

Game Name: Cabybara Go!

Comprehensive Game Documentation

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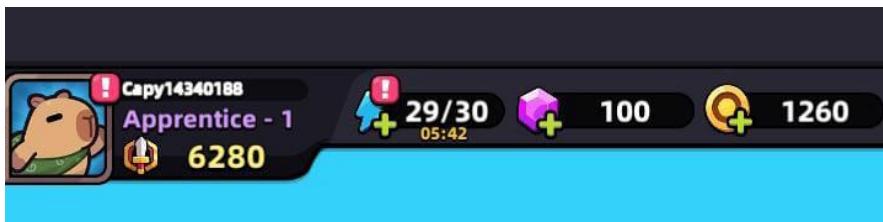
Version: 1.4.3 (1.4.1.29)

Date: 22nd January 2025

Upon opening the game, the basic User Interface (UI) presents your character running in the center of the screen. Above the character, the current chapter or location is displayed (e.g., Chapter 1 - Gale Town), along with the longest survival time achieved. This information dynamically updates as the player progresses through different stages.



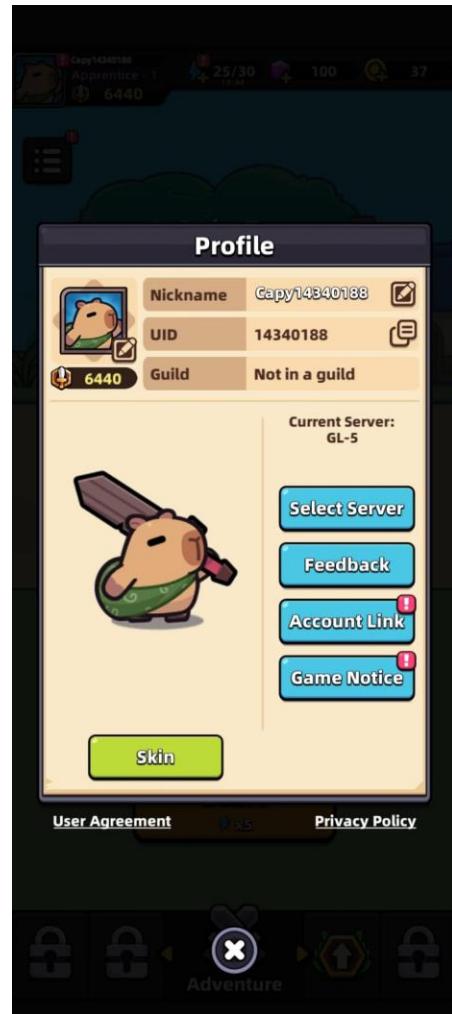
1. Top Navigation Bar



- **Top Left:** A profile icon is present, where players can access and manage their personal information.
 - **Profile Details:**
 - **Profile Photo:** Players can upload a custom profile photo.
 - **Nickname:** Edit and personalize your in game nickname.
 - **UID:** Copy and share your unique User ID (UID).
 - **Server Selection:** Choose and switch between different game servers.

The game mechanics are designed to ensure fair competition by grouping players who start around the same time into the same server. This means:

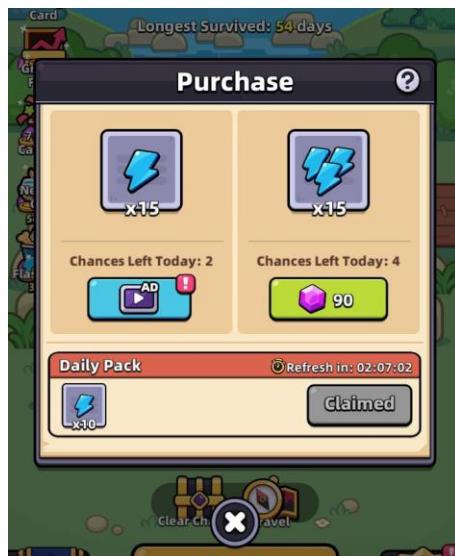
 - **Older Servers:** These servers host accounts that have been active for longer periods, making the players stronger and more resourceful compared to newer accounts.
 - **Impact on Leaderboards:** Joining an older server might make it challenging to compete on leaderboards or match the progress of established players due to their accumulated strength and resources.
 - **Feedback:** Provide feedback about the game's features and performance.
 - **Account Linking:** Link your account to save progress, ensuring that data is retained even if the game is reinstalled or downloaded on a different device.
 - **Character Skins and Customization:** Initially, all skins are locked. Players need to progress and unlock them through gameplay or achievements. The game offers extensive customization options for your character, allowing players to personalize various aspects. These are divided into three main categories:
 - **Outfits:**
 - **Head:** Choose from a variety of headwear to personalize your character.
 - **Body:** Select from multiple body outfits to define your character's look.
 - **Accessories:** Equip additional items to enhance your character's appearance.
 - **Avatar:**
 - Customize your profile with different avatars, frames, and titles to showcase your personality.
 - **Scene:**
 - Change the background scene displayed on the main screen to add a unique visual flair.
 - **User Agreement and Privacy Policy:** Below the Profile box there are two hyperlinks provided that redirect to the game's User Agreement and Privacy Policy.





- **Energies:**

- Players use energies to attempt survival in towns. Every time a player takes a try to survive, a portion of energy is consumed. Moreover energies are used for travelling which will be explained later.
- **Energy Restoration:** Energies regenerate over time, allowing players to attempt again after some time has passed.
- Moreover Players can also get energies by watching ads or they can purchase them from gems.



- **Gems and Coins:**
 - **Gems:** Earned through gameplay and chest etc. (will be further explained later), used for unlocking various in-game features such as buying chests or gold. Gems can be purchased from real money which will be explained later in the shop section.
 - **Coins:** Similarly earned through playing the game, used for upgrades and purchasing additional items. Coins can also be purchased from gems in the black market and other activities that will be explained later.

Description for "Menu Options" (Accessible via the Three Bars below the Profile Button)

The three-bar menu below the profile button opens a list of options, each providing essential features for gameplay management and progression:



1. Backpack:

The **Backpack** contains all the items you currently own. These items are categorized and serve various purposes in the game, such as:

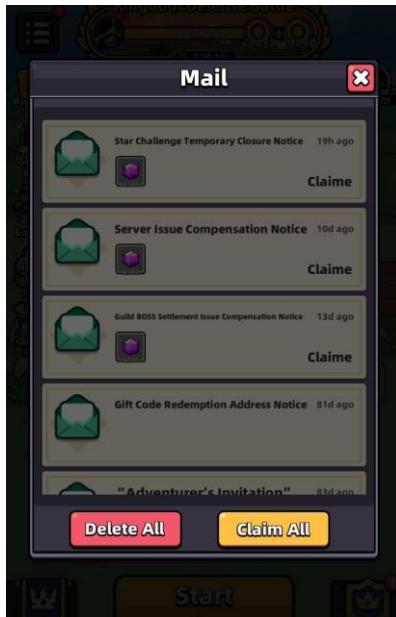
- **Power Stones:** Used to enhance or upgrade your hero's abilities.
- **Equipment Designs:** Blueprints for crafting or upgrading equipment.
- **Pet Eggs:** Contain new pets that can be hatched to assist your hero.
- **Pet Food:** Used to feed and upgrade your pets.
- **Gems:** Premium currency for purchasing exclusive items.
- **Guild Coins:** Currency earned through guild activities, used in the Guild Shop.

(Note: A detailed explanation of these items will follow later in the documentation.)



2. Mail:

- **Purpose:** This is where you receive messages from the game system or other players.
- **Examples of Mail:**
 - **Server Issue Compensation:** Notifications about server issues with compensation rewards, e.g., 500 gems.
 - Event updates, system announcements, and other important game-related messages.
- Players can claim rewards attached to specific mails directly from this section.



3. Tasks:

- **Daily Tasks:** A list of activities that reset daily at **12:00 UTC**.
- **Rewards:** Completing these tasks earns points that contribute toward additional daily and weekly rewards.



4. Black Market:

- A marketplace for purchasing exclusive items, including multiple kinds of chest and gold and other items from gems, guild coins or crystals.



5. Ranking:

- Displays the **current server rankings**, allowing players to view their rank compared to others on the server and access the **leaderboard** to see the top-performing players chapter wise in the server and in the guild and other events like tower challenges and Dungeon Dive that will be explained later.



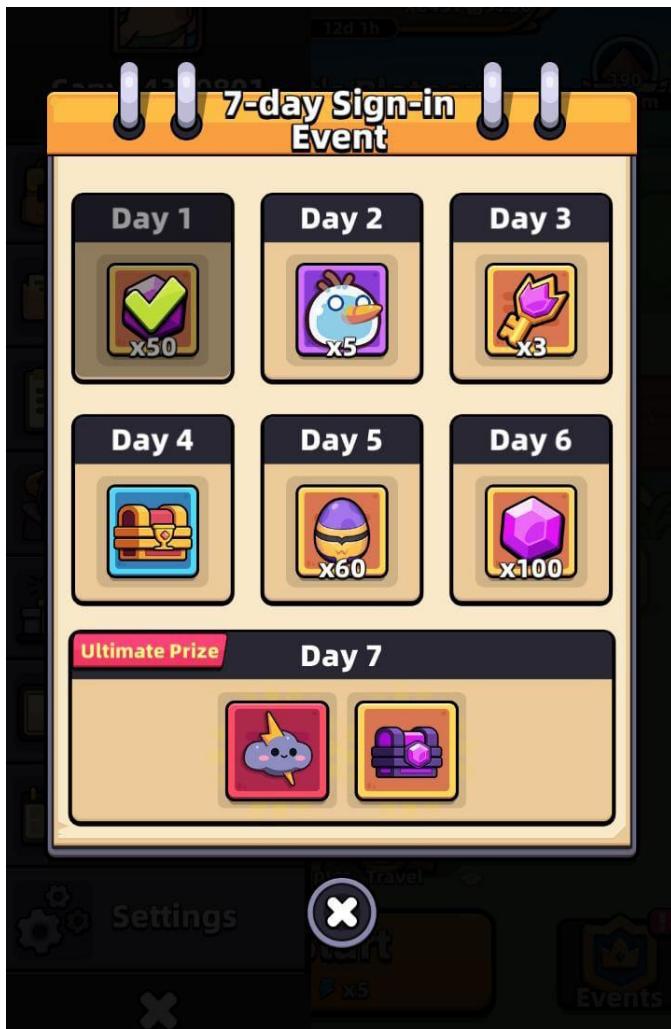
6. Video:

- Redirects players to YouTube to watch specific videos curated by the game.
- **Incentive:** Watching these videos rewards players with gems, encouraging participation.



7. Log In:

- Contains **daily login rewards** that players can claim.
- Rewards increase progressively with consistent daily logins.



8. Settings:

- A menu for adjusting game preferences and managing your account, including:
 - **Copying UID:** Share your unique ID for account recovery or linking.
 - **Quality and Language:** Modify graphics quality and game language.
 - **Audio Controls:** Toggle background music, sound effects, and vibrations on/off.



These menu options provide players with the necessary tools to enhance their gameplay experience, manage resources, and stay informed about game updates and rewards.

Above is the explanation of the basic interface of the game main page. Many other features unlock on this main page as we progress along the game and there are other pages as well which will be explained later after the explanation of the Core Gameplay Logic.

Core Gameplay Logic: Detailed Description

The game follows a **side-scrolling perspective**, where the player views their character from the side as it moves horizontally. The core objective is to **survive a specified number of days** within each chapter. Each chapter features unique events, challenges, and rewards that contribute to the progression of the character and the storyline. Below is a detailed breakdown of the core gameplay logic:

1. Chapters and Objectives

- Each chapter has a theme and a designated goal, requiring the player to survive a set number of days.
- Chapters vary in difficulty, with **events and battles scaling in intensity** as the player progresses.
- You have to defeat all the enemies and the final boss to clear the chapter.

2. Daily Events

Every in-game day presents an event or interaction. These are randomized, offering a variety of outcomes that affect gameplay. Possible daily events include:

- **Experience Gains:** Events that reward the player with EXP, increasing the character's level and on each new level you can learn a new skill. (You always start from Level 1 in every attempt).
- **Gold Collection:** Treasure hunts or specific events where the player can dig for gold or loot from treasures.
- **Skill Learning:** Opportunities to acquire new skills that enhance combat or survival. For instance:
 - Skills may include **combat boosts, special moves, or passive abilities**. Detailed Image on all kind of skills is attached below.
- **Stat Modifications:** Some events can increase or decrease stats such as **attack, defense, maximum HP, or current HP**, depending on the event. For example:
 - A bad event may reduce HP or attack power, while a blessing from an angel could increase max HP or defense.
- **Sacrifices:** Situations where the player must trade or lose resources (e.g., health, attack) for rewards or progress.
- **Rest Camps:** Events where the player can **restore HP** by resting.
- **Special Events:** These may coincide with ongoing in-game global events, offering limited-time rewards or bonuses.
- **Minor Fortune and Major Fortune:** Any good event happening is a minor or major fortune on the basis of how good the event is and when you have a certain number of minor or major fortune so you get a bonus spin or game from which you can improve your stats or learn a new skill.
- And there can be many other possible events that can happen along the way.

3. Battles

- Players may encounter **random enemy battles** during the days, culminating in a **final boss fight** at the end of the chapter.
- **Enemy Scaling:**
 - Enemy strength increases progressively as the player moves further into the chapter.

- Bosses require strategic use of learned skills and character strength to defeat.
- **Skills in Combat:**
 - All acquired skills are available for use during battles.
 - Skill selection (which skill to learn) is key to overcoming stronger enemies and bosses.
- **Reward for Battles:** Winning battles grants resources like EXP.

4. Energy System

- **Energy Cost:** Each attempt to clear a chapter costs **5 energy points**.
- **Outcome Rewards:**
 - Regardless of when the player is defeated within a chapter, they still earn rewards for their progress.
 - Rewards include the gold collected during the attempt and sometimes few energies as well or other special events items.

5. Event Flow within a Chapter

The flow of events is randomized, with no fixed pattern for specific days. The following examples illustrate **possible events** that could occur:

- **Arrival Day:** The first day typically introduces the chapter's theme and environment.
- **Skill Learning:** Some days might offer opportunities to learn one or more skills.
- **Treasure Discovery:** Players may dig for gold or uncover items during certain events.
- **Stat Modifications:** Random events can lead to boosts or reductions in stats like attack, defense, or HP.
- **Rest Camps:** Provide opportunities to restore HP and prepare for future challenges.
- **Special Encounters:** Players might meet an angel offering blessings or face a cursed event requiring sacrifices.
- **Battles:** Enemy encounters occur randomly, with scaling difficulty as the chapter progresses.
- **Final Day:** The chapter culminates in a boss battle—defeating the boss clears the chapter and unlocks the next.

This ensures a **dynamic gameplay experience** where players encounter a variety of events, keeping each play through engaging and unpredictable.

