LOG
Myths of Brume

A NFT TRADING CARD GAME
BLUEPRINT 1.0

by
RGB

Crypto trading cards.

Hal 74076.1041 at CompuServe.COM
Sun Jan 17 10:53:24 PST 1993

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Giving a little more thought to the idea of buying and selling digital
cash, I thought of a way to present it.  We're buying and selling
"cryptographic trading cards".  Fans of cryptography will love these
fascinating examples of the cryptographic arts.  Notice the fine way
the bit patterns fit together - a mix of one-way functions and digital
signatures, along with random blinding.  What a perfect conversation
piece to be treasured and shown to your friends and family.

Plus, your friends will undoubtedly love these cryptographic trading
cards just as much.  They'll be eager to trade for them.  Collect a
whole set!  They come in all kinds of varieties, from the common
1's, to the rarer 50's, all the way up to the seldom-seen 1000's.
Hours of fun can be had for all.

Your friendly cryptographic trading card dealer wants to join the fun,
too.  He'll be as interested in buying your trading cards back as in
selling them.

Try this fascinating and timely new hobby today!
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A Hal Finney message sent to the
Cypherpunk mailing list, 1993.

INTRODUCTION

The affordability of minting, storing and transferring compressed NFTs (cNFTs) on the Solana blockchain facilitates widespread distribution at a low cost. This paves the way for the creation of a functional and accessible trading card game on-chain, similar to those seen in popular real-world games such as **Magic: The Gathering**, **Yu-Gi-Oh!** and **Pokemon**.

Embracing the technology of cNFTs, **Myths of Brume** is a trading card game set within the same narrative background of the generative NFT collections **Critters Cult** and **Suns Saga**, known as **The Log**.

In addition to Critters Cult PFP collection and Suns Saga landscape collection, several other developments have significantly contributed to the overall worldbuilding of The Log — **Loop Chronicles**, a decision-making card game, **The Critters Book**, an interactive platform for holders to add stories of their own, and **The Library**, a repository that provides the foundations of The Log. Over the course of two years, The Log has continuously expanded to new heights.

Myths of Brume represents a milestone within this universe, serving not only as one of the highest achievements of this venture but also as an expansion of this solid narrative born on-chain to a wider audience, foreseeing an horizon of mass adoption of digital assets through the next generation of NFTs on Solana.

Learn more about The Log at **https://library.critterscult.com** all the developments at **https://sunsstudio.com**

GAME BASICS

Myths of Brume (MOB) is a duel-style game where two players confront each other by using cards from their own deck of 60 cards, known as Cache. The goal is to strategically reduce the opponent's Cache to zero cards through a series of combats to win the match.

GAMEPLAY

To start the match, players shuffle their own Caches and draw 7 cards to form their starting hand. The match consists of rounds, each divided into several phases. During each round, players use the cards they drew, drawing one more every other round and engaging in combats. Damages might destroy the cards in play and also in the Cache. The player who runs out of cards in the Cache loses the match.

CARDS

There are seven types of cards: **Sun, Phenomenon, Entity, Locus, Relic, Glitch and Action.** Each type falls under one of the five existing categories: **Resources, Plots, Permanents, Attachments and Ephemerals.**

Resources (Sun and Phenomenon) — The use of these cards is essential to provide the resources required to cast **Plots: Locus, Entity, Relic, Glitch and Action**.

Permanents (Locus, Entity and Relic) — The strategic deployment of these cards can create synergies and powerful combinations. When combined with an **Entity**, the **Relic** has effect and falls under another category, **Attachments.**

Ephemerals (Glitch and Action) — The timely use of these cards can significantly influence the outcome of the match.

DEFINITIONS

ATTACH: The act of activating a relic by designating the card to which it is going to be connected.

ATTACHMENTS: Usually refers to relics, which can be attached to entities to grant them new abilities or buffs.

BLOCKER: Cards that have the ability to prevent an attack. This is the case of locus cards.

CACHE: The deck of 60 cards selected by the players from their own collection of cards. The player who runs out of cards in the cache loses the match.

COMBAT DAMAGE: The damage dealt by entities determined by the strength of the entities involved in the combat.

COST: Costs are essential expenses associated with playing cards, casting ephemeral cards, or activating abilities. These costs are paid by using specific prismas ✧, ✟, ❄, ◯ and ✷; generic prismas 〖X〗; or by discarding cards from the cache or hand, as specified on each card with 〖X〗.

DAMAGE: Damage applies to entities, relics, and locus cards in play. Entities and locus are destroyed if damage exceeds their defense. Without defense, the cache is directly attacked, leading to the destruction of one face-down card per point of damage.

DESTROY: Act of moving the card from the game's play area (realm) to the disposal area known as the void. Each player has its own void.

DISCARD: Discard involves transferring a card from your hand or cache to your void. At the end of your turn, you're required to reduce your hand size to seven cards by discarding any excess.

LOOP: An ability that doubles the damage inflicted by a card.

ENTERS THE REALM: When a permanent card enters the realm, its abilities are activated.

INDESTRUCTIBLE: Cards that are immune to destruction by damages or by the destroy effect.

LOWER ⚓: Indicates the act of lowering a permanent card by moving it down, usually done in the next round unless a specific ability permits it on the opponent's turn.

MEMENTO: An ability. Ephemerals with memento can be casted from the void.

OPPONENT: The player(s) who you are playing against.

PERSISTENCE: An ability. Entities with persitence can only be blocked by other entities with persistence.

PERMANENTS: Cards that stay in the realm after summoned.

PLOTS: Card types that play a significant role in the overarching strategy of the game: entities, actions, locus, and relics. Plots are the backbone of a player's strategy, and their successful deployment depends on the efficient use and management of resources. They specifically require resources to be cast or summoned.

PRISMA: The essential resource for casting plots and activating abilities. The five Prismas are Splendor, Fulminis, Ignis, Foramen, and Nexus, determined by a card's primary prisma cost.

PRISMA VALUE: The total number of prismas to cast a card or ability.

RAISE ✟: Indicates raising a permanent card (moving it up). You can't raise a card that is already raised.

RESOURCES: Elements required to cast plot cards, or activate abilities. They might cost cache or hand cards ⟦X⟧, generic prismas ⟦X⟧ or specific prismas.

REALM: The primary play area, separated from the hand, the cache, and the void. The realm is where combats and interactions take place.

SACRIFICE: Choosing and sending a permanent card you control to the void as part of a cost or effect.

TURN: The moment when a player gets a chance to act. Turns alternate between players.

TURN PHASES

DRAW PHASE
The player draws a card from their own cache and add it to their hands. This phase is critical for providing the player with options and resources.

PRE-COMBAT
In this phase, resource cards (sun and phenomenon) are played to provide resources. The permanent cards (entity, locus, and relic) can also be played, as long as there are sufficient resources in play to do so.

COMBAT
The player can choose to attack the opponent with entities. In this scenario, the player declares attackers, the opponent declares blockers, and damage is calculated and applied to the entities and the opponent. Additionally, glitch cards can be played, either in response to attacks or during combat interactions.

