



Flyff is 20 Years Old: History and Curiosities

Hello Flyffers! Flyff was released on the 16th of August, 2004. It's been twenty years already! In celebration of this anniversary, why don't we look to the past and discover many curiosities about our beloved game? As the developers of Flyff Universe, we have gathered many old resources and dug up plenty of never before seen knowledge about the game. We hope you enjoy this read!

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All images in this document are available in their highest resolution in the [official fansite kit](#).

The First Flying 3D MMORPG

The development of Flyff started in the summer of 2002 in South Korea. The creative director Nam Inhwan is considered as one of the fathers of Korean RPGs, as he programmed his first game in 1987. The project name of "Flyff" was initially "Clockworks", and the game started as an offline RPG using assets from a previously canceled project. If you would like to learn more about the creative director and the producer Kim Kwangyeol, here are two articles:

[Hardcore Gaming 101 - A History of Korean Gaming](#)

[4Gamer - Interview of Nam Inhwan](#)

Here is the earliest image ever found of the Clockworks project. The UI is merely concept art that the developers at the time added to the screenshot of the game on Photoshop.



The earliest known screenshot of the Clockworks project

Early in its development, the project was renamed to “Masquerade.” Online mode was added, making it the first flying 3D MMORPG. Here is one of the earliest screenshots ever taken of Masquerade:



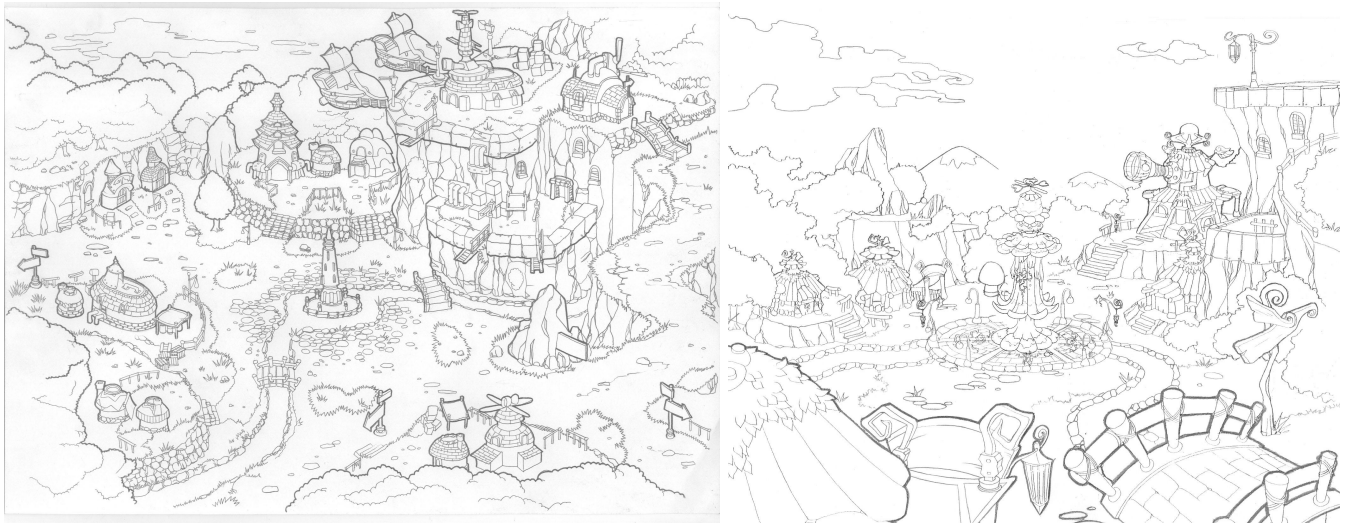
One of the earliest screenshots of the Masquerade project

At that time, the plans for the world of Madrigal were quite different! As you can see, only Flaris remains from the original plan.



The original plan for the world of Madrigal

These are the first concept sketches of Flarine Town! Can you see the similarities with the final version?



Concept art of Flarine Town

Speaking of Flarine, did you know that the town went through 5 different designs? The first two versions had darker colors, targeting a more realistic aesthetic. The textures changed to a more vibrant style with a fantasy touch before the official release. Many years later, in 2012, the town completely changed and the remaining building received more details. Another game, Flyff Masquerade Japan (which we will talk about later), brought a cartoon style version.



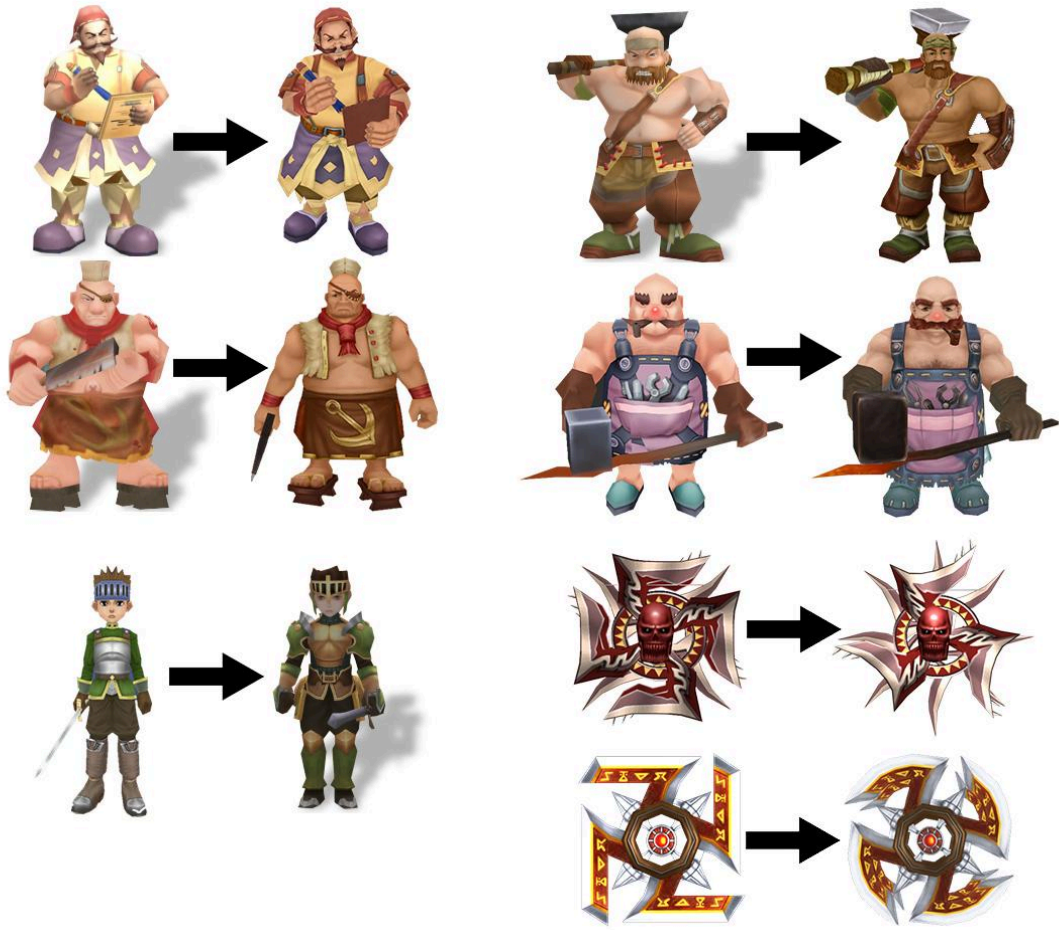
Iterations of Flarine town models

The sails of the windmill in Flarine were originally purple before changing to cyan, but there is still a purple one remaining in Flyff Universe. Do you know where it is located?