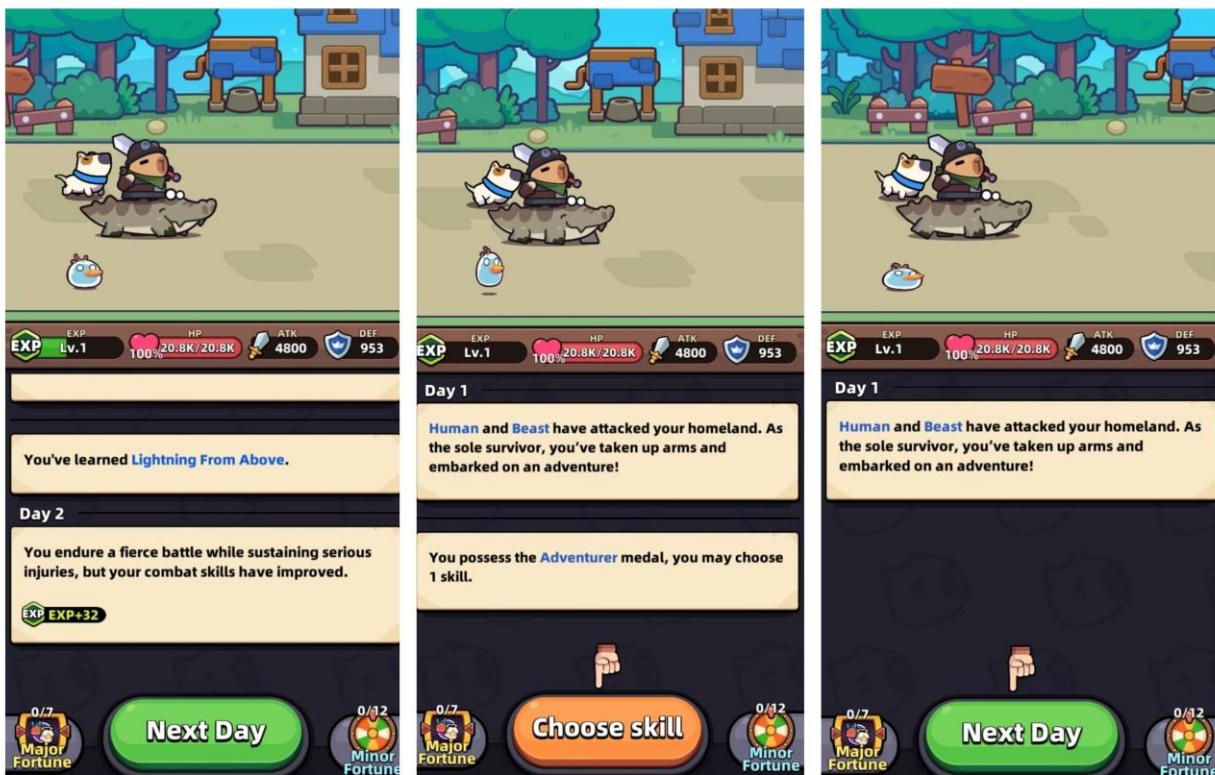
6. Skills and Their Mechanics

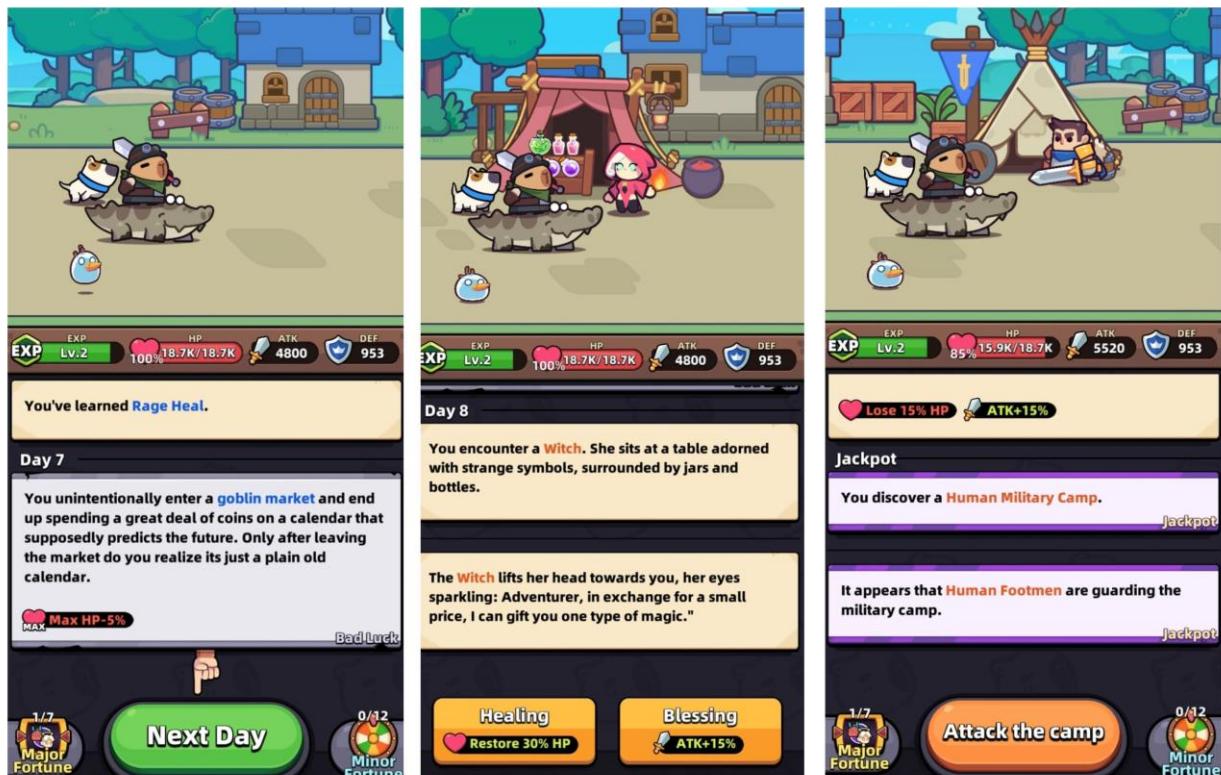
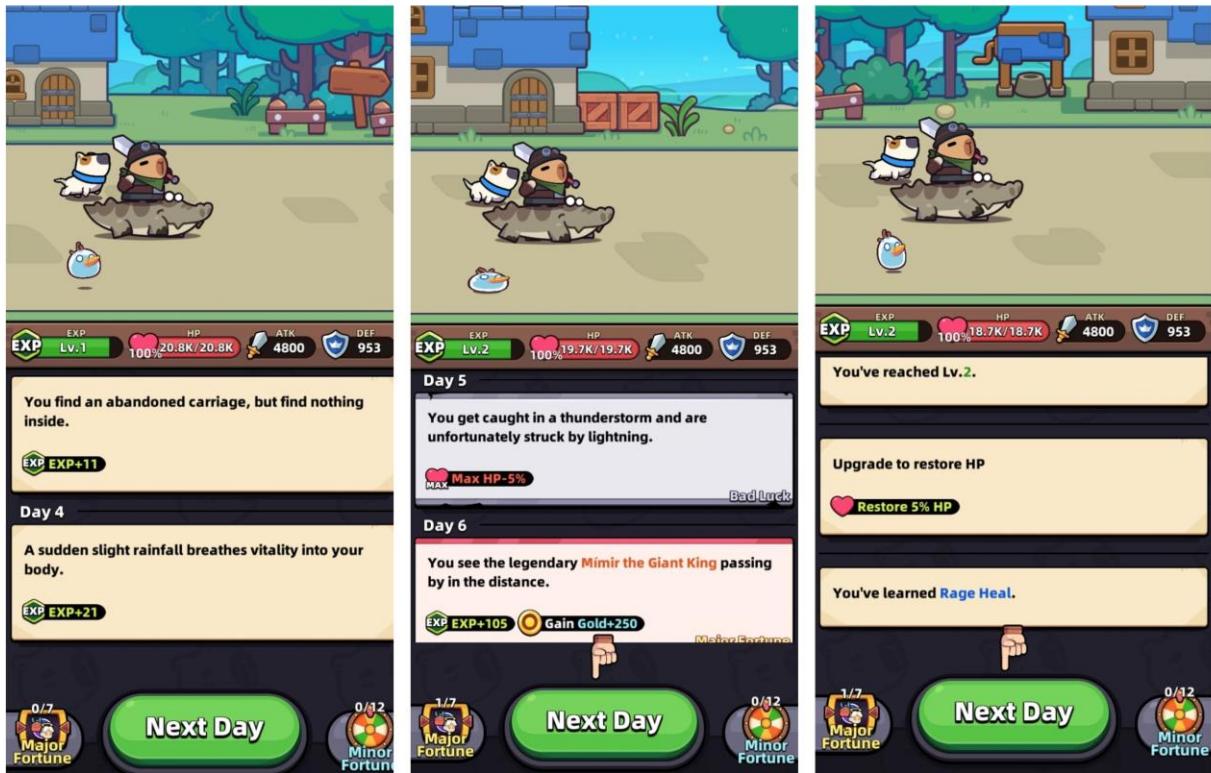
- Skills are learned during specific events or as rewards.
- Some skills provide **active abilities** (e.g., powerful combat moves), while others offer **passive benefits**.

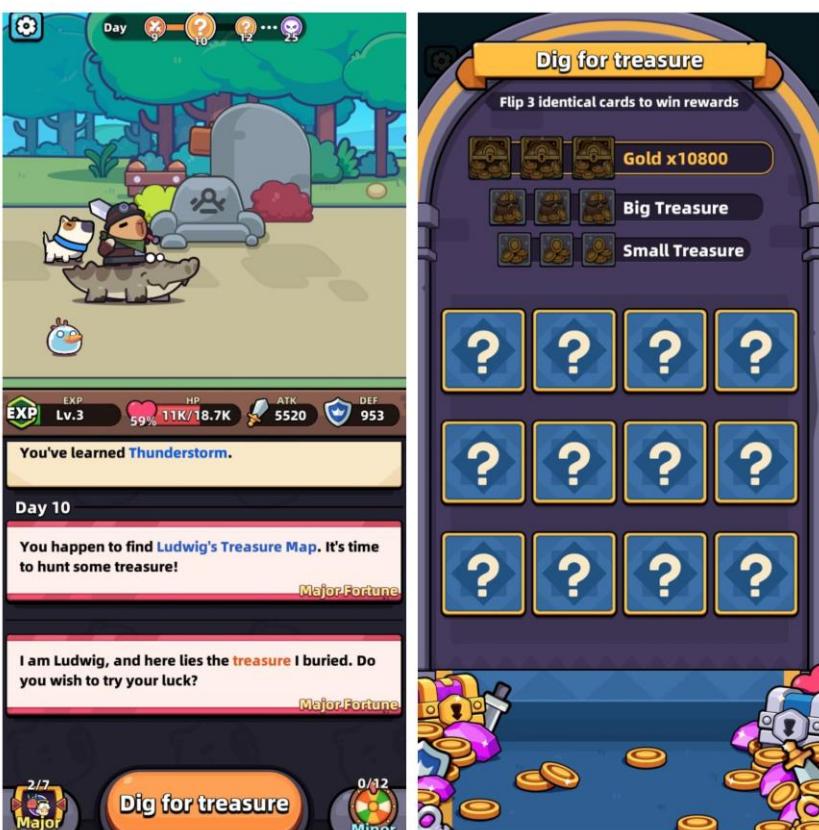
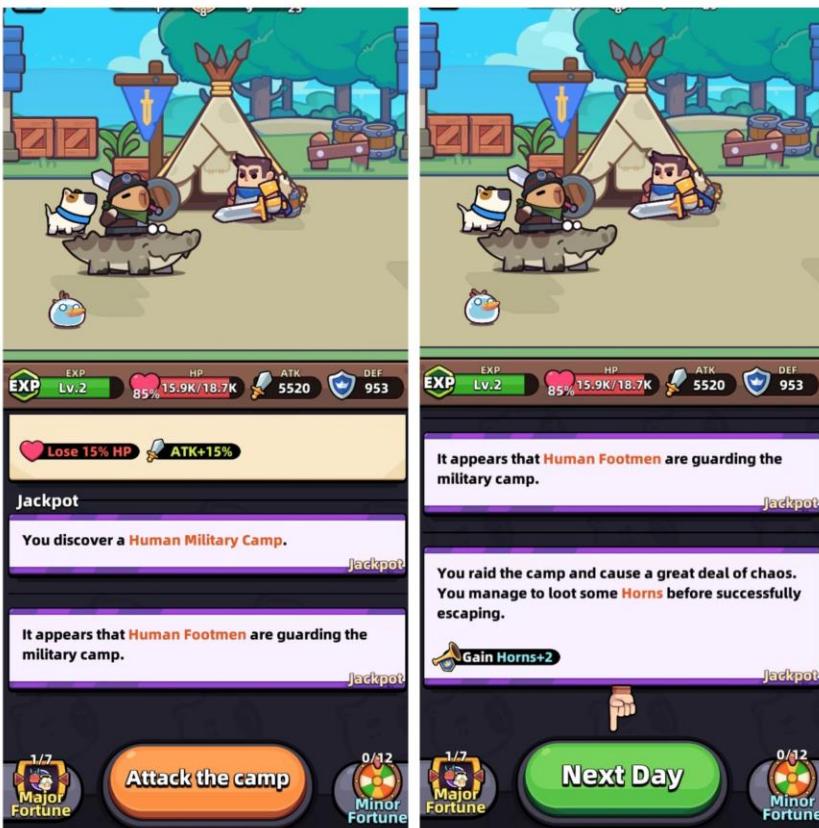
- Multiple skills can be learned within a chapter depending on the events.
- The details of almost all the skills which you can learn is attached below.

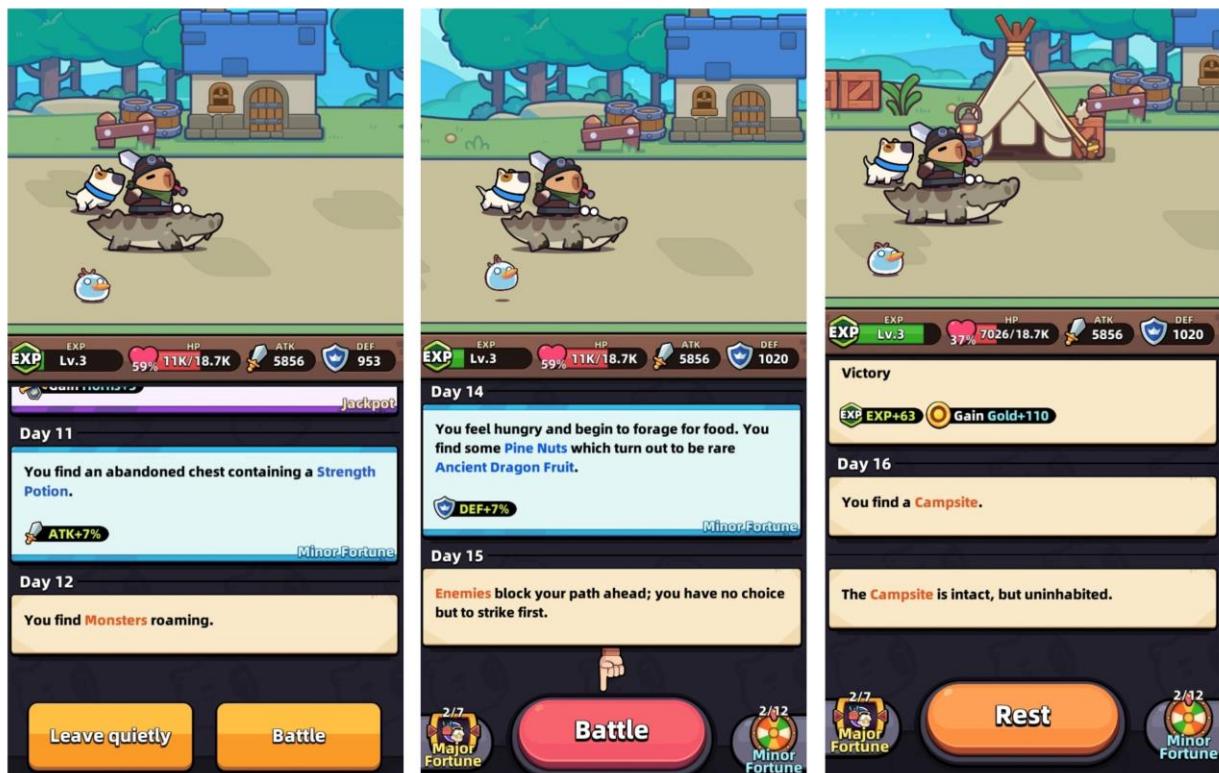
This randomized and event-driven gameplay loop ensures a balanced mix of exploration, strategy, and action. Players are incentivized to progress through engaging rewards and varied events, while scaling challenges maintain the excitement of each chapter.