COMBAT STEPS

1. DECLARE ATTACKERS
Player declares attackers, trigger related abilities.

2. DECLARE BLOCKERS
Opponent declares blockers, order combat damage.

3. COMBAT DAMAGE
Trigger related abilities, assign and deal combat damage to entites, locus and the cache.
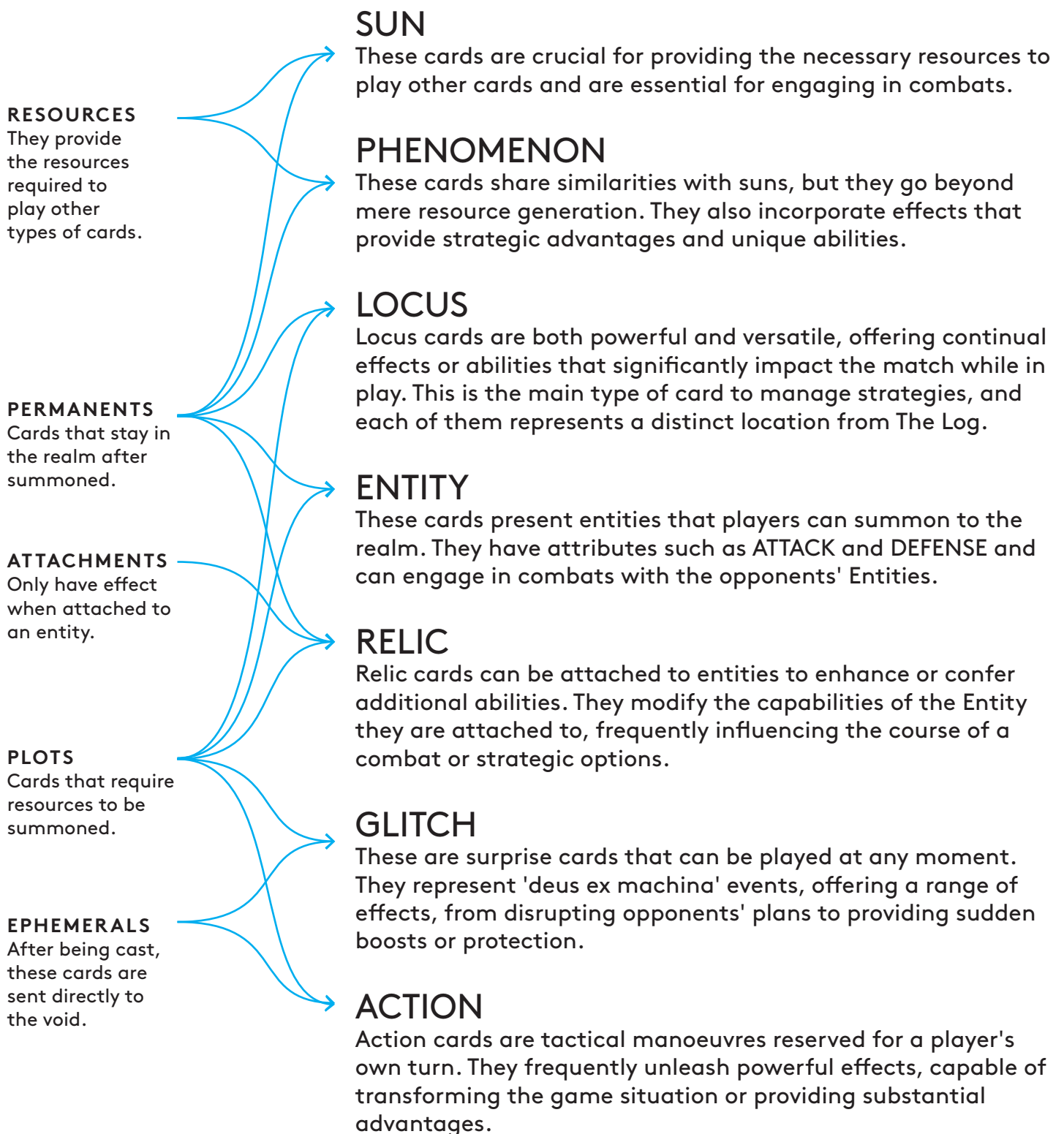
POST-COMBAT
This phase occurs after a combat, allowing players to react and make additional plays based on the outcomes of the combat phase. In this phase, any types of cards can be played if eligible.

CLEAN-UP PHASE
Players check for and discard down to the maximum hand size if necessary. Then, they lower their raised cards, remove damage from permanents, and end turn effects. The next turn begins with the opponent's draw phase.

CARD TYPES

RESOURCES
They provide the resources required to play other types of cards.

PERMANENTS
Cards that stay in the realm after summoned.

ATTACHMENTS
Only have effect when attached to an entity.

PLOTS
Cards that require resources to be summoned.

EPHEMERALS
After being cast, these cards are sent directly to the void.

SUN
These cards are crucial for providing the necessary resources to play other cards and are essential for engaging in combats.

PHENOMENON
These cards share similarities with suns, but they go beyond mere resource generation. They also incorporate effects that provide strategic advantages and unique abilities.

LOCUS
Locus cards are both powerful and versatile, offering continual effects or abilities that significantly impact the match while in play. This is the main type of card to manage strategies, and each of them represents a distinct location from The Log.

ENTITY
These cards present entities that players can summon to the realm. They have attributes such as ATTACK and DEFENSE and can engage in combats with the opponents' Entities.

RELIC
Relic cards can be attached to entities to enhance or confer additional abilities. They modify the capabilities of the Entity they are attached to, frequently influencing the course of a combat or strategic options.

GLITCH
These are surprise cards that can be played at any moment. They represent 'deus ex machina' events, offering a range of effects, from disrupting opponents' plans to providing sudden boosts or protection.

ACTION
Action cards are tactical manoeuvres reserved for a player's own turn. They frequently unleash powerful effects, capable of transforming the game situation or providing substantial advantages.

ANATOMY OF A CARD

RESOURCES COST
Resources are employed to perform actions. To play this example card, you would spend:
1 card (discard one card)
1 prisma of any kind
2 splendor prisma

NAME
Each individual card in the collection has its own name.

TYPE
Every card belongs to a distinct type of card, including sun, phenomenon, entity, locus, relic, glitch, and action.

ATTACK
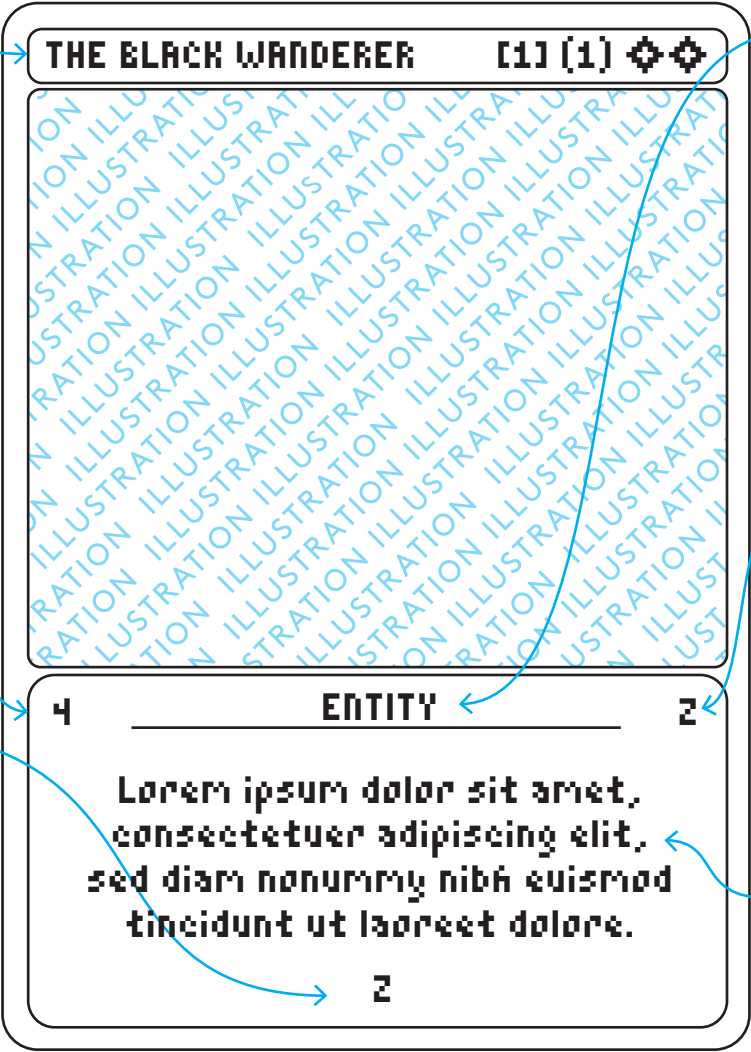This number indicates the amount of damage each card inflicts on an opponent.

DEFENSE
This number represents the damage required to destroy the Entity. It is restored at the end of the turn.

BLOCK
Locus offers an extra defense. This number represents the damage required to destroy it. It is restored at the end of each turn.

INSTRUCTIONS
Describes the abilities of the card in the course of a gameplay.

THE BLACK WANDERER [1] [1] ◇◇

4   ENTITY   2

Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore.

