 2018.4.4f1.  
     Client-side language: C#.  
     Server-side language: Not applicable / not specified (single-player).  
     Price shown on GameCode88: $49. [gamecode88.com](https://gamecode88.com/2345.html)
22. **Unity3D Stickman Fighting Game — RPG Action Adventure (complete)** [https://gamecode88.com/1986.html](https://gamecode88.com/1986.html?utm_source=chatgpt.com) $38 (listing shown)  
     Title / genre: Stickman fighting / RPG action-adventure.  
     Client engine & version: Unity (listing category: Unity single-player; specific version not shown).  
     Client-side language: Not specified on listing.  
     Server-side language: Not specified on listing (likely single-player).  
     Price shown on GameCode88: $38. [gamecode88.com](https://gamecode88.com/1986.html)
23. **Unity RPG Backgrounds | Unity3D 1004 (art / backgrounds pack)** [https://gamecode88.com/1886.html](https://gamecode88.com/1886.html?utm_source=chatgpt.com) $9.8 (listing shown)  
     Title / genre: RPG background images / asset pack.  
     Client engine & version: Unity 2021.3.1 or higher (file requires this Unity version or above).  
     Client-side language: Not applicable (art assets).  
     Server-side language: Not applicable.  
     Price shown on GameCode88: $9.8. [gamecode88.com](https://gamecode88.com/1886.html)
24. **Cute Handheld Game Source Code — RPG Heist / Dragon Gate Escort (Unity3D 4.x)** [https://gamecode88.com/1435.html](https://gamecode88.com/1435.html?utm_source=chatgpt.com) $88 (listing shown)  
     Title / genre: Cute handheld RPG (heist / escort mechanics) — planning & docs included.  
     Client engine & version: Unity 4.x.  
     Client-side language: Not specified on listing.  
     Server-side language: C++ (listing tags / category indicate C++ server).  
     Price shown on GameCode88: $88.[gamecode88.com](http://gamecode88.com)
25. Hostile Takeover (open-source release of *Warfare Incorporated*) — mobile RTS (originally iOS/Android)  
     [https://github.com/spiffcode/hostile-takeover](https://github.com/spiffcode/hostile-takeover?utm_source=chatgpt.com) $0 (open-source)  
     Title / genre: Warfare Incorporated — mobile Real-Time Strategy (Hostile Takeover open-source release).  
     Client engine & version: Native mobile (original 2003 mobile code — platform-specific; codebase available).  
     Client-side language: C / platform-native (original mobile ports).  
     Server-side language: Not specified (single/multiplayer handled by original mobile code).  
     Price shown: Free / open-source. [GitHub](https://github.com/spiffcode/hostile-takeover?utm_source=chatgpt.com)
26. OpenRA — reimplementation/mod engine for classic C&C / Westwood RTS games (modern desktop with online play)  
     [https://github.com/OpenRA/OpenRA](https://github.com/OpenRA/OpenRA?utm_source=chatgpt.com) $0 (open-source)  
     Title / genre: OpenRA — open-source real-time strategy engine (Red Alert / C&C / Dune mods), supports online multiplayer.  
     Client engine & version: Custom OpenRA engine (C#/.NET core; cross-platform builds).  
     Client-side language: C# (client & engine).  
     Server-side language: C# (networked multiplayer inside engine).  
     Price shown: Free / open-source. [GitHub](https://github.com/OpenRA/OpenRA?utm_source=chatgpt.com)
27. Command & Conquer (EA released legacy source code repositories) — classic RTS code released by EA (GPL)  
     (News / EA GitHub links summarized)  
     $0 (open-source release by EA)  
     Title / genre: Command & Conquer (Tiberian Dawn / Red Alert / Renegade / Generals) — classic RTS titles; source code recovery released for preservation & modding.  
     Client engine & version: Original game engines (varied by title — SAGE / earlier Westwood engines).  
     Client-side language: C / C++ (original games).  
     Server-side language: Not applicable (older single/multiplayer implementations).  
     Price shown: Free / open-source (EA release). [polygon.com+1](https://www.polygon.com/news/531365/command-and-conquer-open-source-code-ea?utm_source=chatgpt.com)
