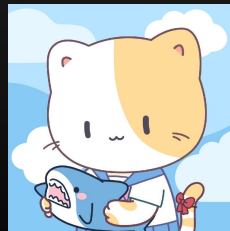


AWRPG

Tools for complex system that AW

BriefKandle & 7 Stars



To feel like a **WORLD**,

Needs **complex** system

Costs of Onchain

- #1: extra Dev Costs
- #2: extra Design Constraints

Benefits of Onchain

- Crypto Synergy,

like composability, decentralization,
liquidity, true ownership, AW,
blah..blah..blah

NOT VALIDATED for FOCGs

$$\Sigma \text{Benefits} > \Sigma \text{Costs} ?$$

onchain : offchain

Proposal

RPG mechanisms

emerge complex FOCGs

that AW

Onchain RPG Templates

- 1) **Templates** to reduce marginal cost
- 2) RPGs to **adapt** onchain
- 3) **Everything NFT or FT** compatible

How

- 1) Templates => Shared ECS Pattern (contract & UI)
- 2) Approximate => Adapted RPG Mechanisms
- 3) FT & NFT => Shared onchain standard

Complex System

Reduce

$$\sum \text{Costs} \approx 0$$

Deliver

web2 UX

Possible

$$\sum \text{Benefits} > 0$$

I.e., An OnChain **RPGMaker**
for web2 devs

RPG - Demos - Multiple Player

1. Roguelike
2. Base Defense
3. Base Defense (Isometric)
4. Shoot 'em ups
5. Moddable waifu shooters
6. Turn-Based
7. Free world RPG

#1 Roguelike

- pvp
- Turn-based
- Commit-reveal

The screenshot displays a roguelike game interface. At the top, a status bar shows "Level 1" and "Commit: 21s". The main area is a grid-based map with a blue path leading from a red dot towards a yellow 'X' and a black cross. Two player characters are visible: one at the top of the path and another further along. Red lines indicate movement or attack paths. On the right, a sidebar shows player information for "CRUSADER #2", including Commander: kandle, Capacity: 16/22, MP/round: 25, and Coord: (17,4,1). Below this are buttons for REVIVE, LOOT, and TRANSFER. Further down, three equipment slots are shown: BOOTS #4 (range: 5, MP: 45, size: 6), BOW #5 (range: 11, power: 4, MP: 50, size: 5), and KATANA #3 (range: 6, power: 14, MP: 100, size: 5). At the bottom left, a "COORD INFO:" box displays "coord: (17,4,1) elevation: 4" and a prompt "Press [Shift] to locate and switch among enemies".

Level 1
Commit: 21s

CRUSADER #2
Commander: kandle
Capacity: 16/22
MP/round: 25
Coord: (17,4,1)
HP: 17/38
MP: 180/180