2

CARD TYPES

Myths of Brume will have 300 cards in total. Entity (120), locus (40), action (54), glitch (40), relic (16), sun (15) and phenomenon (15)

PRISMA TYPES

CARD COST

PRISMA COST

PHENOMENON
15/300

BLOCK VALUE

[4]

LOCUS
40/300

RELIC
16/300

PRISMA TYPE

PRISMA COST

PRISMA COST

(1)

SUN
15/300

PRISMA COST

[3]

GLITCH
40/300

ENTITY
120/300

ATTACK

DEFENSE

ACTION
54/300

VOID

CACHE

SUN CARDS / PHENOMENON CARDS

LOCUS CARDS

ENTITY CARDS

ENTITY CARDS

LOCUS CARDS

SUN CARDS / PHENOMENON CARDS

CACHE

VOID

HAND

RESOURCE CARDS
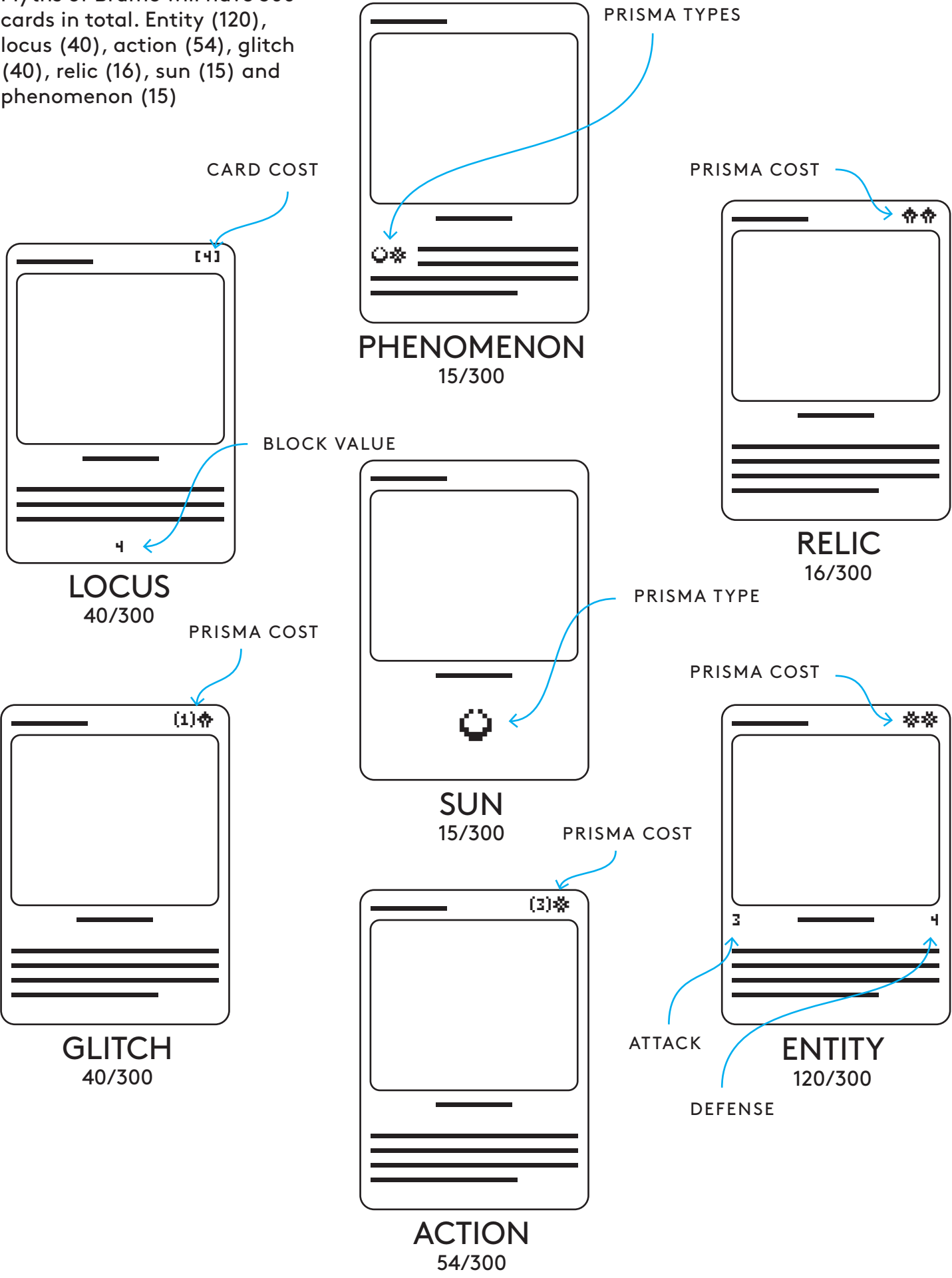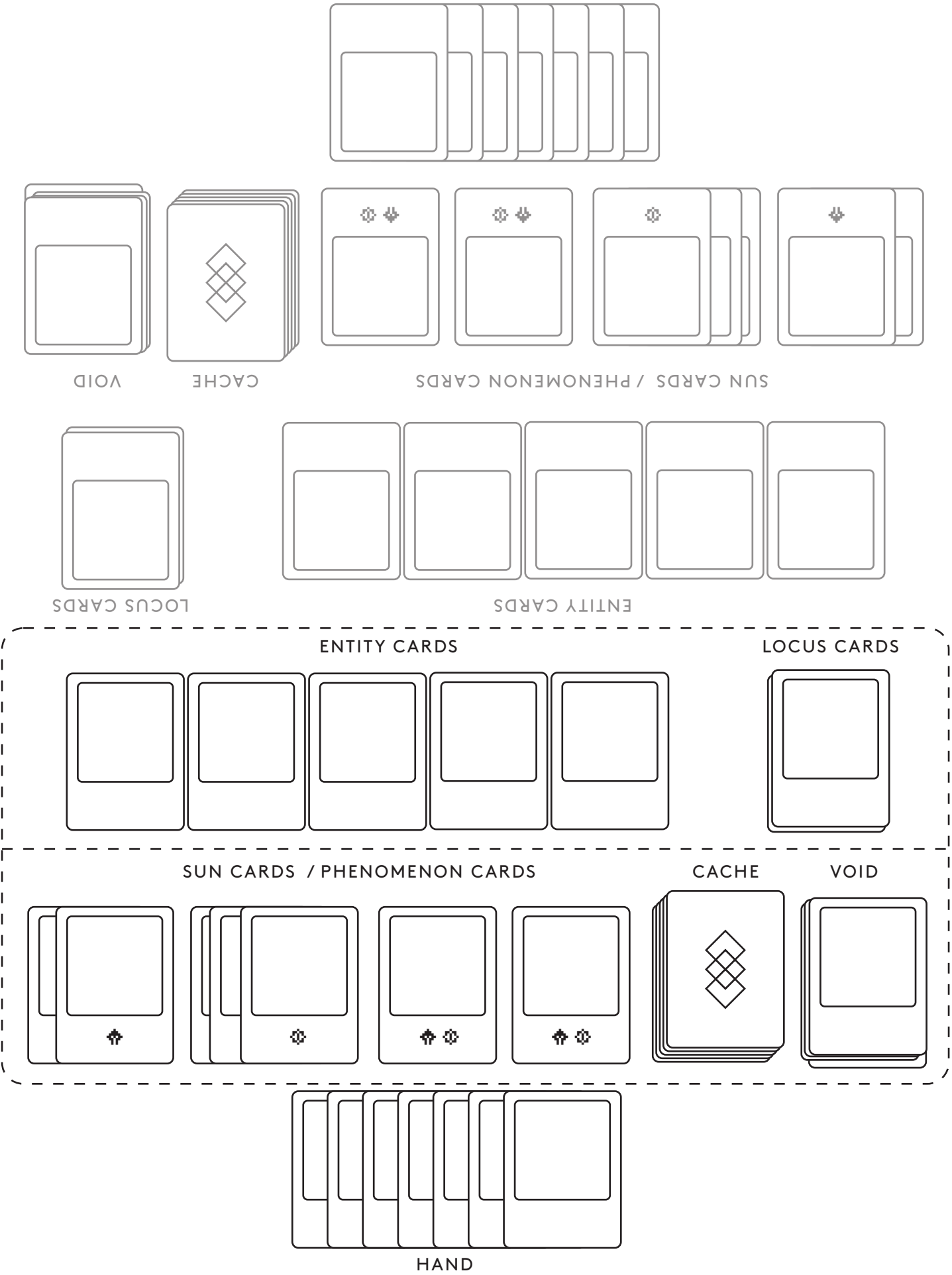
Sun and phenomenon cards provide prisma. Prismas are utilized to cast plots and activate special abilities.

THE FIVE TYPES OF PRISMA

SPLENDOR FULMINIS IGNIS FORAMEN NEXUS

PRISMA VALUE

INSTRUCTIONS
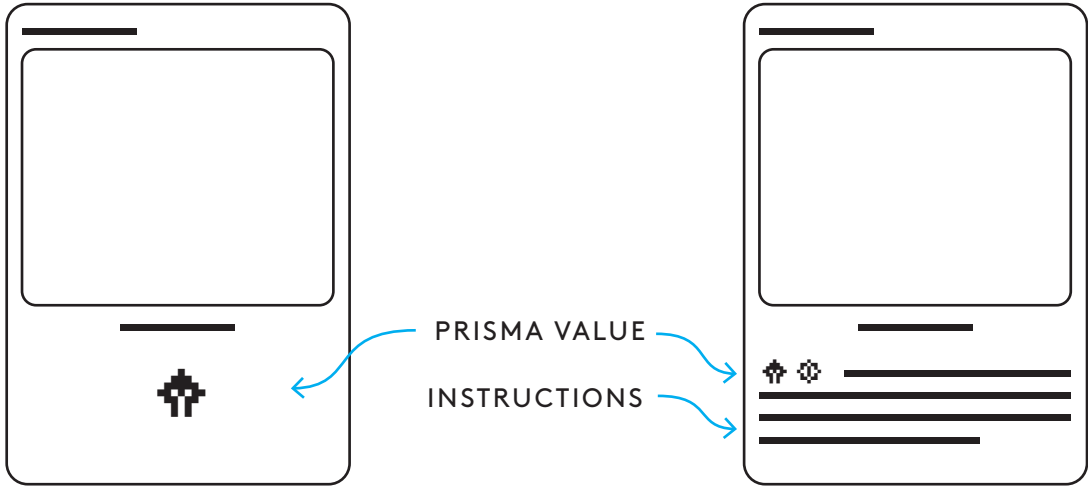
SUN CARDS
Sun cards provide one type of Prisma.