28. Warzone 2100 — full open-source 3D RTS with online multiplayer (multi-platform)  
     [https://github.com/Warzone2100/warzone2100](https://github.com/Warzone2100/warzone2100?utm_source=chatgpt.com) $0 (open-source)  
     Title / genre: Warzone 2100 — 3D real-time strategy (campaign + online multiplayer + skirmish).  
     Client engine & version: Warzone 2100 engine (C++ project; active releases).  
     Client-side language: C++ (client & engine).  
     Server-side language: C++ / engine networking.  
     Price shown: Free / open-source. [GitHub+1](https://github.com/Warzone2100/warzone2100?utm_source=chatgpt.com)
29. 0 A.D. — open-source historical RTS (ancient warfare), multiplayer support  
     [https://github.com/0ad/0ad](https://github.com/0ad/0ad?utm_source=chatgpt.com) (or [https://play0ad.com](https://play0ad.com?utm_source=chatgpt.com))  
     $0 (open-source)  
     Title / genre: 0 A.D. — historical real-time strategy (ancient warfare) with online multiplayer.  
     Client engine & version: Pyrogenesis engine (0 A.D. project; C++/JS engine).  
     Client-side language: C++ + JavaScript for UI/scripts.  
     Server-side language: C++ / engine networking.  
     Price shown: Free / open-source. [GitHub+1](https://github.com/0ad/0ad?utm_source=chatgpt.com)
30. OpenSAGE — reimplementation of EA’s SAGE engine (used by Generals / Zero Hour) — RTS engine project  
     [https://github.com/OpenSAGE/OpenSAGE](https://github.com/OpenSAGE/OpenSAGE?utm_source=chatgpt.com) $0 (open-source)  
     Title / genre: OpenSAGE — open-source reimplementation of the SAGE 3D RTS engine (for EA-era RTS titles).  
     Client engine & version: OpenSAGE engine (C#, ongoing project).  
     Client-side language: C# (engine & client).  
     Server-side language: C# (engine networking / mod support).  
     Price shown: Free / open-source. [GitHub+1](https://github.com/OpenSAGE/OpenSAGE?utm_source=chatgpt.com)
31. OpenRTS — 3D RTS engine (jMonkeyEngine) — open-source engine & sample game code  
     [https://github.com/methusalah/OpenRTS](https://github.com/methusalah/OpenRTS?utm_source=chatgpt.com) $0 (open-source)  
     Title / genre: OpenRTS — 3D real-time strategy engine / sample projects (jMonkeyEngine / Java).  
     Client engine & version: jMonkeyEngine + OpenRTS Java engine.  
     Client-side language: Java.  
     Server-side language: Java (if using built-in multiplayer components).  
     Price shown: Free / open-source. [GitHub](https://github.com/methusalah/OpenRTS?utm_source=chatgpt.com)
32. BrowserQuest — Mozilla’s HTML5 multiplayer demo (playable on mobile browsers; source available)  
     [https://github.com/mozilla/BrowserQuest](https://github.com/mozilla/BrowserQuest?utm_source=chatgpt.com) $0 (open-source)  
     Title / genre: BrowserQuest — HTML5 multiplayer (MMO-like) demo; designed to work in mobile browsers.  
     Client engine & version: HTML5/Canvas (browser client); no specific engine version.  
     Client-side language: JavaScript (client).  
     Server-side language: JavaScript (Node.js server using WebSockets).  
     Price shown: Free / open-source. [GitHub+1](https://github.com/mozilla/BrowserQuest?utm_source=chatgpt.com)
33. Adventure Land — open-source “Code MMORPG” (JavaScript, browser; server + client code available)  
     [https://github.com/kaansoral/adventureland](https://github.com/kaansoral/adventureland?utm_source=chatgpt.com) ([https://adventure.land/](https://adventure.land/?utm_source=chatgpt.com))  
     $0 (open-source)  
     Title / genre: Adventure Land — indie MMO where players script bots; browser JavaScript MMORPG with online play.  
     Client engine & version: Custom JavaScript client (runs in browser).  
     Client-side language: JavaScript.  
     Server-side language: JavaScript / Node.js (server components).  
     Price shown: Free / open-source. [GitHub+1](https://github.com/kaansoral/adventureland?utm_source=chatgpt.com)
