

Seekerbound

A shared fantasy action RPG
built for Seeker

Explore with friends. Fight and heal.
Collect gear and build your character.



Existing staged game capture

The player loop

PLAY

Enter a shared world.
Fight enemies and use
skills with other players.

PROGRESS

Earn loot through play.
Equip a loadout.
Return for new challenges.

EXPRESS

Choose a character look.
Planned: SKR cosmetics
and eligible item trades.

Combat progression remains available through gameplay.

Solana Mobile integration

Native Kotlin Mobile Wallet Adapter

Open wallet → authorize → sign server challenge → verify session.

Separate approval for a purchase

Linked wallet → review transaction → sign and send → server confirms.

MWA is implemented. A completed SKR purchase still needs live proof.

How the world connects

ANDROID

Godot game + assets
Kotlin wallet bridge
Secure session storage

SERVER

Authenticated API
Shared world authority
Inventory and combat

DESKTOP

Godot web companion
Same account services
Same shared world

Wallet signatures prove identity; the server owns gameplay state.

Working state and proof

IMPLEMENTED

Native Android build 0.207.0
Combat, equipment and healing
Shared gameplay services
MWA login, linking and approval

STILL TO VERIFY / SHIP

Real SKR purchase + receipt
Seeker + desktop live recording
Marketplace settlement
Guild and event systems

The existing 2:53 demo includes staged scenes.

Why players return

DAILY: 5–10 MIN

- Short combat objectives
- Useful progression
- Cosmetic collection
- No paid streak recovery

WEEKLY: TOGETHER

- Scheduled co-op bosses
- Community challenges
- Guild goals and roles
- Shareable rare finds

LONGER TERM

- Earn mastery and builds
- Collect distinctive looks
- Rotate content and events
- Keep combat fair

Playtest evidence and next test

Current evidence

Founder device testing and source checks; no measured retention cohort.

Next: a small Seeker playtest

Recruit 10–20 players; observe first quest, co-op join and return intent.

Track D1 / D7 return, quest completion, co-op sessions and player quotes.

SKR utility without purchased power

GEAR & RARITY

Earn combat gear in play
Fair competitive stats
Trade cosmetics and
eligible collectibles

SKR USE

Fixed-price cosmetics
Optional visual upgrades
Transparent item trades
No paid combat power

FEES & FAIRNESS

Proposed 2% seller fee
Show total before approval
No paid drop-rate boosts
No paid energy or revives

Buybacks and safe trading

Capped buybacks; no guaranteed exit

Treasury-funded offers only for eligible cosmetics; pause when budget is spent.

Confirm payment before transferring an item

Quote locks item + price + fee; confirmed chain receipt settles once.

No combat gear buybacks at launch. No unlimited liquidity promise.

Verify the build

Install and inspect

downloads.anidraft.com/seekerbound-0.207.0.apk

Review source and watch the demo

seekerbound.anidraft.com/evidence/ · [/demo/](https://seekerbound.anidraft.com/demo/)

Audit identifies source versions, checksums and incomplete evidence.