PHENOMENON CARDS
Phenomenon cards provide different types of Prisma and in different quantities.
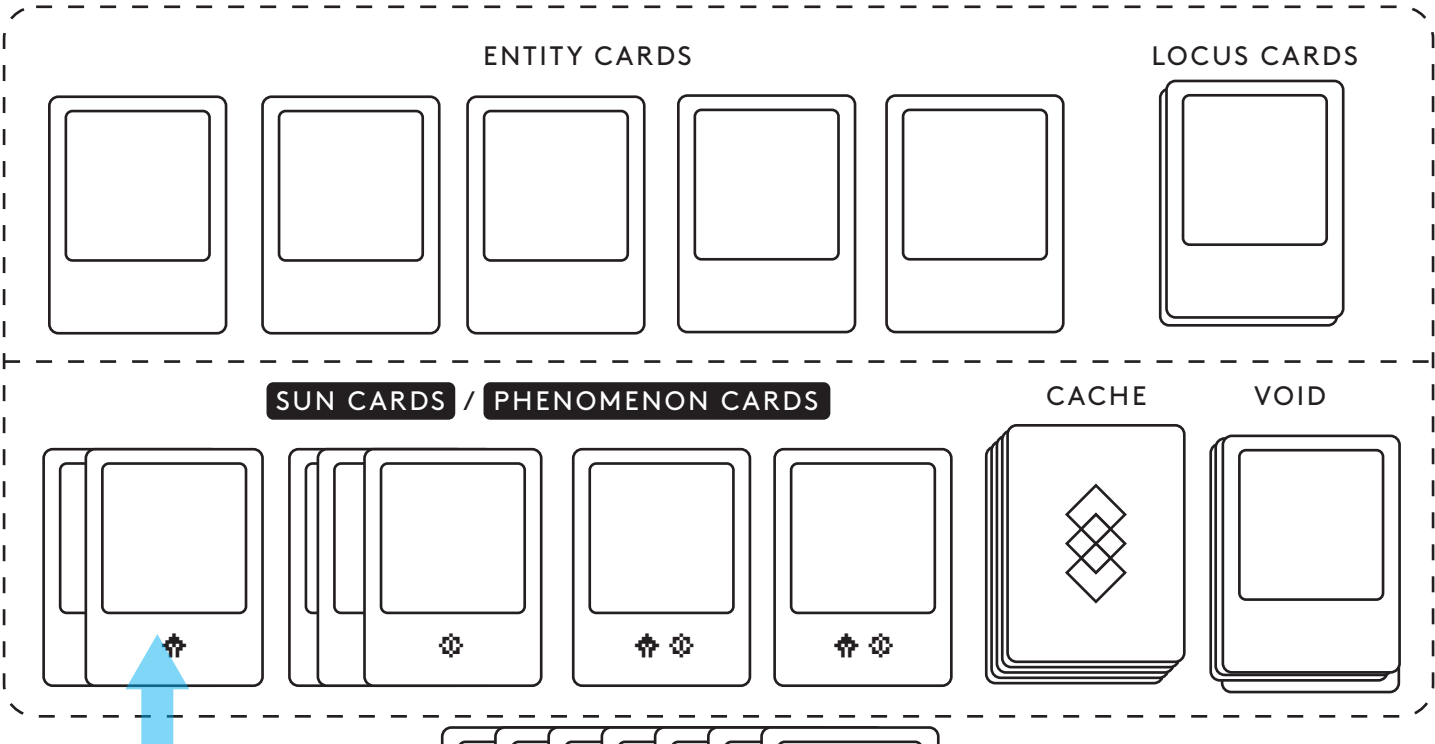
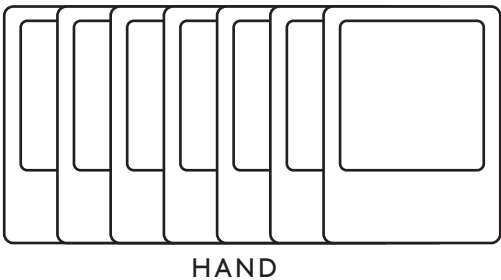ENTITY CARDS

LOCUS CARDS

SUN CARDS / PHENOMENON CARDS

CACHE

VOID

YOU DEPLOY PRISMAS from resource cards by raising ⚜ them. At the end of each round, resource cards should be lowered ⬇.

HAND

LOCUS CARDS

Locus cards are both powerful and versatile, offering continual effects or abilities that significantly impact the match while in play — this is why they do not need to be raised in order to be activated. Each of theses cards displays a distinct location from The Log.

All locus cards have a block power. A player can only attack the opponent's cache if there are no locus card blocking it or if it has been destroyed.

CARD COST

[4]