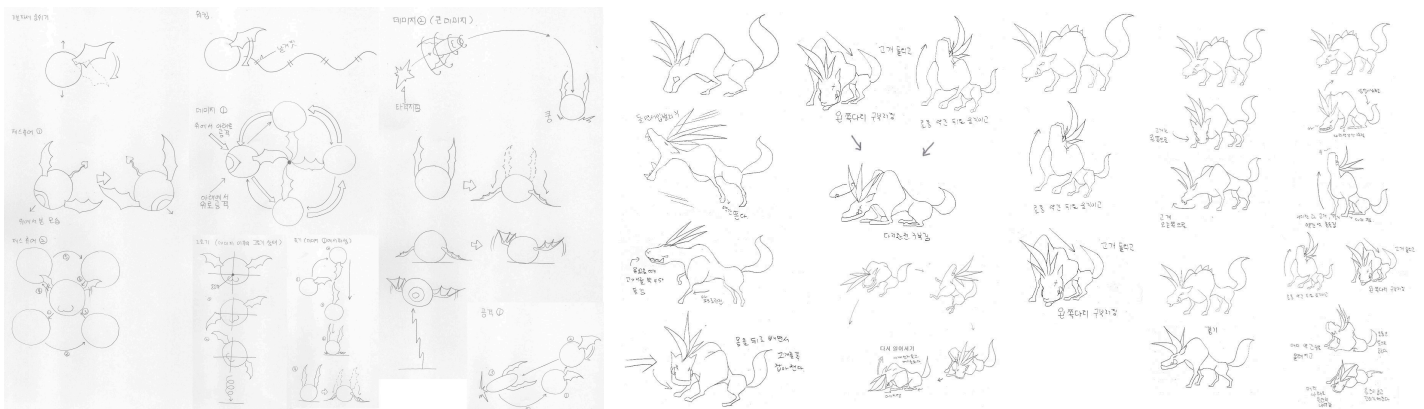
Concept art of the windmill

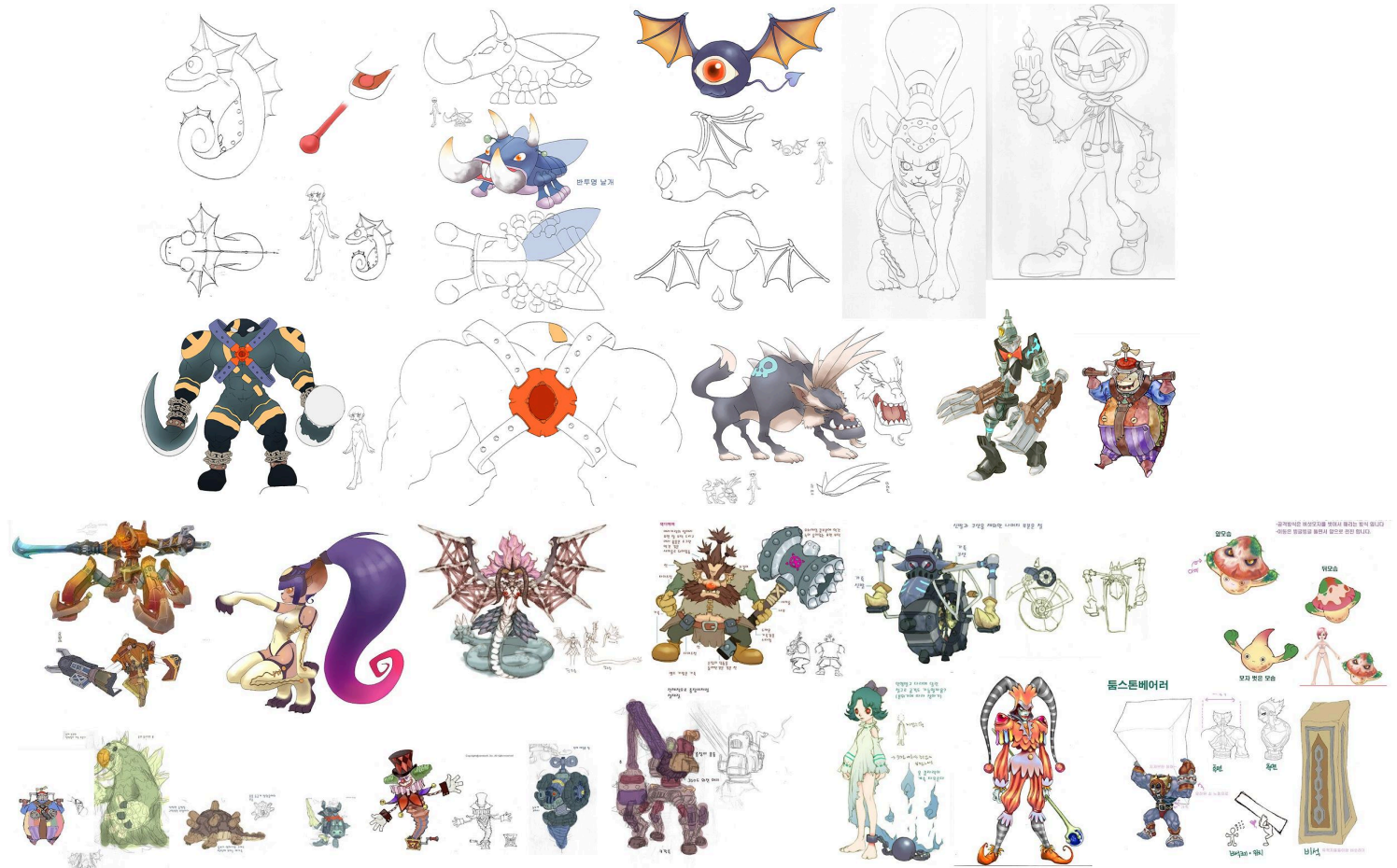
Buildings are not the only objects which have been improved over the years, some NPCs and items got the same treatment!



Improvement of some NPCs and items

Flyff contains many iconic monsters. Their designs and movements seem obvious to us, but back in time it was very creative! Can you recognize these sketches?





Concept art of Flyff monsters

However, some monster concepts were never realized. Will we see them one day in Flyff Universe? Who knows...



Unrealized monster concept art

The reason the name “Masquerade” was chosen is because the game was intended to follow a circus theme. You can still find many references to this intention in the current version of the game. The story is about three clowns, and the Billposter class refers to a person placing circus posters on walls! Many items also include references, such as Power Dice and Yo-Yos. Monsters as well, such as the Cardpuppet, Pranksters, and the Popcrank. If you can think of some more references, why not share them in our official Discord!

The game also had plans for more circus themed systems, such as a card system to attack monsters, separate from items, and more monsters such as Circusbear, Bucketfoot, and Clawdoll.

These images are the original login and character selection screen concepts.



Original concept art of the login (left) and character selection (right) screens

In this video of the first beta-test of Flyff in 2003, you can observe that Flaris was the only continent, and it was very basic compared to the final version. Only two jobs were available: Mercenary and Magician. There was no Vagrant class and no second jobs.

[Video of the 2003 Beta](#)

The game featured a complex altimeter on the right side of the screen which was removed due to lack of utility. Players had a flight level which was intended to be a separate leveling system when fighting flying monsters, but it had been replaced by a unified player level. Did you notice the jump movement in the video? It is quite different from the final version. This jump was present in the beta test of Flyff Universe, but due to the difficulty of controlling the character once it started to jump, it was removed before the official release. The user interface was also very different, with blue as the primary color.

We also have great news; with this week's update, this interface is coming back 21 years later as a UI theme in Flyff Universe! We all agree that the theme may not look very fancy, but we thought this would be a great way to pay tribute to the long history of Flyff!



Screenshots of the game in 2003

More variations of flying ships were also planned! Do you like them? A system was implemented where players could take control of the ships and fly all over Madrigal with their friends. It was removed from the final version due to an issue where other players trying to stand on the ship were falling through. Flyff Universe reintroduced moving ships to travel across continents as well as guild ships, however it is not possible to control their movements as of today.



Concept art of flying ships

Initially, the business model of the game was planned to be a pay-to-play, monthly subscription. However, it was changed to become one of the pioneers of the free-to-play model! Below are some sketches of the first premium items added. Two of them were supposed to change the visuals of the sparkles while flying, which were never implemented. The Liriff Pouch turned these into diamond and clover pieces, while the Ffrilly Pouch changed them into heart and spade pieces. Some of these items such as the Def-Upcut Stone and Gloves of Cheering have been removed early in PC Flyff, but stayed in Flyff Universe, while the Remantis Laccotte never made it into Flyff Universe due to balance concerns. The Scroll of Class Changed was removed from PC Flyff, and was only available during the beta tests of Flyff Universe.



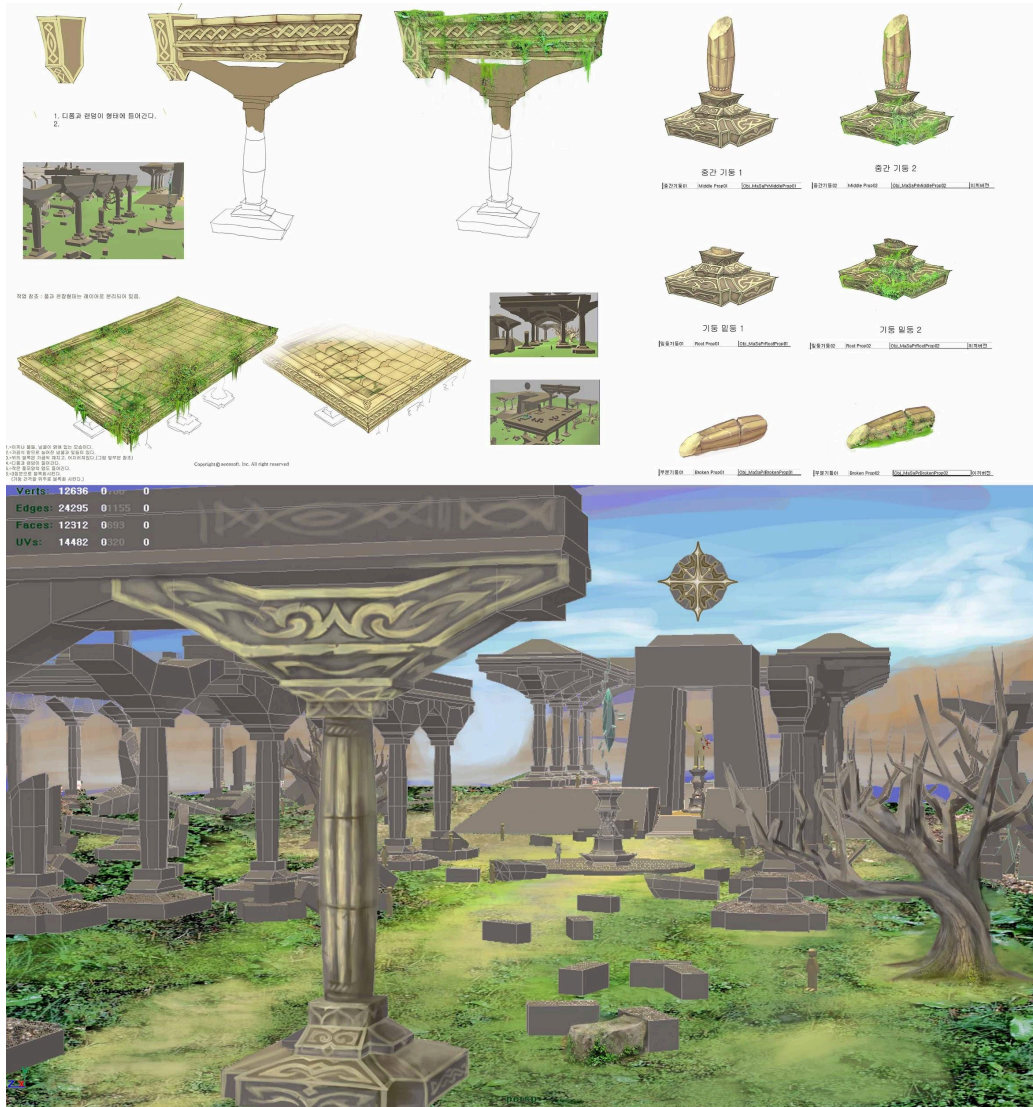
Originally planned premium items

The publisher judged that “Masquerade” was too difficult to remember for players, so before the second beta test the game was renamed to FlyForFun - Flyff, pronounced “fleeff”. The third beta test brought a new continent, Saint Morning, as well as the Assist class, rare green items, and the Party system.



