



Copium Wars:  
**Cult of the Dead Bear**

- Gameplay Article -



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# TLDR

Copium Wars is an experimental strategy on-chain game of degeneracy, conflict, and conquest.

## Backstory

Shyllia has lived in peace and prosperity for centuries thanks to the Golden Bull. Housed in the Citadel, the Bull has been the guardian of peace and protector of the waters.

Now, something has thrown Shyllia into the shadows of degeneracy. The Cult of the Dead Bear has mischievously captured the Golden Bull and spread violence across the land. If the Bull is not returned to the Citadel, all liquids on Shyllia will evaporate, turning it into a dead desert. Shyllia's only hope resides in the order of the Holy Frog and the order of the Mighty Ape to return the Bull to its sacred place.

The Bull is held in Goblin Town in the centre of the rugged region. A set of portals in other areas allow transport to the rugged region. Each portal is guarded by a garrison of the Cult of the Dead Bear. To open the portal, and keep it open, our heroes need to destroy the garrison and hold the position.

The rivalry between the frogs and the apes goes back for centuries, so an epic battle between the warring factions is expected. Whoever brings back the Bull will acquire the title of King Chad the I, so we foresee an all-out war between all heroes.

Each hero will have to expand their fiefdom by extracting Copium from the ground and building the most potent army Shyllia has ever seen. Exploring and conquering until they reach the portal.

Are you going to be the chosen one?

## Game Objectives

Ignited by the capture of the Golden Bull, the Copium Wars will last as long as the Cult of the Dead Bear holds the iconic idol.

### ◆ **Phase One: Reaching a portal**

Each region surrounding the rugged area contains a portal in its middle. Said portals grant passage to the rugged region.

#### **Shyllia and its annexe regions**

There are approximately 200 regions, each composed of 27x27 lands, representing 729 lands per region.

Incapable of closing the portals and conscious of the risk they represent, the Cult is protecting each of them seriously. Competitors will have to first defeat the Cult warriors before reaching the portal. Only the most capable warrior for each region will get the portal before everyone else and travel to the rugged area; this is a very competitive endeavour.

### ◆ **Phase Two: The fall of Goblin Town?**

[REDACTED] To be announced one week after phase one starts.

### ◆ **Looting**

Throughout the map, warriors might find loot to be taken. Look for unexplored land with banners to retrieve unique loot from allied realms.

### ◆ **Honours**

While fighting to reach the portal, warriors will face missions and challenges; the bravest and most successful heroes will receive honours via special PFPs. These PFPs are the first to be granted based solely on courage on the field and cannot be bought with mere currency.

# Resources

## ◆ Lands (ERC 721)

The core of Copium Wars lies in its lands. Hundreds of unique parcels were reported among Shillya and its adjacent regions.

To attain their objectives and free the Bull, Apes and Frogs have to expand their territory and acquire new lands.

### How to get lands?

**Lands** can be obtained in different manners depending on their status.

**Non-colonised lands** can be conquered by exploring and sending an army to a parcel. Exploration requires burning a set amount of Copium; exploration cost is higher around portals.

**Colonised Lands** can be conquered through battling or bought on the secondary market.

Lands are precious; from their exploitation comes wealth. Deep into the earth of Shyllia resides a vast reserve of \$Copium. Build producers to farm some and grow your treasury to sustain your expansion.

Also, note that all lands are not equal. The maximum number of producers you can set up on a parcel is different from one to another.

What are the immutable characteristics of a land?

- The region to which it belongs.
- Its location is on the x-axis.
- Its location is on the y axis.
- The maximum amount of producers that can be placed on it
- Defence bonus
- Offence bonus
- If it's genesis land

What are the variable characteristics of a land?

- The number of producers installed.
- The number of armies deployed.

Lands can also host armies that will be used to protect your producers or sent for battle against a neighbouring territory.

### **Genesis Lands**

Shyllia hosts up to 30,000 lands known as the Genesis Lands. Those miraculous parcels received divine manure from the Golden Bull, making them unattackable. By preserving those lands forever from the terror of war, the gods ensured that 'never the war will monopolise Shyllia'.

(i) Genesis lands can not be attacked, making them a valuable resource for setting up producers.