3

INSTRUCTIONS

BLOCK VALUE
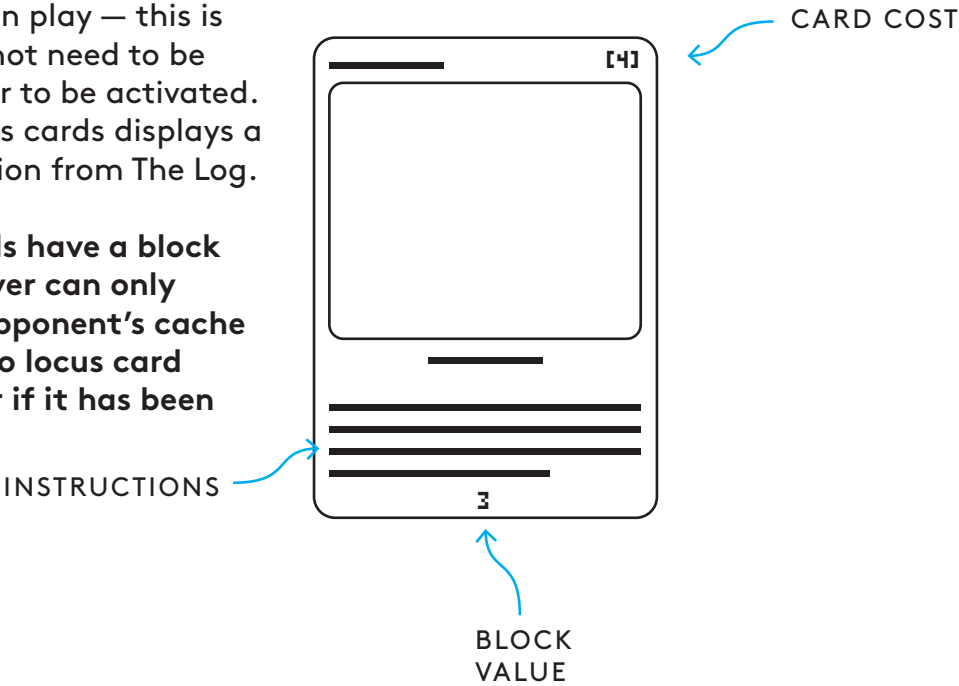
Locus cards can be stacked in their own pile. However, **only the locus card from the top can be used during the round.**
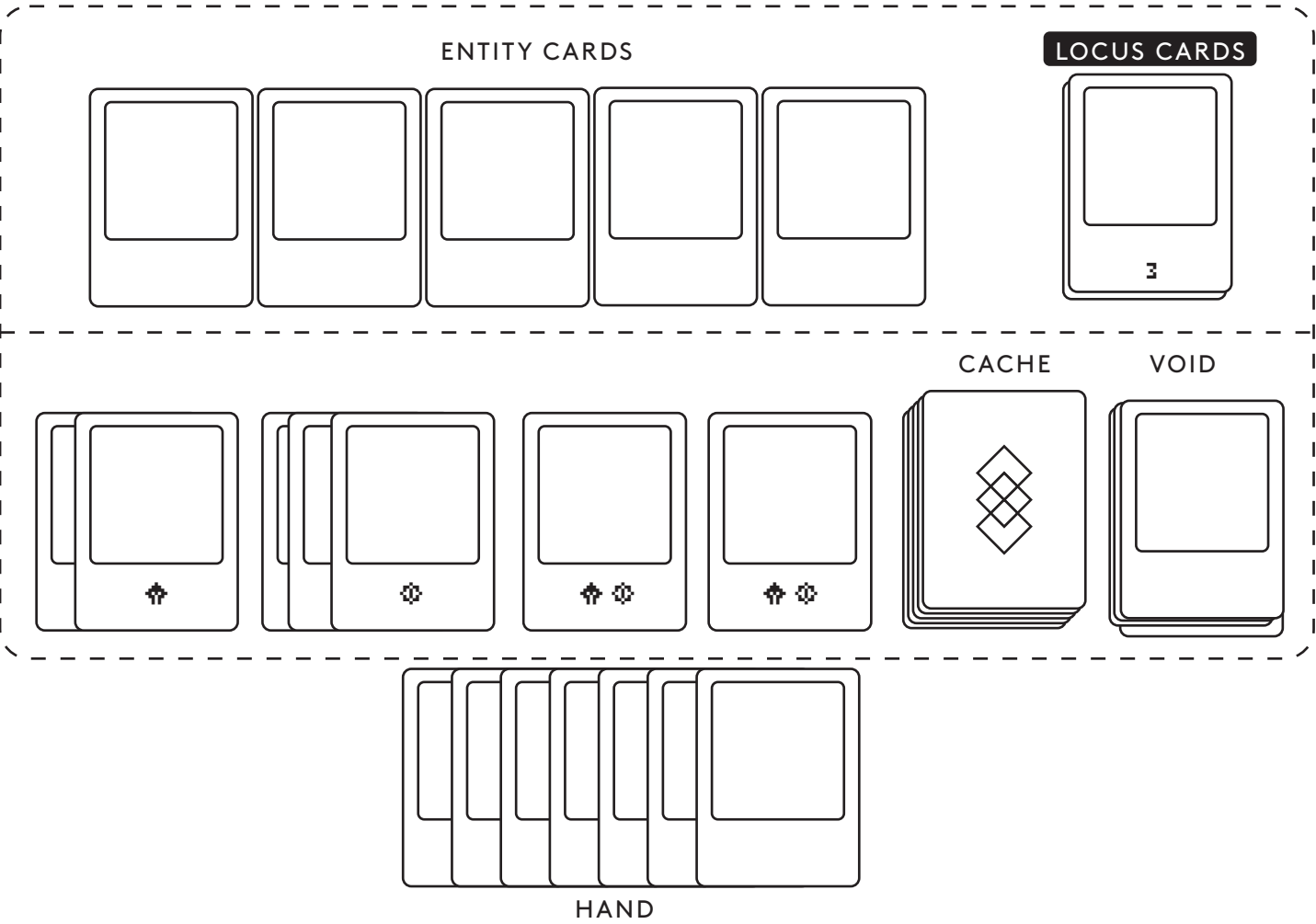
ENTITY CARDS
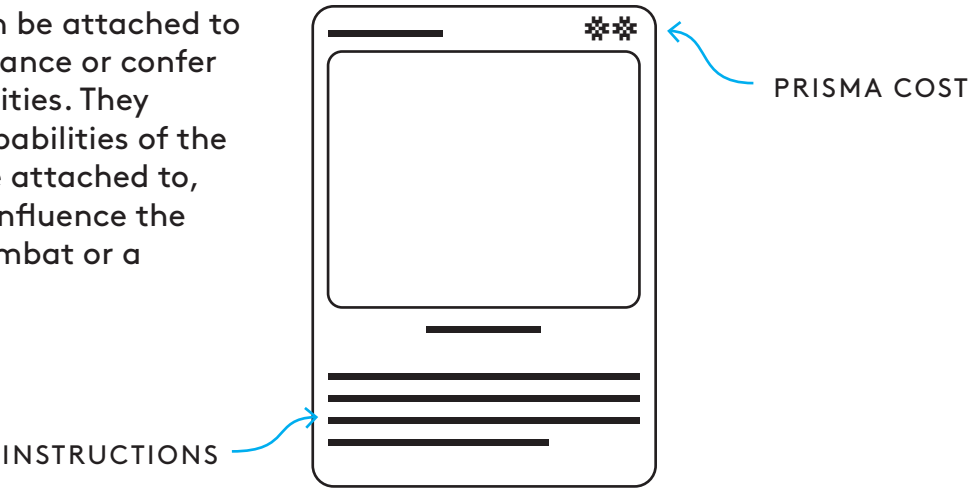
LOCUS CARDS

3

CACHE

VOID

HAND

ENTITY CARDS

These cards present entities that players can summon to the realm. They have attributes such as ATTACK and DEFENSE and can engage in combats with the opponents' entities.
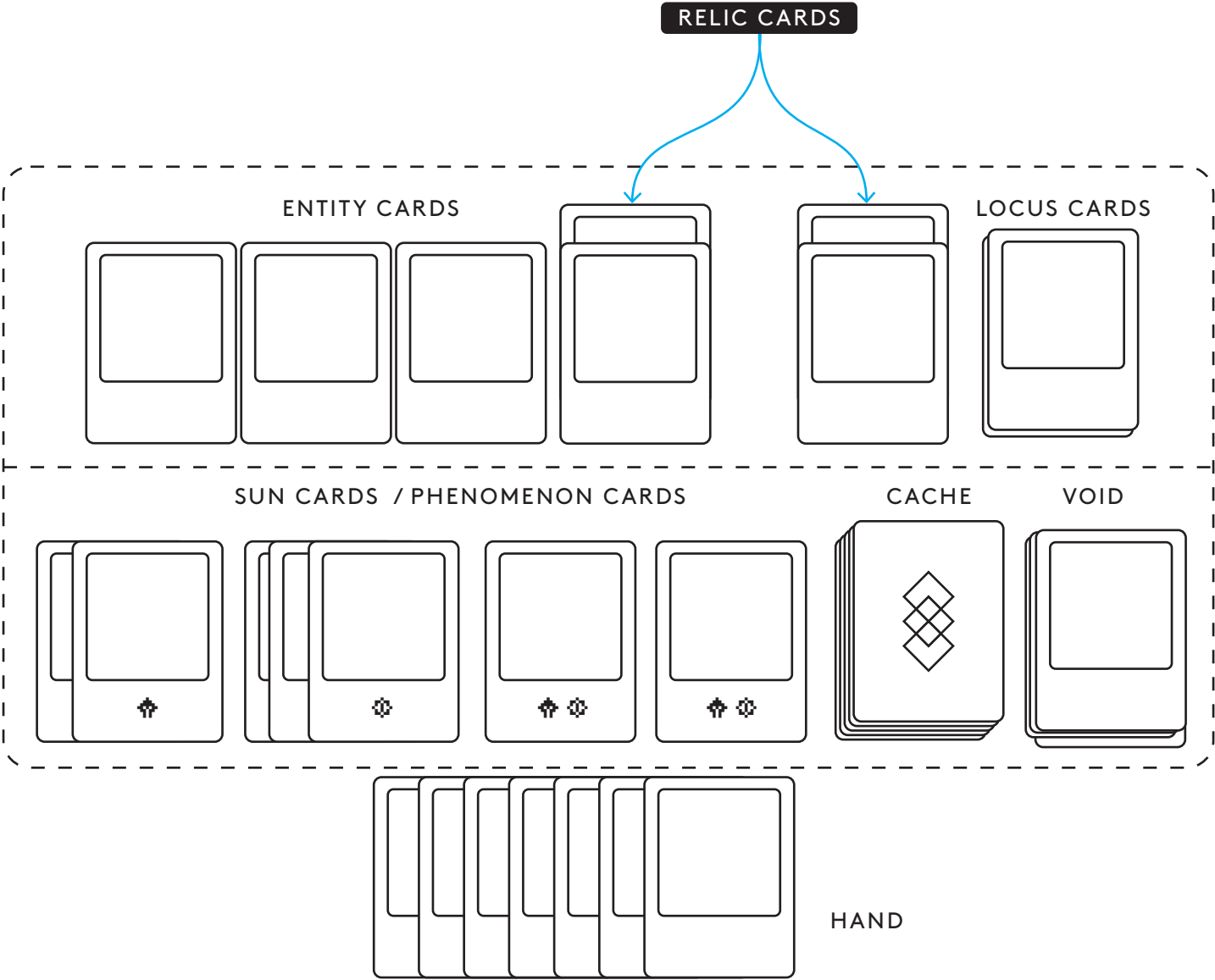
PRISMA COST