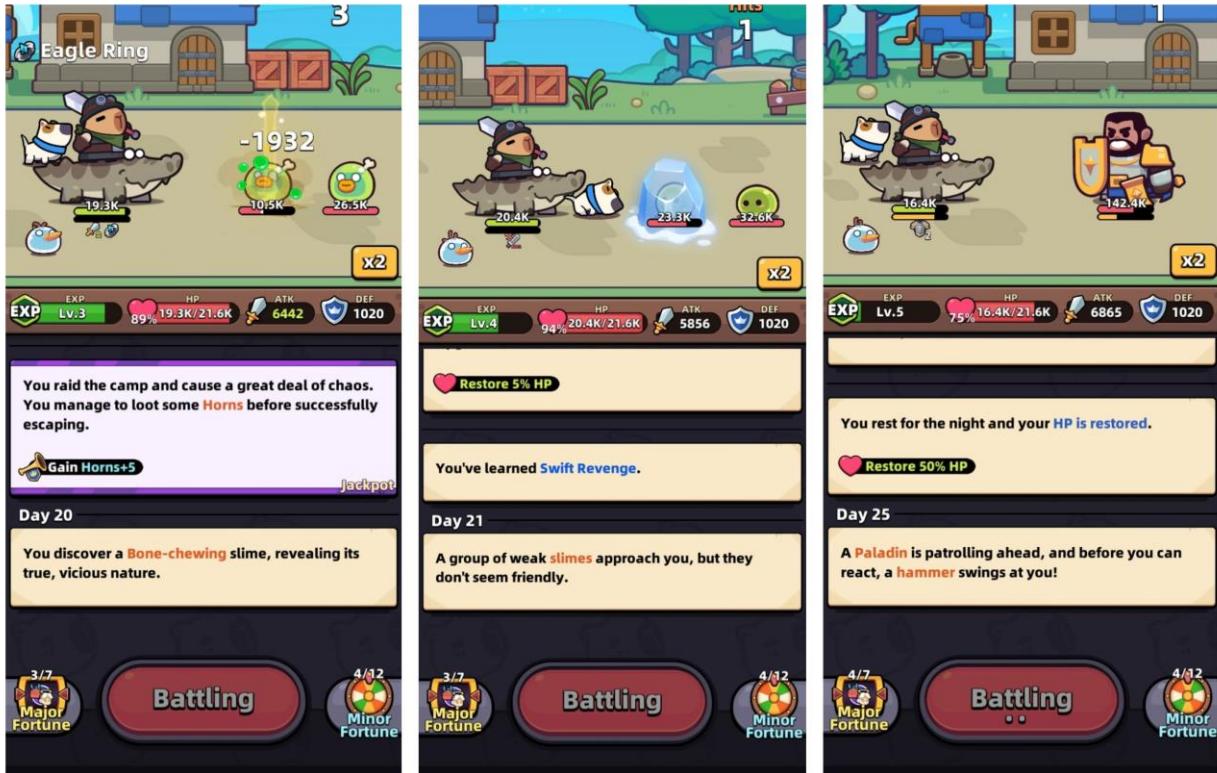
Below are few screenshots of the gameplay:











Below is the list of the skills you can learn:

Common Skills:

BASIC ATK DMG +25%	WHEN HITS REACH 5, RESTORES 10 HP	RAGE SKILL DMG +30%	DAMAGE TO BURNING ENEMIES +20%	DODGE ??	SUMMON 1 LIGHT SPEAR ON COUNTER. LIGHT SPEAR DEALS 50% OF BASE ATK
BASIC ATK DMG +40%	WHEN HITS REACH 5, RESTORES 15 HP	RAGE SKILL DMG +40%	DAMAGE TO BURNING ENEMIES +35%	DODGE ??	SUMMON 2 LIGHT SPEAR ON COUNTER. LIGHT SPEAR DEALS 50% OF BASE ATK
BASIC ATK COMBO RATE ??	WHEN HITS FIRST 10%, EACH ROUND RECUPERATE 10% HP. LASTS 3 ROUNDS	USING RAGE SKILL RESTORES 50 HP	DAMAGE TO ENEMIES HIT BY ICY SPIKES +15%	HAS A CHANCE TO RESTORE HP AFTER AN ACTION. RESTORES 5% HP	SUMMON 1 SKY SWORD EACH ROUND. SKY SWORD DEALS 50% OF BASE ATK
BASIC ATK COMBO RATE ??	WHEN HITS FIRST 10%, EACH ROUND RECUPERATE 15% HP. LASTS 3 ROUNDS	USING RAGE SKILL RESTORES 50 HP	DAMAGE TO ENEMIES HIT BY ICY SPIKES +20%	HAS A CHANCE TO RESTORE HP AFTER AN ACTION. RESTORES 5% HP. CHANCES INCREASE	SUMMON 1 SKY SWORD EACH ROUND. SKY SWORD DEALS 50% OF BASE ATK
COMBO DMG +25%	HP RECOVERY +2%	USING RAGE SKILL RELEASES 2 LIGHTNING. LIGHTNING DEALS 30% OF BASE ATTACK	ICY SPIKE REDUCES ENEMY ATK ON 20%	WHEN HP < 50%, ATK & DEF +15%	NO LONGER EXIST, BUT USED TO BE IN GAME
COMBO DMG +40%	HP RECOVERY +3.5%	USING RAGE SKILL RELEASES 3 LIGHTNING. LIGHTNING DEALS 30% OF BASE ATTACK	ICY SPIKE REDUCES ENEMY ATK ON 35%	WHEN HP < 50%, ATK & DEF +40%	SUMMON 1 SKY SWORD AT THE START. SKY SWORD DEALS 50% OF BASE ATK
COUNTER RATE ??	DMG REDUCTION 25%	AT THE START OF THE BATTLE, RAGE +50	EACH ROUND TRIGGERS 1 LIGHTNING. LIGHTNING DEALS 30% OF BASE ATTACK	BASIC ATTACKS HAVE A CHANCE TO TRIGGER ICY SPIKE THAT HAS A CHANCE TO FREEZE ENEMIES. ICY SPIKE DEALS 50% OF BASE ATK	SUMMON 2 SKY SWORD AT THE START. SKY SWORD DEALS 50% OF BASE ATK
COUNTER RATE ??	DMG REDUCTION 40%	AT THE START OF THE BATTLE, RAGE +100	EACH ROUND TRIGGERS 2 LIGHTNING. LIGHTNING DEALS 30% OF BASE ATTACK	BASIC ATTACKS HAVE A CHANCE TO TRIGGER ICY SPIKE THAT HAS A CHANCE TO FREEZE ENEMIES. ICY SPIKE DEALS 50% OF BASE ATK. CHANCES INCREASE	SUMMON 3 SKY SWORD WHEN USING RAGE SKILL. SKY SWORD DEALS 50% OF BASE ATK
COUNTER DMG -15%	BASIC ATTACK HAS A CHANCE TO GAIN SHIELD. SHIELD VALUE = 5% OF HP	USING RAGE SKILL TRIGGERS SWORD CHI. SWORD CHI DEALS 30% OF BASE ATTACK	WHEN HITS REACH 5, TRIGGERS FIRE SPIKE. FIRE SPIKE DEALS 50% OF BASE ATTACK	BASIC ATTACKS HAVE A CHANCE TO POISON ENEMIES. POISON DEALS 50% OF BASE ATK	
COUNTER DMG -40%	BASIC ATTACK HAS A CHANCE TO GAIN SHIELD. SHIELD VALUE = 10% OF HP	NO FWD	WHEN HITS REACH 5, TRIGGERS 3 FLAME WAVES WITH BURNING DEALS 30% OF BASE ATTACK	BASIC ATTACKS HAVE A CHANCE TO POISON ENEMIES. POISON DEALS 50% OF BASE ATK	
HAS A CHANCE TO TRIGGER FIRE SPIKE WHEN ATTACKED. HAS A CHANCE TO BURN ENEMIES. CHANCES INCREASE. BURNING DEALS 50% OF BASE ATK	GAIN SHIELD WHEN UNLEASHING RAGE SKILL. SHIELD VALUE = 10% OF HP	WHEN HITS REACH 5, TRIGGERS 3 FLAME WAVES WITH BURNING DEALS 30% OF BASE ATTACK	WHEN HITS REACH 5, TRIGGERS FIRE SPIKE. FIRE SPIKE DEALS 50% OF BASE ATTACK	BASIC ATTACKS HAVE A CHANCE TO TRIGGER ICY SPIKE. ICY SPIKE DEALS 50% OF BASE ATTACK	
HAS A CHANCE TO TRIGGER FIRE SPIKE WHEN ATTACKED. HAS A CHANCE TO BURN ENEMIES. CHANCES INCREASE. BURNING DEALS 50% OF BASE ATK	GAIN SHIELD WHEN UNLEASHING RAGE SKILL. SHIELD VALUE = 20% OF HP	NO FWD	WHEN HITS REACH 5, TRIGGERS 3 FLAME WAVES WITH BURNING DEALS 30% OF BASE ATTACK	BASIC ATTACKS HAVE A CHANCE TO TRIGGER ICY SPIKE. ICY SPIKE DEALS 50% OF BASE ATTACK	
ROUND 1, COUNTER RATE +100%	FIRES 1 DAGGER EVERY 2 ROUNDS. DAGGER DEALS 50% OF BASE ATTACK	WHEN HITS REACH 5, TRIGGERS 2 ICY SPIKES WITH ICY SPIKE DEALS 50% OF BASE ATTACK	WHEN HITS REACH 5, TRIGGERS FIRE SPIKE. FIRE SPIKE DEALS 50% OF BASE ATTACK	MAX HP +15%	
ROUND 1-2, COUNTER RATE +100%	FIRES 2 DAGGERS EVERY 2 ROUNDS. DAGGER DEALS 50% OF BASE ATTACK	NO FWD	WHEN HITS REACH 5, TRIGGERS 3 FLAME WAVES WITH BURNING DEALS 30% OF BASE ATTACK	NO FWD	
ATTACKS HAVE A CHANCE TO UNLEASH LIFETEAL. LIFETEAL = 50% OF BASIC ATK ON. UNLEASHING RAGE SKILL. RAGE DMG +100%	FOR EVERY 2 HITS, THROW DAGGER. ALL DAGGERS HAVE A CHANCE TO RESTORE HP. RESTORES 10% HP.	SUMMON 2 LIGHT SPEARS WHEN UNLEASHING RAGE SKILL. LIGHT SPEAR DEALS 50% OF BASE ATTACK	WHEN HITS REACH 5, TRIGGERS LIGHTNING. LIGHTNING DEALS 30% OF BASE ATTACK	ATK +10%	
ATTACKS HAVE A CHANCE TO UNLEASH LIFETEAL. LIFETEAL = 50% OF BASIC ATK DMG. LIFETEAL IN RAGE IS 75% OF RAGE DMG. CHANCES INCREASE	FOR EVERY 2 HITS, THROW DAGGER. ALL DAGGERS HAVE A CHANCE TO RESTORE HP. RESTORES 15% HP.	FOR EVERY 2 HITS, THROW DAGGER. ALL DAGGERS HAVE A CHANCE TO RESTORE HP. RESTORES 20% HP.	SUMMON 2 LIGHT SPEARS WHEN UNLEASHING RAGE SKILL. LIGHT SPEAR DEALS 50% OF BASE ATTACK	DEF +15%	
BASIC ATTACK CRIT RATE ??	FOR EVERY 2 HITS, THROW DAGGER. ALL DAGGERS HAVE A CHANCE TO INCREASE RAGE. RAGE INCREASE = 25%.	FOR EVERY 2 HITS, THROW DAGGER. ALL DAGGERS HAVE A CHANCE TO RESTORE HP. RESTORES 25% HP.	SUMMON 2 LIGHT SPEARS EACH TURN. LIGHT SPEAR DEALS 50% OF BASE ATTACK	NO FWD	
BASIC ATTACK CRIT RATE ??	FOR EVERY 2 HITS, THROW DAGGER. ALL DAGGERS HAVE A CHANCE TO INCREASE RAGE. RAGE INCREASE = 25%.	FOR EVERY 2 HITS, THROW DAGGER. ALL DAGGERS HAVE A CHANCE TO RESTORE HP. RESTORES 30% HP.	SUMMON 2 LIGHT SPEARS EACH TURN. LIGHT SPEAR DEALS 50% OF BASE ATTACK	NO FWD	
FOR EVERY 2 HITS, THROW DAGGER. ALL DAGGERS HAVE A CHANCE TO INCREASE RAGE. RAGE INCREASE = 25%.	FOR EVERY 2 HITS, THROW DAGGER. ALL DAGGERS HAVE A CHANCE TO RESTORE HP. RESTORES 35% HP.	SUMMON 3 LIGHT SPEARS AT THE START OF THE BATTLE. LIGHT SPEAR DEALS 50% OF BASE ATTACK	AT ROUND 3 RELEASES 3 LIGHTNING. LIGHTNING DEALS 30% OF BASE ATTACK	NO FWD	
BASIC ATTACK CRIT RATE ??	FOR EVERY 2 HITS, THROW DAGGER. ALL DAGGERS HAVE A CHANCE TO INCREASE RAGE. RAGE INCREASE = 25%.	FOR EVERY 2 HITS, THROW DAGGER. ALL DAGGERS HAVE A CHANCE TO RESTORE HP. RESTORES 40% HP.	SUMMON 3 LIGHT SPEARS AT THE START OF THE BATTLE. LIGHT SPEAR DEALS 50% OF BASE ATTACK	STARTING FROM ROUND 3, RELEASES 3 LIGHTNING PER ROUND. LIGHTNING DEALS 30% OF BASE ATTACK	

NOTE:

* IT IS POSSIBLE THAT NEW UPDATES CAN CHANGE SOME NUMBERS OR SKILL EFFECTS, IF YOU NOTICED IT, THEN PLEASE REPORT @PlayMe On Discord Or YouTube

* POISON & BURNING ARE STACKABLE. 1 STACK DEALS 50% OF BASE ATTACK, 2 STACKS 50% ON TO 100%.

* OUT OF THE NUMBER OF THE SKILLS WE HAVE IN GAME, DESIGNATED TO MAKE 3 LEVELS. TO SEE OTHER THREE CLICK ON @PlayMe OR OFFICIAL CAYPORA GO DISCORD SERVERS.

MADE BY @PlayMe



Legendary Skills:

DAGGER UPGRADES TO BE SMELLY. EXPLODING ON HIT. DMG +150%, BUT NO OTHER EFFECTS	BURNING DMG +60% DMG 10%	BASIC ATK DMG +65% SKILL & RAGE DMG 0% NO EFFECT TO BURNING & POISON DMG	DEF +30%
DAGGER UPGRADES TO BE SMELLY. EXPLODING ON HIT. DMG +200%, BUT NO OTHER EFFECTS	BURNING DMG +90% DMG 15%	BASIC ATK DMG +100% SKILL & RAGE DMG 0% NO EFFECT TO BURNING & POISON DMG	NO EVO
DAGGER DMG +60% DMG 10%	EACH FIRE STRIKE TRIGGERS 2 STACKS OF BURNING	SKILL & RAGE DMG +65% BASIC ATK DMG +100% NO EFFECT TO BURNING & POISON DMG	LIGHT GUN HAS A CHANCE TO GAIN A SHIELD. SHIELD VALUE IS +5% OF MAX HP
DAGGER DMG +90% DMG 15%	EACH FIRE STRIKE TRIGGERS 4 STACKS OF BURNING	SKILL & RAGE DMG +100% BASIC ATK DMG +100% NO EFFECT TO BURNING & POISON DMG	LIGHT GUN HAS A CHANCE TO GAIN A SHIELD. CHANCE INCREASED. SHIELD VALUE IS +10% OF MAX HP
DAGGER DMG INCREASES WITHIN THE SAME ROUND EVERY NEXT DAGGER DMG +10%	FIRE STRIKE HAS 2 CHANCE TO TRIGGER BURNING	ATK +40% HP -25%	LIGHT GUN DMG +60% DMG 10%
DAGGER DMG INCREASES WITHIN THE SAME ROUND EVERY NEXT DAGGER DMG +15%	FIRE STRIKE HAS 4 CHANCE TO TRIGGER BURNING	ATK +60% HP -40%	LIGHT GUN DMG +90% DMG 15%
ALL DAGGERS COOLDOWN REDUCED BY 1 ROUND. MINIMUM: 1 ROUND	REDUCE ENEMY RAGE BY 50 UPON TRIGGERING LIGHTNING	ATK, DEF, HP +15%	LIGHT GUN DAMAGE +25%, TRIGGERS FLAME WAVE. FLAME WAVE DEALS 30% OF BASE ATK
NO EVO	REDUCE ENEMY RAGE BY 50 UPON TRIGGERING LIGHTNING	ATK, DEF, HP +25%	LIGHT GUN DAMAGE +40%, TRIGGERS FLAME WAVE. FLAME WAVE DEALS 30% OF BASE ATK
COMBO RATE +↑, ATK +10% DURING COMBOS, STACKABLE, LASTS UNTIL END OF THE BATTLE	LIGHTNING HAS A CHANCE TO TRIGGER THUNDERSTORM WHEN IT HITS A TARGET. THUNDERSTORM DEALS 50% OF BASE ATTACK	IN THE 1st ROUND, ATK DOUBLES	
COMBO RATE +↑, ATK +15% DURING COMBOS, STACKABLE, LASTS UNTIL END OF THE BATTLE	LIGHTNING HAS A CHANCE TO TRIGGER THUNDERSTORM WHEN IT HITS A TARGET. THUNDERSTORM DEALS 50% OF BASE ATTACK	IN THE 1st & 2nd ROUND, ATK DOUBLES	
COUNTER RATE +↑, LIFESTEAL RATE +↑ DURING COUNTERS, STACKABLE, LASTS UNTIL END OF THE BATTLE	LIGHTNING DMG +60% DMG 10%	WHEN HP <30%, DODGE ↑↑	
COUNTER RATE +↑, LIFESTEAL RATE +↑ DURING COUNTERS, STACKABLE, LASTS UNTIL END OF THE BATTLE	LIGHTNING DMG +90% DMG 15%	WHEN HP <30%, DODGE ↑↑↑	
BASIC ATTACK CRITICAL RATE +↑, CRITICAL DMG +7.5% ON CRITS, STACKABLE, LASTS UNTIL END OF THE BATTLE	LIGHTNING CAN TRIGGER AN ADDITIONAL 1 TIME. DMG 10%	WHEN HP DROPS TO 30% OR LOWER FOR THE FIRST TIME, GAIN A SHIELD. SHIELD VALUE = 30% OF MAX HP	
BASIC ATTACK CRITICAL RATE +↑, CRITICAL DMG +15% ON CRITS, STACKABLE, LASTS UNTIL END OF THE BATTLE	LIGHTNING CAN TRIGGER 2 ADDITIONAL. DMG 15%	WHEN HP DROPS TO 30% OR LOWER FOR THE FIRST TIME, GAIN A SHIELD. SHIELD VALUE = 45% OF MAX HP	
RAGE SKILL DMG +100%. EACH TIME RAGE SKILL IS USED, 25% RAGE SKILL DMG CAN GO BELOW 100%	FOR EACH ENEMY HIT BY SWORD CHI RESTORE HP. RESTORES 5% HP OF MAX HP	EFFECTS TRIGGERED BY HITS COUNT CAN BE TRIGGERED 2 TIMES	
RAGE SKILL DMG +100%. EACH TIME RAGE SKILL IS USED, 100% RAGE SKILL DMG CAN GO BELOW 100%	FOR EACH ENEMY HIT BY SWORD CHI RESTORE HP. RESTORES 5% HP OF MAX HP	NO EVO	
DMG TO POISONED TARGETS +30%	ATK HAS A CHANCE TO SHRINK ENEMIES. SHRINKED ENEMY'S DMG REDUCED BY 35%	MAX HP +25%	
DMG TO POISONED TARGETS +45%	ATK HAS A CHANCE TO SHRINK ENEMIES. SHRINKED ENEMY'S DMG REDUCED BY 35%. CHANCES INCREASE	NO EVO	
ICY SPIKE TRIGGERS ONCE EVERY 2 ROUNDS. WITH A SMALL CHANCE TO INSTANTLY KILL WEAK ENEMIES	BASIC ATTACK ADDITIONALLY RESTORES 25 RAGE. BASIC ATTACK DMG -25%	ATK +30%	
ICY SPIKE TRIGGERS ONCE EVERY 2 ROUNDS. WITH A CHANCE TO INSTANTLY KILL WEAK ENEMIES	BASIC ATTACK ADDITIONALLY RESTORES 25 RAGE. BASIC ATTACK DMG COMES BACK TO NORMAL 100%	NO EVO	

