



A pixel-art, bullet-heaven MMO with roguelite dungeon runs, deep build-crafting, and a 100% player-driven economy.

Steam Early Access, Summer 2026 · Spiderware (London, UK) · Press: pieter@starfallpr.com

Fact sheet

Developer	Spiderware (London, UK — independent)
Release	Steam Early Access, Summer 2026
Demo	Playable now — 7+ hours of gameplay
Platforms	PC (Steam); browser & Discord (live now)
Players	1,000,000+ across web & Discord
Website	https://soulbound.game
Steam	https://store.steampowered.com/app/4369490/Soulbound_Online/
Discord	https://discord.gg/soulboundmmo
YouTube	https://www.youtube.com/@SoulboundOnline
Wiki	https://wiki.soulbound.game

Description

Soulbound is a pixel-art action-MMO set inside a vast digital reality, where bullet-heaven combat, roguelite dungeon runs, and a player-driven economy are tightly intertwined. Originally launched on browser and Discord, it has drawn over 1,000,000 players ahead of its Steam release.

You wake with no memory, hunted by the Anima — a collection of malevolent entities — and a robotic companion pulls you to safety. As a Pioneer, you set up a home base that doubles as your crafting and progression hub, then shape a custom build from a dozen-plus abilities and upgradeable skill trees: tank, healer, DPS, or a hybrid of your own. Take on fast, arena-style dungeons solo or in three-player co-op, roam a mob-free overworld at your own pace, and uncover the hostile forces lurking beneath the surface.

History

- **Launch** — Debuted in-browser and on Discord.
- **2024** — Won Discord's 'Adventure Together' App Pitch.

- **1,000,000+ players** — Grew a seven-figure community on the web ahead of the move to PC.
- **June 2026** — Steam Next Fest demo goes live: 7+ hours of gameplay, the opening chapters of the Anima story, solo and 3-player co-op, with in-game and Steam leaderboards.
- **Summer 2026** — Steam Early Access launch.

Features

- Mix 100+ swappable ability paths across multiple weapon archetypes and deep skill trees.
- Respec instantly, so you can rebuild your character between runs and still flex hard-earned cosmetics.
- Run instanced dungeons solo or in up-to-three-player co-op.
- Face procedurally escalating boss phases, where death costs you the full bag.
- Keep permanent meta-progression between attempts.
- Build player-owned guild bases for crafting and shared resources.
- Play tank, healer, DPS, or a hybrid of your own design.
- Trade inside a 100% player-driven economy: run a blacksmith shop, set your own prices, and compete on seasonal ladders.

Selected coverage

- "Indie developer Spiderware is bringing its pixel art MMO set in a virtual world to Steam." — MMOBomb
- "The browser hit Soulbound from indie studio Spiderware is officially coming to PC." — GoHa.ru (Russia)
- Soulbound: Online — Official Gameplay Trailer — IGN
- Feature coverage — GameSpark (Japan)

About Spiderware

Spiderware is the UK-based independent team behind Soulbound, the popular web-based MMO now heading to Steam. The studio won Discord's 'Adventure Together' App Pitch in 2024, and is building the MMO it wants to play: easy to pick up, with a player-run economy at its centre.

Contact

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Community: Discord — <https://discord.gg/soulboundmmo>

Brand assets (logos & video): <https://notion.spiderware.gg/brand-identity-packs>

