

RPCIEGE

INSTRUCTION BOOKLET

Remember, all characters, places, and items portrayed in this game are purely from our caffeine-fueled imaginations. Any resemblance to actual persons, living or dead, or actual events is purely coincidental. And by "coincidental," we mean "we totally made this up."

Heads up: Choking Hazard - Small parts. Not for kids under 3 years or adults who still put random things in their mouths.

This game is intended for ages 12 and up. Or ages 8 to 80 if you're cool like that.

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For a good time, check out more Soroban and its sweet documentation at our website,
<https://soroban.stellar.org>



SHH. KEEP IT DOWN!

We're glad you're here, we desperately need your help. We're currently engaged in a week-long siege of the Soroban RPC. The RPCiege! Over the course of the next five days, we'll be tackling five challenges. There are only three critically important pieces of information you'll need to remember.



1. The first is always use our official RPC endpoint when enacting your attacks
futurenet.rpciege.com
2. The second is that for each gameplay contract invocation you'll want to include as the function's final argument the **Address** of your own mainnet Stellar public key where you'd like to receive your pack of commemorative NFT cards. We will issue NFTs as claimable balances to this address only if it exists as a funded account on the **PUBLIC** network
3. You can claim your NFT cards wherever you wish however we've built a simple claim page over at rpciege.com/claim to aid in the claiming process



PRO TIP:

Cards will be issued as rare animated assets for three weeks after the close of this RPCiege after which they will be demoted to static images.

Skirmish I

For battle 1 all you've got to do is submit a contract invocation. That's it. Remember it needs to include as its final argument an **Address** of your mainnet Stellar public key where you'd like to receive your card pack for today's skirmish, but that's the only requirement.

Here's an example contract, just because I like you ❤️

```
#![no_std]

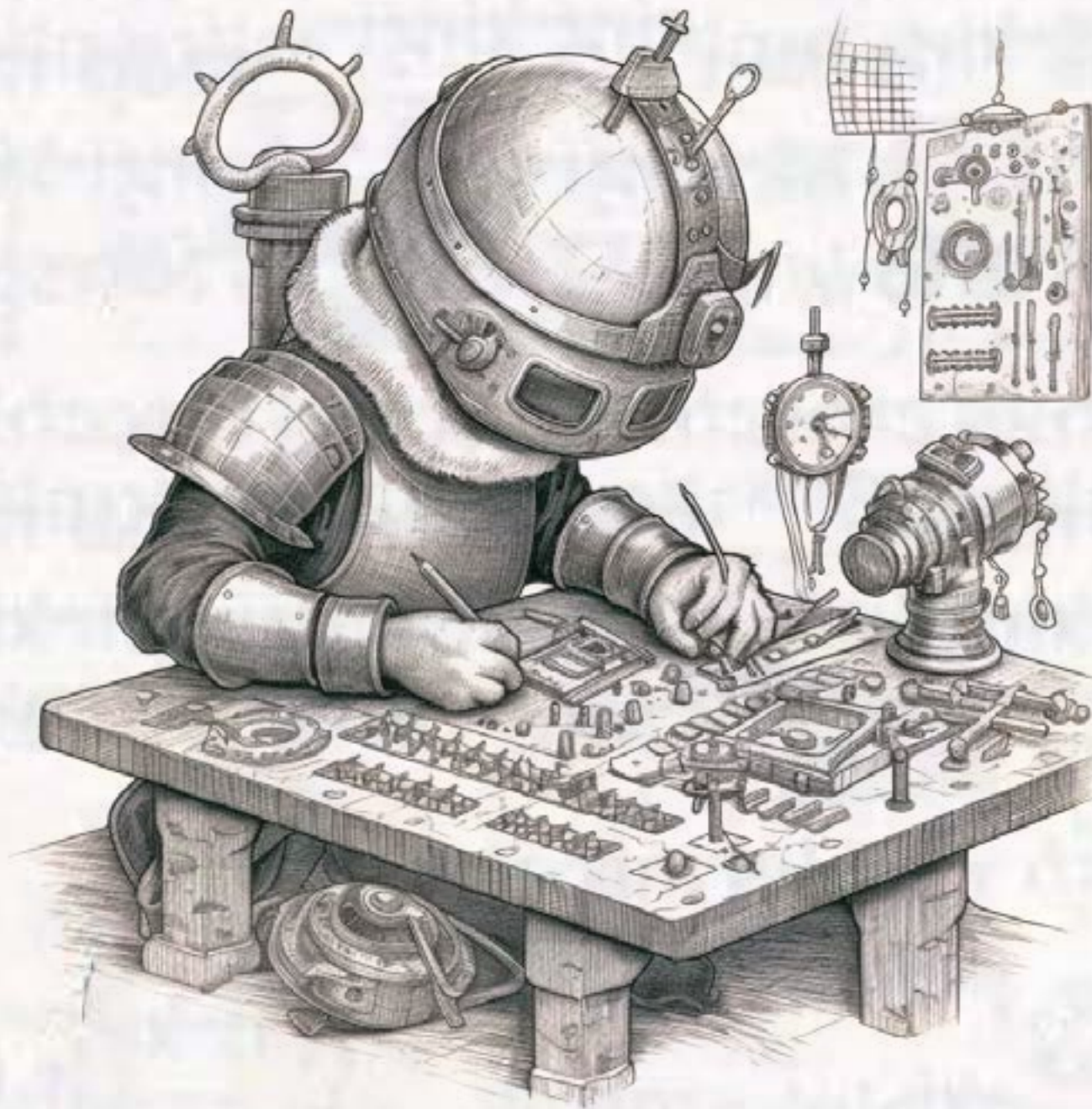
use soroban_sdk::{contractimpl, Address, Env};

pub struct Contract;

#[contractimpl]
impl Contract {
    pub fn game_1(_env: Env, _nft_dest: Address) {}
}
```



Prepare yourself.



Tune back in tomorrow for Skirmish 2

Need some help in the meantime? Check out the [Soroban documentation](#), join the [developer Discord](#), and [follow Soroban on Twitter](#).



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