NOTE:

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- * SKILL DMG DO: DAGGERS, ELEMENTAL SKILLS LIKE FIRE STRIKES & ALSO RAGE DMG IS COUNTED AS SKILL DMG.
- BASIC ATK DMG DO: BASIC ATTACKS, COMBO & COUNTER ATTACKS. POISON & BURNING DMG NOT COUNTED AS BASIC NOR AS SKILL DMG.
- * DUE TO THE NUMBER OF THE SKILLS WE HAVE IN GAME, I DECIDED TO MAKE 3 LISTS. TO SEE OTHER TWO CHECK OR @PlayMe OR OFFICIAL Capybara Go! DISCORD SERVERS.

MADE BY @PlayMe

Mythic Skills:

AT THE START OF THE BATTLE, GAIN PROTECTION OF ANGEL FOR 6 ROUNDS. ANGEL CAN TRIGGER HOLY LIGHT & HEALS. HOLY LIGHT DEALS 100% OF BASE ATK. RESTORES 10% HP NO EVO	BURNING HAS UNLIMITED STACK COUNT BUT REDUCED DMG. BURNING DMG -20% NO EVO	SKILL DMG +100%, COMBO RATE, COUNTER RATE ↑↑↑↑ NO EVO	NO LONGER EXIST, BUT USED TO BE IN GAME SKY SWORD BECOMES A FLAMING GIANT SWORD, DEALING INCREASED DAMAGE, 2X DMG OF THE SKY SWORD AND TRIGGERING A FLAME WAVE. FLAME WAVE DEALS 50% OF BASE ATK NO EVO
WHEN HP -100%, GAIN PROTECTION OF SPAWN OF EVIL, LASTING UNTIL THE END OF BATTLE. DURING BASE ATTACKS, COMBOS & COUNTERS SPAWN OF EVIL DEALS 100% DMG OF BASE ATK NO EVO	LIGHT GUN RECOMES A MAGIC GUN, ADDING COUNTER DAMAGE OF 5% OF THE HERO'S MAX HP. MAGIC GUN DEALS 45% OF BASE ATK NO EVO	BASIC ATTACK DMG +100%, ELEMENTAL DMG (ELECTRIC, FIRE, ICE, POISON) -50% NO EVO	THE LIGHT SPEAR BECOMES A MAGIC SPEAR, DEALING INCREASED DAMAGE, 3X DMG OF THE LIGHT SPEAR AND TRIGGERING A FLAME WAVE. FLAME WAVE DEALS 30% OF BASE ATK NO EVO
EACH ROUND, ATK INCREASED BY 15% NO EVO	DMG REDUCTION -25%, DMG -25% NO EVO	LIFE STEAL RATE & EFFECT ↑↑↑↑↑, ELEMENTAL DMG (ELECTRIC, FIRE, ICE, POISON) -50% NO EVO	
EACH ROUND, DAMAGE REDUCTION 8% NO EVO	BURNING DMG +200%, BUT DURATION -3 ROUNDS NO EVO	PET DMG +100%, CRITICAL RATE ↑↑↑↑ NO EVO	
THROW 2 DAGGERS IN A ROW NO EVO	ATK AND DEF -15% AFTER EACH BATTLE, UP TO 10 USES NO EVO	CRITICAL RATE ↑↑↑↑↑, CRITICAL DMG +100% BUT UNABLE TO REGAIN RAGE NO EVO	
CRITICAL RATE ↑, COMBO RATE ↑, COUNTER RATE ↑ NO EVO	FIRECRACKER DEALS 60% OF BASE ATK WITH A CHANCE TO STUN ENEMIES NO EVO	HP +50%, AND HP IS FULLY RESTORED NO EVO	
LIGHTNING HAS A CHANCE TO BECOME SUPER LIGHTNING. SUPER LIGHTNING DEALS 2X DMG OF THE LIGHTNING NO EVO	INCREASE FREEZE CHANCE FOR ICY SPIKE NO EVO	HP +50%, AND HP IS FULLY RESTORED NO EVO	
SWORD CHI BECOMES SUPER SWORD CHI. SUPER SWORD CHI DEALS 2X DMG OF THE SWORD CHI NO EVO	COUNTER RATE INCREASES, RECOVERING HP WHEN -50% HP DURING COUNTERATTACK. RESTORES 10% HP NO EVO	ATK +50% NO EVO	
REVIVE AFTER YOUR FIRST DEATH. EFFECTIVE ONLY ONCE. REVIVE WITH 100% HP NO EVO	COMBO RATE ↑↑, CAN COMBO UP TO 2 TIMES. DMG +10% NO EVO	DEF +50% NO EVO	
RAGE SKILL CAN BE CAST 2 TIMES. DMG -20% NO EVO	WHEN HP <10%, DMG -40%, RECEIVED DMG -10%, AND KILL ENEMIES TO RECOVER HP. RESTORES 5% HP NO EVO	ELEMENTAL DMG (ELECTRIC, FIRE, ICE, POISON) +100% BASIC ATTACK DMG +30% NO EVO	

NOTE:

- IT IS POSSIBLE THAT NEW UPDATES CAN CHANGE SOME NUMBERS OR SKILL EFFECTS, IF YOU NOTICED IT, THEN PLEASE REPORT @PlayMe ON Discord OR YouTube
- NORMALLY, TO MAKE LEGENDARY & MYTHIC SKILLS E.G. -DEMONIC SPEAR- YOU'LL NEED COMMON LIGHT SPEAR OR COUNTER LIGHT SPEAR...
- DUE TO THE NUMBER OF THE SKILLS WE HAVE IN GAME, I DECIDED TO MAKE 3 LISTS. TO SEE OTHER TWO CHECK OR @PlayMe OR OFFICIAL Capybara Go! DISCORD SERVERS.

MADE BY @PlayMe

Now as we have discussed the basic UI of the main page and the core gameplay of the game, we will be discussing all the other features starting from the main page again as many new things unlock on the main page as you progress along the game.

Main Page Description:



Game Notice

When you open the game, a **Game Notice** is displayed. This notice contains:

- **Update Previews:** Highlights of new features or improvements in the game.
- **Announcements:** Important messages, such as update releases or event launches.
- **Welcome Messages:** A warm greeting or introductory message for players.

You can tap on the notice to **expand it and read the full content**.



Privilege Cards (Located Below the Three Bars on the Left Side)

The **Privilege Cards** offer various paid benefits to enhance your gameplay experience. Here's a breakdown of the available cards:

1. Ad-Free Card:

- **Immediate Rewards:** Receive **2400 gems** upon purchasing.
- **Daily Collectibles:** **50 gems** collectable daily.
- **Advantages:** Unlock premium features without watching ads.

2. Monthly Card:

- **Immediate Rewards:** Receive **600 gems** upon purchasing.
- **Daily Collectibles:** **50 energies** and **200 gems**.
- **Additional Advantages:**
 - **Unlock Battle 4x Speed.**
 - Increase **Dragon Nest** and **Celestial Tree daily chances** by 1.
 - **Unlock Travel Speed Mode**, which boosts travel rewards.

3. Lifetime Card:

- **Immediate Rewards:** Receive **3600 gems** upon purchasing.
- **Daily Collectibles:** **50 energies** and **200 gems**.
- **Additional Advantages:**
 - Gain **+1 daily chances for all dungeons**.
 - **Gold Gain +10%** for every collection.

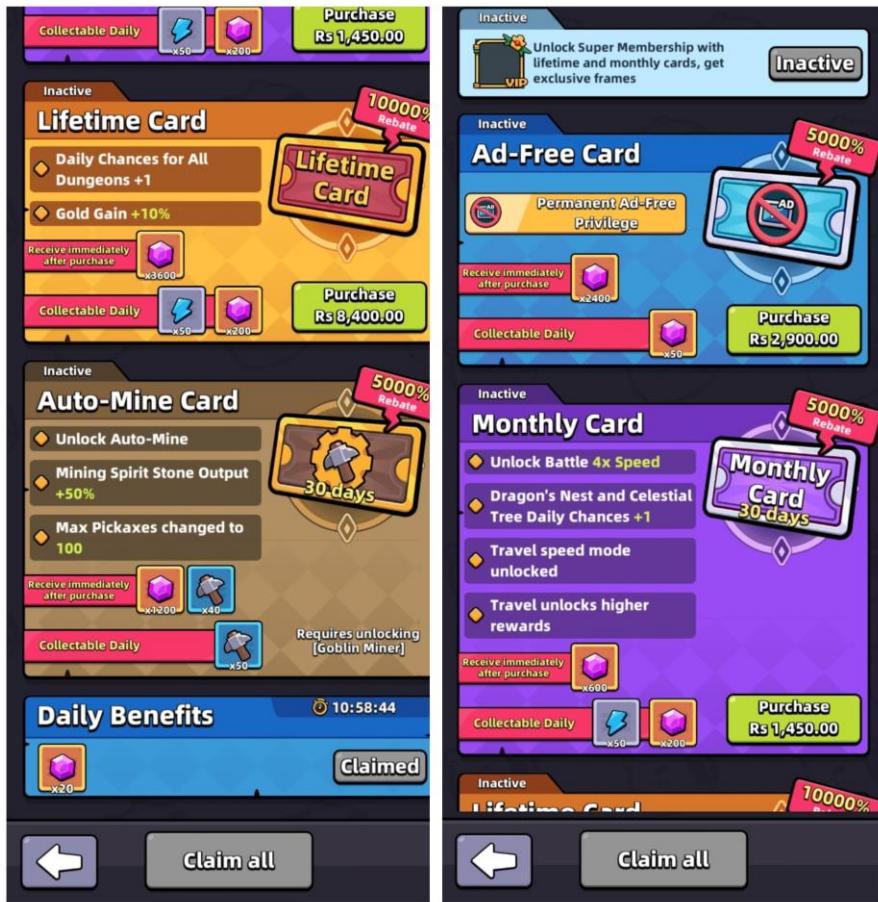
4. Auto Mine Card:

- **Immediate Rewards:** Receive **1200 gems and 40 Pickaxes**.
- **Daily Collectibles:** **50 Pickaxes**.
- **Advantages:**
 - **Unlock Auto Mine** feature.
 - Increase **Spirit Stone Output** by **+50%**.
 - Max **Pickaxes** limit increased to **100**.

5. Daily Free Benefit:

- **Collectible Rewards:** Players can claim **20 free gems daily** without any purchase.

These Privilege Cards provide significant in-game benefits, offering a mix of immediate and daily rewards tailored for players who wish to enhance their experience.



Growth Funds (Located Below Privilege Cards)

The **Growth Funds** section offers multiple progression-based reward systems designed to enhance gameplay. Each fund type provides both **free rewards** and **premium rewards** that can be unlocked through purchase. Here's a breakdown:

Battle Pass

- **Progression System:** Rewards are earned as you level up in the game.
- **Reward Types:**
 - **Free Rewards:** Available to all players, but typically offer basic items or resources.
 - **Paid Rewards:** If the **Battle Pass** is purchased, you unlock **premium rewards** alongside free rewards, which are significantly better.
- **Example:**
 - Free reward: Small amounts of gems, basic items.
 - Paid reward: Higher amounts of gems, rare or exclusive items.

Talent Funds

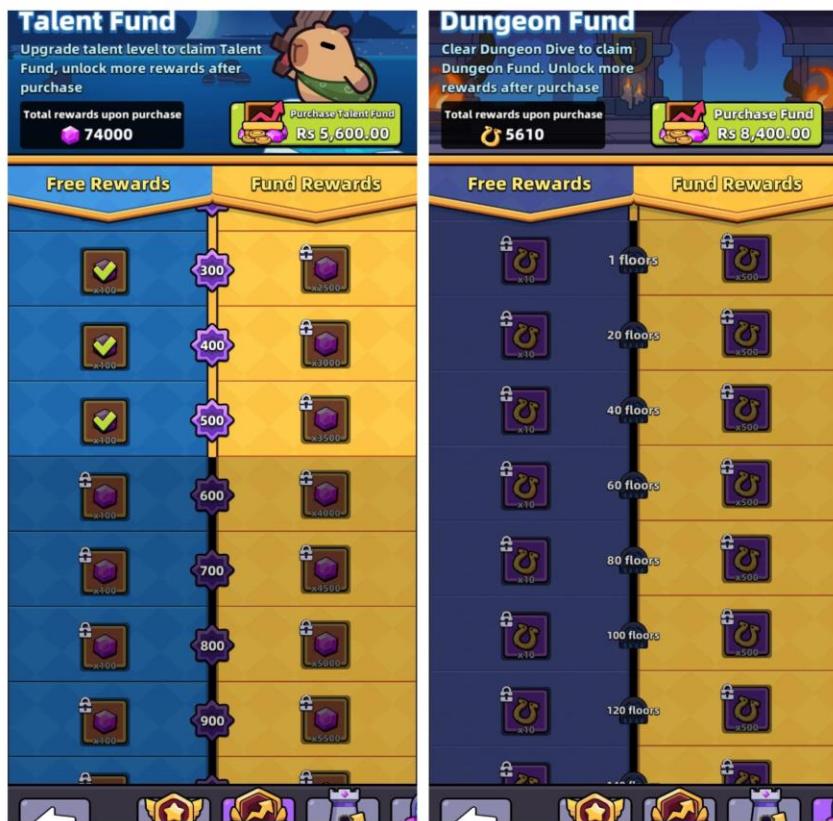
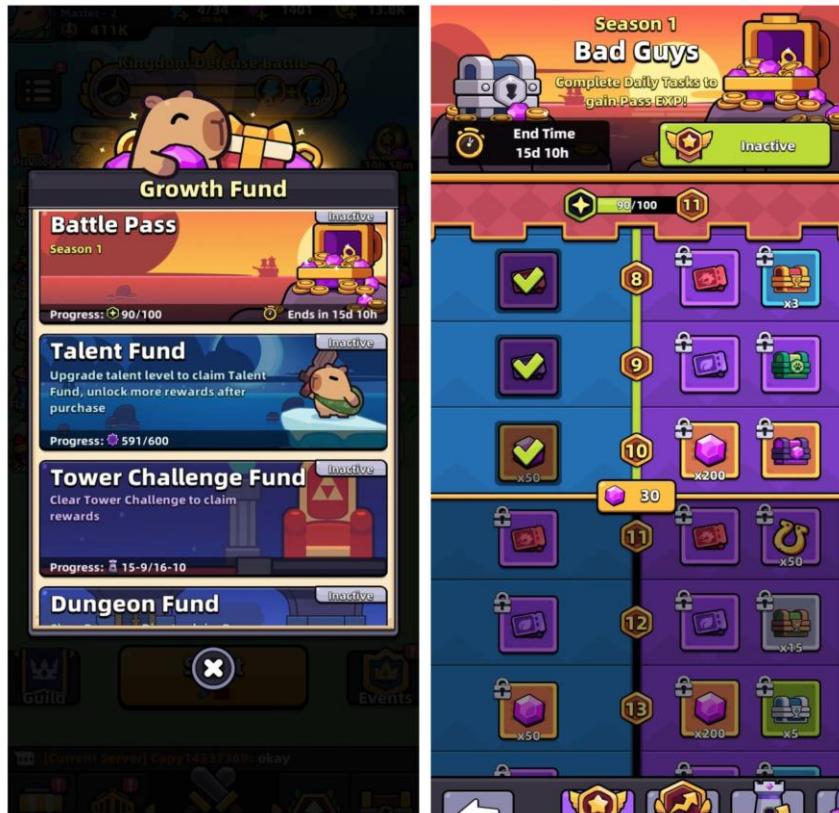
- **Claim through Talent Levels:** Rewards are tied to upgrading your **Talent Level**.
 - **Reward Types:**
 - **Free Rewards:** Basic rewards such as **100 gems** per milestone.
 - **Paid Rewards:** Unlock additional rewards after purchasing, ranging from **1000 gems** to **10,000 gems** per milestone.
-

Tower Challenge Funds

- **Based on Tower Progress:** Rewards are earned by clearing levels in the **Tower Challenge** mode.
 - **Reward Types:**
 - **Free Rewards:** For each milestone, receive **1 Secret Chest Key**.
 - **Paid Rewards:** Purchasing unlocks enhanced rewards, such as **10 Secret Chest Keys** per milestone.
-

Dungeon Funds

- **Earned Through Dungeon Dive:** Rewards are based on your progress in the **Dungeon Dive** mode.
- **Reward Types:**
 - **Free Rewards:** For every milestone, earn **10 Gold Horseshoes**.
 - **Paid Rewards:** Purchasing unlocks rewards like **500 Gold Horseshoes** per milestone.



