

New Shadow Forge Ritual Pools

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Changelog

Date	Editor	Change
8/06/24	JW	Added Spec to Confluence
9/16/24	RS	On hold

❌ NOTE:

This feature is on hold until UniForge and ShadowForge features are aligned with TWT2 design. New Rituals will need to be balanced against the Unicorn economy, and provide chase mechanics that we can use to reinvigorate SF players (ie. higher forge levels).

Other Shadow Forge Docs:

[Ritual Recycling Feature Brief](#)

[Changing Shadow Forge Daily Reward Points to be on a Logarithmic Curve](#)

[Increasing Shadow Forge Levels from 20 to 30 Brief](#)

Goals

Currently we are sinking ~3,000 CU Tokens per day through Ritual purchases.

CU Sunk vs. Date



Shadow Forge Players have expressed interest in being able to buy rituals of a specific class in Ritual Pools. Thus, we want to create Class-Specific Ritual Pools--one for each of the 5 classes.

These Class Ritual Pools will offer rituals that produce T1, T2, and T3 Minion Rituals of that class, giving players more direct access to those Rituals. As a result, we believe Class Ritual Pools will have demand.

In order to create a new XAI revenue stream, and to not undermine the current performance of the current CU Ritual Pools (Common, Rare, Mythic), we want to charge XAI for the Class Ritual Pools.

By adding these Ritual Pools, we should see an XAI as an income source through Ritual buying. We aren't ready to set the XAI cost of Class Ritual Pools, as we want to wait until a later point to see how Markets shape up. But our goal is to create a certain amount of XAI income per day without cannibalizing CU tokens being sunk through the existing Ritual Pools too much. Cannibalization of less than 20% would be a success for us.

To combat cannibalization from Class Ritual Pools and to add more utility to higher level Shadow Forges, we want revamped Common, Rare and Mythic Ritual Pools to unlock at Shadow Forge Levels 20, 25 and 30. These pools will give out better rituals than the existing pools, but cost slightly more Dark Marks and CU.

Philosophy

Since the Shadow Forge launched, we've noticed that Players have been burning Dark Marks more or less at the rate that they've been earning them. The RBW/CU Tokens sunk by spending Dark Marks on minting Rituals has rivaled Tokens sunk by Breeding and Evolution.

Giving Players more direct access to Rituals of a specific class through Class Ritual Pools should allow us to charge more Dark Marks and start charging XAI to mint Rituals from those pools. This creates a new revenue stream for the Company from XAI being sunk.

Requirements

- Try to keep Dev work to a minimum

User Stories

As a Player

I want to be able to guarantee I'll get a Ritual of a specific class from a Ritual Pool

I want fewer restrictions that I cannot overcome on Rituals

I want a chance at a CU Token Jackpot when I buy a Ritual from a Ritual Pool

I want a chance for extremely efficient Rituals when I buy from a Ritual Pool

I want the Ritual Pools to become better as I level up my Shadow Forge

As a Designer

I want to add more output Affixes to make Class Rituals more attractive

I want to add Jackpot Rituals to the Ritual Pools, where players burn Minions to get CU

I want to be able to charge XAI for Class Ritual Pools

I want some Ritual Pools to be replaced with other Ritual Pools at certain Shadow Forge Levels

Design

New Content: 5 New Class Ritual Pools

- Fire Ritual Pool
- Slime Ritual Pool
- Volt Ritual Pool
- Soul Ritual Pool
- Nebula Ritual Pool

New Pool Tuning here:

New Rituals found here:

These Class Ritual Pools cost 1500 Dark Marks and some amount of XAI (Cost TBD).

The 5 Class Pools unlock at Shadow Forge Level 15

Shadow Forge Level	Rarity Ritual Mints Unlocks
1	Common Ritual Mints unlock
2	
3	
4	
5	Rare Ritual Mints unlock
6	
7	
8	
9	Mythic Ritual Mints unlock
10	
11	
12	
13	Fire; Slime; Volt; Soul; Nebula Ritual Mints unlock
14	
15	
16	
17	Revamped Common Pool unlock
18	
19	
20	
21	
22	
23	
24	

These new Rituals will mostly utilize existing Affixes. But there will be some new Affixes that we will need to accomplish our designs around the new Minion Pools. These include:

- ERC-1155 Product Affixes for
 - T1, T2, and T3 Minions
 - Shadow Forge Keys
- ERC-1155 Cost Affixes for
 - T1, T2, and T3 Minion costs for Jackpot Rituals
- Charge Affix
- ERC20 Product for CU Jackpot Rewards
- Constraints for lower Shadowcorn Stat requirements

New Affixes can be found here:

New Content: Adding Revamped Common, Rare and Mythic Pools

- At certain Shadow Forge Levels, revamped versions of the three current rarity pools will replace the current ones.

- These revamped rarity pools will have better rituals in them and will have a higher chance at the jackpot rituals.
- They will cost slightly more Dark Marks and CU
- Revamped Common, Rare and Mythic Pools unlock at specific Shadow Forge Milestone Levels:

Shadow Forge Level	Rarity Ritual Mints Unlocks
0	
7	
8	
9	
10	Mythic Ritual Mints unlock
11	
12	
13	
14	
15	Fire; Slime; Volt; Soul; Nebula Ritual Mints unlock
16	
17	
18	
19	
20	Revamped Common Pool unlock
21	
22	
23	
24	
25	Revamped Rare Pool unlock
26	
27	
28	
29	
30	Revamped Mythic Pool unlock

- Shadow Forge Level 20: Revamped Common Ritual Pool
- Shadow Forge Level 25: Revamped Rare Ritual Pool
- Shadow Forge Level 30: Revamped Mythic Ritual Pool
- When these Pools unlock, they will replace the existing Common, Rare and Mythic Pools.

New Content: Adding Jackpot Rituals that award CU Tokens

- Each Ritual Pool will have at least one Jackpot Ritual
- Jackpot Rituals will require Minions as a cost and pay out CU Tokens
 - For example, a Common Fire Jackpot Ritual would require 25 T1 Fire Minions and give out 125 CU.
- We'll need to have the CU token be on the Ritual UI
- Jackpot Rituals are found in New Rituals tab here:

Rebalancing Existing Content: Add Perfect Rituals to existing Ritual Pools

- Besides Ritual Jackpots, Players will also have a chance to get "Perfect" Rituals in Ritual Pools.
 - Perfect Rituals are Rituals that only have the best of each Affix.
 - These are the most efficient rituals.
- Perfect Rituals can be found in the New Rituals tab here:

Rebalance Existing Content: Remove some Constraints for existing Rituals

Rebalanced Ritual Constraints are found here:

It mainly removes Shadowcorn Type and Rarity as constraint types and instead just add Shadowcorn stat requirements for Rare/Mythic Rituals.

Art Assets Needed

- Updated Assets of Common, Rare and Mythic Ritual Pools to represent the “Revamped” versions of those Pools
- Assets for each Class Ritual Pool
 - Fire
 - Slime
 - Volt
 - Soul
 - Nebula
- XAI Token in ritual pool cost
- CU Token as ritual output

Analytics

- Track which Ritual Pools are being purchased from
 - Common
 - Revamped Common
 - Rare
 - Revamped Rare
 - Mythic
 - Revamped Mythic
 - Fire
 - Slime
 - Volt
 - Soul
 - Nebula
- Track instances of Jackpot and Perfect Rituals being summoned
- Track XAI sunk from Class Ritual Pools

QA Tools

- Mint a specific Ritual
- Mint a Ritual with a specific constraint
- Add Dark Marks, XAI and CU Tokens to QA Wallet