REVIVE
LOOT
TRANSFER

BOOTS #4
range: 5
MP: 45
size: 6

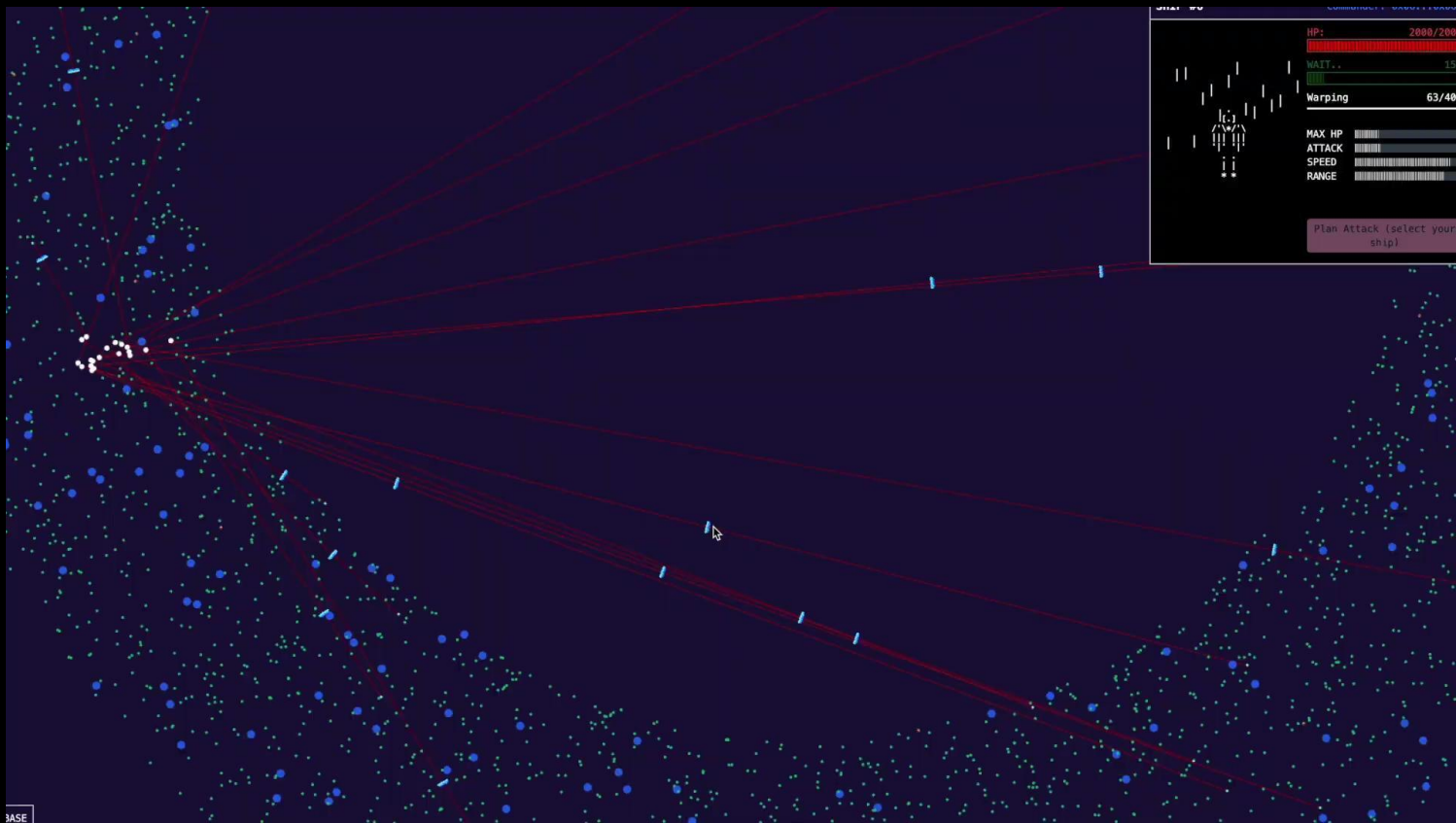
BOW #5
range: 11
power: 4
MP: 50
size: 5

KATANA #3
range: 6
power: 14
MP: 100
size: 5

COORD INFO:
coord: (17,4,1) elevation: 4
Press [Shift] to locate and switch among enemies