Summary

The **Growth Funds** are tailored to reward players for in-game progress in different modes. These all modes will be explained later in detail. While **free rewards** provide basic items to all players, purchasing each fund unlocks **premium rewards**, which are significantly better and help accelerate progression. These funds encourage players to engage with various game activities, such as talent upgrades, tower challenges, and dungeon dives, offering a balanced mix of rewards for both free-to-play and paid players.

Additional Sections below Growth Funds

7-Day Carnival Event

- **Duration:** A limited-time event that lasts **14 days** for players to complete, featuring **7 days of tasks**.
- **Task System:**
 - Each day introduces new tasks to complete.
 - Completing these tasks earns **chests** containing valuable items.
- **Epic Reward:** Completing all tasks within the event rewards players with an **Epic Item**.
- **Packs:**
 - Example: **Artifact Build Pack 1**, which contains:
 - 160 Divine Hammers
 - 20 Lucky Silver Coins
 - 2400 Gems
- **Free Gift:** A **daily gift** of **50 Gems** is available to all players.



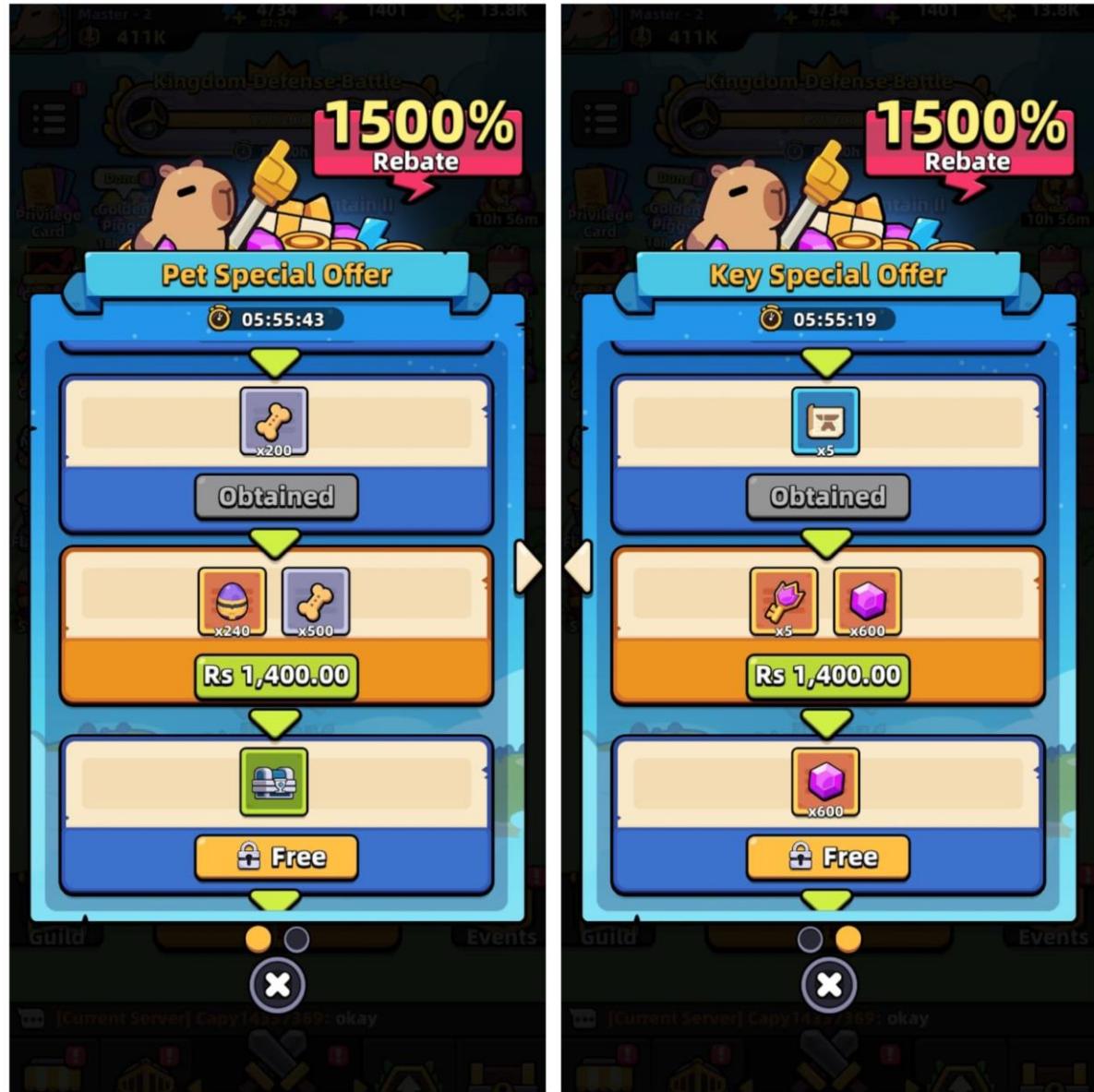
Newbie Gift

- Special Offers for New Players:** Provides opportunities to purchase valuable items at a discount.
- Items Available:**
 - Epic Items
 - Keys to Chests
 - Gems
 - Gold



Sale Gift

- **Rewards System:**
 - **Free Rewards:** Certain items can be claimed without any cost.
 - **Purchasable Rewards:** Additional rewards can be bought.
- **Special Offers:**
 - **Pet Special Offer:** Discounts or bundles for pet-related items.
 - **Key Special Offer:** Deals focused on keys for unlocking chests.



Golden Piggy

- **Completion System:**
 - Players "fill" the **Golden Piggy** with **gems** as they progress in the game.
 - The Golden Piggy can be **purchased** to claim all the accumulated diamonds.



Summary

These sections offer a mix of events, rewards, and purchases tailored to new and progressing players. The **7-Day Carnival Event** encourages active participation with daily tasks, while the **Newbie Gift** and **Sale Gift** provide attractive starter and special offers. The **Golden Piggy** adds a rewarding mechanic that incentivizes progression and provides gems as a bonus.

Special Events and Other Features

Kingdom Defense Battle

Located above the chapter name and directly below the navigation bar.

- **Event Description:**
 - A **special event** running during the current period.
 - Players earn **Horns** through **traveling** or **attempting to clear chapters**.
- **Rewards:**
 - **Free Rewards:** Earned at every milestone (e.g., every 200 Horns).
 - **Funded Rewards:** If purchased, these rewards are **3 times better** than the free rewards.



Limited-Time Event: Lucky Star

Placed on the **right-hand side** of the screen.

- **Event Mechanics:**
 - Players collect **Lucky Stars** while traveling or attempting to clear chapters.
 - Stars are used to spin a **Lucky Wheel**:
 - Higher multipliers cost more stars.
 - Spins grant various **progress-based rewards**.

- **Dynamic Feature:** This event is **time-limited** and changes frequently, providing new challenges and rewards.



Timed Growth Events

Below the **Lucky Star** event on the **right-hand side** of the screen.

There are many time growth events that come along the time and currently 2 are active which are explained below:

- 1. Pet Auspice:**
 - Objective:** Complete pet-related tasks, such as opening **1000 pet eggs**.
 - Rewards:** Includes **Gems, Pet Eggs, Divine Hammers**, etc.
 - Ranking System:**
 - Players are ranked based on the **total number of pet eggs drawn** during the event period.
 - Ranking Rewards:** Distributed to the **top 9999 players**.
 - Packs Available:** Purchase **Pet Growth Packs** containing pet eggs and gems.
 - Event Info (in-game):**
 - Draw pet eggs to claim **task rewards**.
 - Complete all tasks in the current round to unlock **generous rewards**.
 - Rankings are updated based on **pet eggs drawn**, with prizes distributed according to final rankings.
- 2. Stage Growth:**
 - Objective:** Clear as many **stages** as possible during the event.
 - Ranking System:**
 - Players are ranked based on the **number of stages cleared**.
 - Rewards:**
 - Distributed according to **leaderboard rankings**.



Pet Auspice

Rank	Pet	Points
1	Doombring	9778
2	HazRob	9328
3	DaKing	7251
4	Dasabi	5156
-	Capy14338985	Points
483	Capy143389801	Points 938

Pet Growth Pack I
Limit: 0/1
Rs 1,450.00

Pet Growth Pack II
Limit: 0/2
Rs 2,900.00

Pet Growth Pack III
Limit: 0/5
Rs 5,600.00

Pet Growth Pack IV
Limit: 0/10

Tasks Ranking Rewards Leaderboard Pack

Stage Growth

Rank	Pet	Chapter
1	HazRob	Chapter 36 - 0
2	Dasabi	Chapter 34 - 14
3	Doombring	Chapter 32 - 0
4	blink	Chapter 30 - 0
-	Zopairo	Chapter
328	Capy143389801	Chapter 14 - 29

Stage Growth

Pet Growth Pack I
x10 x1000 x100

Pet Growth Pack II
x6 x800 x80

Pet Growth Pack III
x5 x600 x60

Pet Growth Pack IV
x4 x500 x50

Pet Growth Pack V
x2 x200 x20

Pet Growth Pack VI
x1 x100 x10

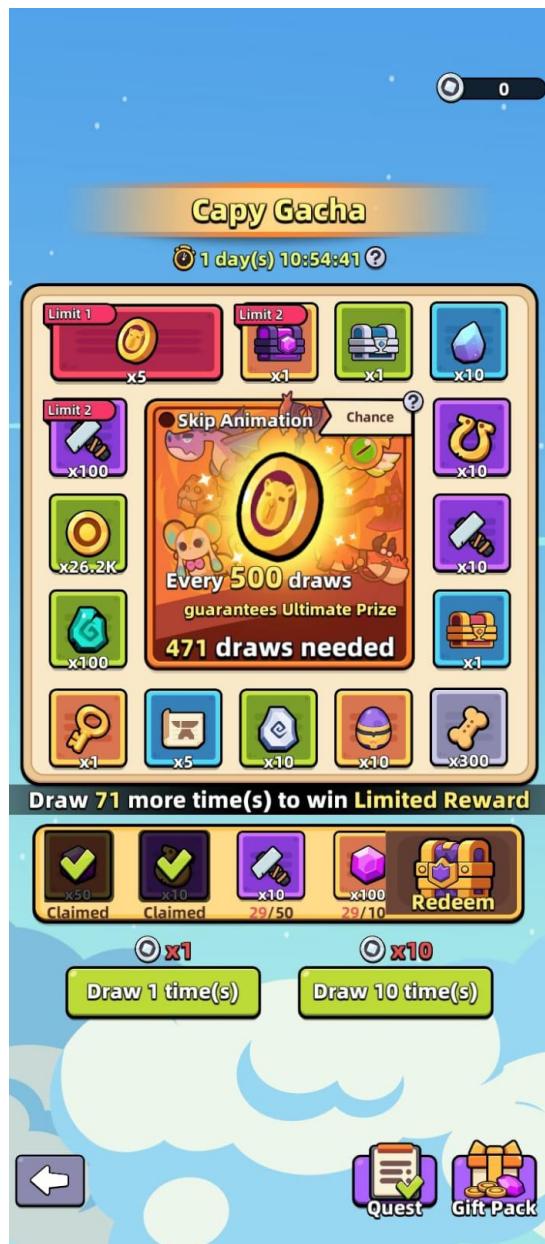
Ranking Rewards Leaderboard

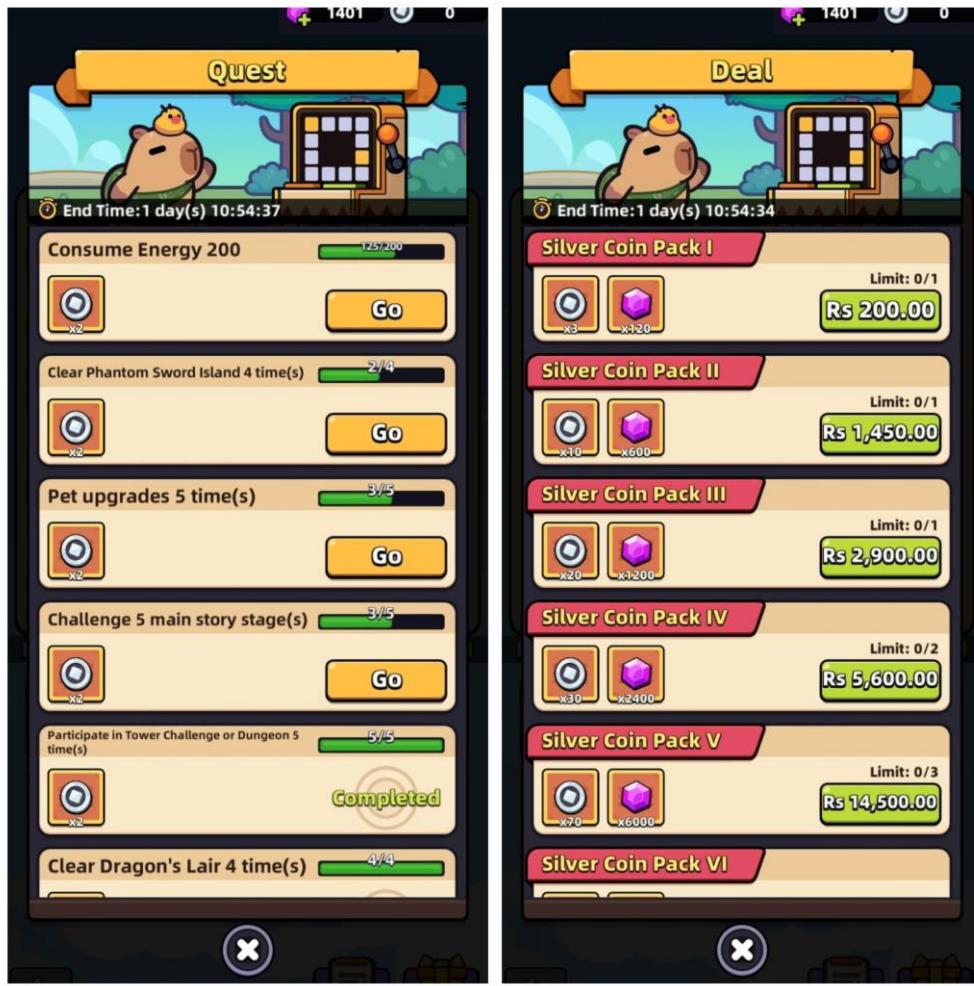


Capy Gacha

Located **below the Timed Growth Events** on the **right-hand side**.