Concept art of Saint-Morning

It seems that the Garden of Rhis was originally planned to have a complete temple which looked like a dungeon entrance:



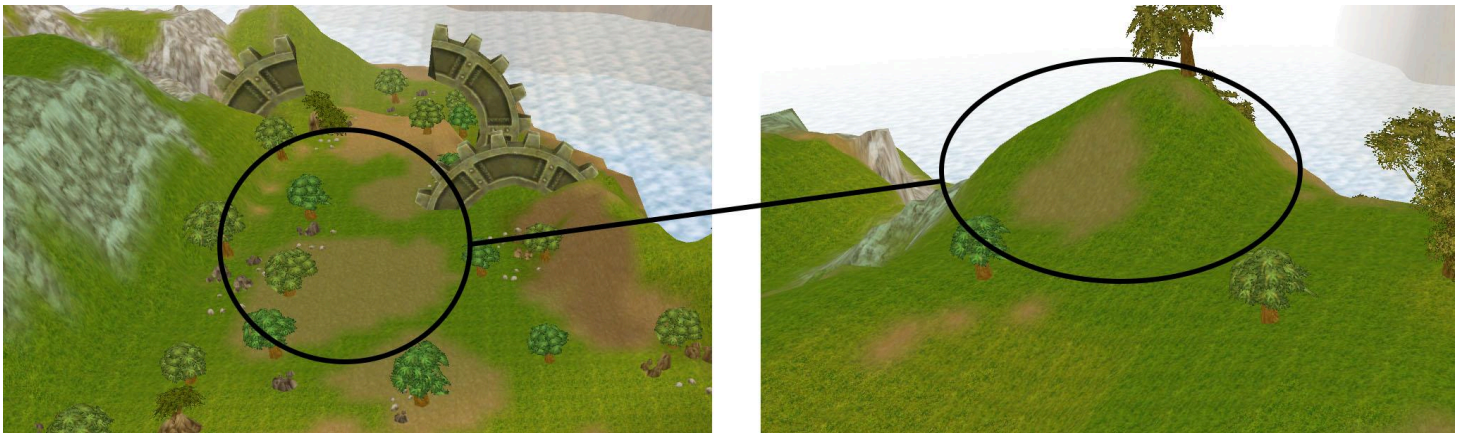
Concept art of the Garden of Rhis

The oldest complete client that we still have is from 2004. The maximum level was 55 and the game ended in Darkon 1. There were no dungeons, so no Mars Mine entrance. The Plain of Bubble and Hill of Shade did not exist and were just a sprawl of mountains, and the Lawolf area was more mountainous. The game contained only 18 quests, and NPCs were different! Northern Flarine was empty, and there was no Acrobat class. You can also see a hole in the bridge to the north of Flaris which was removed due to the difficulty of jumping across it. Some monsters have also been added in later versions: Flybat, Bucrow, Scorpion, Trangfoma, and all quest-related monsters.



Differences between the 2004 Madrigal and 2024 Madrigal

Do you notice the ground's strange discoloration in the Plain of Bubble? It is shadow coloring remaining from the past, when it was a mountain. Flyff has its own plate tectonics!



The ground color in the Plain of Bubble shows that it was a mountain before

There was no map window in the earliest versions of the game, and players had to use items such as “Map of Flaris” and “Map of Saintmorning” to view these images. We are not sure if they dropped from monsters or were available at an NPC shop. Note the “duel zone” in the south of Saint-City, which was the only place where duels took place. After some time, duels became available everywhere and a free kill arena was added in 2008, so the Saint-Morning arena was abandoned. However, it came back in Flyff Universe as the free kill arena with weekly rankings and rewards!



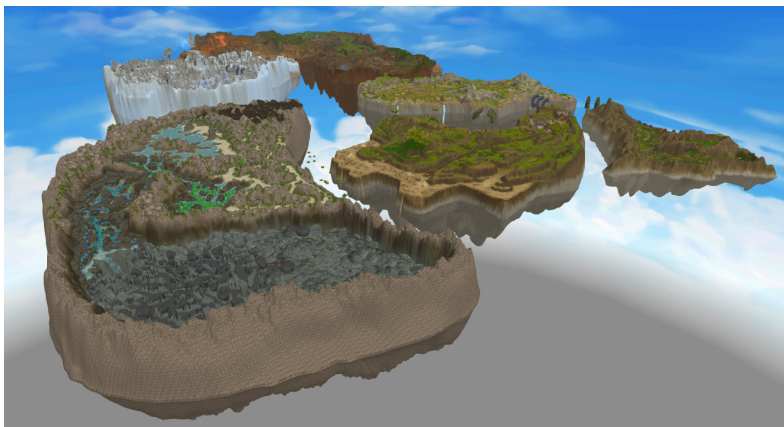
Images displayed when using map items

Here is the initial plan of Madrigal, but various development teams chose different directions over time:



Original plan of Madrigal

Madrigal has evolved a lot over time! Which area is your favorite?



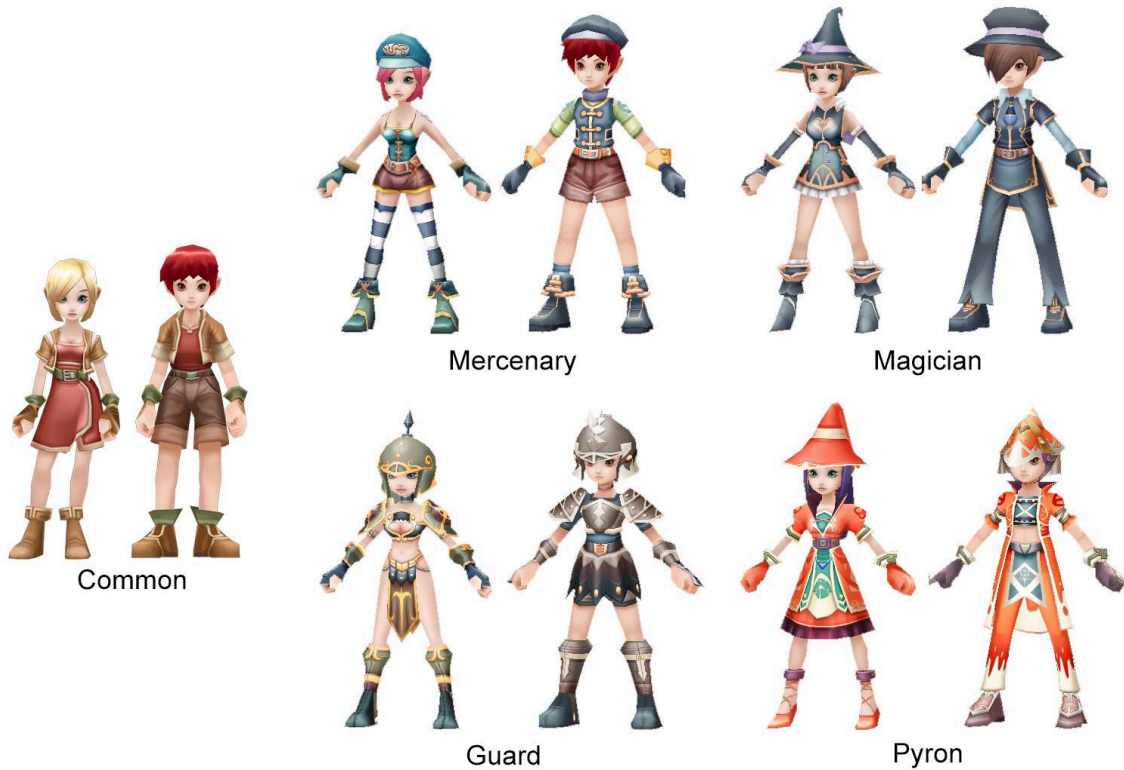
2004 Madrigal (top), and 2024 Madrigal (bottom)

The Summoner Class

When it comes to jobs and classes, the initial plans went through a lot of iterations in the early development of Flyff. The plan until the third beta test was the following:

Level 1	Level 10	Level 50
Mercenary	Guard	Knight
	Strongman	Barbarian
Acrobat	Markman	Dancer
	Pierrot	Jester
Assist	Healer	Stargazer
	Billposter	Accounter
Magician	Pyron	Raiden
	Rainmaker	Overcaster
Engineer	Puppeteer	Doppler
	Gatekeeper	Stringmaster

Jobs highlighted in green are the ones which were actually implemented and playable at the time, and players had to choose their job at character creation. As you can see, it is very different from the Flyff we know! Only five gear sets were obtainable in the game, including the Pylon and Guard sets which are no longer available. Would you like to see their return as costumes?



The five gear sets in the first version of Flyff

In the following screenshot you can see that the Guard had an additional kind of weapon, the spear, which was able to attack from a longer range than swords and axes. However they have been discarded and replaced later by the Knight's two-handed weapons.



A Guard attacking with a spear

The Engineer class was not implemented but we can still find some traces of the concept. Like other jobs it was supposed to have two kinds of weapons and two specializations: the Gatekeeper specialization attacked with rifles, while the Puppeteer specialization could use Marionette weapons to summon dolls. We can see the Engineer attacking with guns in this famous trailer made in October 2003!