### **◆ \$Copium (ERC20)**

Copium is the legendary currency of Shyllia. The fuel of war.

#### **How to get \$Copium?**

- Farm \$Copium by deploying producers on your lands
- Purchase \$Copium from someone else

The precious currency can be used for different uses cases:

- Build producers
- Recruit Armies
- Explore new land
- [REDACTED]

War is expensive. Properly allocate your \$Copium if you ever want to defeat the bears.

## ◆ Producers (ERC1155)

In Shyllia, farming has consistently been recognised as one of the primary activities. It ain't much, but it is an honest job.

Throughout the year, producers will provide you with great wealth. Once set up on lands, they will perpetually farm for you, ensuring a constant stream of \$Copium for you and the familia. Be mindful of where you set them up; producers are super heavy. Once installed, they can't be moved to another land.

Be careful; producers are fragile. If your land is attacked, they could be partly destroyed, depending on the robustness of your defence.

To build producers you will have to burn some \$Copium in the great forge. Producers' costs might change throughout the game.

## ◆ Armies (ERC1155)

Armies are made of fanatic warriors and serve their leader during their conquest of Shyllia.

They can be used in different ways by war chiefs.

**On the one hand, armies are used to attack *frontier* territories and capture them.** Of course, fighting is uncertain. The greater the number of armies you have, the greater your probability of conquering land from enemies.

Armies are also used to attack the Cult. Cult garrisons are particularly well-stocked, so be prepared before your attack.

**On the other hand, armies can be used for defence.** When deployed, armies will protect them from invaders. This is particularly useful when producers have been set up, as their destruction would represent notable damage for the defender.

Put in a nutshell; armies are the perfect resources to attack and defend parcels.

To recruit armies, you will have to pay them an enrollment fee in \$Copium. Armies' costs might change throughout the game.

# Gameplay

## ◆ Exploration

Land can be explored by warriors owning any of the eight neighbouring lands. When exploring a new parcel of land, you will have to move at least one army.

Exploration is a costly activity, and \$Copium must be burned to fuel your caravan. Different parts of the map require different amounts of \$Copium to be burned.

## ◆ Attack

Land owned by other players can be attacked by players owning any of the eight neighbouring lands. When attacking a land, a certain number of armies must be sent for the attack.

Battles last at least one minute, after which any player can reveal their outcome.

**(i)** After attacking a land, you will need to require the battle result. This is done by clicking the end battle button in the game UI.

The battle results depend on both fate and ground conditions. The losing party will lose all the armies actively involved in the skirmish. The winner of the battle loses a fraction of the armies involved.

Due to their better knowledge of the battlefield, defenders have a higher probability of winning against the attacker. However, If the defending land is depleted of all armies, the land is conquered by the attacker.

Upon conquest, 50% of the deployed producers on the land are destroyed.

## ◆ Defence

Players can deploy as many armies as they want on the land they own. Those weapons will be used to defend in case of a surprise attack.

## ◆ **Logistics**

As you expand your fiefdom you will have to regroup and transfer your armies from inner lands to the frontline. Armies can only move from neighbouring land to neighbouring areas under your control. Be strategic, and **remember one transaction, one movement.**

## ◆ **Shyllia Society: similar paths, unique experience**

Although Shyllia is a land of chaos and free will, we foresee players adopting some common strategies to fulfil their destiny

### **General: active**

Generals are recognised for their bravery, courage, and vigour. Born to conquer, they will do their best to defeat the Cult of the Dead Bear and get the Golden Bull back from Goblin Town. They will not settle for anything other than victory. This requires immense resources and iron will.

### **Diplomat: opportunistic**

Diplomats mind their time. Busy with various societies' challenges, they appreciate fighting though they prefer a verbal duel over an armed one. Often implicated in alliances, they efficiently optimise their time between the war zone and the Copium parties (Discord, Twitter), where they appreciate chatting and elaborating strategies.

### **Landlord: passive**

Referred to as landlords or the seigneurs in certain regions, they appreciate not doing too much as long as it is an honest job. They maximise \$Copium harvests by acquiring large swathes of genesis land and providing warriors with needed resources.