- **Event Description:**
 - Complete **quests** to earn **Lucky Silver Coins**, which can be used for draws in the **Gacha prize pool**.
- **Reward System:**
 - Every **100 spins** guarantees a **limited reward**.
 - Early wins of the **ultimate prize** reset the **limited item counts**.
 - Winning the **ultimate prize** also resets all limited rewards.
- **Gift Pack:**
 - Players can earn **2 Lucky Coins** by watching ads.
 - Additional coins can be purchased with real money, along with bonus gems.





Summary

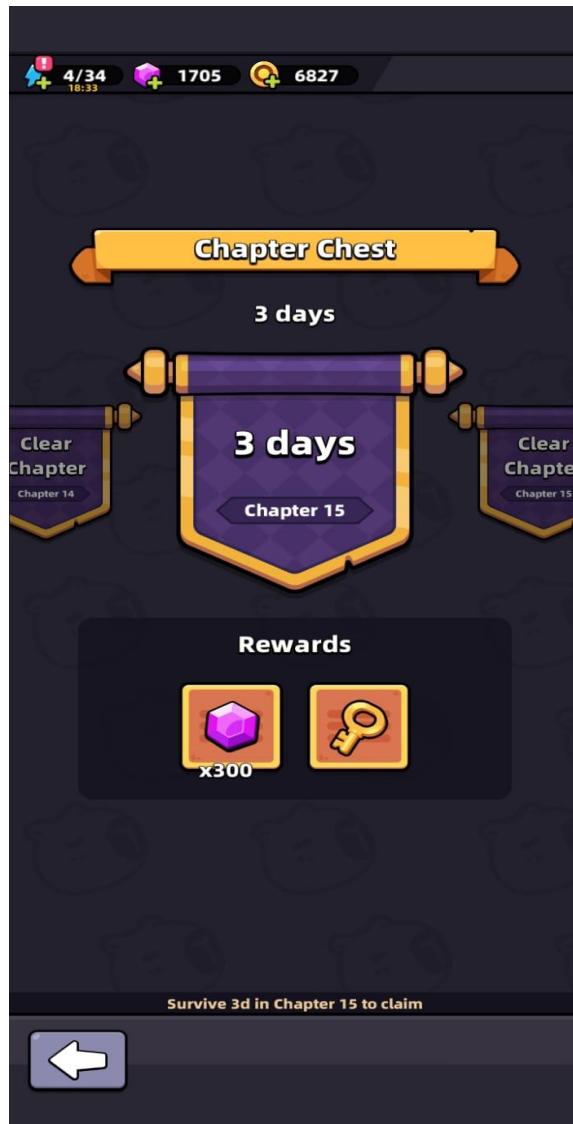
The main page events provide a mix of challenges and rewards, offering opportunities for progression and customization. Players can participate in **dynamic, time-limited events** like **Kingdom Defense Battle** and **Lucky Star** for in-game advantages.

Main Screen: Options Above the Start Button

Directly above the **Start Button**, there are **three key options**:

1. Clear Chapter

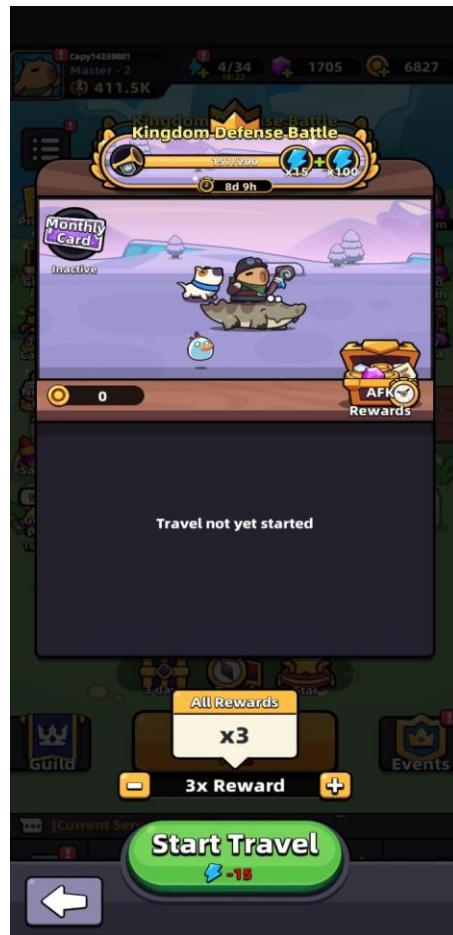
- **Position:**
 - The first option in the row of three above the **Start Button**.
- **Details:**
 - **Reward Tiers** for clearing chapters:
 - Rewards for **clearing 20 days** of chapters.
 - Rewards for **clearing 30 days** of chapters, and so on.
 - Tracks player progress to incentivize consistent chapter clearing.



2. Travel

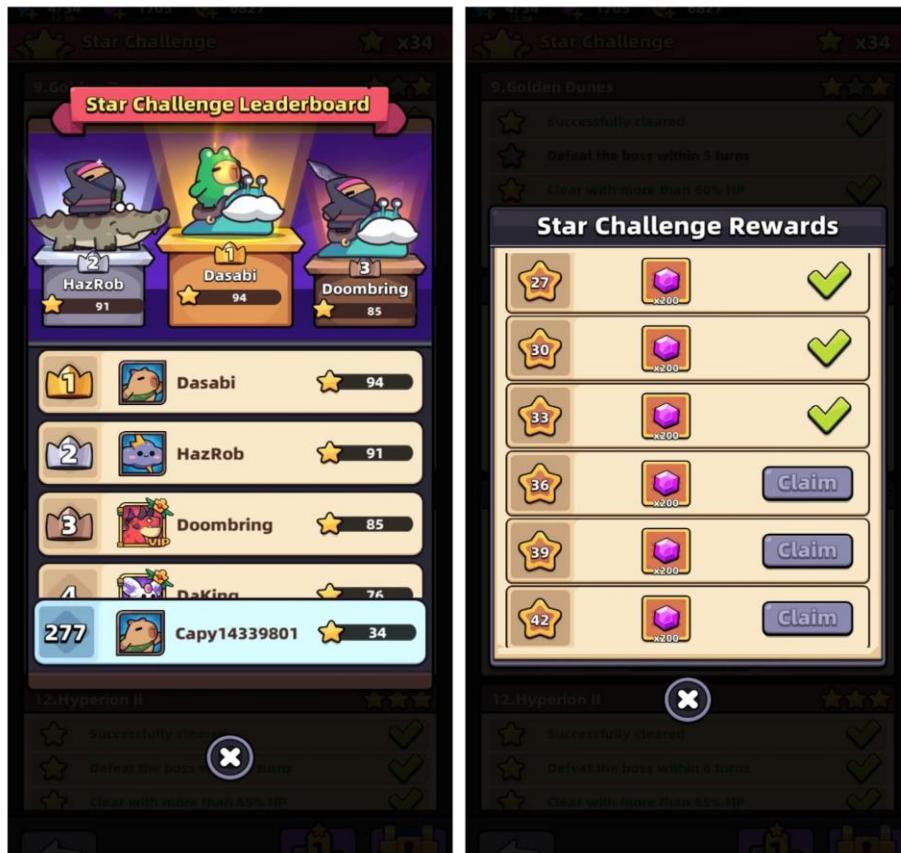
- **Position:**
 - Located in the middle, between **Clear Chapter** and **Star Challenge**.
- **Details:**

- **Energy Usage System:**
 - Players can choose how much energy to spend, with higher energy granting a **greater reward multiplier**:
 - **5 Energy = 1x Reward**
 - **15 Energy = 3x Reward**
 - **25 Energy = 5x Reward**
 - **50 Energy = 10x Reward**
 - **100 Energy = 20x Reward**
- **Travel Animation:**
 - The character automatically moves through the chapter, collecting **gold**, **treasures**, and **special event items**.
- **AFK Rewards:**
 - While offline, **rewards accumulate** automatically.
 - When players return, they can **collect these rewards** to stay engaged with progress even when not actively playing.



3. Star Challenge

- **Position:**
 - The third and final option in the row, located on the **far-right** above the **Start Button**.
- **Details:**
 - **Star Completion Criteria:**
 - Players can earn **up to 3 stars** per chapter based on the following:
 1. **Complete the Chapter** = 1 Star.
 2. **Defeat the Boss in X Turns** (e.g., within **5 turns**) = 1 Star.
 3. **Complete Chapter with >60% HP** = 1 Star.
 - **Replay Option:**
 - Players can replay previously cleared chapters to achieve all 3 stars.
 - Each replay **costs 5 energy points**.
 - **Automatic Star Achievement:**
 - If the player's character is significantly overpowered for a chapter, they can automatically earn all 3 stars without replaying.
 - **Rewards for Stars:**
 - Players earn **gem rewards** for every **multiple of 3 stars** collected.
 - **Leaderboard:**
 - Tracks and displays the **top players with the most stars**, encouraging competitive play.



Guild (Left Side of the Start Button)



The **Guild** section represents a social hub for players, allowing them to connect, collaborate, and compete. It offers a variety of features and activities:

Guild Features

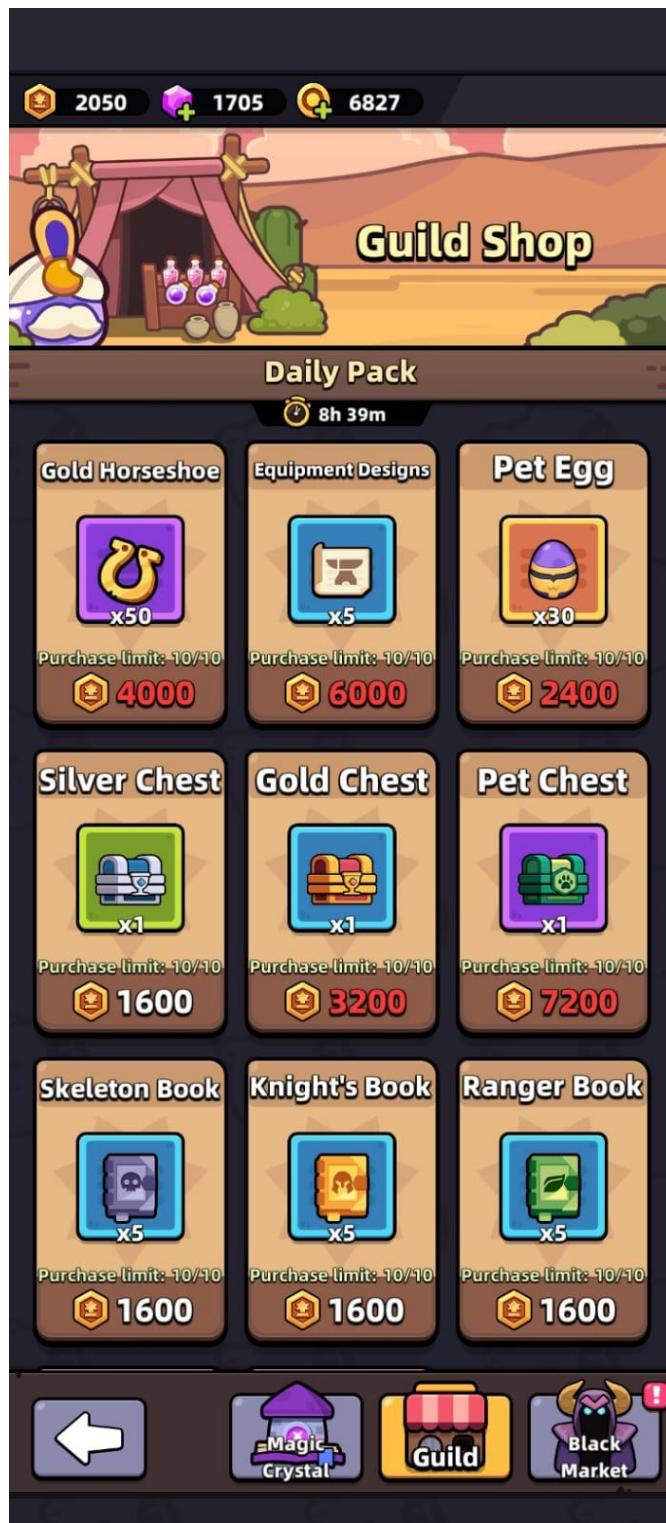
1. Guild Hall

- **Overview:** Displays detailed guild information such as:
 - Guild Name
 - Guild Members
 - Guild Level
 - Guild ID
 - Total Strength
- **Activity Log:** Keeps track of all guild activities, including who joined or left the guild.
- **Daily Donations:** Players can contribute resources to the guild for rewards.
- **Leave Guild Option:** Players can exit the guild from here.



2. Shop

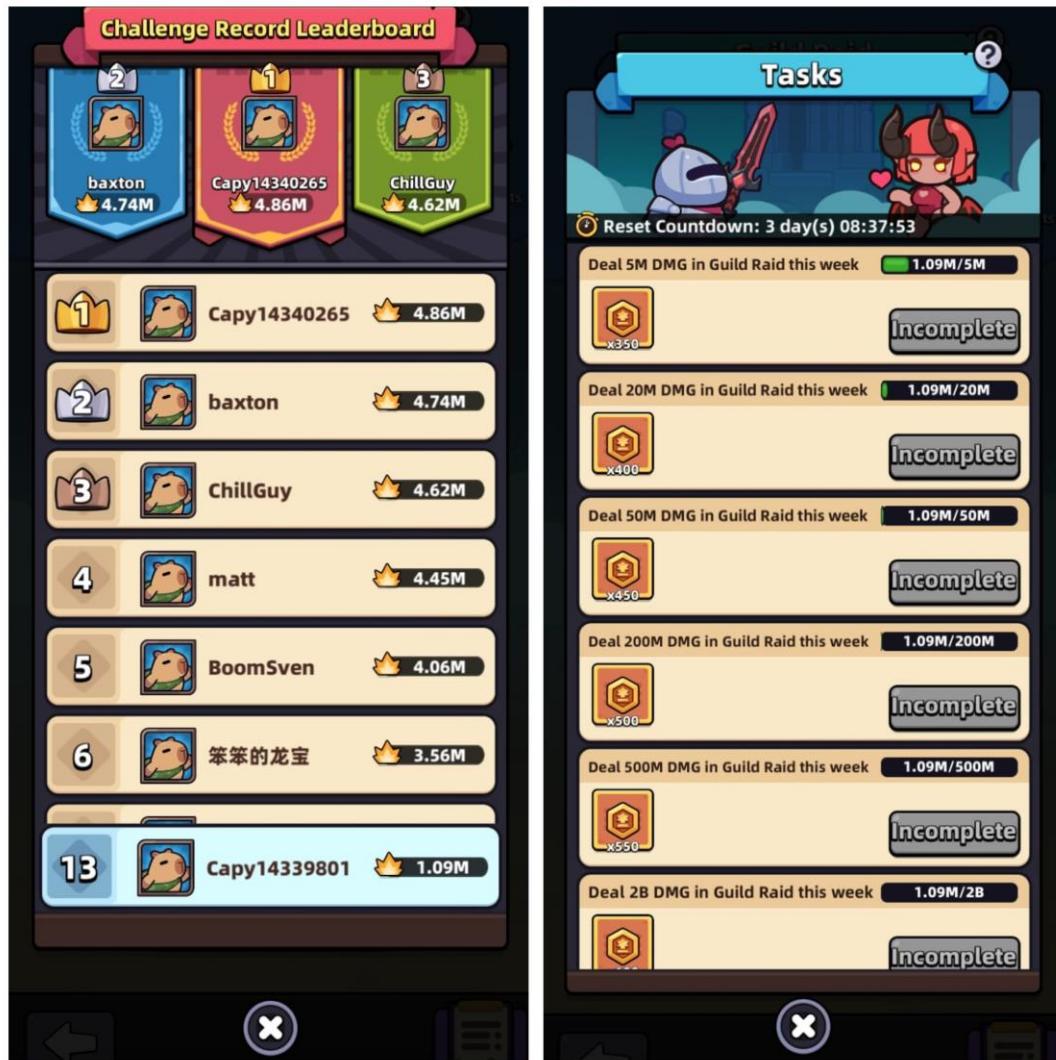
- Players can redeem their **guild points** earned from various activities to purchase exclusive items.



