sky nity

Game Deck

Get ready to fight in the Sky.

skynity

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1. Intro

Let's meet in the Sky where floating lands compete for SkyDust - $SDT. As SkyNity revolves around strategy, what you will get to experience is an addictive gameplay involving building mighty armies, fighting enemies, conquering the most valuable lands, and much more!

By means of this document, you will be presented with an overview of the basis of SkyNity's game mechanics to make you learn how to play and enjoy the game to the fullest. The core of this paper presents the dynamics governing the gameplay, and serves as an introduction to SkyNity and its mechanics.

2. Game type

SkyNity is an RTS game. The game mechanics are easy to learn as they lean more towards the RTS-based structure well-known to the players from many other successful games featuring similar mechanics: Tribal Wars, Travian, OGame, Grepolis, Ikaram, Forge of Empires, etc. Simply put, while playing SkyNity, the players follow a well-known pattern where actions/moves equal time.

Let's take a look at some examples:
A move by 1 square is 5 minutes in real-time.
Creating a building on the 1st level takes 10 minutes, and on the 10th level - 1 day.

While playing SkyNity, you take on the role of SkyLander, an inhabitant of a realm called SkyNity. Using strategic thinking will lead you to fight the enemies, conquer as many Lands as you can, and earn the most scarce resource of SkyNity - $SDT. However, you must never forget about the SkyGods governing the Sky and the four elements - fire, air, earth, and water. Behold their changing moods as you plan your path to victory!

3. Map

The entire gameplay is set on an expansive map designed as a big hexagon divided into many smaller ones (1 space = 1 land).

Players start the game on the edge of the map, and the closer they get to the center, the better "points of interest" they will be able to encounter. Through this mechanism, all players will be encouraged to move towards the center of the map, which will cause them to gather there, simultaneously bringing more opportunities to fight against each other, build better facilities, and earn more SkyDust.

Below you can see different types of Lands available on the map of the SkyNity game. All kinds of Lands have distinct features and various buildings that can be created on them.

Type of points of interest:

Motherland	$rSDT harvesting land	Barracks for units production land	$SDT harvesting mediocre land	$SDT harvesting large land	$SDT Teleport land

Buildings are also used to encourage players to fight for the areas where they are built. There will be additional benefits coming from each of the created buildings, e.g., the Mine will provide more $rSDT or $SDT, the Barracks will enable the production of units, the Teleport will be used to withdraw $rSDT from the game.

The in-game token $rSDT rawSkyDust will be used only within the game for upgrades, recruit units and buy a variety of features in the game. The main token $SDT that is also outside the game can be used to buy $rSDT.

The main reason behind the encouragement for the players is to gather big amounts of $SDT that is located in the middle of the map. Behind that at the end of the Season there will be a leaderboard of the players that have gathered best results based on most lands, resources, units killed, units produced etc. to win big prizes of $SDT.

your NFT

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Apart from being made of small hexagons (the Lands), the map is also divided into zones from 1 to **7**. This is the way to encourage the players to move towards the center, where there will be more fights - simply more action. The idea is simple, the closer to the middle, the better the points of interest. It means that the closer to the center, the more benefits await for the players who get there, e.g., more $SDT andrSDT produced in the Mines, more units in Barbarian lands, and more!

What's worth pointing out here, the mined rSDT on field 1 will only be available to use in the game, and it will not be possible to withdraw it from the game. To gather $SDT that can be taken out of game the player must approach narrower rings

Another important planned factor governing the SkyNity mechanics is the weather with all its conditions as a form of Gods' actions that will be implemented at a later stage of the game. As it was presented before, the map is divided into smaller pieces; on each piece, a specific God blesses the NFTs subject to him. These blessings will change cyclically, moving clockwise through the entire map of SkyNity. This way, the players can tactically plan their next moves based on the predictions resulting from the changing conditions, e.g., they will be able to predict when they will have more or less power, when to attack, run away, etc. This mechanism adds an extra tactical level to the game.

Gods blessings mechanism

4. Gods of Elements

To start with, there will be four basic elements governing SkyNity's gameplay. Each of the elements will be associated with a particular SkyGod:

Vanora
Goddess of Water

Alira
Goddess of Earth

Venti
God of Air

Fierceus
God of Fire

In the future, some elements of Lore will be introduced to the gameplay. The main storyline is planned to be based on mythology, with an entire game narrative revolving around the ventures of Gods and their impact on the Lands and their inhabitants. Let us assume that the elements will fight with each other. On this basis, there are endless possibilities to create further narratives. With time, the growing community playing the game could also take part in creating and sharing such stories.