[Flyff 1st Trailer](#)



Engineer or Gatekeeper attacking with guns

Based on the beta test feedback, the Vagrant beginner job was added and the list of jobs was reworked:

Level 1	Level 15	Level 60
Vagrant	Mercenary	Knight
		Blade
	Acrobat	Jester
		Ranger
	Assist	Ringmaster
		Billposter
		Psykeeper
	Magician	Elementor
		Gatekeeper
	Puppeteer	Doppler

The Acrobat is in yellow because it was added in a later version, which is why it does not have unique weapons dropping from Clockworks nor low-level elemental weapons like the Flam Sword or Hyper Stick. Did you notice the Puppeteer part of the job tree? It is the Engineer from the first version! Why is it not playable in Flyff? Implementing a complete class requires a lot of development resources, so when the subject of adding a 4th job was on the table, the developers polled the Korean players so they could choose between Acrobat and

Puppeteer, and you know the outcome. A unique concept art was made for the Level 15 set of the Puppeteer, probably for the purpose of the poll:

퍼펫티어 -WOMAN- ver.1



- 목에 스카프를 매고 있습니다.
- 가방의 경우 종이가 많이 먹어 들어가서 앞을 정도로만 크기를 키워주세요.
- 종이에 자켓의 경우 밑에서 떨어져 있다는 느낌을 종이에 맵스이에 딱 붙여 그려주세요. 따로 패이스를 넣어서 만들어 주세요.

퍼펫티어 -MAN- ver.1



- 목자에 달린 고글은 대충이 아닙니다.
- 가방의 경우 종이가 많이 먹어 들어가서 앞을 정도로만 크기를 키워주세요.
- 종이에 자켓의 경우 밑에서 떨어져 있다는 느낌을 종이에 맵스이에 딱 붙여 그려주세요. 따로 패이스를 넣어서 만들어 주세요.

The unique concept art of the Puppeteer job

Unfortunately this is the only graphical resource that remains from this class, no item or skill icon, and no animation or 3D weapon. However, we have a rough draft of what the first skills of the Puppeteer were intended to be:

Class	Skill Name	Weapon	Ranged	Description
Puppeteer	Marionette Skill 1	Marionette	✗	Step combo skill using a Marionette.
	Marionette Skill 2	Marionette	✗	Circle combo skill using a Marionette.
	Marionette Skill 3	Marionette	✗	Finish combo skill using a Marionette.
	Marionette Skill 4	Marionette	✗	Step combo skill using a Marionette.
	Marionette Skill 5	Marionette	✗	Circle combo skill using a Marionette.
	Sting	Marionette	✓	As a normal mid-range attack, throws a string and stabs the target. (Normal attack)
	Rainbow String	Marionette	✓	Uses a string to inflict damage to enemies in front in a fan shape. (AoE attack)
	Silk Sword	Marionette	✓	Creates a string similar to a giant knife and stabs it like a sting skill, reducing the target's maximum HP for a certain period of time. (Debuff attack)
	Vibration	Marionette	✓	Wraps a string around the target and vibrates, causing continuous damage. (DoT attack)
	Cocoon	Marionette	✓	Wraps the target in a string so it is unable to do anything. The target is released when attacked or after a certain period of time. (Debuff attack)

Doppler	Spinhead	Marionette	✓	Step skill using a Marionette.
	Puppet Friend	Marionette	✓	A rotating doll head flies towards the target and causes damage.
	Hinge Hand	Marionette	✓	A giant doll (made of cloth and wood) appears as if using a summoning spell, attacks, and disappears after a certain period of time.
	Tapdance	Marionette	✓	A giant puppet hand appears, attacks the target and its surroundings, and then disappears.
	Junkrain	Marionette	✓	A giant doll's feet step on the target's area (if the target avoids it, no damage is taken).
Gatekeeper	Rifle Skill 1	Rifle	✓	Step combo skill using a Rifle.
	Rifle Skill 2	Rifle	✓	Circle combo skill using a Rifle.
	Rifle Skill 3	Rifle	✓	Finish combo skill using a Rifle.
	Rifle Skill 4	Rifle	✓	Step combo skill using a Rifle.
	Rifle Skill 5	Rifle	✓	Circle combo skill using a Rifle.

It seems that rifles should have been used for ranged attacks in a similar way to the bows of acrobats. The marionette weapon seemed to be more complex and provided three play styles: short range attacks, ranged attacks throwing strings, and ranged attacks summoning dolls. Note that there is no mention of the ability to capture and summon actual monsters from the game as some may have expected.

However, we should keep in mind that each weapon had endurance in this version. Each attack reduced the weapon's durability until it reached zero, and required repair at Boboku's shop for Penya. It was inconvenient for players to always repair weapons so the system was removed in the 9th version of the game, but we could totally imagine the summoned dolls having their own HP bar in a similar way.

Will the Puppeteer ever be implemented in Flyff Universe? That is one of the biggest dreams of the Flyff Universe development team, a kind of ultimate goal where we keep throwing ideas and testing things in this direction. There are major design issues to tackle in order to realize this dream. First, it seems that the initial design of the Puppeteer intended by the original Flyff developers was very close to the Acrobat class, being mainly based on the dexterity stat, using ranged attacks. The ability to summon dolls is more of a graphical animation rather than actual summoner gameplay. The similarity between the Acrobat and Puppeteer jobs is probably the reason why only one of the two were implemented, so we must think of a brand new play style which should be different from the four existing jobs, probably in the direction of an actual summoning system. The second issue is that adding a new class to the current version of the game requires the creation of 96 weapon designs, 56 equipment sets, and many skill animations, visual effects, and icons. It is a massive operation which takes a large amount of development time. The third and final issue is that introducing a new job should be thoroughly designed and tested in order to not break the game's balance, such as how it interacts with the existing stats, the defense and block rates, and how the players themselves will take damage, which is why some summoner jobs have balance issues in other games. We have many ideas and motivation so stay tuned!

If you liked the Flyff trailer from 2003, there is another one that you can watch!

[Flyff 2nd Trailer](#)

The Forgotten Version 20

The 20th version of Flyff named “Turning Point Part 1” was released in summer 2016, adding the Rhis' Trail instanced dungeon and raising the maximum level from 150 to 155. But did you know that the 20th version initially planned for 2013 was completely different? The plans changed during the development of this version as the company decided to focus on the creation of mobile games. While it has never been completed, a lot of the development was already done, so let's dive into the changes!

A donation system was in the works where players would freely donate Penya and items to a new Angel NPC in Flarine. Several goals would have been proposed which unlocked buffs for the whole server! This would have been a great supplement to the Lord system which has flaws in the election system, and it is difficult for the Lord to satisfy all players on a server as they can play in different timezones.

[기부천사] 엔젤링

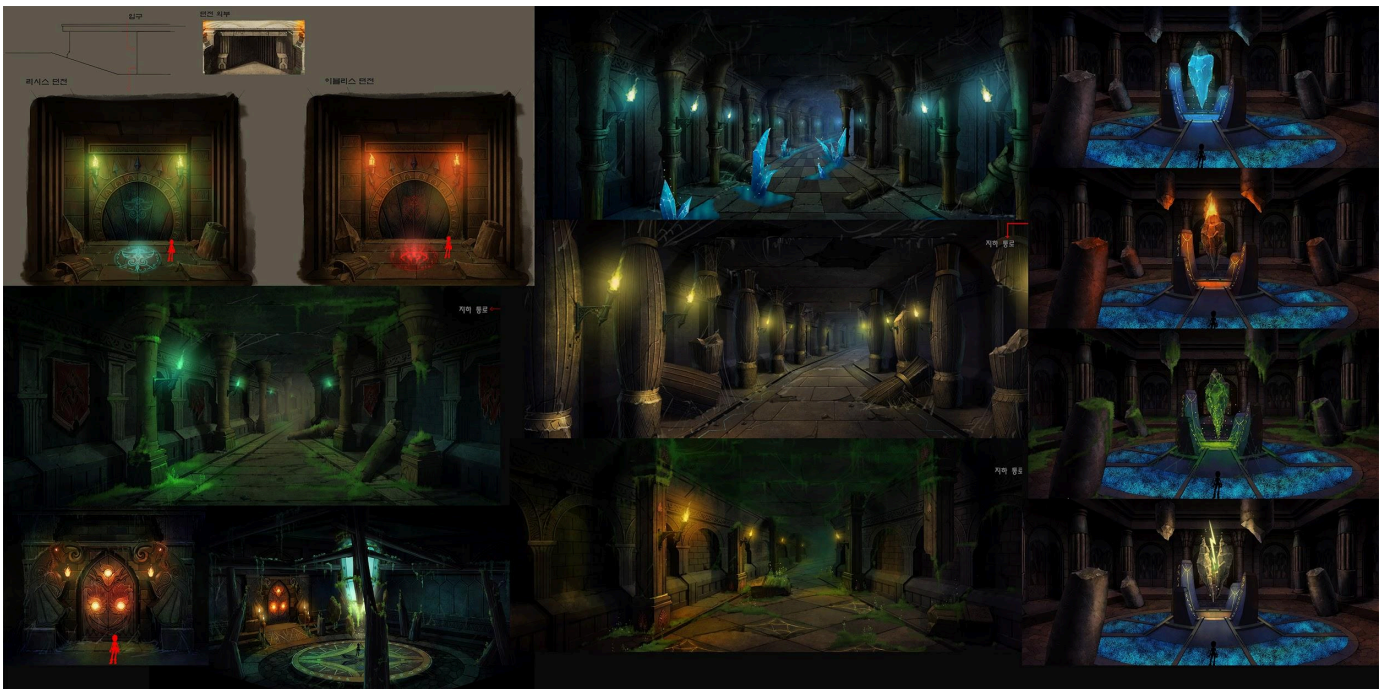


3D model (left) of the Angel NPC and its concept art (right)

A brand new piece of content was planned where two factions, independent of guilds, would compete against each other. The first faction in red color was called Iblis and the second faction in blue color was called Rhis. The competition would take place at regular intervals in a new dungeon named Rhis Ruins, located in the South of Leren Mountains in Flaris. Note that it is not clear why the flag of the Rhis team is yellow instead of blue.



