

Twilight Tactics 2 Concept

Reference

- https://docs.google.com/document/d/1YnRqv5BBE84SD_L-ffLF0hbA_ZapZlcwrrGqlf7Ry48

Design/Business goals

- Create sinks for Minions and Gummies to close the loop on ShadowForge and UniForge economies
- Create a long-lasting experience that is player-driven and self sustaining
- Create psychological gameplay across the community, both between and within factions
- Easy on-ramp for speculators and new Unicorn NFT owners

Technical goals

- Fully on-chain gameplay
 - No LG operated servers/oracles (including NFT metadata updates)
 - Third party oracles ok, if funded from on-chain (SupraVRF, LayerZero)
- High code reuse from ShadowForge
- Avoid recurring tech debt, content churn, etc.

Gameplay

Twilight Tactics is played on a 5x5 grid, over the course of a calendar week. Each tile in the grid represents a skirmish in the weekly battle, with Unicorns and Shadowcorns sending their minions and gummies to claim and defend a valuable cache of loot.

Tile Control

Each map tile is “controlled” by either the Unicorn or Shadowcorn faction, based on Fortification Points. These points are generated when minions or gummies are sent into the forest (burned). A player may send any number of minions at any time during the week.

The percent of points generated on one tile compared to the overall number generated for the faction determines how strongly defended each tile is. The higher percent of points in a tile between Unicorn and Shadowcorn determines who controls each tile.

This system normalizes the war effort on both sides to 100 total points, divided across the map wherever players send their forces. As one tile is strengthened the other tiles get proportionally weaker, and as the week goes on and more forces are committed, the more difficult it becomes to make big changes to the distribution.

Example

In Tile B4, Shadowcorn players have committed 4,000 minions for defense. Globally, 135,000 points have been generated across all tiles in the map. Therefore 2.9% of the Shadowcorn's army is defending Tile B4.

The Unicorn players have only sent 3,500 gummies to the same tile. Since Unicorns have only generated 90,000 points this week, their strength in B4 is 3.8%, so Unicorns control the tile with a smaller force, but more focus.

Shadowcorn players would need an additional ~1200 minions to overtake the Unicorns and flip control back to their side.

Officers

While tiles are controlled by minions and gummies, only a staked "officer" can retrieve loot back out of the forest.

- Unicorn players may stake a Unicorn Commander on up to 3 tiles
 - To avoid sybil attacks, this number may be gated by levels or unlocks in the UniForge
- Shadowcorn players may stake a Tier3 Minion Lieutenant on up to 5 tiles
 - Tier2 minions may be used for a half share of the rewards

A staked officer accrues Participation Points from the time of staking until the end of the week, using the Unicorn or minion stats as a basis. Players will need to decide whether it's best to stake early for a bigger profit share and risk staking into a contested tile, or to lose profits by waiting to see how control of the map unfolds so they can take a smaller share in a safer position.

After the week is finished, rewards can be claimed for the next 7 days. All minions, gummies, and Tier2/Tier3 lieutenants are burned. If Shadowcorns control a tile, the Unicorns staked in that tile have a small chance of being burned, although this is reduced for mythics, origin unicorns, and 1-of-1 limited edition Unicorns.

Loot

The following reward packages are randomly scattered across the map each week. These rewards are always visible to players.

- 9x XAI rewards (3 small, 3 medium, 3 large)
- 9x \$CU rewards (3 small, 3 medium, 3 large)
- 1x Crystal Keys (used for max-level UniForges)
- 1x Obsidian Keys (used for max-level ShadowForges)
- 5x Empty

These are the rewards that the Officers can claim. At the end of the week, each tile's rewards are divided 80/20 in favor of the controlling faction. The staked officers take a percent of the tile's loot based on their participation points generated in the tile.

Example

Unicorn Commander Pumpkin Spice Skidoo is staked into tile C3 on the second day of the week. Cmdr Skidoo has a total stat power of 1200, so he generates 1200 points every day. At the end of the week, he's generated 5800 points total, which makes up 0.8% of the total Participation Points in the C3 tile.

At midnight of the final day, Shadowcorns have control of C3, so the Unicorn faction only receives 20% of the reward pool, which makes Cmdr Skidoo's take 0.16% of the pot.

After 7 days, any unclaimed rewards are forfeit back into the prize pool, and will be redistributed into future rewards.

Side Bets

Xai users may speculate on the game by betting on which faction will control the most tiles at the end of the week. Bets are taken in XAI coin. All money (for both sides) goes into a combined betting pool, which is divided proportionally among the winners based on the percent they contributed.

Placing a bet costs a small \$CU fee, which is paid into the CU Treasury. As more bets are made, the \$CU fee increases. This is a deterrent to snipers who try to ape into the system at the last minute.

Bets can be collected for 7 days after the weekly battle finishes. After 7 days, any unclaimed bets are forfeit and the remaining XAI pool is rolled over as a bonus into the next week's pool.

In the future, additional betting pools may be added, such as betting on overall Unicorn or Shadowcorn participation (% of owners engaging with TwT), and betting on individual tiles in the map.

Global Feature Unlocks

Depending on the interest and success of the project, the following features can be added as upgrades or barn-raising goals for the community. In a maximal design, these features would all unlock through a global “skill tree” type of progression where all players work together to release additional upgrades for their faction.

Retreat

Allow Unicorn Commanders to move to an adjacent tile. Limited to one move per day, per player.

Rift

Shadowcorns gain the ability to completely destroy a tile in the DarkForest, for the duration of the week. When the rift blast is revealed (part way through the week) all minions, gummies, and rewards are erased. Staked Unicorns may unstake, but no rewards are received.

Shadowcorn Strongholds

One stronghold for each SC class. When a stronghold is unlocked, it may show up on a map tile every week. Minions sent to defend the stronghold tile generate double points if they match the stronghold’s class.

Unicorn Camps

Similar to SC Strongholds. When a Unicorn camp appears on a tile, gummies generate double points on that tile.

Light Altar

When the Light Altar appears on a tile, Unicorn Commanders may unstake from the altar’s tile or adjacent tiles with zero risk of Unicorn death.

Dark Altar

Shadowcorn players may spend Rift Crystals to delete enemy fortification points on the altar’s tile or adjacent tiles.

Scouting

If any “points of interest” features are unlocked and being used on the map, another feature could be scouting those locations before they are revealed publicly. This will be something obscured but not “secret” so it should be a feature made easily available to

Shadowcorns, and then Unicorns will have to get the data through alliances, psyops, or on-chain snooping.

Individual skill tree

Unlock a progression of soulbound bonuses that a player can unlock for their own wallet. This would allow one player to gain multipliers on Fortification points and Participation points, affect the chance of Unicorn death, unlock extra staking slots for Commanders, etc.