

PITCH DECK

Rise of Something Else

A free-to-play open-world PvP MMORPG in pixel art.

Game Overview – by TwoForge Studio

01

Players were let down twice

- A world they loved was abandoned. Players who had spent countless hours in it watched it fade away.
- Across Web3 gaming, too many projects sold a roadmap and a token before they had a game.
- The community never left. That is who we are building this for.

02

A real game first.

Rise of Something Else is a free-to-play, open-world PvP MMORPG in pixel art. You never need a wallet to play — not to start, not to level, not to reach the endgame. Download the launcher, create an account, play.

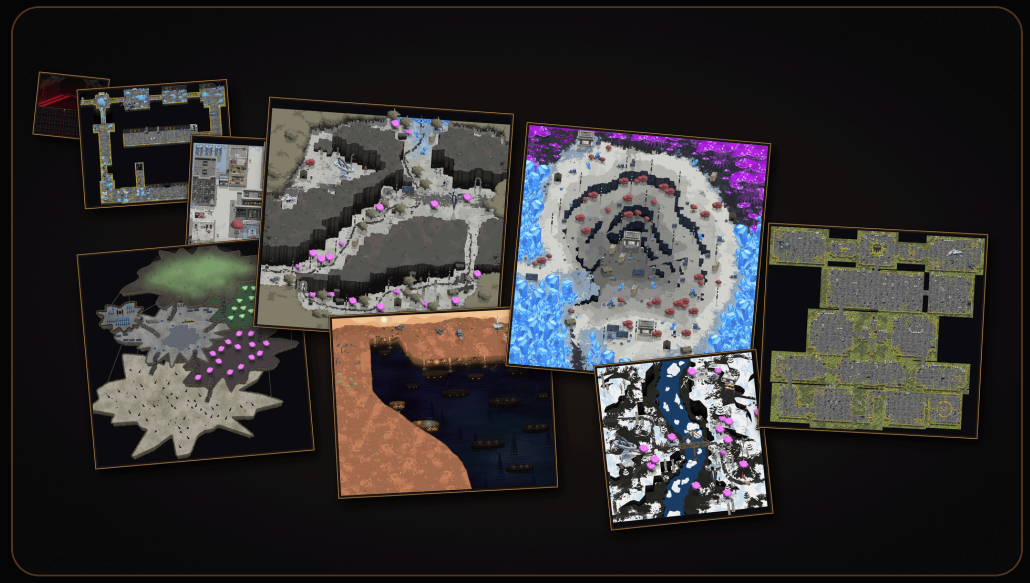
Already running

Free to play

No wallet needed. Ever.



In-game capture — combat, damage numbers and all



Zones of the world — maps laid out side by side

03

One persistent world

A living world where everything is player-driven.

Exploration, farming, dungeons, crafting, guilds and open-world PvP. We have gone over every system, and what is coming is a different game from the one it started as.

04

A complete MMORPG loop

🌾

Lands & Farms

Build, farm and research on your own land, even from your phone.

⚔️

Dungeons & Combat

Dangerous zones and enemies, solo or in groups.

🛡️

Guilds & Groups

Team up and build lasting communities.

💎

Crafting & Gems

Gather, craft, refine gear and shape your growth with gems.

📜

Quests & Progression

From the first levels to endgame.

05

Adventure on desktop. Manage your land from your phone.

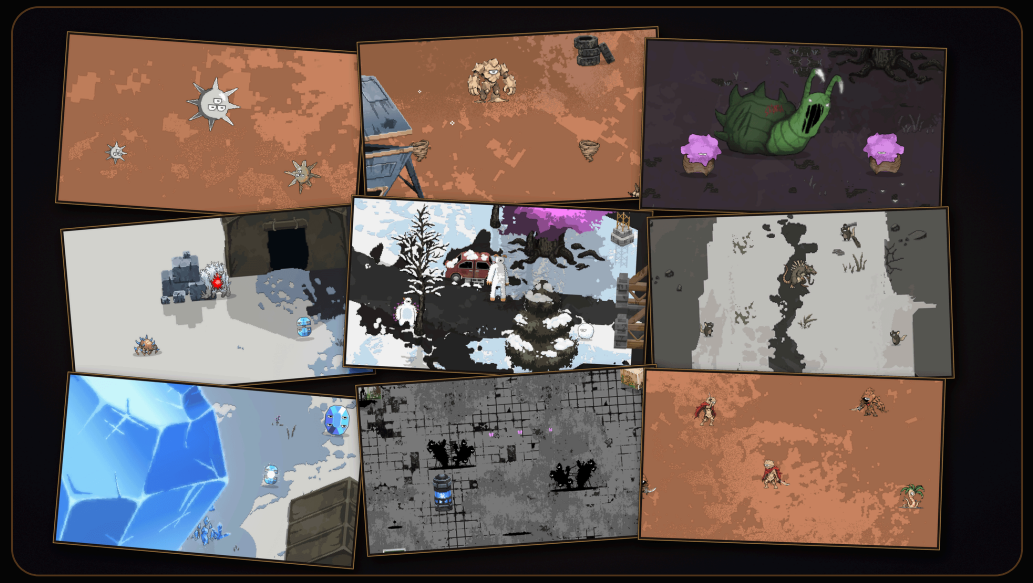
Your land keeps working while you are away. Plant, research and collect from your phone, wherever you are — then come back to the world on desktop. That short daily visit is what brings players back.



In-game captures — a player's land: the estate, the harvest, the house, the pens

06

The build has already begun



In-game captures – creatures across the world

10,000+ catalogued items

10+ game systems

1 living world

The world can be entered. Characters spawn, move and interact. We put systems in place one by one — and show our progress publicly.

No fake roadmap. No invented deadlines.

07

The bridge between Web2 and Web3

- The whole game is free to play, with no wallet and no crypto. Most players will never need one.
- What you loot, mine or craft is yours, to use and to keep.
- For players who want it, real ownership of their items and a player-driven economy on top of the game — never a requirement to have fun.

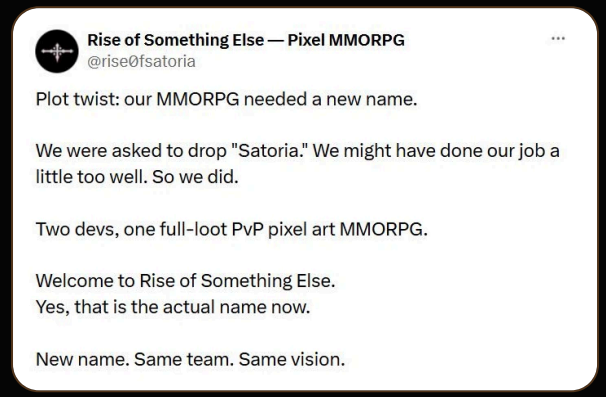
A game, not an investment.



In-game items – ores, ingots, weapons, armour and gems

08

Built with our community



From @rise0fsatoria on X – 21 November 2026

We show what works and what does not. Progress, setbacks and decisions are shared as they happen, not once everything is finished.

X @rise0fsatoria

riseofsomethingelse.xyz

wiki.riseofsatoria.xyz

09

TwoForge Studio

An independent two-person studio, building its first MMORPG.

We were players first. We spent countless hours in this world, we loved its community and its adventure — then we watched it fade away. We came together to build the game we wanted to play.

"Rise of Something Else" is our first game, and we plan to go all out!