

SGB CRAFT 0.1

ALPHA VERSION (PLAYTEST)

Game Guide and Manual

Did CoinyLabs (@songbirdpotato) actually make a working video game for NFTs?

Yes. lol

What is SGB Craft

SGB Craft is a 1-v-1 turn-based strategy game tailor-made for the XRP, FLARE, and SGB communities.

It is a web browser game with low graphics requirements. Everyone should be able to enjoy it!

Not tested for phone users, but all you need is clicking actions so it might work on phones.

Setting up

Upon loading, players can choose to connect their Metamask wallet in-game. The game will check the player's wallet (on the SGB Network) whether they are holding Utility Assets.

Storyline

In the Coinyverse, the CoinyLabs are monuments of knowledge and technology for the world they are in. These mysterious buildings have always existed even before recorded history.

They provide help for the civilizations that encounter them. Civilizations such as the punks, doges, cates, bulls, bees, whales, toads, and many more.

CoinyLabs are run by highly intelligent beings commonly known as "Potatoes" and guarded by assortment of heroes gathered from random places.

Once in a while, different CoinyLabs hold exciting tournaments for fun and research purposes. They are invited from across the multiverse with their own assortment of NFTs.

You, the Player, are managing one of these CoinyLabs.

One day you receive a transmission from another CoinyLab requesting to do battle.

Objective

The objective of each player is to destroy the opponent's units.

Winners will be able to mint Winner tokens as trophies. (NOT IMPLEMENTED YET)

What are the Utility Assets?

Utility assets are NFTs that can be used in SGB Craft. These include SGB Craft cards (that can be opened from card packs purchased from the SGB Craft website) as well as Cameo Assets from the wider SGB community.

SGB Craft Assets

SGB Craft Genesis Edition has 14 types of cards. Each card represents an in-game unit.

Cameo Assets

The current batch of Cameo Assets are

1. sWhales - 0x2d086e61267a57503dd4aa1bb4e807bc50fa7ee1
2. sToadz - 0x35afb6ba51839dedd33140a3b704b39933d1e642
3. The Grungies - 0x4f52a074de9f2651d2f711fee63fee9e3b439a7e
4. Canary Punks - 0xe6e7db32df87f75609fb78d5f52753c2d3d98d84
5. SGBees - 0x89832fd58a7dcd6a9215def3ae93aca920331d32

Resource

Players start with \$0 and gain \$1 every time they end their turn.

Actions per Turn

Players take their turns one after the other. While it is their turn, players can

1. Buy or Build a unit from the side panel if they have enough NFTs or Resources for that unit
2. Each turn, a unit can move or attack

Buy or Build

You can only buy or build up to one unit per turn.

When buying a unit, select the unit from the side panel. The unit will appear at your base's Spawn Point.

When building, select the building from the side panel, and your mouse will turn into building placement mode. Left click again on the desired location in the map to place the building. Right click to deselect.

Units

Every turn, a player's units can move or attack.

Once a unit has moved or attacked, it is "Used" for that turn and cannot do something else.

The exception is "Fast" units that can attack after moving. (Fast units cannot move after attacking)

You cannot move into a Spawn Point, or where another unit or building is.

SGB Craft Assets

| Name | Role | Cost | Hit points | Move Range | Attack Range | ATT Points | DEF Points | Abilities |
|---------------------|---------------|------|------------|------------|--------------|------------|------------|--|
| Common cards | | | | | | | | |
| Doge | Scout | 5 | 10 | 3 | 1 | 1 | 1 | Fast: can attack after moving |
| Punks | Line infantry | 5 | 10 | 1 | 2 | 1 | 1 | Level Up: does nothing yet Anti-air: can attack flying units |
| BChick | Anti-tank | 5 | 10 | 1 | 2 | 1 | 1 | Anti-tank: x2 ATT against vehicles when attacking Anti-air: can attack flying units |
| Cate | Skirmisher | 5 | 10 | 3 | 1 | 1 | 1 | Evasion: 30% chance to avoid damage when defending |

