

NOTE: This design concept is deprecated and will be replaced by designs inline with FOCG/UniForge

Summary

Every full moon, five regions in the Dark Forest open for battle. Shadowcorn and Unicorn armies fight for the rewards in each region by taking over/under bets against the state of the CU ecosystem.

As the game progresses, both sides will try to influence the CU ecosystem, and the tug-of-war metagame inside the Dark Forest. In the final days, big upsets and double-crosses are available to the side who takes the most risk.

Design Goals

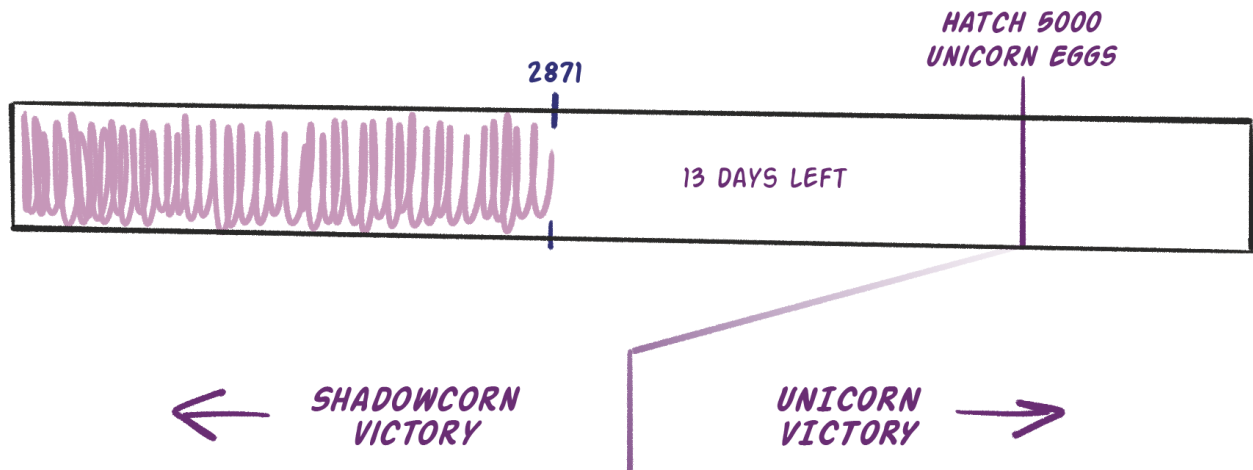
- 1. Cyclical gameplay
- 2. Low upkeep
- 3. High quality interactions / risk-reward / meaningful decisions
- 4. Command and control tactics
- 5. Incentivize high-quality Unicorn burn

Regions

The Dark Forest is divided into five regions. Each region is aligned with a “goal” in the CU metaverse.

Fire Region	Gem equips
Slime Region	Minion mints
Volt Region	Unicorn Hatches
Soul Region	Shadowcorn participation in TwT
Nebula Region	Unicorn participation in TwT

To decide which faction controls a region, the two sides are assigned “over” and “under” bets about how well the CU community will perform. Each region is tied to a different KPI; Throughout the season players will see the scoreboards filling up and approaching the goal numbers.



At the end of each season, the goal thresholds are updated, by 110% of the difference in the last two seasons. Whether the game is growing or declining, this should adjust the goal every month toward something achievable but not automatic.

Rewards

Each region has its own reward pool, which guarantees 25% payout to the losing faction and 75% to the winners. Rewards are distributed to the winning and losing teams proportionally, by participation.

Unicorn players can only send their troops to a single region, so choosing the right rewards is an important choice.

Shadowcorn players may send forces to all of the regions, if they have minions to send.

Region 1	CU Tokens
Region 2	XAI Tokens (TBD)
Region 3	Keystones (TBD)
Region 4	Unicorn Souls
Region 5	Rift Crystals

Reward pools move every season, creating new combinations of KPI and payout.

At the end of a season, rewards are determined in each region. Rewards are first divided by winning and losing side, then among either faction the rewards are split based on participation points.

The system will be built with additional “minimum” rewards in mind, for instance a way to give players a badge for participating.

Participating

Participation points are earned on a (logarithmic) scale of diminishing returns, so whales will still receive a bigger slice, but minnows receive a meaningful piece of the pool too.