3. Guild Raid

- **Objective:** A cooperative feature where guild members collectively battle powerful monsters.
- **Personal Contribution:** Each member can challenge the monster **twice daily** and aim to deal maximum damage.
- **Rewards:**
 - Personal ranking rewards based on individual damage dealt.
 - Kill rewards distributed to all members once a monster is defeated.
- **Tasks:** Examples include objectives like dealing **5M damage** in a guild raid within a week to earn guild points.
- **Rules:**
 - All players' damage reduces the monster's total HP.
 - New members must wait **24 hours** before participating in raids.
 - Challenge opportunities refresh daily at **0:00 UTC**.
 - Cross-server mode unlocks once the guild reaches **level 9**.





Ranking Systems

- **Cross-Server Rankings:**
 - Upon reaching **level 9**, guilds compete across servers.
 - Rankings are determined by total damage dealt by all members.
 - Guilds of similar ranks are grouped for fair competition.
- **Weekly Rewards:**
 - Based on hunting ranks, rewards are mailed to all members at the weekly reset.
- **Promotion & Demotion Rules:**
 - **Apprentice Group:** Top-ranked guilds are promoted; others remain in the same tier.
 - **Higher Ranks** (e.g., Rook 1 Star, Hero 3 Star):
 - Top **10 guilds** are promoted.
 - Bottom guilds in certain tiers face demotion.
 - Remaining guilds maintain their rank.

Guild Expedition - Guild League Overview

Core Mechanics

1. League Structure

- Each season features **4 league rounds**, with each round consisting of **3 guild battles**.
- **League Server Rules:**
 - The Guild League begins **72 hours** after the server opens.
 - Guilds with **10 or more members** and a total contribution of **1,000 or more yesterday** are eligible to participate.
 - The first round involves **in-server guild battles**.
 - If the total guild battles for the week are fewer than 2, the next week remains **in-server battles**.
 - After in-server battles conclude, **cross-server guild battles** begin.

2. Cross Server Matching Rules

- During the grouping phase of each round, **8 guilds of the same tier** are grouped together.
- These guilds face off in **head-to-head matchups** over the next **3 guild battles** of that round.

3. League Battle Rules

- **Preparation Phase:**
 - Player gear setups are locked.
 - Guild leaders can **change the defensive members** of each base.
- **Battle Phase:**
 - Players select opponents of varying difficulties.
 - Victories grant **Stars and Challenge Points**; each attempt consumes a challenge regardless of the outcome.
- **Settlement Phase:**
 - The winner is determined by the **total Stars earned** by both guilds.
 - If tied, **total Challenge Points** decide the winner.
 - Both winning and losing guilds earn **league wheel rewards**, and their **tier points** adjust accordingly.
 - At the end of the last battle in a round, a guild's **final tier** is determined based on its current tier points.
 - **Ranking rewards** for that round are distributed via email.

4. Seasonal Structure

- At the end of each season:
 - **Seasonal Tier Rewards** are distributed via email.
 - Guilds revert to their corresponding tier based on their current standing.
- When a new season begins, the **reverted tier** becomes the **initial tier**.

5. Strategic Gameplay

- Controlling specific areas provides **buffs or bonuses** that enhance guild performance.

- Guilds must strategically allocate resources between **offense and defense** for optimal results.
- 6. Ranking and Rewards**
- **Points System:** Earn points by capturing strongholds, defeating enemy defenders, and achieving milestones.
 - **Global Rankings:** Guilds compete across servers, promoting global competition.
 - **Reward Settlement:**
 - During the reward settlement period, if no guild member logs in, the guild cannot properly receive stage rewards.



Guild Importance

The **Guild** section fosters collaboration and competition:

- Players can contribute to shared goals, strengthening their guild.
- Cross-server rankings provide a sense of global achievement.
- Rewards ensure that all members, irrespective of rank, benefit from their guild's success.

This feature enriches the multiplayer aspect of the game, offering both casual and competitive players opportunities to excel.

Events Section (Right Side of Start Button)



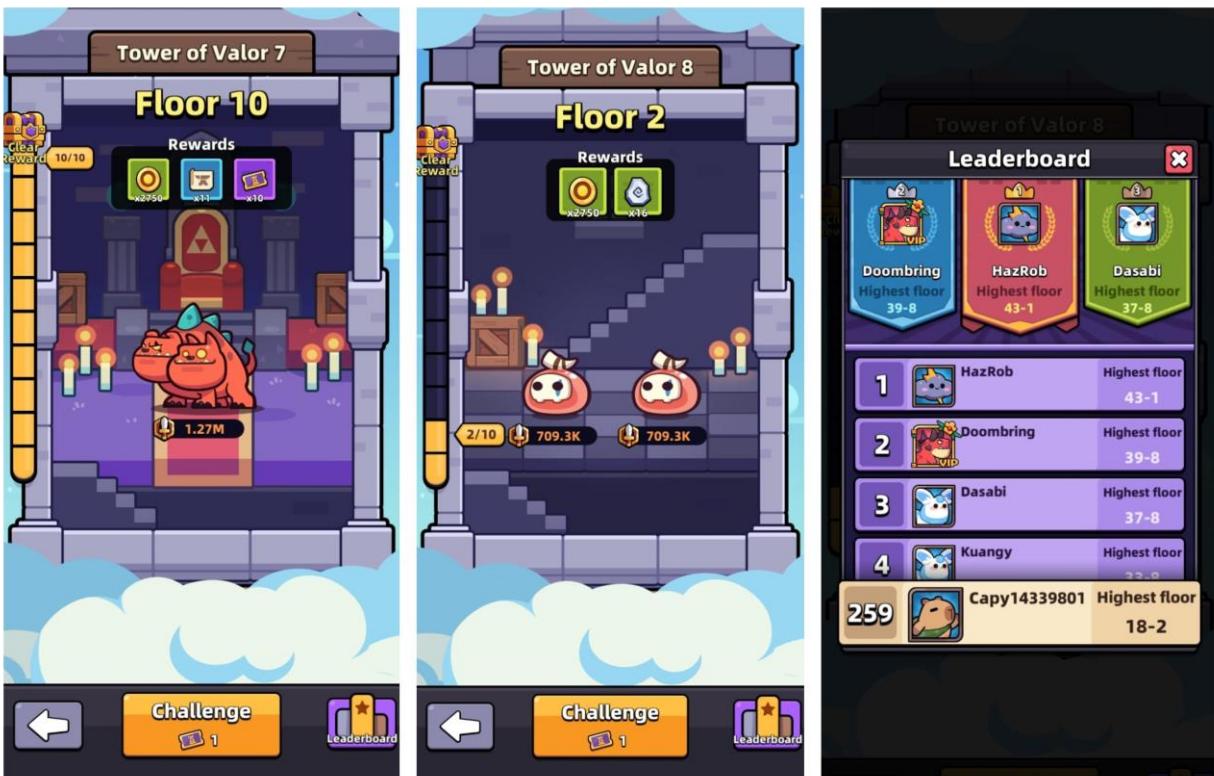
The **Events Section** offers multiple opportunities for players to earn valuable rewards through daily participation. Below is an overview of the key events and their mechanics:

Challenges Section

1. Tower Challenge

- **Objective:** Progress through floors by defeating enemies.
- **Structure:**

- Each tower contains **10 floors**.
- Completing all 10 floors in one tower grants access to the next.
- **Leaderboard:**
 - A **server-wide leaderboard** tracks and ranks players based on the total number of towers they have cleared.
 - Compete to secure top spots and showcase your progress.
- **Rewards:**
 - Defeating an enemy on a floor: **Gold** and **Power Stones**.
 - Completing all 10 floors:
 - **5 Hero Supply Crate Keys**.
 - **10 Challenge Vouchers** (required for future battles).
- **Challenge Mechanics:**
 - Each battle consumes **1 Challenge Voucher**.



2. Arena

- **Objective:** Players compete against each other to climb the ranks and earn rewards.
- **Structure:**
 - Divided into **6 tiers** (e.g., Bronze, Silver, Gold, Platinum, Diamond, Master).
 - Players are matched based on **combat power**.
 - Each battle consumes **1 Arena Ticket**.

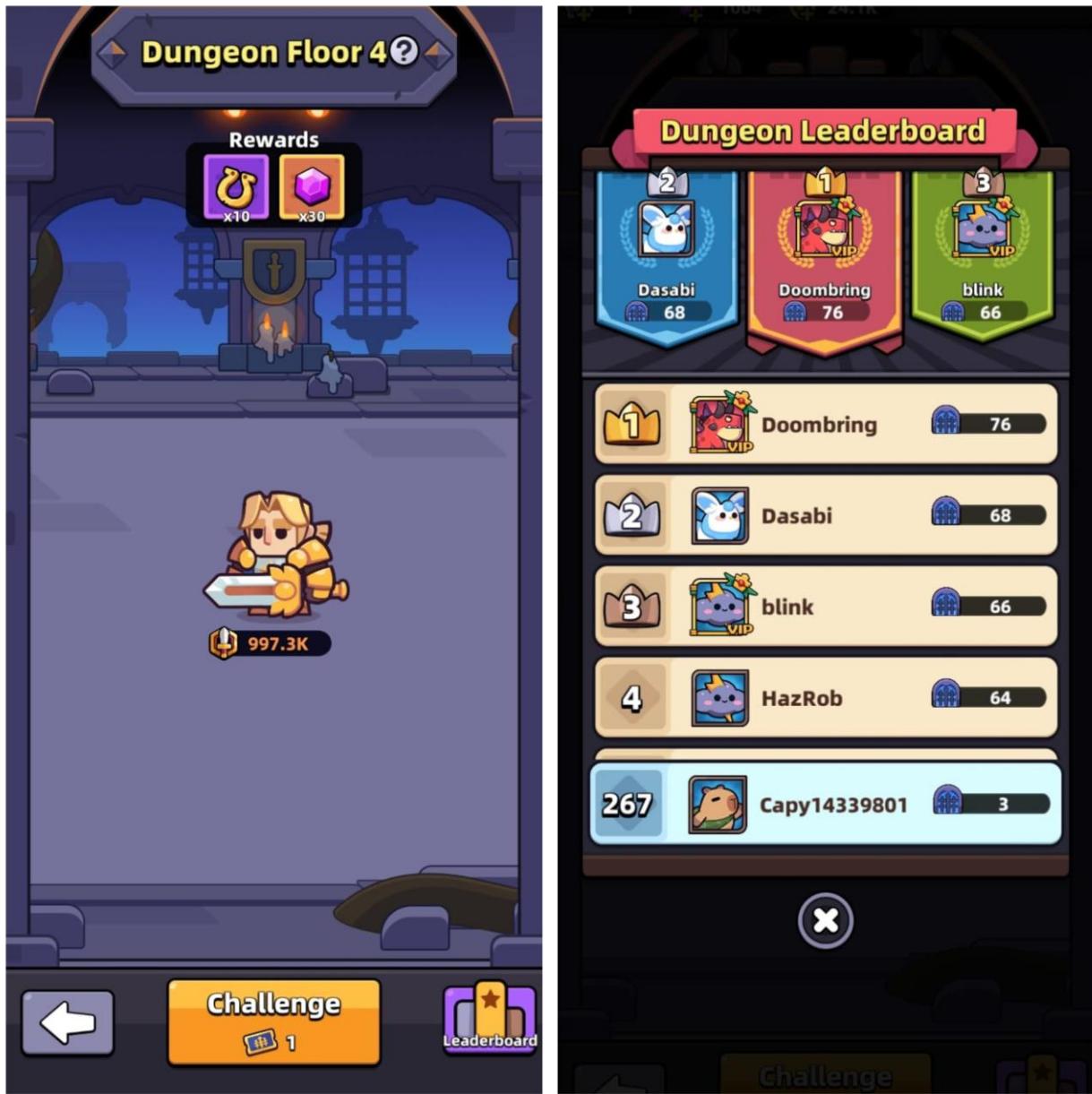
- **Rules:**
 - **Schedule:** Open daily from **00:00 UTC** to **16:00 UTC**.
 - **Promotion/Demotion:**
 - Weekly rankings determine movement between tiers.
 - **Example:**
 - **Bronze Tier:** Top 30% are promoted.
 - **Silver Tier:** Top 30% are promoted.
 - **Gold Tier:** Top 30% are promoted; bottom 10% are demoted.
 - **Platinum Tier:** Top 20% are promoted; bottom 30% are demoted.
- **Rewards:**
 - **Daily and Weekly Settlements:** Rewards distributed via in-game mail based on rank.



3. Dungeon Dive

- **Objective:** Progress through as many floors as possible in a single attempt.
- **Mechanics:**
 - Players begin from their **highest historical record** each time they enter.
 - All skills are unlocked and available for **random selection**.
 - Monsters gain **enhancement effects** and **stat bonuses** as you progress.
 - Each attempt costs **1 Dungeon Dive Challenge Voucher**.
- **Leaderboard:**
 - A server-wide leaderboard tracks the highest floors cleared by players.

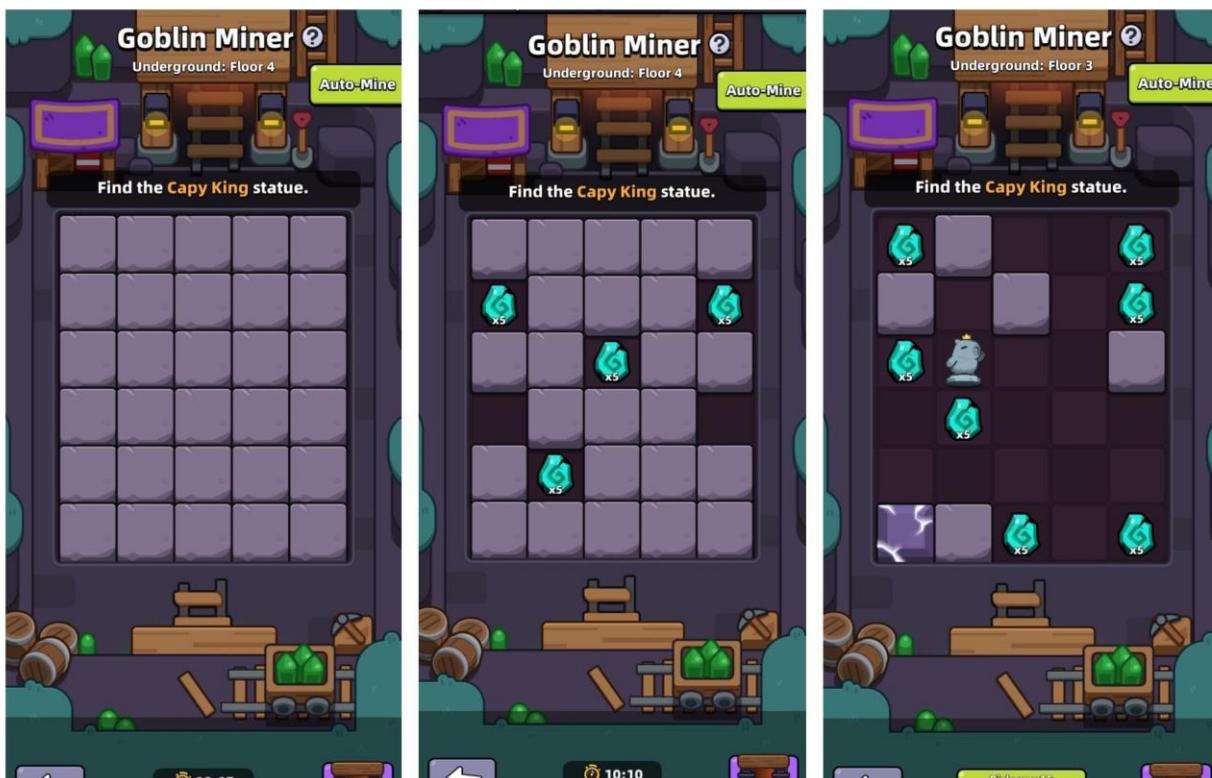
- **Rewards:** Players earn rewards as they progress through floors, with increasing difficulty.



4. Goblin Miner

- **Objective:** Mine blocks to uncover rewards and locate the **Cappy King Statue**.
- **Mechanics:**
 - Each block mined consumes **1 Pickaxe**.
 - Blocks may contain:

- **Rewards** (e.g., Spirit Stones).
- **Goblin Miners** for bonus transport opportunities.
- **Capy King Statue**, which unlocks the next underground floor.
- **Pickaxe Regeneration:**
 - Pickaxes regenerate over time but stop once the limit is reached.
- **Lucky Cart:**
 - Summon **30 Goblin Miners** to transport items.
 - Up to **6 free transports** can be triggered, with rewards multiplied for bonus transports.
- **Capy King Statue:**
 - Tapping the statue consumes **1 chance** and may upgrade its quality for rarer rewards.