| | | | | | | | | |
|------------------------|---------------------|----|----|---|---|---|---|---|
| Schizo | Schizo | 5 | 10 | 1 | 2 | 1 | 1 | Anti-air: can attack flying units Detection: can detect Riddlers |
| Uncommon cards | | | | | | | | |
| Buy Wall | Defensive structure | 10 | 15 | 0 | 0 | 0 | 3 | Building: can be built on map Armored: -1 damage taken when defending |
| Songbird | Light fighter | 10 | 10 | 2 | 2 | 2 | 1 | Flying: can only be attacked by units with "Anti-air" ability Anti-air: can attack flying units |
| BBull | Heavy support | 10 | 15 | 3 | 1 | 2 | 2 | Fast: can attack after moving Aggressively Average: +1 damage if attacking after moving |
| Riddler | Riddler | 10 | 10 | 1 | 1 | 1 | 1 | Anti-air: can attack flying units Stealth: does nothing yet |
| Rare cards | | | | | | | | |
| Mayflower | Heavy fighter | 20 | 15 | 2 | 3 | 3 | 1 | Vehicle: is a vehicle Flying: can only be attacked by units with "Anti-air" ability Anti-air: can attack flying units Siege: x2 ATT against buildings when attacking |
| Ape | Heavy infantry | 20 | 15 | 2 | 1 | 2 | 3 | Fast: can attack after moving Close Combat: 50% chance to +2 damage when attacking |
| Samurai | Heavy skirmisher | 20 | 15 | 2 | 1 | 2 | 2 | Fast: can attack after moving Mystic Flare Style: <ul style="list-style-type: none"> - 50% chance to +1 damage when attacking - 30% chance to avoid damage when defending |
| Legendary cards | | | | | | | | |
| Potatotank | Tank | 30 | 20 | 3 | 2 | 3 | 3 | Vehicle: is a vehicle Fast: can attack after moving Armored: -1 damage taken when defending Siege: x2 ATT against buildings when attacking |
| Coinylab | Healer | 30 | 20 | 0 | 2 | 1 | 3 | Building: can be built on map Healing: heal a friendly unit nearby by targeting it for an attack. Heals between 1 to 3 hit points. |

Cameo Assets

| Name | Role | Cost | Hit points | Move Range | Attack Range | ATT Points | DEF Points | Abilities |
|---------------------|---|------|------------|------------|--------------|------------|------------|---|
| Whale | Unknown | 10 | 15 | 1 | 1 | 2 | 2 | Flying: can only be attacked by units with "Anti-air" ability Siege: x2 ATT against buildings when attacking |
| Toad | Unknown | 5 | 5 | 1 | 1 | 1 | 2 | Evasion: 30% chance to avoid damage when defending |
| Bee | Unknown | 5 | 5 | 2 | 1 | 2 | 1 | Flying: can only be attacked by units with "Anti-air" ability |
| The Grungies | Each The Grungies NFT held in wallet = 1 Punk | | | | | | | |
| Canary Punks | Each Canary Punk NFT held in wallet = 1 Punk | | | | | | | |

Attacking

When a unit (Attacker) attacks another unit (Defender), the Defender takes damage according to this formula:

$$\text{Damage} = \text{Attack Points} - \text{Defend Points}$$

Attack Points

1. Attacker's ATT stat will first be affected by abilities (i.e. 2x ATT if anti-vehicle)
2. Then a random number is rolled between 1 and 2x Attacker's ATT
3. Add Attack Modifiers if any (i.e. Samurai's ability has a 50% chance to +1)

Defend Points

1. A random number is rolled between 0 and Defender's DEF
2. Add Defend Modifiers if any

Ability checks

Some units have abilities that affect the total damage itself. For example, units with "Evasion" have a chance to take no damage regardless of the Attack Points and Defend Points calculated.

Units with "Armored" will reduce overall damage by 1 point.

Damage cannot be negative so the lowest amount to be calculated is 0.

Special Abilities

Coinylabs have the 'Heal' ability where they can target a friendly unit within attack range to randomly heal it for 1 to 3 hitpoints.

Riddlers have 'Stealth' (NOT IMPLEMENTED YET) and Schizos can detect Riddlers. (NOT IMPLEMENTED YET)

Winning

Upon winning, the winner can choose to mint a "Winner Token", while the player can choose to mint a "Player Token". (NOT IMPLEMENTED YET)

Roadmap

Short term goals for this game is to:

- Play test and fine tune unit stats and game rules
- Bug spotting

Longer term goals

- Better graphics and art
- Different maps
- SGB Craft expansion packs

ENJOY!