34. Kaetram (Kaetram-Open) — open-source 2D HTML5 MMORPG (Browser / cross-platform)  
     [https://github.com/Kaetram/Kaetram-Open](https://github.com/Kaetram/Kaetram-Open?utm_source=chatgpt.com) ([https://kaetram.com](https://kaetram.com?utm_source=chatgpt.com))  
     $0 (open-source)  
     Title / genre: Kaetram — 2D HTML5 MMORPG (Browser-based; mobile-friendly).  
     Client engine & version: Custom HTML5 / TypeScript client (engine evolved from BrowserQuest ideas).  
     Client-side language: TypeScript / JavaScript.  
     Server-side language: TypeScript / Node.js (project repos show TypeScript).  
     Price shown: Free / open-source. [GitHub+1](https://github.com/Kaetram/Kaetram-Open?utm_source=chatgpt.com)
35. Stendhal — fully open-source MORPG (Java client + freestanding Java server; community-run)  
     [https://github.com/arianne/stendhal](https://github.com/arianne/stendhal?utm_source=chatgpt.com) ([https://stendhalgame.org/](https://stendhalgame.org/?utm_source=chatgpt.com))  
     $0 (open-source)  
     Title / genre: Stendhal — multiplayer online adventure (MORPG) with quests, towns, dungeons.  
     Client engine & version: Java client (Arianne project).  
     Client-side language: Java.  
     Server-side language: Java (freestanding Java server; self-hostable).  
     Price shown: Free / open-source. [GitHub+1](https://github.com/arianne/stendhal?utm_source=chatgpt.com)
36. Crossfire — cooperative multiplayer open-source RPG (long-running, server+client)  
     [https://sourceforge.net/projects/crossfire/](https://sourceforge.net/projects/crossfire/?utm_source=chatgpt.com) (project page & downloads)  
     $0 (open-source)  
     Title / genre: Crossfire — cooperative multiplayer RPG / adventure (many maps, monsters, classes).  
     Client engine & version: Original Crossfire client (GTK-based historically); builds available.  
     Client-side language: C / GTK (client historically); some clients updated.  
     Server-side language: Python (recent server uses Python 3 per releases).  
     Price shown: Free / open-source. [SourceForge+1](https://sourceforge.net/projects/crossfire/?utm_source=chatgpt.com)
37. TrinityCore — open-source MMORPG server framework (World of Warcraft emulation; C++)  
     [https://github.com/TrinityCore/TrinityCore](https://github.com/TrinityCore/TrinityCore?utm_source=chatgpt.com) $0 (open-source)  
     Title / genre: TrinityCore — MMORPG server framework (WoW emulation) — server code for large-scale MMORPG servers.  
     Client engine & version: Designed to interoperate with WoW clients (not a mobile client).  
     Client-side language: N/A (server framework—client is the actual game client).  
     Server-side language: C++ (complete MMORPG server framework).  
     Price shown: Free / open-source. [GitHub](https://github.com/TrinityCore/TrinityCore?utm_source=chatgpt.com)
38. RPG-JS — open-source TypeScript/JS framework to build RPGs / browser MMORPGs (can be used to create mobile-friendly browser games)  
     [https://rpgjs.dev/](https://rpgjs.dev/?utm_source=chatgpt.com) (GitHub: rpgjs)  
     $0 (open-source)  
     Title / genre: RPG-JS — framework to create RPGs and browser MMORPGs (PixiJS rendering; server support).  
     Client engine & version: PixiJS-based client (JS/TS).  
     Client-side language: TypeScript / JavaScript.  
     Server-side language: Node.js / TypeScript (server framework for MMORPG features).  
     Price shown: Free / open-source. [rpgjs.dev](https://rpgjs.dev/?utm_source=chatgpt.com)
39. Reldens — open-source platform for multiplayer RPGs (Node + Phaser / browser-friendly)  
     (community repo / project pages)  
     $0 (open-source)  
     Title / genre: Reldens — platform/framework to build multiplayer RPGs/MMOs (browser + Node.js).  
     Client engine & version: Phaser / browser client (varies by project).  
     Client-side language: JavaScript / TypeScript.  
     Server-side language: Node.js (TypeScript).  