ATTACK

DEFENSE

3

4

INSTRUCTIONS
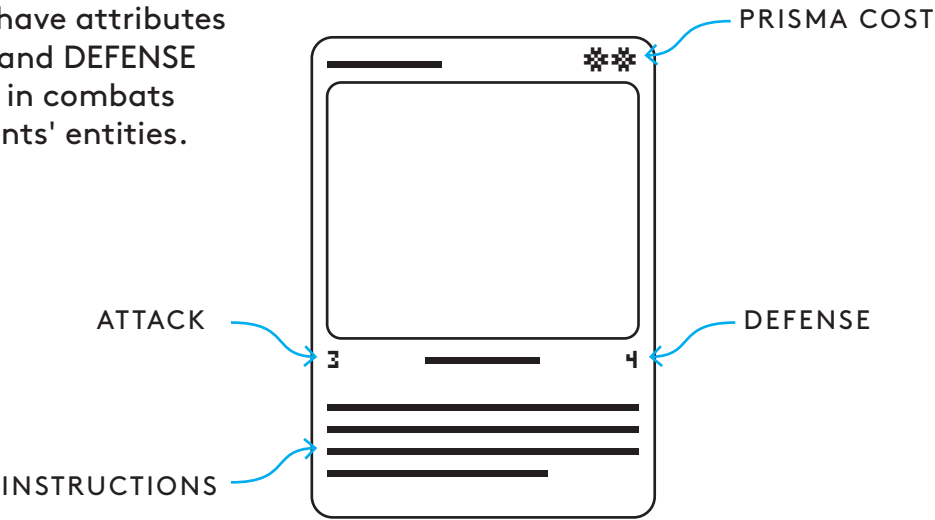
THE ATTACK is made by raising ⬆ an entity card. At the end of each round, entity cards should be lowered ⬇.
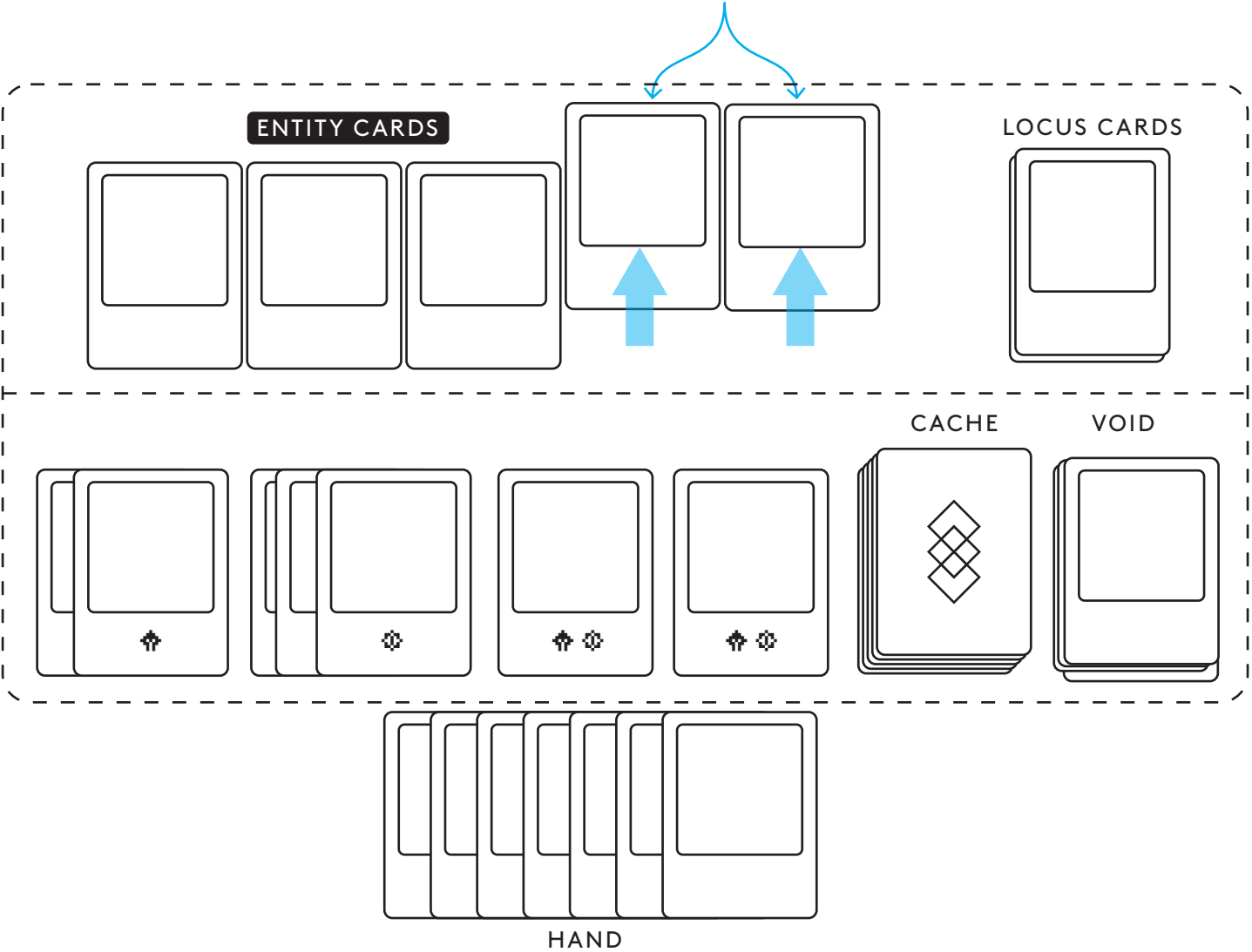
ENTITY CARDS

LOCUS CARDS

CACHE

VOID

HAND

RELIC CARDS

Relic cards can be attached to entities to enhance or confer additional abilities. They modify the capabilities of the entity they are attached to, being able to influence the course of a combat or a strategy.

PRISMA COST

INSTRUCTIONS

RELIC CARDS

ENTITY CARDS

LOCUS CARDS

SUN CARDS / PHENOMENON CARDS

CACHE

VOID

HAND

ACTION & GLITCH CARDS

Action and glitch cards share similar and **ephemeral** effects. These cards never enter the realm; instead, they proceed directly to the void once their effect unfolds.
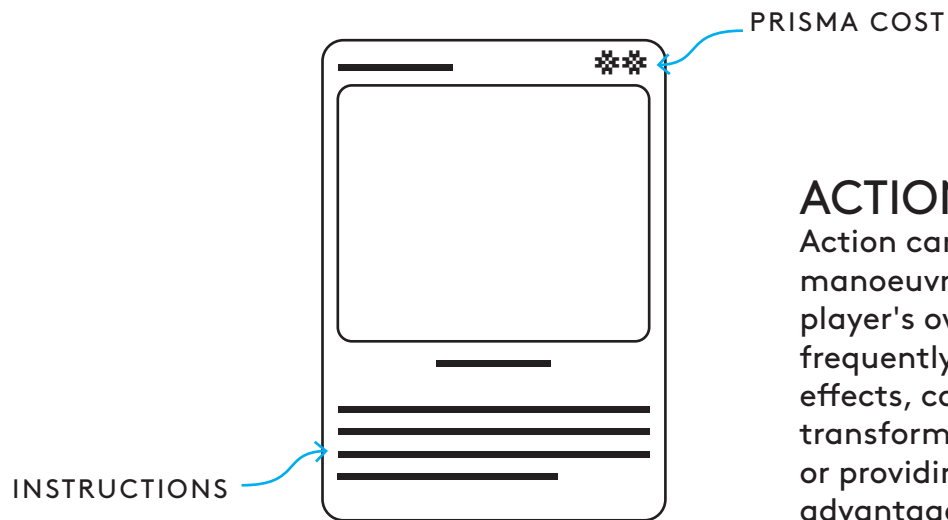
PRISMA COST

ACTION
Action cards are tactical manoeuvres reserved for a player's own turn. They frequently unleash powerful effects, capable of transforming the game state or providing substantial advantages.