Unicorn Players

Unicorns participate by choosing a general to lead their forces and staking that Unicorn into the Dark Forest. The general is locked into the Dark Forest until the season ends. The general's ELO score multiplies all participation points generated for the player, so a high ELO is a large advantage, however the general has a 1.5% chance of being killed when the season ends.

The number of points a player generates is equal to the number of Unicorn NFTs in their wallet (ie. forces contributing to the war effort). Every calendar day, the player may resupply his force by paying 10 UNIM per Unicorn NFT owned. After paying, the player receives participation points for every NFT resupplied.

Shadowcorn Players

Shadowcorns participate by sending (burning) minions into the Dark Forest. Minions can be sent into any region at any time.

Shadowcorns earn points for every minion burned:

Tier 1 minions	1 point
Tier 2 minions	15 points
Tier 3 minions	100 points

Moving the goal

Both teams have the opportunity to “push” the goal in their favor. Individual players burn UNIM or DarkMarks to vote for a push; when enough votes are bought, the goal marker moves.

Each vote that an individual player makes costs progressively more than the last.

Moving the goal also goes up in cost for each faction, after each time the team moves the goal in their region. This system is meant to create an elastic tug-of-war as the season progresses.

The Switcheroo

If either team believes they are going to lose, they may send special forces to reverse the win condition of a region, swapping the “over” and “under” condition. This is a massive upset that changes the fortune of everyone in the region, right up to the last minute of the season.

These systems are intended to be too expensive for one player to pull off on their own, especially as a switch becomes more desirable. The factions are meant to coordinate.

Shadowcorn Players

Shadowcorn players cause a switch by burning Tier3 minions, matching the region's class. Every minion burned triggers an RNG roll with a low chance of success. The probability of success goes up slightly with each minion burned, as well as for each unique wallet burning minions in the region. If the RNG succeeds, a switch is triggered

Every successful switch halves the probability of future RNG rolls working, for all regions across the Dark Forest that season. This creates a race to switch your region first, and also guards against high amounts of switching in the late game.

Unicorn Players

Unicorn players follow a similar system, except they must stake Unicorn NFTs into the Forest to buy their RNG rolls. The chance for success is heavily modified by the Unicorn's ELO stat, which gives a strong incentive to send high quality jousters.

The staked Unicorn has a 5% chance to be burned, although a high ELO stat reduces this risk. The system is intended to give jousters high value if they risk their best Unicorns.

Indicators

The first 80% of a season should be speculative. Cautious players may watch the KPIs progress before committing to a region, but they lose out on participation rewards if they wait. Aggressive players may ape into a region immediately for more participation rewards, but they become locked into a region for the rest of the season. We should see healthy debate in the community about this tradeoff.

After choosing a region, we should see most Unicorn players sending UNIM resupplies every day.

Shadowcorn players have the choice to participate in all regions. Sending all of their forces to one region will have a diminishing return, so it may be beneficial to split forces. Minions can also be sent into the Forest at any time, so players could hold their forces back until the last minute and pile into a winning position just before the end of the season. This may seem unfair, but Shadowcorns are assholes. We should see the Shadowcorn community debate these points. Then, we should see a mix of strategies emerge - especially around the late game.

KPIs are a metagame, but they can be influenced in the community. It would be an excellent indicator if we saw community members organizing momentum to achieve goals in-game. For

example, a campaign to get everyone minting gems one month, or reminders in #shadowcorn-holders to boost the Nebula region.

Unicorn players have an easier time moving the KPI threshold in a region, so we should see slightly more pressure on the over/under line moving toward the Unicorn side.

The switching mechanic is intended to cause drama. Positive action here would be a few switches every season, but not enough that every region switches multiple times. We also want to see anticipation, build-up, and emotional reactions (good and bad) when a region is flipped near the end of the event.

Failure conditions include a 4 or 5 region sweep by either faction, player attrition or disinterest after a few seasons, or the sense among the community that the game has become "solved" or predictable.

We may also be at risk of anger/accusations if game maintenance causes a disruption that players see as an unfair factor in the KPIs.

The worst indication of failure would be an incentive in TwT causing negative pressure or consequences in the core game. For example, if too many players in the Volt Region decide to start a campaign telling players not to hatch any unicorns. Or worse, if attackers thought they could benefit by DDOSing our web2 servers in order to disrupt KPIs for their benefit.