

Sony Put RPG Adventures in the Living Room. Bitiverse Is Putting One in a Browser

Bitiverse is a browser-based persistent multiplayer RPG inspired by the freedom, progression, and social interaction of classic online worlds. It features tiny pixels, a large shared world, and poor decisions at an industrial scale.



Calgary, Alberta Jul 23, 2026 (Issuewire.com) - Generations of players discovered sprawling RPG adventures through their television screens. Bitiverse is taking a smaller, stranger route: putting a persistent multiplayer world directly inside a browser.

Bitiverse is a free retro MMO where players explore one shared world, fight monsters, learn skills, gather resources, craft equipment, build homes, form guilds, trade with other players, and enter dungeons in search of increasingly dangerous mistakes.

A major new update has expanded the game with:

- Ten tamable and rideable animals
- Three new regions in the sky, underground, and underwater
- Seven distinct wilderness dungeon types
- 33 quests and multi-part quest chains
- Branching NPC conversations
- Characters who can become boss fights during dialogue
- A guided tutorial for new players

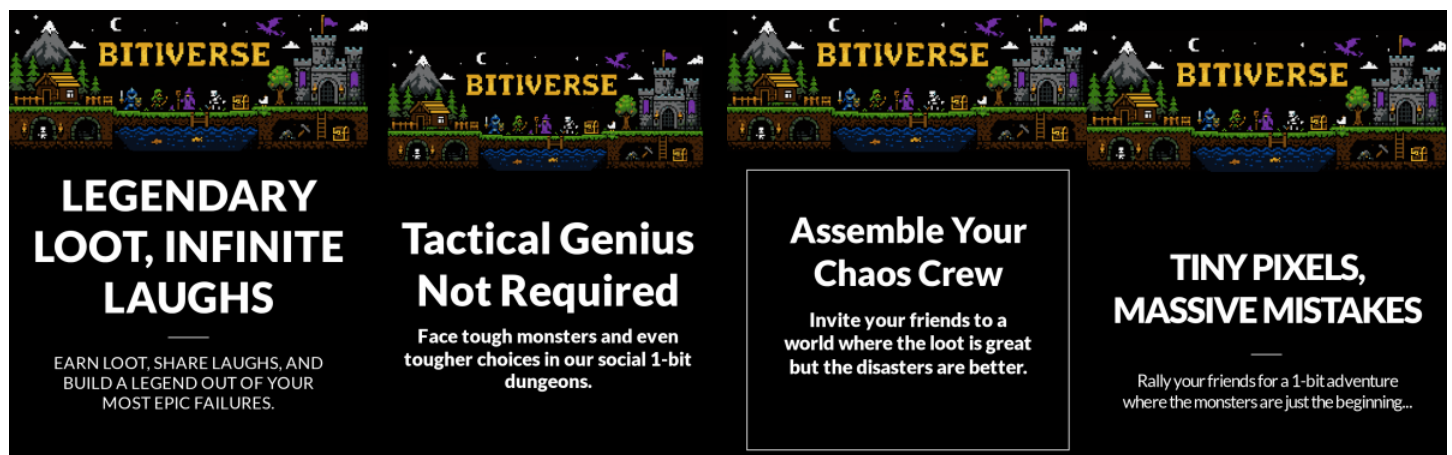
- New font and interface-size settings
- Expanded sound and visual effects
- Numerous combat, rendering, movement, and live-server fixes

The seven dungeon types now include bandit ruins, goblin pits, orc underhalls, sunken temples, spider caves, cult temples, and wizard vaults. Each contains its own enemies, hazards, and boss encounters.

Bitiverse is being developed independently and remains in active development. Rough edges are expected, feedback is welcome, and the goblin administration accepts no responsibility for lost adventurers.

Play Bitiverse:

<https://fortisq.itch.io/bitiverse>



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