INSTRUCTIONS

GLITCH
These are surprise cards that can be played at any moment. They represent 'deus ex machina' events, offering a range of effects, from disrupting opponents' plans to providing sudden boosts or protection.
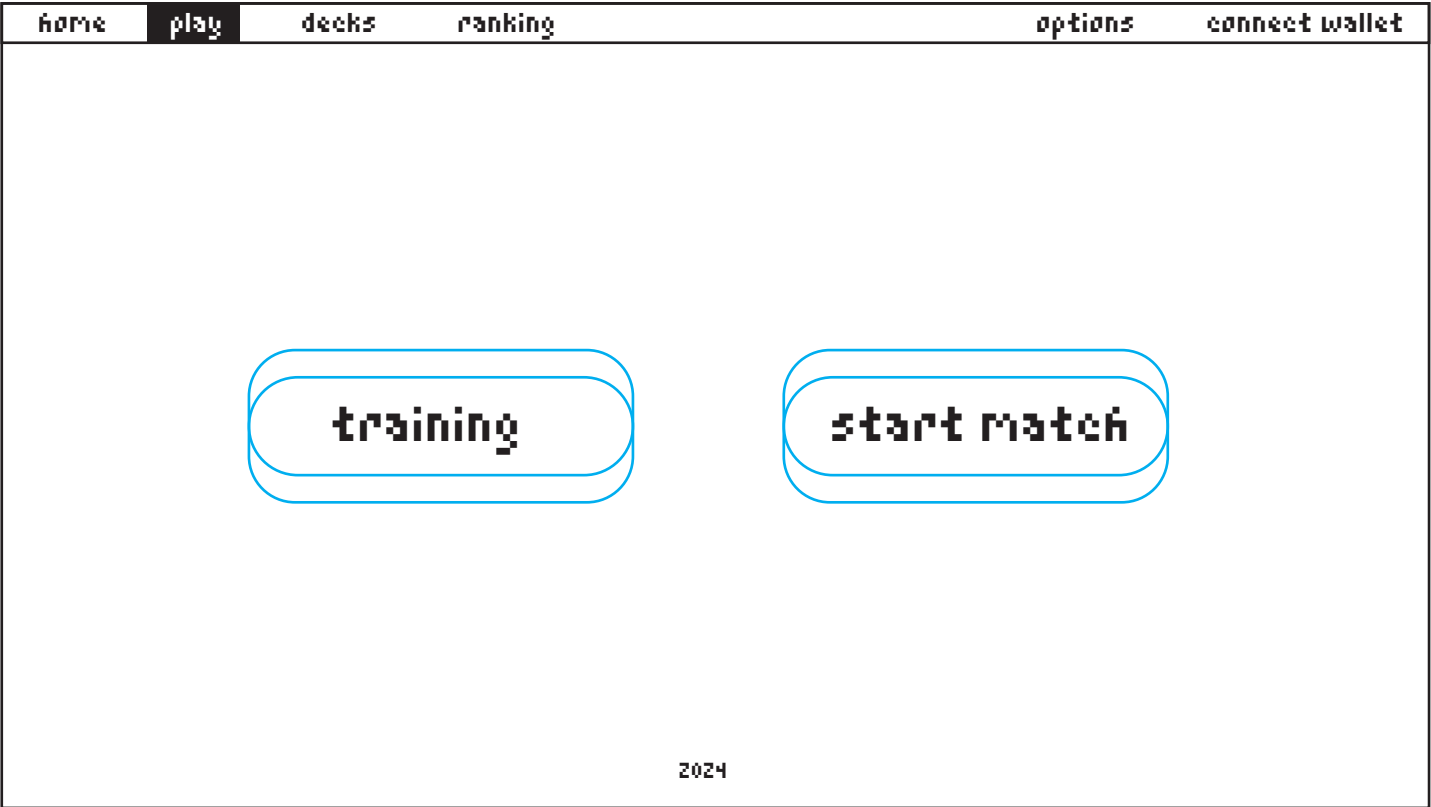
PRISMA COST

INSTRUCTIONS
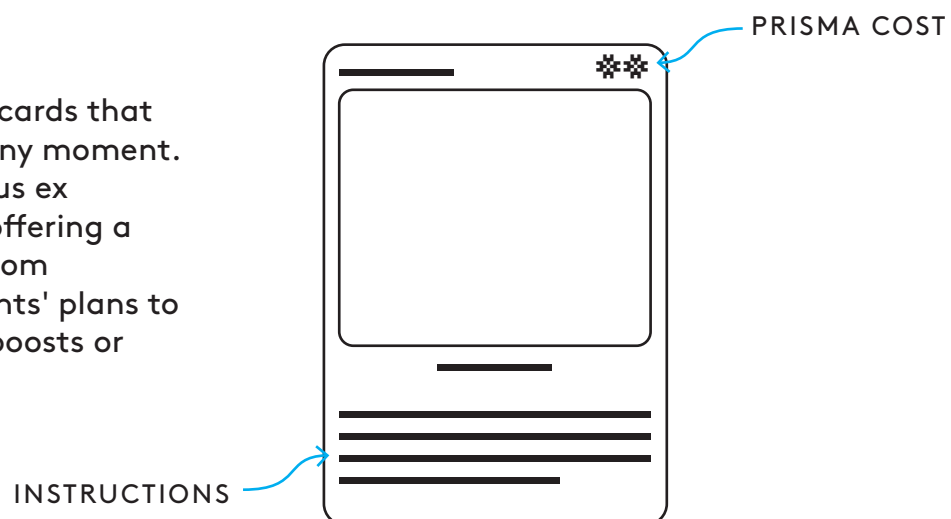
GAME INTERFACE

Myths of Brume is an online game intended for strategic play on a dedicated interactive platform, where players can deploy their own cNFTs in combat against others.

home	play	decks	ranking		options	connect wallet

LOG
Myths of Brume

2024

NOTE: The designed interface presented here is a draft exclusively intended to illustrate the ideas, with no final design decisions or functional implementation at this stage.

GAME INTERFACE

OPENING PAGE
Initially, the game should feature two game modes, with the flexibility to incorporate additional modes over time.

