

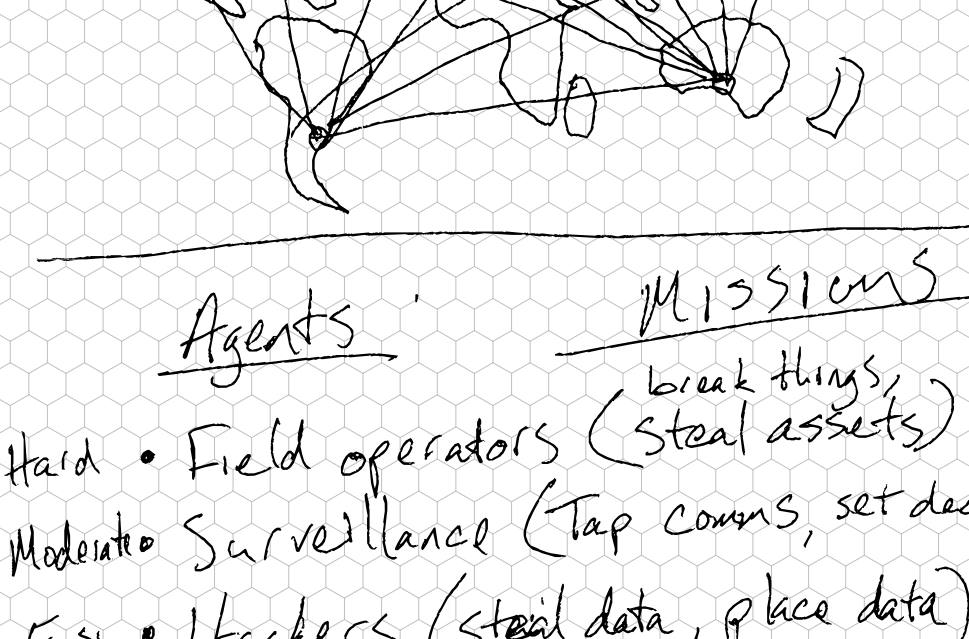
Ecrets (enta) (Season 1)

Winters chain of Espionage

Turns: (3 day cycles)

Day 1 - setup
Day 2 - missions
Day 3 - outcomes

a season lasts 90 days, so there will be 30 cycles



Agents

Missions

Hard • Field operators (steal assets, break things, set decoys)
Moderate Surveillance (tap comms, set decoys)
Easy • Hackers (steal data, place data, secure data)

Phases

Setup Phase

Players (PPL) give orders to their agents. Agents then communicate with each other to allocate assets for mission success. Players may accept alliance offers in this phase which prevents their agents from harming each other's.

Mission Phase

Agents carry out their missions, where their skill-sets, assets, and situational circumstances determine the outcome of the missions. Agents may also use this phase to relocate but that is all they can do.

Outcome types:

Situational circumstances

100%(it) Complete success
50%(it) Partial success
0%(it) No gain / No loss
50%(it) Partial failure
-100%(it) Complete failure

• luck (random)
• misinformation
• opposition readiness
• agent experience

it = intel tokens

Outcome Phase

results of missions are published publicly and narrated for spectators in an engaging and entertaining format. Players may extend alliances to other players in this phase and enable agent special abilities for the next cycle.*

* offering alliances & enabling special abilities costs (it), non-refundable and non-guaranteed to succeed.

Agent Characteristics

immutable (Σ=100)

IQ

Charisma

Toughness

Luck

mutable

Tech experience

Weapon experience

People skills

Mission experience

Mission requirements

Agents (Primary, Primary+Secondary, multi-party)

Assets (capital, resources, tools)

Mission difficulty determines the number of agents and type of assets required to engage.

* Note: Agents must be in the location of the mission

Win condition

At the end of the season, teams are paid-out based on the total # of (it) acquired during the season, divided by each agent's # of (it)

Example:	# of agents	avg. per agent
1st MSS 500(it)	10	50
3rd CIA 200(it)	2	100
2nd Mi6 250(it)	5	50
4th Ninja 100(it)	5	20
5th Mossad 50(it)	25	2
4th FSB 100(it)	1	100

Team Payouts

1st place team - 30%

2nd place team - 20%

3rd place team - 10%

40%

Screens

Welcome

Sign in Create Agent

Dashboard

Cycle Missions Payouts

Missions

Map

Outcomes

Response

Agents

Create list agents status assets location

Assets

Surveillance Infiltrate Hack NFI Marketplace

Profile

msg lol agents

Comms

Agents Players

API (get/set)

State

missions

msg

users

tokens

assets

it

agents

outcomes

missions

cycles

posts

prompts

payouts

Contracts (get/set/min)

Prompts

Agent backstory who, where, why & image

Mission Outcomes based on known/known, known, unknown, unknown, and unknown

Asset creation in-game assets w/ random strengths

Randoms

Agent character scores

Mission Outcomes

Teams

CIA

Eagle Eye

+25 to intel gathering

FSB

Double Agent

flips a target agent of another team

Mossad

Dragon's Whisper

gain full access to target agent comms

Mi6

License to Kill

destroy an asset or kill an agent

Mirage Network

create false intel tokens

Ninja

Shadow Protocol

obscure all comms, assets, & agent locations for 2 turns

ab12.haxters.com

ab12.haxters.com

secret shares across "nodes"

subdomains

agents can trade assets! this allows them to increase odds of mission success. holy fuck!

these can be real wallets, real tokens, swappable tokens, game tokens, agents BUT agents are directed to buy (it) w/ profits

Players can interact w/ agents, as well. This just got interesting

Plan: 16 hours to dev

hrs	
2	Game Server - AWS, Bun
6	LIX - Domain, Vercel, State Machine
4	Contracts - Base, AgentKit
3	Marketing - video, images, summary
1	Testing & Adjustments