Fire

Water

Earth

Air

5. NFTs

All the NFTs available in the game will also be based on the four elements. The NFTs will come in the following rarities:

| common | uncommon | rare | epic | legendary |
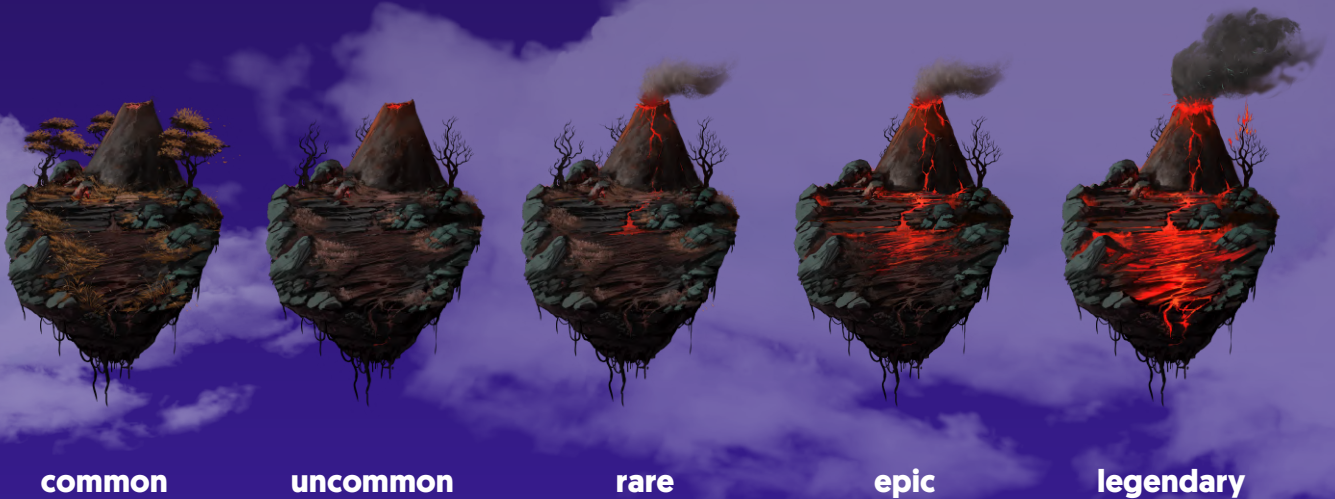
Above you can see an example of the fire element. The rarer the NFT is, the more likely it will be to have a Trait.

SkyLand NFTs may have 5 different traits:
- SUMMONING RIFT - units production & attack bonus
- SKYDUST PORTAL - $SDT transferring & speed bonus
- RAW SKYDUST MINE - mining speed bonus
- MAGE TOWER - casting spells bonus
- FORTIFIED WALL - defense bonus

These Traits will also have levels from 1 to 3. The higher the level, the greater the bonus to a given statistic.

What's also worth pointing out, the bonuses of Motherland NFT are one-of-their-kind as they will apply throughout the player's entire game. For example, if a player has a Legendary Land with Summoning Rift on level 3, their attack bonus is 5%, meaning that each player's unit will have +5% added to the attack.

Each SkyLand NFT will have a chance to have from 1 to 5 Traits, providing a lot of variety because:
- there are five levels of NFT rarity;
- the number of Traits will differ;
- the level of Traits will differ.

6. Units

At the beginning of the game, there will be four units used to form the player's army, as it will be much easier to balance at the beginning, leaving a lot of room for future development.

- Miner is a great collector and transporter of SkyDust ($rSDT). He is also quite fast. But, it would be best if you treated him gently as he is almost defenseless compared to other units.

- Infantry is the most universal of all units. Most of their abilities are mediocre, but they can still be beneficial if you want to play safe. They're relatively slow with mediocre mining, collecting, and transporting skills. You can treat them however you want!

- Mage is the most excellent attacker of all. You can count on his offensive skills anytime. As the most aggressive among the army, he can easily crush your enemy's lands and units. So, treat him like there is no fear!

- Cavalry - horses with great power. They will always be ready to protect your units, lands, and resources. When in a group, he forms a fast and defensive squad. Please treat them with the dignity they deserve!

Players will get to form their armies and take part in exciting combat between their units. An exemplary battle is presented below.

A player on Land A attacks a player on Land B. Let's assume that the player from Land A wins. He gains Land B, and loses some of his units during the fight, whereas the opponent loses most of his units.

After winning the battle, $rSDT or $SDT remains on the battlefield - it drops out of the killed units. Player A, who won the battle, collects the winnings.