home	**play**	decks	ranking		options	connect wallet

```
        training              start match




                      2024
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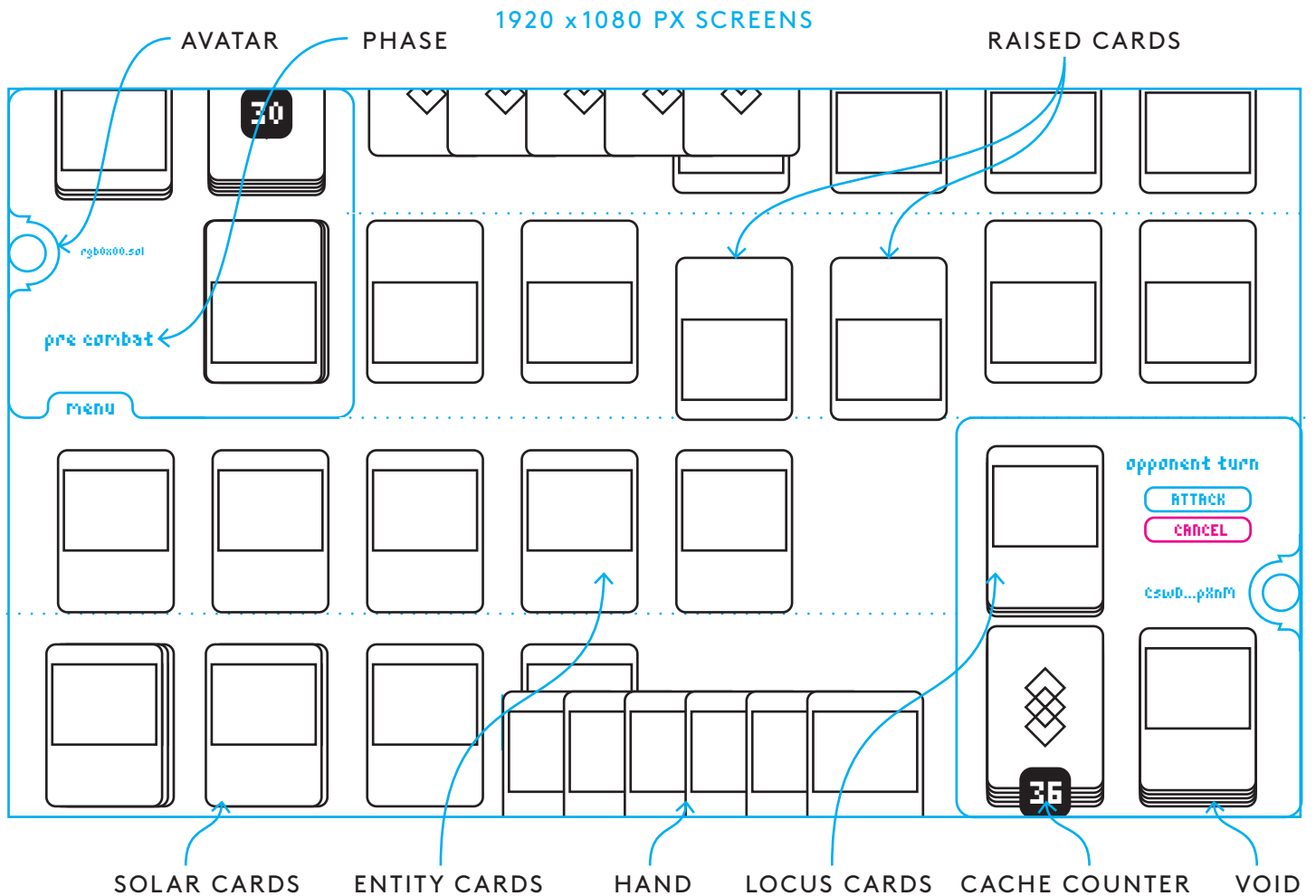
TRAINING

A sequence of matches can be implemented, wherein players follow a scripted tutorial to learn how to play Myths of Brume.

START MATCH

This mode allows the user to engage with other players online. It includes a ranking filter, ensuring players are matched with others of similar skill levels.

GAME INTERFACE

GAMEPLAY PAGE
This is how the in-game screen should look like during the match, featuring all cards positioned in their respective areas.

1920 x1080 PX SCREENS

AVATAR PHASE RAISED CARDS

rgb0x00.sol

pre combat

menu

opponent turn

ATTACK

CANCEL

CswD...pXnM

30

36

SOLAR CARDS ENTITY CARDS HAND LOCUS CARDS CACHE COUNTER VOID

NOTE: The game interface should be designed for desktops, laptops, tablets, and smartphones. On any device, the cards should never be displayed smaller than their original dimensions of 140x196 px.

1280 x 720 PX SCREENS

30

rgb0x00.sol

Pre Combat

menu

opponent turn

ATTACK

CANCEL

CswD...pXnM

36
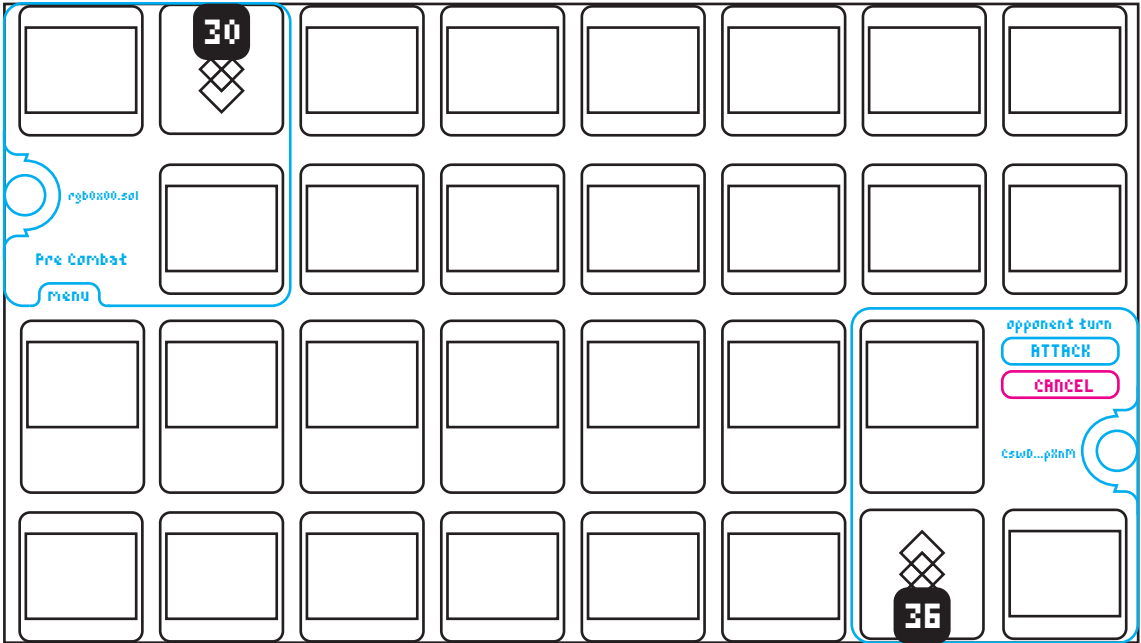
DESIGN NOTE: On smaller screens, the cards can be displayed in a shortened version (140x144px) without the instructions text box , and users can view the full content by clicking on the cards.

GAME INTERFACE

SELECTION PAGE
The in-game screen during the
card selection from the
player's hand.

1920 x1080 PX SCREENS

SELECT CARDS TO PLAY
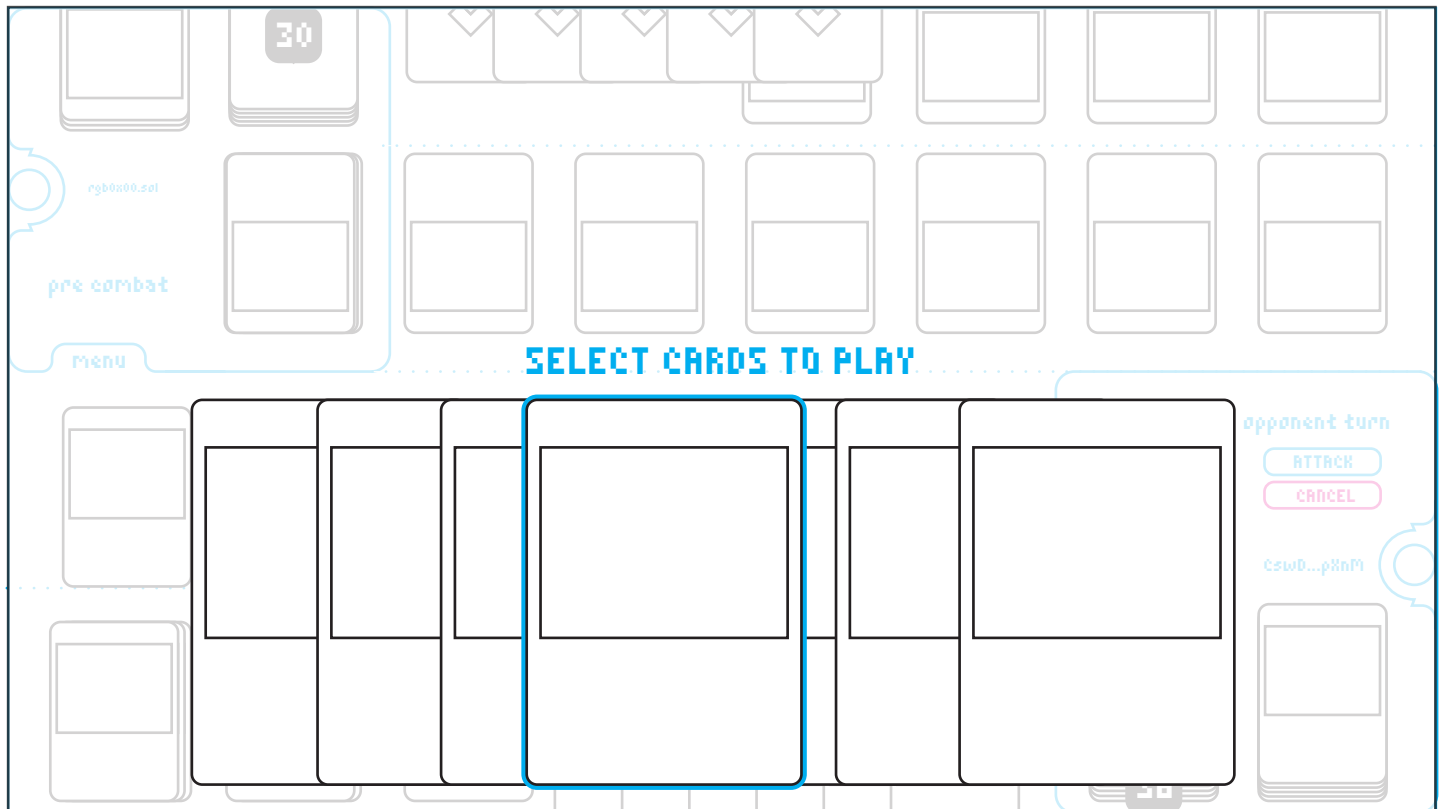
DESIGN NOTE: As a pixel
art game, the scale of the
cards should always follow
an integer:

original: 140x196 px
2x scale: 280x384 px
3x scale: 320x588 px

CACHE PAGE
Building a deck plays a crucial role in the game mechanics. To initiate a game, a player must have a minimum of 60 cards, all belonging to the same type of Prisma.

GAME INTERFACE

POINTS   ADDRESS   CACHES

home	play	decks	**ranking**				options

Points	Address	Caches
100.678	xsuw...kjah	❋ ○ ◇
100.100	rgb0x00.sol	◇ ✿
99.000	xsuw...kjah	❋
90.789	exFg...Mjhf	◇ ○
90.789	xsuw...kjah	○ ◎
90.789	xsuw...kjah	○
90.789	Mnsh...RSFk	○
90.789	Mnsh...RSFk	❋
90.789	xsuw...kjah	◇ ○
90.789	exFg...Mjhf	◎
90.789	CzRt...GiUx	❋ ◎
90.789	Mnsh...RSFk	◎
90.789	xsuw...kjah	◇ ◎
90.789	exFg...Mjhf	○
90.789	CzRt...GiUx	◇ ❋
90.789	Mnsh...RSFk	❋
90.789	xsuw...kjah	◇
90.789	exFg...Mjhf	◇

RANKING PAGE
The ideal ranking system combines a basic win count with a multiplier determined by the opponent's rank. Providing an option to find opponents based on ranking enhances the game experience, particularly for beginners, offering a more user-friendly approach.

LOG
Myths of Brume

SUNS