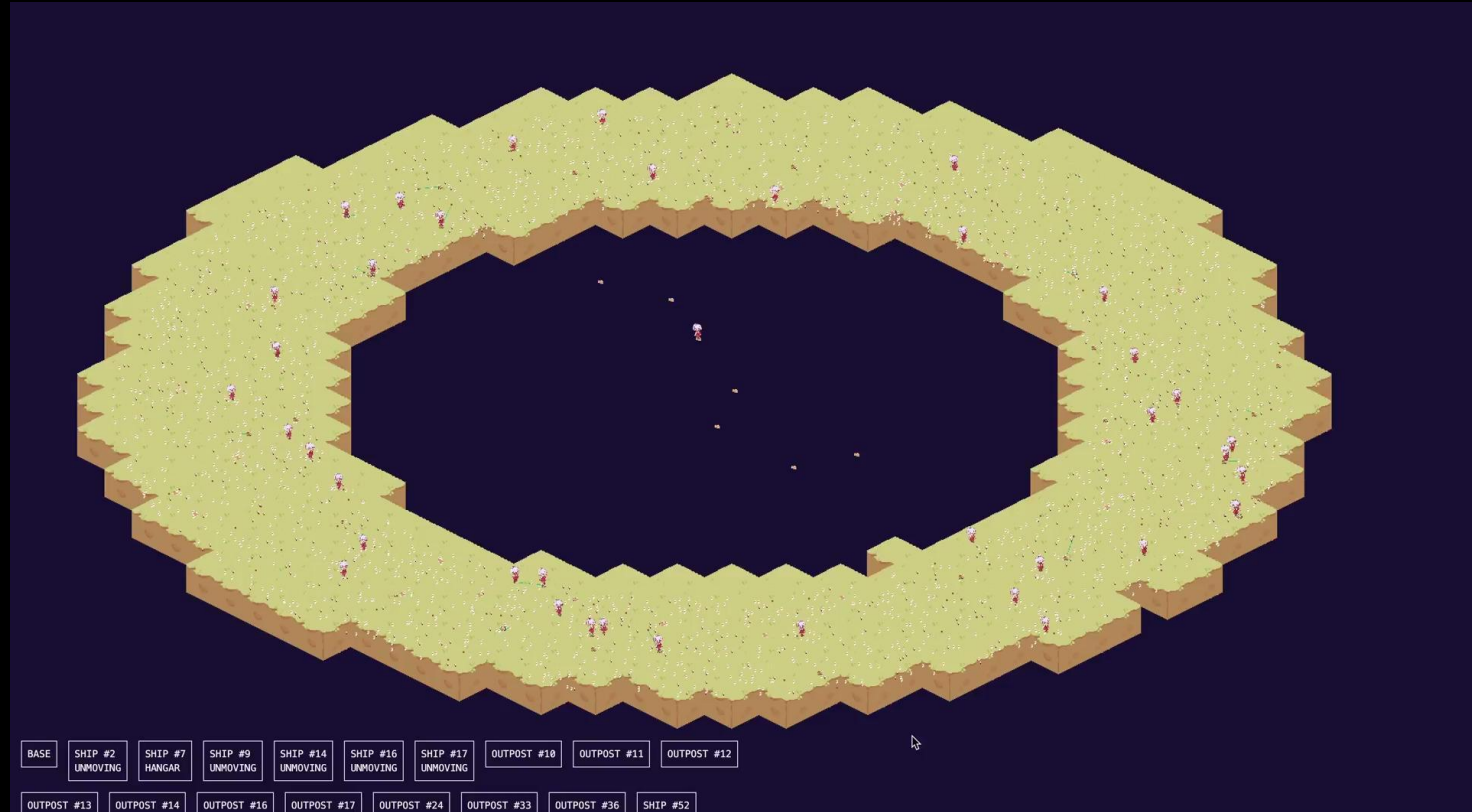
#2 Base Defense

- Lazy-update map
- Lazy-update mining
- Ship fly
- Attack & explosion



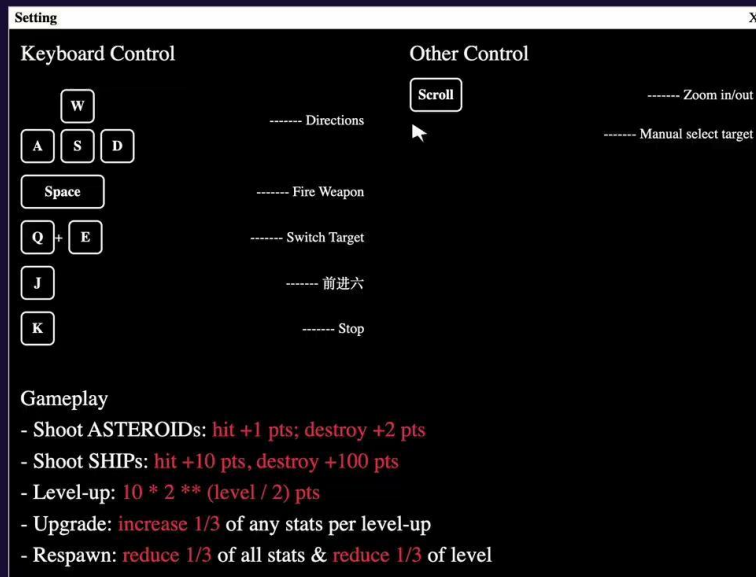
3 Base Defense (Isometric)

- Same onchain data
- transformed~



#4 Shoot 'em ups

- Lazy-update map
- Upgradable ships
- Shoot'em up



Tx Success: Moved
[0x55407586d0d6...afa74a73b168c5](#)

Tx Success: Moved
[0x03f07c710173...37c9fb1c428d26](#)

Tx Success: Moved
[0xdceb5c873e4f...af1142d54a8432](#)

#5 Turn Based

- Roguelike
- PvE
- PvP (commit-reveal)
- Buffs & debuffs

The screenshot displays a turn-based game interface. On the left, a character card for 'LEPER #1' shows stats: HP: 69/70, MP: 8/15, ATK: 14, DEF: 10. It includes '\$Heal' and '\$Restore' buttons. To the right is an action menu with 'SMITE', 'SHIELD', 'PRAY', and 'LANCE'. Further right, it shows 'cost: 0 MP', 'target: -10', and 'target: Damage,'. On the far right, a 'Wagon: 100 pts to recruit' section lists five characters: LEPER, JESTER, MAGE, ROGUE, and VESTAL, each with a '\$Recruit' button. At the bottom, there are three 'Empty' slots and an '\$Assemble Team' button. A mouse cursor is visible in the bottom right corner.