Concept art and in-game screenshots of the Rhis Ruins entrance



Concept art of the Rhis Ruins dungeon

We do not know the details of the competition but it was expected to be similar to the Secret Room where the first faction to clear the dungeon takes the win. We also do not know if players choose their faction or if the attribution was random, and if there was a possibility to change from one faction to another. Each faction had its own dungeon entrance and monsters matching the color.



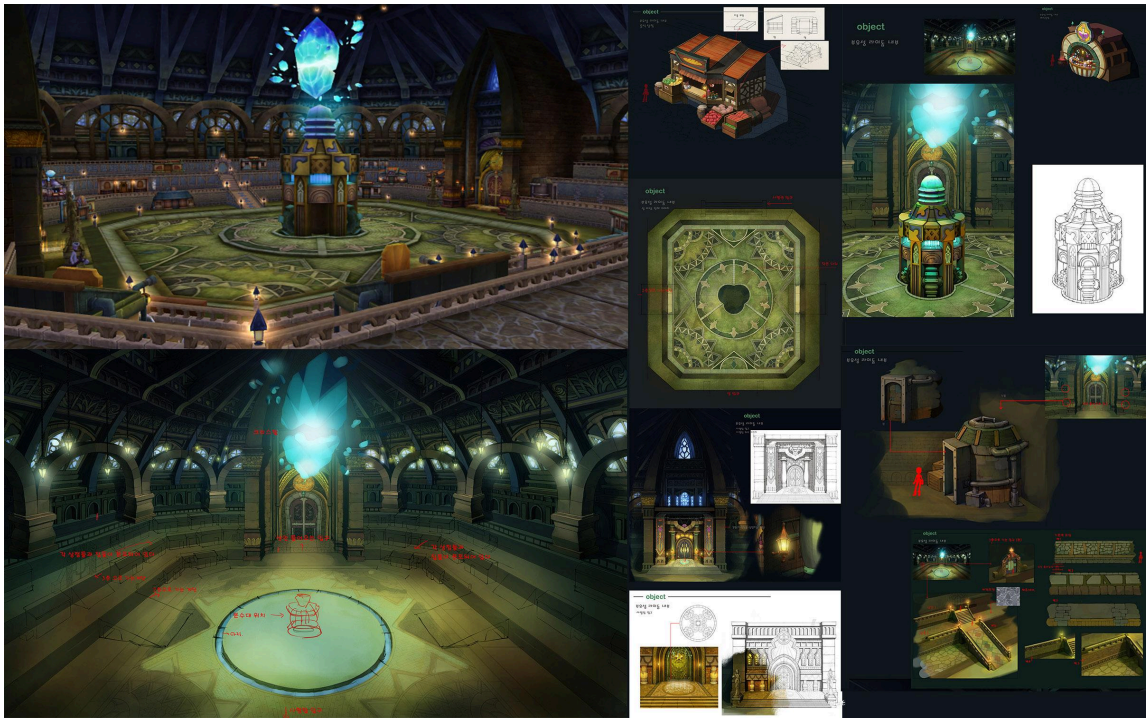
Concept art of the Rhis Ruins monsters

The faction winning the competition received the ownership of a flying castle until the next competition is held. This flying castle was located between Darkon 1 and Shaduwar, and could already be seen in game. The castle and the Rhis Ruins dungeon area have been used as a high level dungeon in the 22nd version of Flyff released in 2022.



Concept art and in-game screenshot of the flying castle's exterior

Only the faction owning the castle could enter it, where they could find various NPC shops and an area to open personal shops. One of the NPCs has already been seen in Flyff Universe, do you remember when?

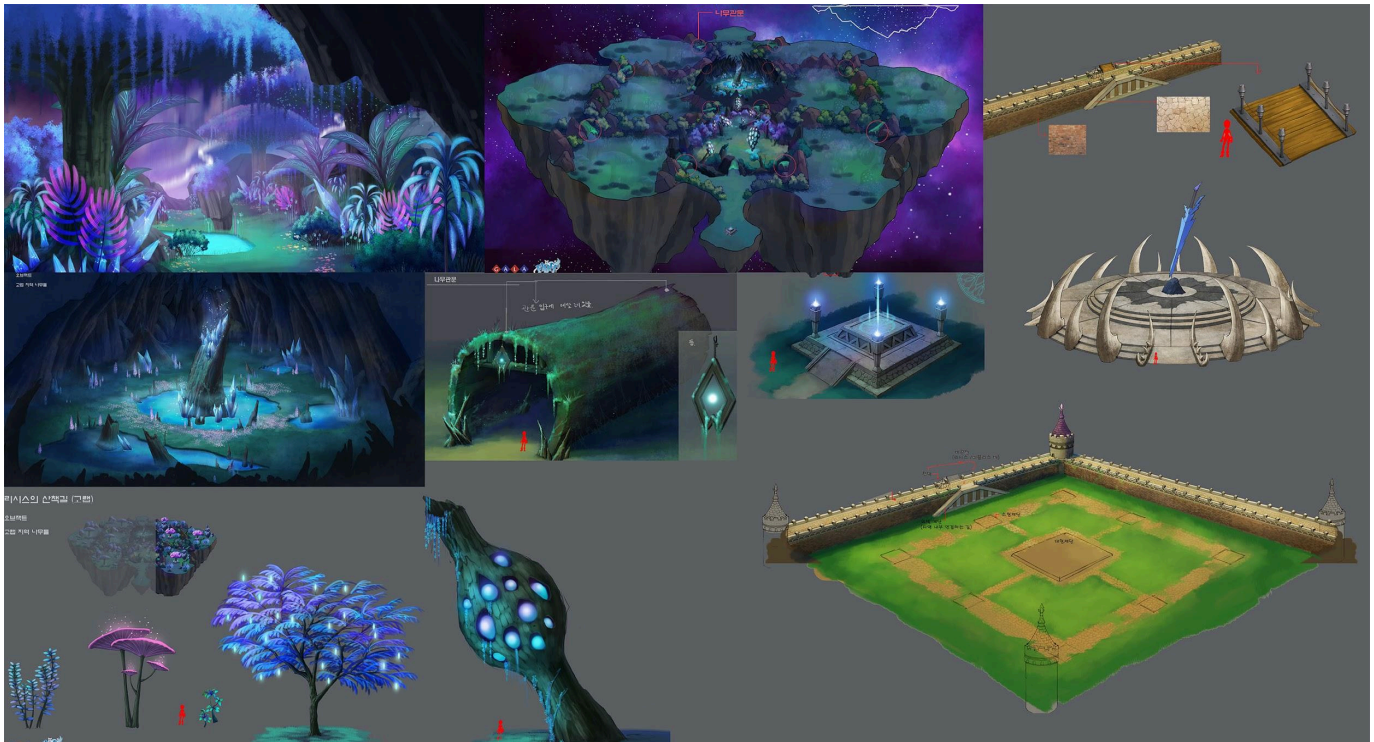


Concept art and in-game screenshot of the flying castle's interior



Concept art of the NPCs inside the flying castle

However, the most important motivation towards winning the flying castle is that it allowed access to three new leveling areas! The first area was planned for low level players and seemed to be the courtyard of the castle. The second area was for mid level players and looked similar to Traseia. Unfortunately we do not have concept art of the third area for high level players, but we do have some monster designs.



Concept art of the new leveling areas



Concept art of the new leveling monsters

That is all we have for version 20! Would you have liked this game update? Which part is your favorite, and which faction do you prefer? Who knows, it might become reality one day...

f2: Floating Fortress

As some of you may know, the elusive project of f2: Floating Fortress was in development as early as March of 2010. In fact, there was even a full trailer released which you can still watch!

[f2 Trailer](#)

Originally named Neofly, the project was canceled after some years as the company decided to focus on mobile development, and unfortunately never came to fruition. Why don't we show you some never before seen previews and insights into the kinds of things that were planned for our game's sequel? You may be surprised to learn about the amount of material there was, including years of planning and development of classes, combat, economy, world, and even story.



Early development screenshots of Flyff 2: Floating Fortress

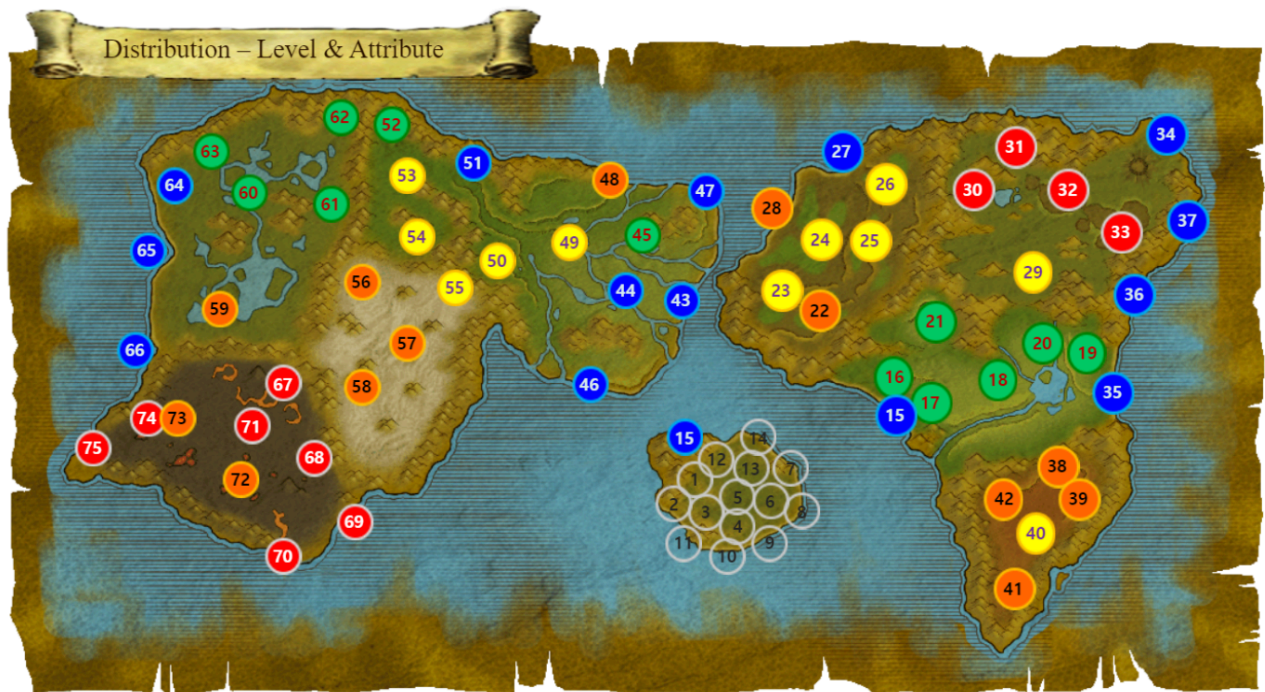
While the game had many new concepts and a slightly different artistic vision, some designs are inspired from Flyff 1. Can you guess what each one of these monsters were inspired by?