5. Seal Battle

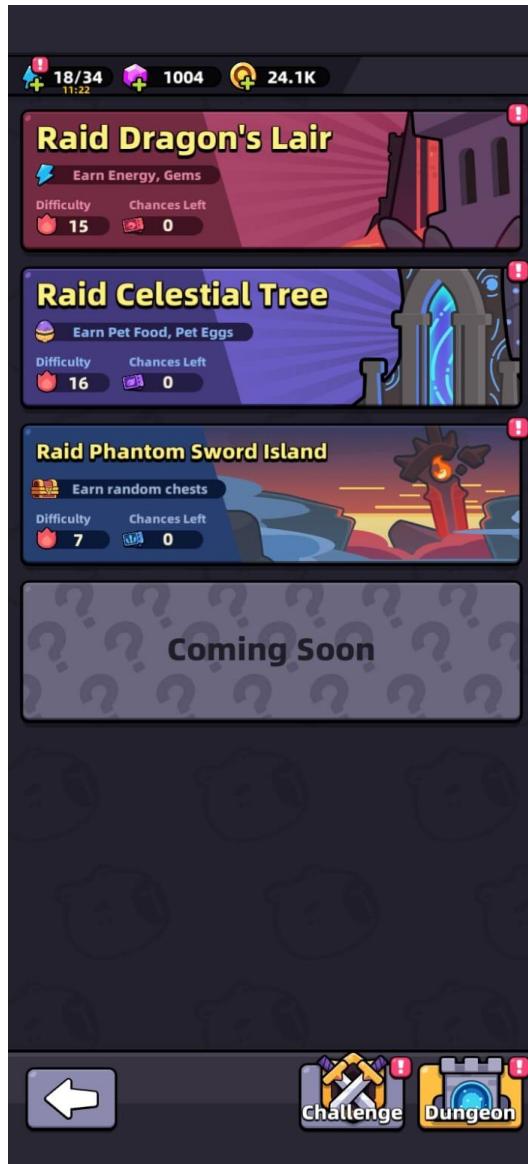
- **Objective:** Challenge powerful bosses and compete for the highest damage dealt.
- **Mechanics:**
 - Each player has **2 daily challenge attempts**, refreshed at **00:00 UTC**.
 - Battles cannot be initiated within **10 minutes before settlement**.
- **Leaderboard:**
 - Tracks total damage dealt by players to bosses.

- Rankings reset weekly, and every **4 weeks** form a cycle.
- Tier and Grouping Rules:**
 - Players are grouped by **tier and rankings** from the previous Sunday.
 - Group tiers include:
 - Apprentice Group:** 50 players per group; top 30 are promoted.
 - Rookie Groups I-III:** Same structure as Apprentice Group.
 - Brave Groups I-III:** Top 20 are promoted, bottom 15 demoted.
 - Elite Groups I-III and Demon Slayer Group:** Higher tiers with more competitive rankings.
- Rewards:**
 - Weekly rewards are distributed based on rankings, with higher tiers yielding greater rewards.



These events offer diverse gameplay, catering to different play styles and providing competitive challenges. Whether aiming for leaderboard supremacy or farming for resources, players are rewarded for their dedication and skill.

Dungeons Section



The **Dungeons** provide an exciting opportunity to take on challenging enemies and earn valuable resources. There are three distinct dungeon types, each offering unique rewards:

1. Raid: Dragon's Lair

- **Objective:** Defeat progressively stronger enemies.
- **Rewards:**
 - Earn **Energy** and **Gems** as you defeat enemies.
- **Challenge Vouchers:**
 - Players receive **2 daily challenge vouchers** to participate.



2. Raid: Celestial Tree

- **Objective:** Take on challenging enemies to gather resources for pets.
- **Rewards:**
 - Earn **Pet Food** and **Pet Eggs** to enhance and grow your pets.
- **Challenge Vouchers:**
 - Players receive **2 daily challenge vouchers** to enter.



3. Raid: Phantom Sword Island

- **Objective:** Conquer enemies and unlock valuable rewards.
- **Rewards:**
 - Earn **Random Chests** containing various items.
- **Challenge Vouchers:**
 - Players receive **2 daily challenge vouchers** for attempts.



These dungeons add a strategic layer to the game, allowing players to target specific resources while testing their combat skills against increasingly difficult enemies.

Chat System (Below the Start Button)

The chat system allows players to communicate and interact with others in various ways, depending on their preferences and in-game associations. The available chat options are:

1. World Chat

- **Description:** Connect with players from across the globe.
 - **Purpose:** Share strategies, make friends, or engage in casual conversations with anyone playing the game worldwide.
-

2. Current Server Chat

- **Description:** Communicate with players who are part of your specific server.
 - **Purpose:** Discuss server-specific events, share updates, or build connections with fellow players.
-

3. Guild Chat

- **Description:** A private chat space for your Guild members.
 - **Purpose:** Coordinate strategies, discuss Guild activities, or simply chat with your Guild mates in a more personal setting.
-

The chat system ensures players stay connected and informed, fostering a sense of community and collaboration throughout the game.



Talents Tab (Right Side of the Main Tab)

The **Talents Tab** allows players to upgrade their character's three basic stats: **Max HP, Attack, and Defense**. Progression through this system significantly enhances your character's power and survivability.

Talent Progression

1. Stat Upgrades:

- Players upgrade Max HP, Attack, and Defense using **coins**.
- The cost of upgrading increases as the tier level rises.

2. Tier System:

- To progress to the next tier, all three stats must be upgraded to **level 10**.
 - After advancing to a new tier, the stats reset to **level 1**, and the process starts again.
-

Talent Evolution Tree

- Players can preview the progression tree via the **Preview Button** in the top-right corner of the Talents Tab.
 - The tree has multiple stages, as follows:
 - **Apprentice**: Levels 1–3
 - **Adventurer**: Levels 2–5
 - **Elite**: Levels 1–10
 - **Master**: Levels 1–15
 - **Warrior**:
 - Warrior 1: 10 Tiers (1-1 to 1-10)
 - Warrior 2: 15 Tiers
 - Warrior 3: 15 Tiers
 - **Hero**: The highest rank, unlocking the **Elite Legacy**.
-

Heroic Legacy

- Upon reaching the **Hero rank**, players unlock the **Heroic Legacy**, allowing them to:
 - Research various **Legacy Skills**.
 - Freely combine these skills for diverse strategies.
-

Rewards for Progression

- **Half-Tier Completion Bonuses:**
 - Players earn rewards like **coins**, **traits**, or **Max Energy**.
- **Higher Tiers:** Offer significantly better rewards and abilities, incentivizing consistent upgrades.

The **Talents Tab** is essential for consistent character growth, offering a structured and rewarding pathway to maximize your potential.



Chests Tab (Right Side of the Talents Tab)

The **Chests Tab** is where you can open any chests you acquire throughout the game. It is an exciting feature that offers opportunities to collect valuable items, treasures, and collectibles.

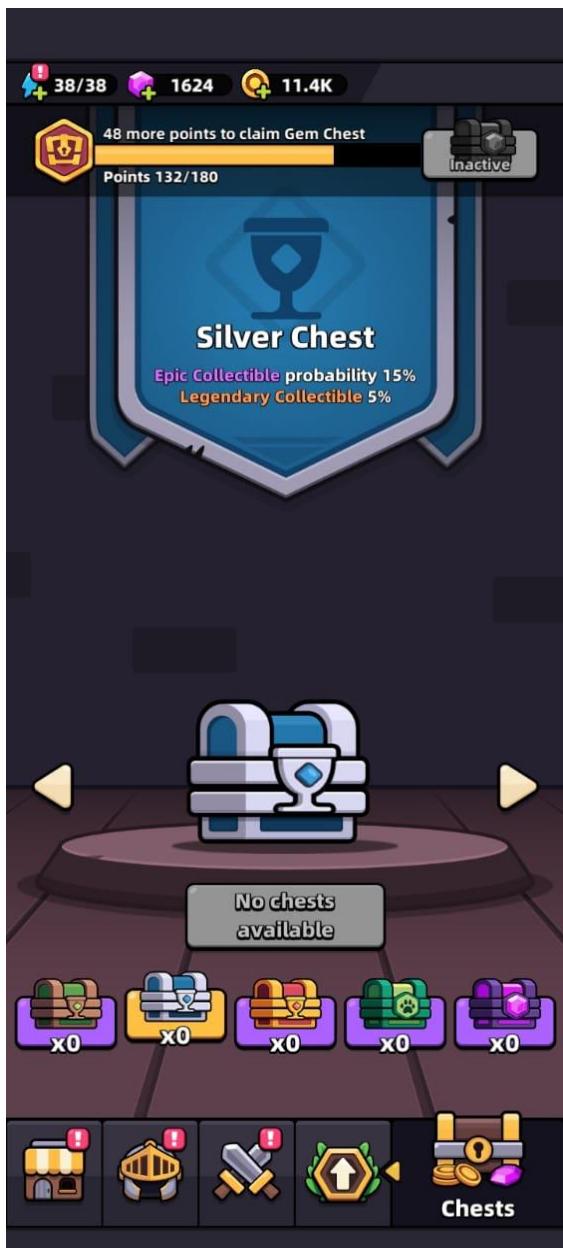
Types of Chests

There are **five types of chests** that you can open, each with unique probabilities and rewards:

1. **Bronze Chest:**
 - **Epic Collectible Probability:** 3%
 2. **Silver Chest:**
 - **Epic Collectible Probability:** 15%
 - **Legendary Collectible Probability:** 5%
 3. **Golden Chest:**
 - **Epic Collectible Probability:** 25%
 - **Legendary Collectible Probability:** 20%
 4. **Pet Chest:**
 - **Legendary Treasure Probability:** 30%
 - **Mythic Pet Treasure Probability:** 3%
 5. **Gem Chest:**
 - **Legendary Treasure Probability:** 70%
 - **Mythic Treasure Probability:** 25%
 - **Mythic Pet Treasure Probability:** 5%
-

Chest Points and Bonus Rewards

- **Points System:**
 - Each chest opened grants you points, with the number of points varying based on the chest type.
- **Bonus Chests:**
 - Accumulating points rewards you with **bonus chests**, offering additional chances to earn treasures and collectibles.



Equip Tab (Left of the Main Tab)

The **Equip Tab** allows you to **modify and control the gear** of your character, ensuring that your character is always ready for the challenges ahead. Here's a breakdown of its features:

Main Layout

- **Character Display:**
 - Your character is displayed in the **upper center** of the screen.
 - The major gear they can equip is positioned to their left and right.
-

Gear Slots

1. **Top Left:** Weapon
 - Equip weapons to enhance attack power.
 2. **Top Right:** Armor
 - Equip armor to increase your max HP.
 3. **Center Left & Right:** Rings
 - Equip rings to boost your attack and defend.
 4. **Bottom Left & Right:** Accessories
 - Equip accessories for additional bu.
-

Character Stats

- **Below the Character:**
 - **Total CP (Combat Power):** Indicates your overall strength.
 - **Final Stats:** Shows your Max HP, Attack, and Defense.
 - Option to view detailed stats: **Basic Stats + Advanced Stats = Final Stats.**
-

Additional Sections

- **Tabs Below the Stats:**
 - **Pets, Collectibles, Mount, Artifact, and Skin:** Explained later, these add more variety and functionality to your character's loadout.
-

Equipment Inventory

- **All Equipable Items:**
 - Displays all the equipment you currently own, sorted by level, quality, or other filters.
 - Allows you to view and select items for each category of gear.

Merge Option

- **Merge Functionality:**
 - **Manual Merge:** Combine items of the **same level** and **same category** to create a stronger item of that category.
 - **Quick Merge:** Automates the merging process, combining all possible items for efficiency.



Pets Section

The **Pets Section** allows you to manage and strengthen your character's pets, which significantly contribute to your overall combat strength. Here's a detailed overview of this section:

Layout Overview

1. **Current Pets (Top of the Screen)**
 - Displays the **pets currently set** to accompany you in battle.
 - These pets actively assist you during fights by contributing both **main stats** and **passive stats**.
 - **Pet quality (tier)** determines the strength of these stats:
 - **Common → Rare → Epic → Legendary → Mythic**
 - Higher-tier pets offer better assistance and stronger abilities.
2. **Show Pet Option (Top Left)**
 - Allows you to set which pets are **visible** on your screen as they hop around.
 - You can **drag and drop** pets to switch them between the display area and the main battle lineup.
3. **Build Option (Top Right)**
 - Unlock **passive stats** for your pets alongside their **main stats**.
 - Examples of **passive stats**:
 - Critical Damage Reduction: +10%
 - Counter Damage: +30%
 - Damage to Boss: +9%
 - **Main Stats** are more impactful in battles, e.g.:
 - Cast every 2 rounds, dealing 160% of hero's attack.
 - Restore HP equal to 70% of hero's attack.
4. **Eggs (Bottom of the Screen)**
 - Eggs are used to **hatch new pets**.
 - Eggs can be earned from **various in-game activities** and events.
 - Hatching eggs may yield pets of varying tiers, including rare or even mythic ones.
5. **Pet List (Bottom Right)**
 - Displays all the pets you currently own.
 - **Upgrade Pets**:
 - Requires duplicates of the same pet and **pet food** to level them up.
 - Upgrading improves their **stats**.
 - **View Stats**:
 - Check all pet stats, including battle stats and overall contribution to your hero's abilities.
 - **Select Battle Pets**:
 - Choose which pets will actively join your battles.





Collectibles Section Overview

The **Collectibles** button, located on the right side of the Pets section, allows players to view, manage, and upgrade their collectibles. These items passively enhance the character's battle capabilities and are divided into tiers: **Rare**, **Epic**, **Legendary**, **Mythic**, and **Arcana**.

Collectibles Features:

- **Acquisition:** Collectibles can either be obtained as a complete item or by gathering collectible pieces, both of which are primarily obtained from chests.
- **Upgrade System:**
 - Duplicate collectibles can be used to upgrade the collection level, enhancing their specific effects.
 - Upgrades increase the effectiveness of the collectibles' attributes.
- **Passive Effects:**
 - All owned collectible attributes and passive effects apply directly to your character's stats.
 - Complete collectible sets activate **set effects** for additional bonuses.
 - If multiple collectibles of the same type are equipped, only the **highest quality effect** will be active.
 - Unique Passive effects do not stack, ensuring a balanced benefit based on the best collectible equipped.

This system allows players to build a powerful arsenal of passive boosts that contribute to their success in battles and overall gameplay progression.



Mount

The **Mount** section allows players to manage and upgrade their character's ride. Upgrading the mount enhances its appearance and boosts various stats that assist the character in battles.

Features:

- **Tier Upgrades:**

- Mounts can be upgraded using **gold horseshoes**, which can be collected through in-game events.
- As the mount's tier increases, its visual design evolves, reflecting its new power level.
- **Passive Stat Boosts:**
 - Upgrading mounts improves stats such as **dodge rate**, contributing to your character's overall performance.
 - Higher-tier mounts provide more significant boosts.



Artifact

The **Artifact** section allows players to enhance their artifacts, which grant powerful passive effects to the character.

Features:

- **Upgrades:**
 - Artifacts can be upgraded using **divine hammers**, obtainable through gameplay activities.
 - Each upgrade enhances the artifact's passive effects, improving the character's capabilities.
- **Passive Effects:**
 - Artifacts provide unique stat boosts or abilities that complement your playstyle.



Skin

The **Skin** section is where players can change their character's appearance, as previously described. Skins not only alter the visual design but may also provide certain in-game bonuses, adding another layer of customization.

Shop Tab

The **Shop Tab** is the central hub for purchasing various items, opening chests, and taking advantage of limited-time offers. It caters to both free-to-play and paying players, offering options to enhance your gameplay experience.

Features:

1. Chests Section:

- **Limited-Time Chests:**

- These chests are available for a short duration and offer exclusive rewards.
Examples include:
 - **Secret Chest:** Unique items for a limited period.
 - **Legendary Treasure Chest:**
 - Guarantees **Epic Equipment** within 9 opens.
 - Guarantees **S Epic Equipment** within 59 opens.
 - Costs:
 - 1 Open = 320 Gems
 - 10 Opens = 2,980 Gems
 - Unlockable with **keys** earned in-game.

- **Permanent Chests:**

- Always available for purchase, such as:
 - **Adventurer Supply Crate:** Contains **Common** or **Great Equipment**.
 - Obtainable using gems, keys, or by watching ads.
 - **Heroes Supply Crate:** Contains **Great**, **Rare**, or **Epic Equipment**.
 - Similar acquisition methods as above.

2. Value Packs Tab:

- Offers exclusive packs that provide significant in-game advantages.
- Purchasable with real money.

3. Pack Shop Tab:

- A dedicated section for purchasing various bundles designed for long-term benefits.

- Available for real-money transactions.
4. **Top-Up Tab:**
- Allows players to purchase gems using real money.
 - Gems are a versatile currency used for opening chests, upgrading items, or accessing premium features.