Each type of unit will have its specific load capacity, i.e., how much $rSDT or $SDT will be able to carry. $SDT resource will have to be transported back to either the Motherland or the land with teleport, taken over by us to be able to use it later to create new units or withdraw it outside the game.

The units will be produced in hundreds or even thousands. The battles won't be 1:1 events. Hence, whole armies will fight against each other.

What's interesting is that losing the Motherland NFT in any battle won't be possible. Players can attack and plunder these lands - take the mined $rSDT or $SDT, but you can never lose nor conquer it.

7. Buildings

A number of five primary buildings will be introduced to the game. It's important to note that the games' buildings are not connected with the Traits in the NFTs, and it is an entirely separate system.

- Town Hall - responsible for the level of other buildings. The player will have to increase the level of the Town Hall to increase the level of other facilities.
- The Wall - responsible for the defense of a given Land. If we have a wall, e.g., at the level of 10, it will add 10% to the defense of units stationed on a given Land. Note here, unlike the NFT Trait. This bonus works only on this particular Land, not for the entire game.
- Barracks - responsible for creating new units. The higher the level, the better the units; they are built faster, etc.
- Mine - responsible for the extraction of $rSDT or $SDT. The higher the level, the more $rSDT or $SDT mined per minute.
- Mage Tower - used to cast spells such as speed up building or unit creation, casting Discovery Spells. The player will pay for them in $rSDT. Here's a little explanation of what the Discovery Spell is:

How the map looks like   **How player sees it**

An effect called Fog of War will be implemented to the game's map, i.e., the player can only see six squares around him while the rest of the map is covered in fog. And now he can either move forward blindly or use a Discovery Spell paid for in $rSDT. Thanks to the spell, a part of the map he chooses will be revealed, giving him a tactical advantage where he can better plan his strategy for the next moves.

WHAT IS SKYNITY?

BULLETPROOF ECONOMY
Innovative solution based on the Proof of Play model

STRONG COMMUNITY
A large base of blockchain game testers and managers

ENGAGING GAMEPLAY
Attacking, defending, and expanding NFT Lands
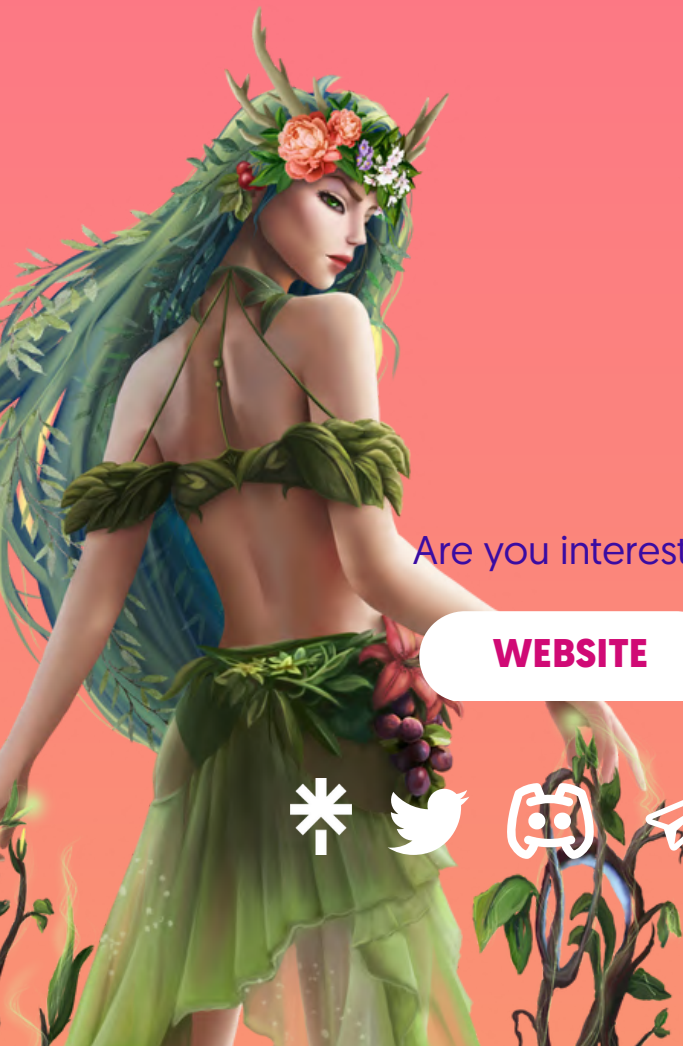
PROVEN STRATEGIES
The real competition inspired by the poker dynamics

REAL ENTERTAINMENT
Bridging real gaming fun and blockchain earnings

CRYPTO BACKGROUND
Highly experienced team of crypto experts

Are you interested in learning more details?

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