     Price shown: Free / open-source. [Reddit](https://www.reddit.com/r/phaser/comments/1gvnjzu/reldens_open_source_platform_to_create/?utm_source=chatgpt.com)
40. FLARE (Free/Libre Action Roleplaying Engine) — open-source engine for isometric/sides ARPGs  
     [https://github.com/flareteam/flare-engine](https://github.com/flareteam/flare-engine?utm_source=chatgpt.com) (https://flarerpg.org/)  
     $0 (open-source)  
     Title / genre: FLARE — engine for single-player action RPGs (isometric ARPG engine; can be extended).  
     Client engine & version: FLARE engine (C++ runtime; content via config & Tiled).  
     Client-side language: C++ (engine); data files (INI/Tiled) for content.  
     Server-side language: Not applicable (single-player engine).  
     Price shown: Free / open-source. [GitHub](https://github.com/flareteam/flare-engine?utm_source=chatgpt.com)
41. Valyria Tear — open-source J-RPG (single-player) and related tools (C++ / Lua)  
     [https://github.com/ValyriaTear/ValyriaTear](https://github.com/ValyriaTear/ValyriaTear?utm_source=chatgpt.com) $0 (open-source)  
     Title / genre: Valyria Tear — single-player 2D J-RPG (inspired by classic console RPGs; engine + tools).  
     Client engine & version: Valyria Tear engine (C++).  
     Client-side language: C++ (engine) + Lua tools/plugins.  
     Server-side language: Not applicable (single-player).  
     Price shown: Free / open-source. [GitHub](https://github.com/ValyriaTear/ValyriaTear?utm_source=chatgpt.com)
42. OpenClonk — open-source multiplayer action/strategy game (C++), mod/game engine with multiplayer support  
     [https://github.com/openclonk/openclonk](https://github.com/openclonk/openclonk?utm_source=chatgpt.com) ([https://www.openclonk.org/](https://www.openclonk.org/?utm_source=chatgpt.com))  
     $0 (open-source)  
     Title / genre: OpenClonk — multiplayer action/settling game (mining, building, combat); engine + game.  
     Client engine & version: OpenClonk engine (C++).  
     Client-side language: C++ (client & engine); scenario scripting via built-in language.  
     Server-side language: C++ (networked multiplayer).  
     Price shown: Free / open-source. [GitHub+1](https://github.com/openclonk/openclonk?utm_source=chatgpt.com)
43. Unknown Horizons — open-source 2D realtime strategy / city-building (Python + Godot port work)  
     [https://github.com/unknown-horizons/unknown-horizons](https://github.com/unknown-horizons/unknown-horizons?utm_source=chatgpt.com) ([https://unknown-horizons.org/](https://unknown-horizons.org/?utm_source=chatgpt.com))  
     $0 (open-source)  
     Title / genre: Unknown Horizons — 2D realtime strategy / city-building (Anno-like) with multiplayer elements.  
     Client engine & version: Originally Flexible Isometric Free Engine / Godot port (project has Godot port repos).  
     Client-side language: Python + GDScript (depending on port).  
     Server-side language: Python (game logic / simulation).  
     Price shown: Free / open-source. [GitHub+1](https://github.com/unknown-horizons/unknown-horizons?utm_source=chatgpt.com)
44. OpenMW (+ TES3MP) — OpenMW is an open-source RPG engine (Morrowind) and TES3MP adds multiplayer (community project)  
     [https://github.com/OpenMW/openmw](https://github.com/OpenMW/openmw?utm_source=chatgpt.com) (TES3MP: [https://github.com/TES3MP/TES3MP](https://github.com/TES3MP/TES3MP?utm_source=chatgpt.com))  
     $0 (open-source)  
     Title / genre: OpenMW — open-source engine for The Elder Scrolls III: Morrowind (single-player engine); TES3MP adds multiplayer/external-server functionality.  
     Client engine & version: OpenMW engine (C++); TES3MP project provides network/multiplayer glue.  
     Client-side language: C++ (engine).  
     Server-side language: C++ / Lua + TES3MP server components (multiplayer project).  
     Price shown: Free / open-source. [GitHub+1](https://github.com/OpenMW/openmw?utm_source=chatgpt.com)
45. Kingdoms Conquer — SLG / Strategy (Unity client + Java server)

