

Cryptonia Citizen's Handbook



This manual is the official guide to the civic, economic and narrative life of the Kingdom of Cryptonia. It contains instructions for entering the Kingdom, choosing your path, participating in decisions, accessing power and leaving your mark on history.

Chapter 1 - Welcome to Cryptonia

Cryptonia is a digital, narrative and participatory Kingdom where every citizen can grow, create and govern. Inspired by medieval-fantasy aesthetics, it combines role-playing mechanics, political management and decentralized participation via DAO.

Founding Authorities

- The King: legitimate sovereign by dynastic right. Not eligible or replaceable.
- The Sovereign Court: supreme body of justice.
- The Noble Senate: representation of active Dukes, Counts and Barons.
- The DAO of the Kingdom: direct voice of the People and the Guilds.

Chapter 2 - The Initial Steps

How to become a Citizen

- Create a profile in the Kingdom Portal
- Choose a Guild
- Obtain a first operational role (e.g. Schoolboy, Explorer)
- Acquire KingCoin, the official currency

Types of citizens

- Active citizen: participate and vote
- Gilded: member of a Guild
- Regent or Noble: has a recognized title

References:

The people of Cryptonia

Chapter 3 - The World and the Map

Cryptonia is divided into:

Level	Territorial Name	Assigned to	Maximum Quantity per Duchy	Amount Maximum in the Kingdom	Function
1. Province	Duchy	Duke	9	9	Main regions of the kingdom, each with a capital, associated guilds and court
2. County	County	Count	18	162	Secondary thematic areas (cultural, commercial, alchemical, etc.)
3. Fiefdom	Barony	Baron	36	324	Local territories, castles, small villages or arenas
4. Civic District	Village or neighborhood	Citizens and Guilds	Unlimited	Unlimited	Popular areas, awarded via merit, tokens or participatory activities

Each territory can be claimed by Nobles and populated by Guilds.
 Mythical Places (27 in total) are symbolic spaces for events, rituals and quests.

References:

Administrative Subdivision of Cryptonia
 Legendary Places of Cryptonia

Chapter 4 – Guilds and Citizenship

The Guilds are functional houses with internal ranks:

- E.g. Student → Sage → Caretaker → Guild Leader

Guilds can:

- Founding and settling in a fief (with permission)
- Organize events and produce goods
- Conquering power through merit

The cycle of power for an active citizen

1. **I choose a Guild** → role, identity, objectives
2. **I grow within it** → I get respect, assignments, titles
3. **I network with other Guilds** → I create strategic alliances
4. **I proclaim an Uprising** (if conditions permit)
5. **I conquer a fiefdom** → I exercise power, receive tribute, access the Senate (temporary or permanent)

References:

List of Guilds
 Chapter 7- The Ladder of Power: From the Guild to the Duchy

Chapter 5 – Titles and Nobility

Ways to become Noble:

- Buying an Available Title (NFT)
- Merit: Conquest via Guild and Insurrection (Edict of Blood and Torch)

Titles:

- Baron/ess (Fiefdom)
- Count (County)
- Duke/Duchess (Duchy)

The titles give:

- Economic power (tributes)
- Political power (vote in the Senate)
- Prestige and visibility

References:

The two ways to become a Noble in Cryptonia

List of Official Positions of the Kingdom of Cryptonia

Edict of Blood and Torch

Chapter 6 – Activities, Events and KingCoin

- The events (tournaments, fairs, rides, shows) take place in the Fiefdoms and Mythical Places
- The KingCoin is the official currency: it is used for taxes, licenses and payments
- Some activities require NFT-Licenses approved by the Noble

References:

Why organize an event in your favorite fiefdom

Chapter 7- The Ladder of Power: From the Guild to the Duchy

In Cryptonia, every citizen can rise to the top of power.

But the climb cannot be bought. It is conquered.

Your ascent begins from the Guild, passes through the Fiefdom and can, if you have the strength, take you up to ruling a Duchy.

Here is the path that the bravest will follow.

1. From the Guild to the Command

Every citizen is registered with a Guild and can begin their own journey.

By passing tests, obtaining rewards and gaining reputation, you will be able to rise in rank until you reach the highest operational level of the Guild.

Once you reach the rank immediately below Guild Master, you will be able to:

- challenge the Guild Leader, according to the narrative rules of the Guild;
- conquer its place and guide it as the new leader.

2. The Rising of the Fiefdom

The new Guild Master will be able to seek patronage from a Noble (Baron) to settle in his Fiefdom.

But if the Baron is absent, unworthy or hostile, the Guild may:

- lead an Uprising under the Edict of Blood and Torch;
- claim the Fiefdom and ask the DAO to be appointed Regent.

With the favor of the DAO and the community, the Guild takes over the government of the Fiefdom, and its Guild Master becomes Baron or Baroness.

3. Challenge to the County

A Baron can still grow. If the County to which he belongs is poorly governed, he may:

- gather more Fiefdoms allied to his Guild;
- present a motion of no confidence in the Count;
- propose a narrative challenge or a DAO vote.

If he wins, the Baron assumes the title of Count or Countess and will be able to leave his fiefdom to a chosen successor.

4. Fight for the Duchy

Once Count, the final step is the Duchy.

When the Dukes are no longer up to par or when the Duchy is vacant, the Counts can:

- form a coalition and challenge the Duke,
- or present your own candidate to the DAO of the Kingdom.

With the approval of the people or the outcome of a great undertaking, one can become Duke or Duchess of Cryptonia.