LEPER #1 HP: 69/70 \$Heal
MP: 8/15 \$Restore
ATK: 14
DEF: 10

SMITE
SHIELD
PRAY
LANCE

cost: 0 MP
target: -10
target: Damage,

Wagon: 100 pts to recruit

LEPER \$Recruit
JESTER \$Recruit
MAGE \$Recruit
ROGUE \$Recruit
VESTAL \$Recruit

Empty Empty Empty \$Assemble Team

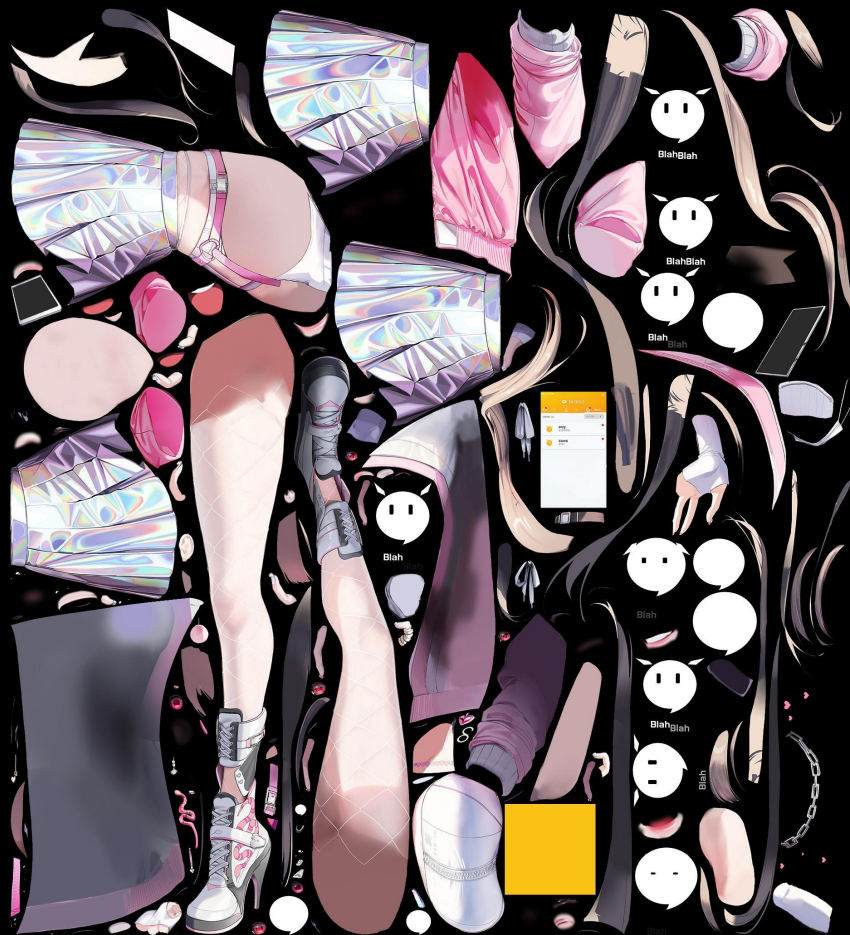
← MUD Dev Tools

#6 Moddable Waifu

Personal Project

- Free-to-upload Waifu
- PvE & PvP
- AI stuff
- Tg Bot; wallet-integration
- Testnet/Mainnet Launch

NSFW to show demo



AWRPG: Free-World RPG

- Build()
- Mine()
- Farm()
- Forge()
- Attack()
- Equip()
- Loot()
- Etc.,
- All rpg bells & whistles

Again, Why many **RPG** mechanisms?

Because we can achieve **game complexity**
with **composable mechanisms**

AWRPG

OnChain RPGs **AS EASY AS** Forking NFTs



Demo:

Playtest: **SOON**

Ultimately

Make FOCG **as easy as** Fork NFT

--Shared contracts & UI libraries