

Viking Squid Whitepaper

Tower Defense

In this AMAZING mode, players Are divided into two teams. Their task is to destroy the opponent's tower.

Players must choose appropriate siege methods before the game starts, And release different siege skills in the game. There Are two ways to siege: 1 use long-range Attack skills to Attack the opponent's defensive tower; 2 use siege characters to Attack the other's defensive tower. Attack roles include long-range Attacks And melee Attacks (melee characters can only Attack when they reach the tower).

When one of the towers is destroyed, the game will end. If time runs out And neither tower is destroyed, the team with the higher tower health will be the winner.

Number of players: 2

Time limit: 3 minutes



VikingSquid

Players join And try to own the VikingSquid

The "father" VikingSquid produces Viking Hihoo which give match points to the team which collects these.

The team that has more match points will be the winner. In the case that a team has more than 50 match points than their rival, it will be instantly Announced as victorious.

Number of Players: 4 Players

Time Limitation: 3 minutes



Deathmatch

In this mode, the main target of All players is "Eliminating others As many As possible".

Whoever has the most elimination points before the time runs out will be the winner.

In the case that a single player has more than 25 elimination points, the game will end immediately And he will be Announced As the winner.

Number of players: 8 players

Time Limitation: 3 minutes



Custom Battle

Want to create a game and play with your friends only? You can create a custom battle and invite them to play together.

The host can freely choose any option among available possibilities of game modes, maps and can decide the number of in-game players.

Number of Players: Customizable

Time Limitation: Up to the chosen game mode.

Special Events

In addition to having various game modes, VikingSquid also regularly hosts special competitive events coming with a wide variety of rewards.

Campaign (PvE)

Collection (PvE) (PvP)

Leaderboard Competition

War (PvP)

Campaign (PvE)

Overview

A Campaign is a special event requiring users to join forces together to conquer the battleground. The event includes one or more chapters. Players should choose suitable missions for the team considering the situation. So make your decisions wisely.

User Segment

Suitable for users who enjoy playing co-op with their friends or even users who want to test their skills by trying a solo run through the whole campaign.

Users who are looking for a new challenge with a higher standard of skills.

Users who have a mind for strategy and a love for conquering.

All kinds of players: from casual players to hardcore professionals.

Reward Description

Players will be received rewards after completing a chapter. If they manage to go more further in the campaign, the rewards will be stacked until the last chapter. Rewards have static values; if many players team up and compete in the event, it will be split equally. However, only participants who are eligible to receive premium rewards will have options to choose them.

Collection (PvE) (PvP)

Overview

A Collection is A special event where players Are required to collect Event Coin(s) from joining battles And completing the event quests. Users Are Able to use collected Event Coin(s) to exchange valuable rewards in the Event Shop. Event Coin(s) can be kept in inventory AS personal property.

User Segment

All kinds of players: from casual players to core gamers.

Players who Are daily Active users with A stable Amount of playing time.

Users who Are looking for A new challenge with A higher standard of skills.

Reward Description

Rewards change according to the number of the Event Coin(s) collected by users during the Collection Event. All users Are Able to participate And exchange rewards from the Event Shop.

Leaderboard Competition

Overview

Leaderboard Competition is An event that strong players try to climb the ranking ladder to secure the highest positions as possible. Only top-ranking players will be able to receive rewards. The values of this event's rewards are extremely high and well-deserved, which holds a strong attraction to any player.

User Segment

Users who are looking for competitive challenges with other strong hardcore gamers.

All kinds of players: from core gamers to hardcore professionals.

Players who are daily active users with a greatly generous amount of playing time.

Reward Description

Rewards will be distributed to top-ranking players who are able to secure a spot in the ladder (top 10, top 100,...). Players with lower ranks will not be eligible for any reward.

The higher the rank, the more valuable and generous the rewards are.

War (PvP)

Overview

WAR is AN event with A huge number of participants battling At the same time. All will be divided into 2 factions. Each faction will have AI creeps And bosses providing Aid And support to the players in conquering the rival's stronghold.

User Segment

Users who want to play in a large-scale battleground with A massive amount of participants.

Users who Are looking for A new challenge with A higher standard of skills.

Players who Are daily Active users with A greatly generous amount of playing time.

All kinds of players: from casual players to hardcore professionals.

Reward Description

Rewards will be calculated And distributed According to players' Achievements during the event. Points from stated Achievements change depending on chosen game modes. Participants with different amounts of points will be slotted into different ranks And Able to receive rewards when the game ends.