[https://gamecode88.com/](https://gamecode88.com/?utm_source=chatgpt.com) (listing page showing entry).

$388 (listing shown)

Title / genre: SLG strategy / kingdom conquer style mobile game.

Client engine & version: Unity 5.4.0f3 (per listing snippet).

Client-side language: C#.

Server-side language: Java.

Price shown on GameCode88: $388.[gamecode88.com](http://gamecode88.com)

1. Card-Based Turn-Based Mobile Game “Bleach Combat” — Unity client + Java server (Pokémon-style listing)

[https://gamecode88.com/](https://gamecode88.com/?utm_source=chatgpt.com) (listing page showing entry).

$688 (listing shown)

Title / genre: Rare card / turn-based mobile game (collectible card / multi-zone).

Client engine & version: Unity 2017.4.7f1 (per listing).

Client-side language: C#.

Server-side language: Java (Linux manual server + Windows one-click server included per listing).

Price shown on GameCode88: $688.[gamecode88.com](http://gamecode88.com)

1. **Bleach: Soul Awakening — Side-scrolling ARPG (Unity 2017.4.3f1) + Java server**

[https://gamecode88.com/](https://gamecode88.com/?utm_source=chatgpt.com) (listing page showing entry).

$98 (limited-time shown on listing)

Title / genre: Side-scrolling ARPG / action.

Client engine & version: Unity 2017.4.3f1.

Client-side language: C#.

Server-side language: Java.

Price shown on GameCode88: $98.

1. **Ancient Sword Saga: “The Silent Woodman” — 3D turn-based / ARPG (Unity 2018.4.31f1) + Java server**

[https://gamecode88.com/](https://gamecode88.com/?utm_source=chatgpt.com) (listing page showing entry).

$688 (listing shown)

Title / genre: Anime/Chinese-style 3D turn-based / ARPG with backend.

Client engine & version: Unity 2018.4.31f1.

Client-side language: Lua (some client scripts).

Server-side language: Java.

Price shown on GameCode88: $688.[gamecode88.com](http://gamecode88.com)

1. Time-Space Battlefield — Idle card / turn-based Unity project + Java server

[https://gamecode88.com/](https://gamecode88.com/?utm_source=chatgpt.com) (listing page showing entry).

$688 (listing shown)

Title / genre: Idle card / turn-based mobile game with backend.

Client engine & version: Unity 2018.4.36f1.

Client-side language: Not specified on listing.

Server-side language: Java.

Price shown on GameCode88: $688.[gamecode88.com](http://gamecode88.com)

1. Fingertip Q General (Three Kingdoms style) — Unity client + Java backend (full package)

[https://gamecode88.com/](https://gamecode88.com/?utm_source=chatgpt.com) (listing page showing entry).

$80 (listing shown)

Title / genre: Casual strategy / Three Kingdoms card/SLG.

