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Let's go on an adventure!

We're LevelUp Games. We love games and we love open source...and we want to make an open source game. We'd like it to be extensible by the developer community so they can customize our game, or make their own based on our core functionality. We're inspired by Dungeons and Dragons and Zelda. Something with a grid system where players explore and encounter things along the way, like monsters and treasure.

What questions do you have?