Flyff 2 monster designs

The Aibatt looking monster must have been a very distant relative to the Aibatt, as it seems quite a bit more vicious! In fact, it was named “Eyemon” and was a level 19 monster.

The world of Flyff 2 was also quite different to Flyff 1’s world. Madrigal underwent many changes, leaving behind only a Flaris continent and a Darkon continent. There was also an additional island, known as The Nameless Island. While there are only two continents and an island, the world map was about double the size of the original Flyff Madrigal, with many subregions in each continent. Perhaps continental drift played a role and merged some continents into one. When you first create your character, you start at The Nameless Island, and progress through to Flaris, and finally to Darkon.



Fire Wind Land Water Electric

World map monster level progression and element attributes

The map above is one of the earlier versions of Madrigal, and was iterated upon over time as the development team finally reached their final version of Madrigal, which looked like this:



Final version of Madrigal, with Flaris selected

Since this is Flyff 2, there was of course work done on the flying aspects of the game. In the final thirty seconds of the trailer shared above, you can see some previews of one of the most integral and new parts of the game: Spirits. Spirits were companions that you obtain early on in the game, each with their own capabilities which you can improve. Flying type spirits allowed you to fly by transforming you, as seen in the trailer.



Transformation process for flying

Flying was given new, more intuitive and free controls, allowing you to fly straight up or dive down, or even glide. These spirits were itemized and could be stored in your inventory, and another type of spirit was the Buff type, which enhanced your stats.

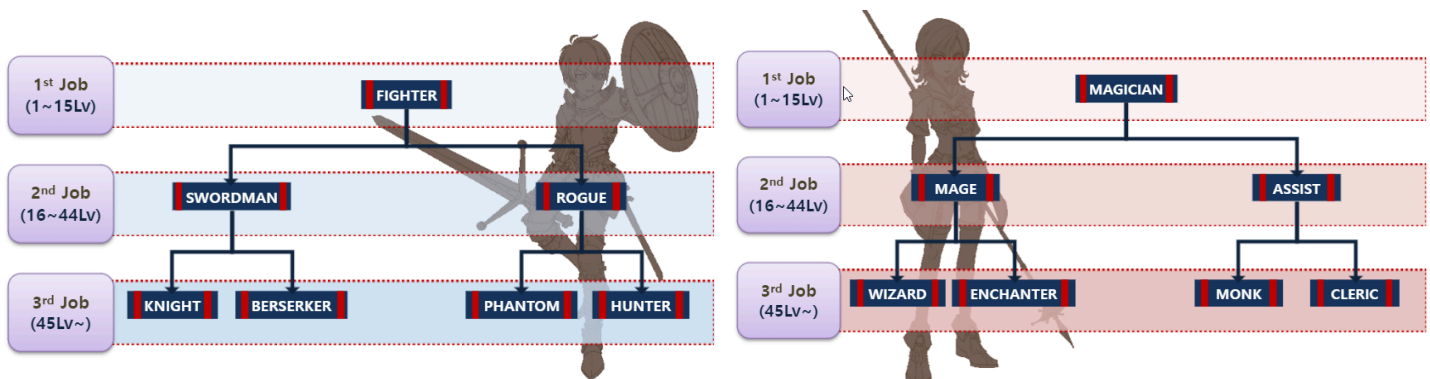
Speaking of stats, Flyff 2 added three new base stats and removed one. There was no more Stamina, although the newly added Constitution stat took over defenses. This stat affected your maximum HP, your HP recovery, your weight limit, and your underwater breath gauge (yes, there was an underwater mechanic planned). Another new stat is the Mentality stat, which was focused on magical defenses and other magical abilities such as your magic defense, your maximum MP, your MP recovery, your magic cancellation chance, and your magic casting speed. As you may notice, some MP stats were transferred from the Intelligence stat to this new Mentality stat, and Intelligence now only affected your magical attack power. The final new stat is the Luck stat, which affected your magical critical chance, and item drop chance increases. An interesting addition to the Dexterity stat is its effect on your movement speed.

Another system which received an overhaul in Flyff 2 is the raised pet system. Rather than stat enhancements, your pets directly joined the battle and had their own abilities. You could upgrade these abilities through monster hunting and raising your pets, making them stronger. You could summon your pet whenever you wished, and have it help you in battle. The pets were also much bigger, allowing you to ride them!



Pet mechanics

The jobs in Flyff 2 followed only two base classes: Fighter and Magician. The tree was as follows:



The two job trees

There are some interesting notes to some of these jobs and how they worked, especially the ones that are quite foreign to Flyff 1. For example, the Phantom job, which is a remnant of the Jester in Flyff 1, used daggers and leaned much more into the fast and sneaky style of gameplay, specializing in critical damage. The Enchanter job could summon totems which mimic the stats of the player, and could use many different types of weapons and armor. The totems could be controlled carefully using skills, providing a fairly high skill ceiling to this job.



Concept art for Phantom (left) and Enchanter (right)

In terms of combat, your character's level mattered much less than it does in Flyff 1, and your power was mostly scaled with your equipment and skills, which you could unlock by leveling. While the character health and MP were scaled with the level, the attack stats were not. The only way to enhance your attack power was to enhance your weapons, with awakening being a much more complex system than Flyff 1 and the main focus of weapon enhancement, rather than upgrading.



In-game screenshots

One of the largest mechanics in the game was the Coliseum, which was a PvP mode. It served 1v1, 2v2, 4v4, and 7v7 modes, rewarding players with Battle Chips which could either be converted into Penya or spent at the Battle Chip store.

Since guild versus guild combat has always been one of the most popular endeavors in Flyff, the Coliseum also offered a mode for exactly that. However, it was a regular tournament system with brackets, where the final winner got the authority to control taxes or even access certain limited dungeons. During the battle, guild leaders were tasked with carving their guild's name on the Halidom, and guild members had to defend their leader while doing so and prevent other guilds from taking over the Halidom.



In-game screenshots of the Coliseum

To close off this section, here are a few more pictures of various environmental art pieces, including concept art and in-game art.



Various environmental concept art pieces



Concept art pieces (left) and their corresponding in-game screenshots (right)

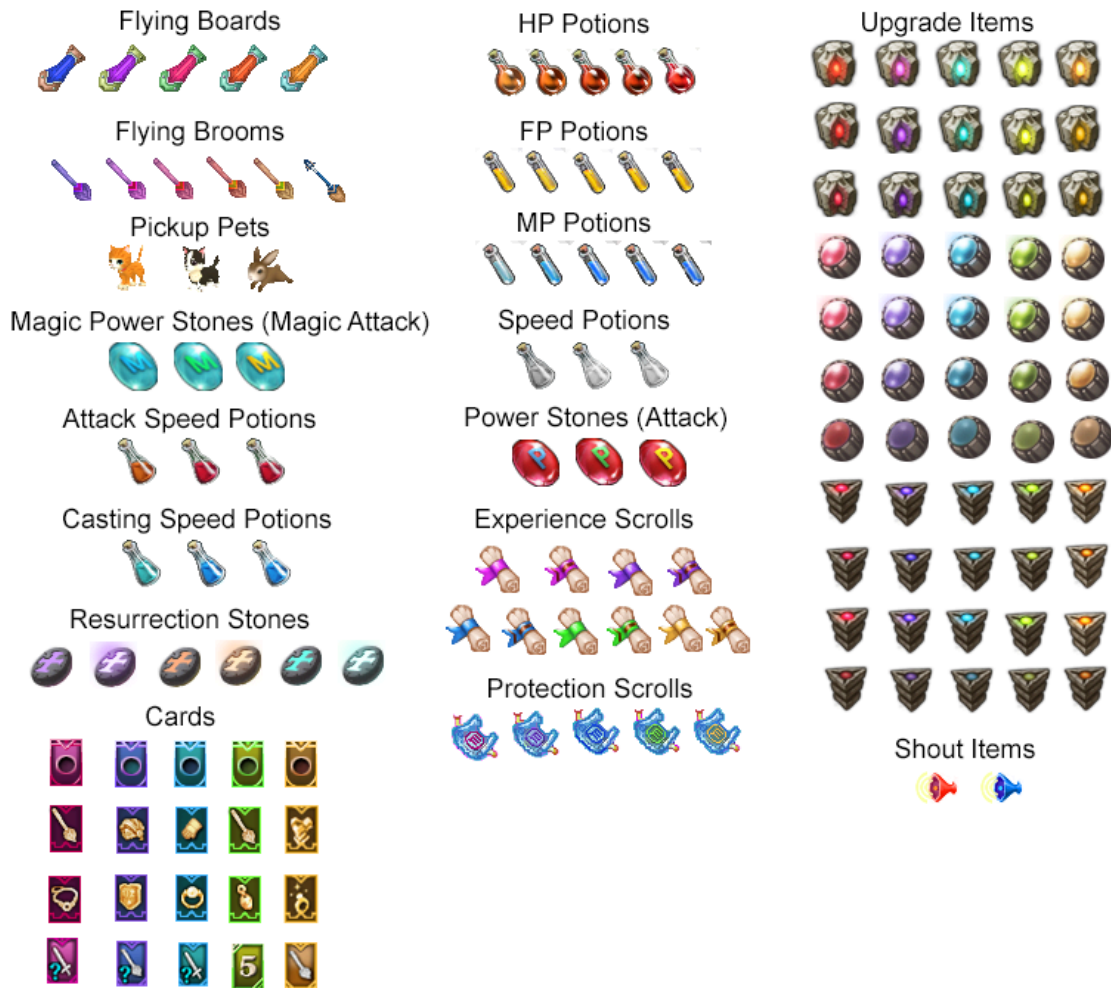
Flyff Masquerade

A new version of Flyff was launched in May of 2013 in Korea, and a few months later in Japan: Flyff Masquerade. It was very similar to the 19th version of Flyff, with a few core differences.