Client engine & version: Not specified on listing.

Client-side language: Java (some client tools noted).

Server-side language: Java.

Price shown on GameCode88: $80.[gamecode88.com](http://gamecode88.com)

1. Ultron Mini Glory — Unity MMORPG (offline demo with RPG systems) — SellMyApp listing

https://www.sellmyapp.com/downloads/ultron-mini-glory-beta-offline/

$299 (single app license shown)

Title / genre: Mini MMORPG / RPG (3 classes, dungeon maps, leveling).

Client engine & version: Unity 4.6.x (listing).

Client-side language: C# (Unity project).

Server-side language: Offline package (listing advertises offline MMORPG mode; server not required or custom).

Price shown on SellMyApp: $299 (single app license). [Sell My App](https://www.sellmyapp.com/downloads/ultron-mini-glory-beta-offline/?srsltid=AfmBOopVX0lo9B6XY4durg-mTjL_nmkRi8DWooDEKC8rGtcSJo9jLoV-&utm_source=chatgpt.com)

1. **MMORPG KIT (2D/3D/Survival) — SURIYUN (Unity Asset Store full MMORPG kit)**

https://assetstore.unity.com/packages/templates/systems/mmorpg-kit-2d-3d-survival-110188

$80 (Asset Store price shown)

Title / genre: MMORPG kit — systems for inventory, quests, guilds, chat, party, DB — designed for MMO/RPG projects.

Client engine & version: Unity (asset supports multiple Unity LTS versions; listing available on Asset Store).

Client-side language: C# (Unity scripts) and prefab systems.

Server-side language: Not specified on Asset Store page (kit includes server architecture/DB examples per docs).

Price shown on Unity Asset Store: $80. [Unity Asset Store+1](https://assetstore.unity.com/packages/templates/systems/mmorpg-kit-2d-3d-survival-110188?srsltid=AfmBOorxzQetiI6ZppDOBivPPfKEBKDc71yJThxADOsmxRytvVMeGWEU&utm_source=chatgpt.com)

1. 8 Ball Pool — Billiards Multiplayer Game (Unity) — CodeCanyon listing (example of paid multiplayer project)

https://codecanyon.net/item/8-ball-pool-billiards-multiplayer-game-unity-code/59130275

$299 (CodeCanyon listing price shown)

Title / genre: 8-Ball pool — multiplayer billiards (example of a paid multiplayer Unity project).

Client engine & version: Unity (listing).

Client-side language: C# (Unity) + Photon/other networking integration on some builds.

Server-side language: Depends on listing (Photon / server plugin integrations noted).

Price shown on CodeCanyon: $299. [CodeCanyon](https://codecanyon.net/item/8-ball-pool-billiards-multiplayer-game-unity-code/59130275?srsltid=AfmBOoq8bOOvUL8GR6raujekQnYNezUMfIB6eOVeIZMW6JGdYjmfUlDA&utm_source=chatgpt.com)

1. **Strategy City Building / “Offline Titans Clash” — SellMyApp strategy / SLG source code (example paid SLG)**

https://www.sellmyapp.com/downloads/offline-titans-clas%E2%80%AAh%E2%80%AC-strategy-city-building-source-code/

$ (price shown on listing page; varies — SellMyApp shows product pages with prices)

Title / genre: Strategy / city-building (single-player/offline SLG) — structure & RTS/SLG mechanics.

Client engine & version: Unity (client engine shown on listing).

Client-side language: C# (Unity).

Server-side language: Not specified on listing (offline / AI-based combat).

Price shown on SellMyApp listing (varies by license). [Sell My App](https://www.sellmyapp.com/downloads/offline-titans-clas%E2%80%AAh%E2%80%AC-strategy-city-building-source-code/?srsltid=AfmBOopfEPVHY0PRA-iEv2uKqlZ5JbfLbrW1xxFqn4oIo5ipKkhLcwNQ&utm_source=chatgpt.com)