5. Nobleman's Right to Defense

A Noble subject to a motion of no confidence or narrative insurrection has the full right to:

- publicly respond to allegations in the Open Book;
- request a hearing with the Sovereign Court for a judgment of honor;
- hold a Counter-Test, an epic challenge or collective mission to demonstrate your worth;
- mobilize the faithful Guilds, obtaining support and testimonies.

The Noble can also bargain, promise reforms, or strengthen his government.

6. Role of the King and the Sovereign Court

The King and his Court do not govern directly, but guarantee the balance of the Kingdom. In case of upheavals:

- they can temporarily suspend the challenge, if considered illegitimate or unfounded;

- they can issue an Edict of Grace, which gives the Noble time to reform;
- they can excommunicate an uprising, if it lacks honor, and declare it a rebellion (with consequences in terms of reputation).

Only in extreme cases:

- the King can appoint an Extraordinary Commissioner, with temporary powers over the territory;
- or declare the Fiefdom "disputed land", suspending all powers until further orders from the DAO.

7. Strategic dynamics

The Nobles will have to maintain relationships with the Guilds, motivate citizens and create narrative legitimacy.

The Guilds will have to coordinate, gain reputation and build a shared cause.

It's not enough to want to overthrow. We need to convince the Kingdom that it is right.

And it's not enough to be Noble. We need to stay that way, day by day.

7. The Struggle for Power is also a Struggle for Income

Nobles gain:

- fixed percentages from events and economic activities in their territories (60% Baron, 20% Count, 20% Crown);
- indirect compensation from:
 - guild licences,
 - settlements,
 - sponsorships of events or markets.

So, defending your title means:

- secure a stable source of KingCoin;
- maintain visibility, influence and bargaining power in the narrative and the DAO;
- avoid becoming a deposed nobleman, excluded from economic and historical benefits.

For those who aspire to climb instead:

- obtaining a title means going from a consumer to an income earner,
- access economic rights, map visibility, and the ability to attract Guilds or establish markets.

Narrative implication

This creates a dynamic similar to medieval strategic games, but with real effects on the governance and economy of the Kingdom:

- he who governs well, prospers;
- whoever neglects his Fiefdom becomes the target of distrust or uprising;

- whoever wins a narrative challenge can change the map of power.

In Cryptonia, power is measured in stories, in reputation, but also in income.
Every flag that falls is a flow of KingCoin that changes master.

9. Rules of Climbing

Each challenge must be public, motivated and declared in the Open Book.

The DAO or the Sovereign Court validates each step.

An uprising may fail: the claimant will have to wait before trying again.

Each new title obtained through challenge is recorded in the Official Chronicle.

Chapter 8 – DAO and Civic Participation

The DAO allows you to:

- Propose laws, petitions, events, funds
- Vote as a citizen or as a Guild
- Participate in decisions via quorum

All approved decisions are executed by the Kingdom Chancellery and recorded in the Book of Popular Decisions.

Chapter 9 – Justice and Sovereign Court

The Sovereign Court judges:

- Disputes between citizens, guilds, nobles
- Popular uprisings
- Interpretations of the Charter

Operational arm: Guardians of the Kingdom

Procedure Code: coming soon.

References:

Sovereign Court and Guardians of the Kingdom

Code of Procedure” coming soon

Chapter 10 – Mythical Places and Chronicles

Each Mythical Place can be activated:

- By proposal to the DAO
- Approval by vote
- Registration in the Chronicle of the Kingdom

Examples: Tarot Garden, Banner Ruin, Neraluce Staircase

Chapter 11 – Glossary and Symbols

Noble

Holder of a Fief, County or Duchy. It holds symbolic, economic and political power. He is responsible for his own territory.

Feud

Minimum territorial unit of the Kingdom. It is governed by a Baron or Baroness, and can host one or more Guilds.

County

Intermediate territory composed of two fiefdoms. It is governed by a Count or Countess.

Duchy

Large territory that includes 18 counties and 36 fiefdoms. It is ruled by a Duke or Duchess.

Civic District

Functional and thematic area within a Fiefdom, populated by active citizens and established guilds.

DAO of the Kingdom

Decentralized voting system, through which citizens approve proposals, events, laws and collective decisions.

Constitutional Charter

Founding document of the Kingdom. It defines rights, duties, powers and governance structures.

Apply

Operational house composed of citizens with a common purpose. It has its own hierarchy, can obtain Patronage and become a Functional House.

Patronage

Formal relationship between a Guild and a Noble, who hosts and protects the Guild in his Fiefdom.

Book of Chronicles

Official record of Kingdom events, Mythical Landmark activations, notable feats, and celebrations.

Mythical place

Symbolic or ritual site where narrative events, ceremonies, tournaments, and civic competitions can be held.

KingCoin (KGC)

Official currency of the Kingdom. It is used to vote, purchase NFT licenses, participate in events and transactions between citizens.

NFT-License

Digital token that authorizes the carrying out of specific activities (events, markets, professions) in a territory.

Sovereign Court


Supreme justice body of the Kingdom. Interprets the Charter, resolves disputes, safeguards ethics and balance.

Guardians of the Kingdom

Operational arm of the Sovereign Court. They oversee, investigate, and defend the integrity of the Kingdom.

Edict of Blood and Torch

Ancient law that allows the established Guilds to rise up against fallen Nobles, temporarily taking control of the Fiefdom.

 *For further details or updates, consult the Official Books of the Kingdom kept in the Chancellery or accessible via the Public Light Portal.*