Logo of Flyff Masquerade

Players had 6 base stats to distribute instead of the four original strength, stamina, dexterity, intelligence. The item upgrade system was simpler and it was possible to upgrade flying devices through a Grade system. All existing recovery and buff items were replaced by a new set of items:



Some items in Flyff Masquerade

Besides these few gameplay changes, the game featured a pretty User Interface, new jump animations, and brand new Cartoon-style graphics. Here are a few videos made by a player!

[Flyff Masquerade Gameplay](#)
[Flyff Masquerade Town Tour](#)



In-game screenshots of Flyff Masquerade

The game shut down in 2014 due to a lack of active players. However, did you know that Flyff Universe provides most features of Flyff Masquerade? Server and Channel Shouts have been implemented, the User Interface is available when selecting the Masquerade theme, and graphics can be reproduced by selecting Cartoon texture quality and enabling Outline mode in the Option window!



Masquerade UI and graphics in Flyff Universe

Flyff Mobile Games

You might think that the history of Flyff as a mobile game began in 2014, but that is incorrect and the appeal to target other platforms besides PC started very early. Flyff Online Mobile was a game developed in 2007 and released in February 2008 for DoCoMo mobile phones. It was published on the PotaMO game portal, the equivalent of gPotato for mobile games.



Loading screen of Flyff Online Mobile

The graphics were very advanced for a mobile game at the time, as they were directly imported from the original PC version. At that time most mobile phones only had 2D games such as snake and minesweeper! Users could play online with up to 7 other players through a network system specific to DoCoMo. There was no standard or widespread operating system and hardware for mobile phones when it was first developed, so it

was limited to a specific operator on the Japanese market. The arrival of Android smartphones quickly made the game obsolete and significantly decreased the amount of players. Unfortunately the game shut down in February of 2009, but it remains a good example that Flyff is always striving for innovation.



In-game screenshots of Flyff Online Mobile

Flyff came back on mobile in 2014 with three games: Flyff All Stars, Flyff Puzmon and Flyff StompRun. The most famous, Flyff All Stars, was a RPG mostly based on the collection and evolution of heroes with different rarities. The game featured various levels and online features, where it was possible to compete against friends and random players with weekly rankings.

[Flyff All Stars Gameplay Video](#)



Flyff All Stars loading screen, hero list, and initial levels

Each level consisted of many monsters and a final boss to defeat. The player could swap between three heroes and use their unique abilities to achieve the best clear time. As a mobile game, there was also an Auto mode where the heroes automatically attacked monsters. All levels contained references to the original Flyff in the environment and monsters!



Flyff All Stars main gameplay (left), and boss battle (right)

The second game, Flyff Puzmon, was a relaxing puzzle game where players had to align items to explode them and clear hundreds of levels. We could once again find many references to the original Flyff with a cute pixel art style. Note that this is the only 2D-style game of the Flyff franchise!

[Flyff Puzmon Gameplay Video](#)



Flyff Puzmon loading screen (left), and puzzle gameplay (right)

The last game never went beyond the open beta on Android. Flyff StompRun was a platform runner game where players had to jump on the right time to avoid obstacles and gain speed boost. Completing levels allowed you to enhance character abilities, and it was possible to compete online against friends!

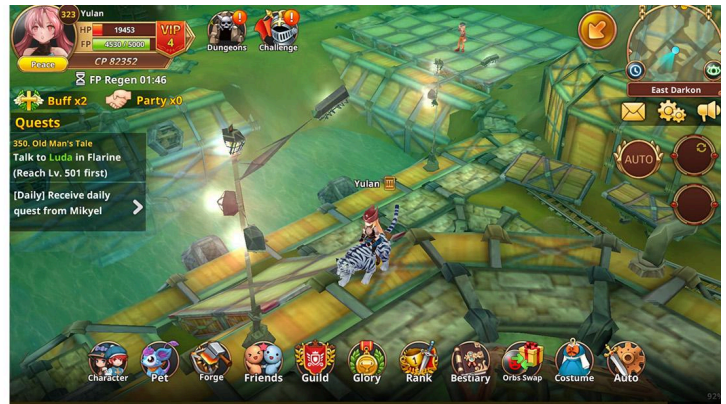
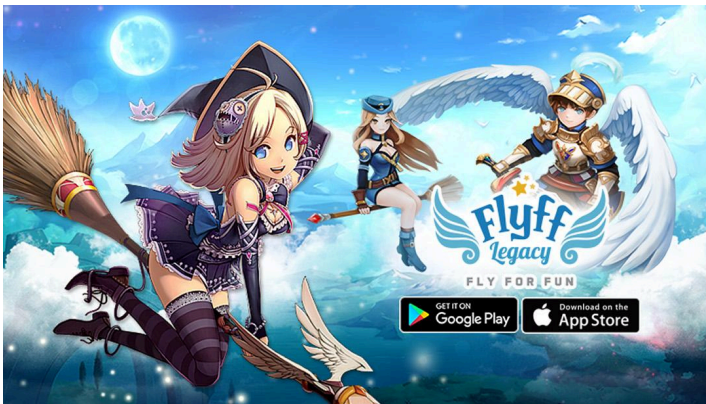
[Flyff StompRun Gameplay Video](#)



Flyff StompRun Closed Beta Test announcement (left), and gameplay (right)

After these three casual mobile games, the developer Gala Lab decided to come back to the basis of Flyff by releasing a mobile MMORPG in 2016. Flyff Legacy is closer to the original Flyff with character leveling, quests, an auction house, Secret Room, pets, and instanced dungeons. The game also features exclusive content such as world bosses, endless tower dungeon, daily rewards, costume collection, and a collecting area with free PK!

[Flyff Legacy Gameplay Video](#)



Flyff Legacy poster (left), and Darkon area (right)

Three jobs are available: Mercenary, Magician, and Acrobat, each with their own set of gear, weapons and skills to level up. Equipment upgrade mainly revolves around the ability to “fuse” lower tier gear into higher tier with a success rate. Leveling is mostly achieved by completing daily quests and dungeons like the Mokomoci’s Hill.



Flying in Flyff Legacy (left), and Madrigal world map (right)

Flyff Legacy received a major update in 2018 named “Heroes’ Awakening,” which featured second jobs, an increased maximum level, personal trades, and new dungeons. The new classes are Knight and Blade for Mercenary, Jester and Ranger for Acrobat, and Elementor and Psykeeper for Magician, same as the original Flyff! Each class has two unique skill abilities.



Flyff Legacy second jobs

Flyff Universe



Logo of Flyff Universe

Now we have arrived at the present day. Flyff Universe is here, breathing new life into the game we have loved for 20 years and always striving towards innovation for Flyff! With the arrival of Flyff Universe, the game is now more accessible than it has ever been, available all around the world on many different platforms and languages.



May 18 2022, Flyff Universe launch day

Why don't we go through a little bit of Flyff Universe history? Development of a prototype named FlyForFun.io began in early 2018 as one of the lead developer's hobby projects, with version 0.0.1 being completed on the 16th of March, 2018. Over the next year or so, development was steady on the fundamental aspects of the game & engine. On July 7th, 2019, it was announced that FlyForFun.io is going to become an official game, joining development with Gala Lab!



First prototype version 0.1.7 (left), and version 0.2.3 (right)

The first public prototype of the game, at v0.1.7, featured only walking, flying, and chatting, with the maximum level being a grand total of 1!

Version	Date	Content	Max Level
0.0.0	20 Feb. 2018	Project launch	1
0.0.1	16 Mar. 2018	Resources management system and 2D rendering	
0.0.2	22 Mar. 2018	User Interface system and sound engine	
0.0.3	30 Mar. 2018	3D model rendering	
0.0.4	11 Apr. 2018	Game server with character creation	
0.0.5	19 Apr. 2018	World (terrain, water, skybox) rendering	
0.0.6	1 May 2018	Physic engine and player movements	
0.0.7	18 June 2018	NPC spawns and monsters basic AI	
0.0.8	5 July 2018	Database storing the character data	
0.0.9	10 July 2018	Chat window and teleport commands	
0.1.0	15 July 2018	World map window	
0.1.1	20 July 2018	Items system and taskbar	
0.1.2	5 Aug. 2018	Navigator window	
0.1.3	16 Aug. 2018	Shaders system rework and shadows	
0.1.4	1 Sep. 2018	Improved UI support on mobile	
0.1.5	13 Sep. 2018	Server security improvements and moderation commands	
0.1.7	11 Mar. 2019	Flying system	
0.1.8	14 Mar. 2019	Motions and emoticons	
0.1.9	28 Mar. 2019	Attacking with a sword and using food items	
0.2.0	11 Apr. 2019	Inventory and monster drops	
0.2.1	25 Apr. 2019	NPC dialogs, NPC shops, private messaging, blinkwings	60
0.2.2	9 May 2019	Buffs system, Pang buffs, Mercenary job	
0.2.3	6 June 2019	Skills system and vagrant skills	

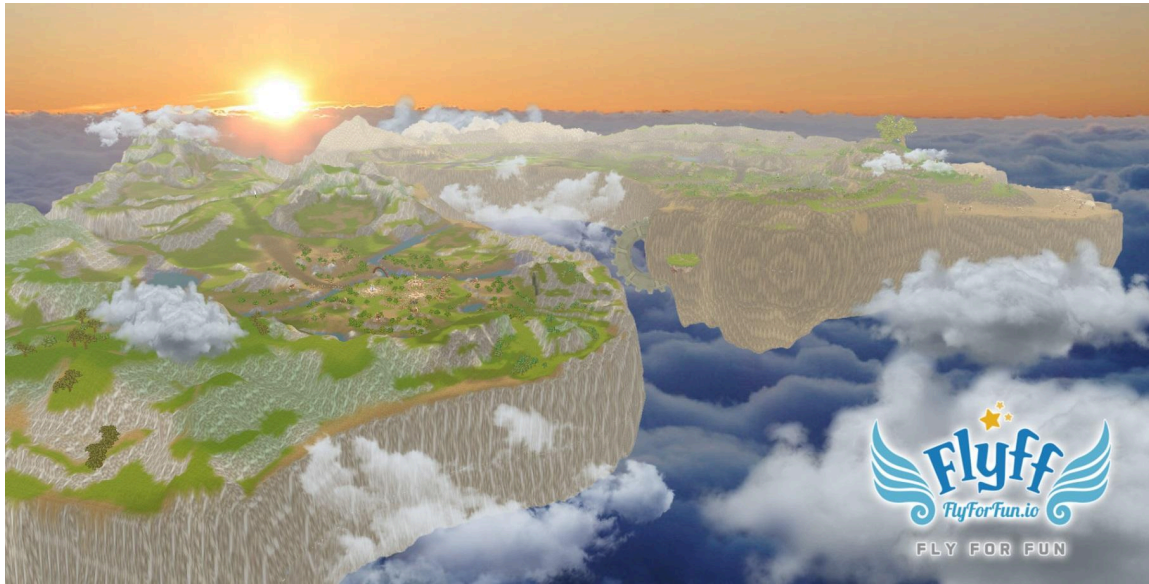
First versions of FlyForFun.io

Update v0.1.8 release 14 March 2019

The prototype is now in version 0.1.8!
 Network issues fixed
 Mouse can rotate camera on x axis when moving with keyboard
 Shadow map when flying high fixed
 Changed the Middle shadow quality
 Added motions & emoticones window (we missed them so much!) I tried things for Chrome bugs with mouse pointer but it's difficult because I'm unable to reproduce the bugs on my computers. Still working on it.
 I also apologize to players who weren't able to connect to server. 700 characters were created since the first announcement of the project monday! Thanks for all your mails, pm, comments and bug reports! ...
[Read more](#)



Version 0.1.8 patch notes (left), and the first Option window (right)

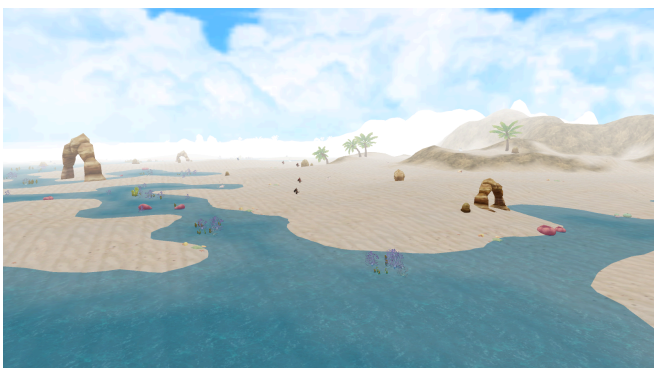


Promotional content for FlyForFun.io

As the project transitioned into Flyff Project M, it continued steady development until the 18th of May, 2022, when Flyff Universe was officially launched into early access! Now the game has made several improvements upon the original PC Flyff, giving a complete makeover to some areas such as Azria, Coral Island, and Volkane.

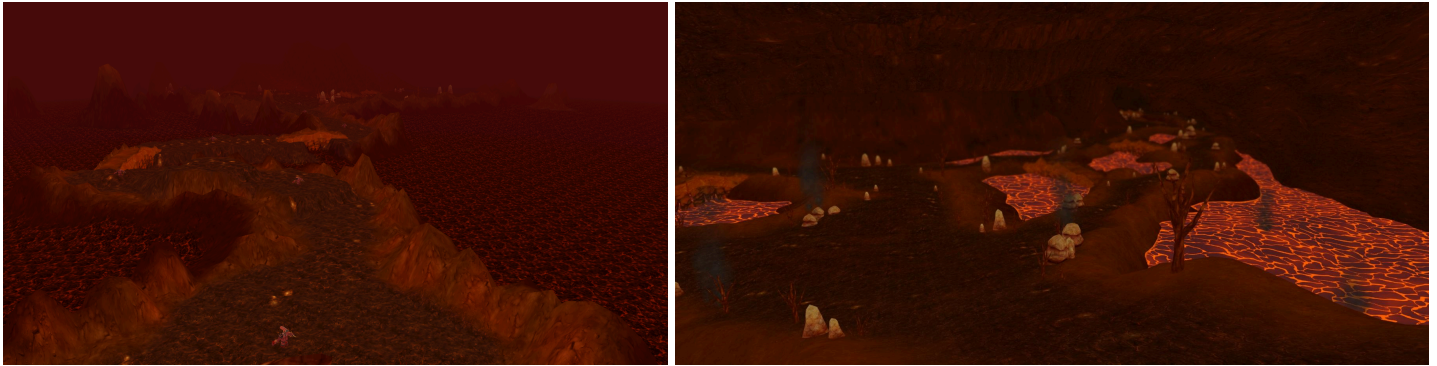


PC Flyff Azria (left) and Flyff Universe Azria (right)



PC Flyff Coral Island (left) and Flyff Universe Coral Island (right)

The Coral Island improvements came after some much needed visual improvements to the water, as you may notice in the images above. The lava also received some improvements, which is very noticeable in the revamped Volkane.



PC Flyff Volkane (left) and Flyff Universe Volkane (right)

The game received several engine and graphical improvements over time which continue to modernize it from the age of PC Flyff. The sea of clouds separating the continents has been improved from the original version, making them feel more mystical. Perhaps the clouds will receive some more visual enhancements in the future?



PC Flyff clouds (left) and Flyff Universe clouds (right)

One of the biggest visual additions came in the form of lighting, which is something the game has been lacking for 20 years! Flyff Universe introduced a new point lighting system which gives the environments a new level of vibrance and warmth.



Point lighting system in effect, illuminating the structure's surroundings

Besides visual improvements, Flyff Universe revamped many gameplay elements, setting them apart from their PC Flyff counterparts, if there was one. To name a few quality of life elements, you can now select your favorite UI theme, customize your keybinds, select your language, set up an offline vendor, unlock more inventory slots, and more! The game also features a much improved Rainbow Race, being an actual speed race as opposed to PC Flyff's quest-style race.



Rainbow Race track

The community has always been a monumental aspect of Flyff. This is why community oriented systems received important attention, such as the guild housing feature. While guilds have access to an entire open-world flying ship in Madrigal, guilds in PC Flyff only had a large house, similar to the interiors of your player houses in Flyff Universe.



A vacant, open-world flying guild ship

At this point, we have mentioned the name “Flyff Universe” 13 times. Were you ever curious about the origins of the name? Originally, this game went through a few options for naming – Flyff Classic and Flyff Origins were close to taking the win. However, we settled on Flyff Universe as this game combines many features across the entire Flyff “universe,” including features from Flyff Legacy such as the mobile compatibility, features from Masquerade such as the items and the UI, and PC Flyff itself. Flyff Universe has become the one-stop shop for all things Flyff!

Conclusion

We could write a hundred more pages as we barely covered the history of Flyff thus far, but here ends our travel through time today. We could talk about modern updates of the game, the soundtrack, old servers and their fusions, Flyff merchandise, events hosted by publishers such as invasions, the Guild Battle Royal in the US, the Challenges of Shade and Iblis in Europe, Flyff Championships, and so much more. Every version of Flyff and every publisher has its own unique and long story. In fact, thousands of pages would not be enough to write the story of Flyff – the most important things are the discussions, the conflicts, the friendships, and the good times that each player went through. We are all part of Flyff’s history!

Conscious of this heritage of twenty years and this strong responsibility, led by the passion for innovation and creativity, we will continue to write the story.

Fly for fun, to the skies and beyond, forever!



The following photos belong to their respective owners.



Flyff physical version and credit cards in Japan, 2004, credits: excite



Flyff development team, 2008, credits: khgames.co.kr



Flyff presentation at the French Festival of Video Games, 2008, credits: jeuxonline.info



The merge of Aeonsoft (Flyff) and nFavor (Rappelz) to become Gala Lab, 2010, credits: BetaNews.net



Flyff World Championship winners, 2011, credits: gpotato



Tiny Tanuki official merchandise, 2011, credits: gpotato



Flyff All Stars TV commercial featuring AKB48, 2015, credits: TV CM



Flyff Philippines Championship at PlayPark All-Stars, 2020, credits: PlayPark



Flyff World Championship winners, 2023, credits: WeMade Connect



Flyff Universe event in Philippines, 2024, credits: PlayPark