

# Alpha

Cryptoblades Kingdoms alpha information

- [All Things Alpha](#)

# All Things Alpha

## Introduction

Hello and welcome to Cryptoblades Kingdoms' first private alpha. This private alpha session will run from the 31st of March until the 7th of April, offering you unlimited access to play at your own pace during these dates. Due to the game being in alpha this means that this game isn't ready for public viewing or commercial release at this stage, but we have done everything we can to improve your user experience for the test.

## What does this mean?

Our Alpha test is to help the developers test their core gameplay loop (more info later) for bugs and exploits at the fundamental level. It is to help us build solid foundations for the game and show a proof of concept for how further development will go. Although we have made every effort to improve our user experience, we completely understand that this isn't to a suitable level. Although we will be taking any feedback, this alpha build is nothing like the finished front-end product; we ask you to try to hold all your beautiful ideas in this space for our private and public beta. I have no doubt you will be a part of it.

## How will it work?

Before the 31st of March, our outstanding team will mint you all two Cryptoblades Kingdoms land on the BNB testnet. These will be your keys to access the game. Why two? In case one of your Villages gets into a weird state for any reason while we debug the other, we want you to be able to experience the game entirely. On the 31st of March, we will open the website for all of our alpha testers, where you will be able to sign up your land and begin playing. On the 7th of April, we will then close the website again.

# Features of our Alpha build

- Village Signup
- Village Interface
- Collect Resources
- Construct all Buildings
- Train Units
- View World Map
- Wage War
- Destroy Barbarians
- Loot your enemies
- Send mail and communicate
- Support your own Villages

## Village Signup

Village signup is a streamlined process in Cryptoblades Kingdoms. You will come to the main login page, connect to the site with metamask then sign a nonce token to authenticate yourself. This will push you to the village signup screen, where you will be able to see a list of your owned land. You can view information about each village / Sign up or select a village to enter after signup from this page.

## Village Interface

The Village Interface is the first screen you will hit after signup. This is where most of the magic will happen. From this screen you will be able to do all actions; construct buildings, view information, train troops, see resources. When constructing you will also see a construction queue. When attacking or being attacked you will also receive a notification troops are on their way.

# Collect Resources

There are only four types of resources in our Alpha build. Clay, Wood, Stone, and Population. They will be the only currency required to interact with the game's features, and Alpha's KING token (Gold) will not be necessary.

# Construct Buildings

- Town hall - Main hub required to level other buildings
- Headquarters - General hub (Unconfirmed feature)
- Barracks - Train troops / Gain more train queue slots
- Stone Mine - Gain more stone per hour
- Clay Pit - Gain more clay per hour
- Forest Camp - Gain more wood per hour
- Church - Train missionaries to conquer land (Not included in alpha)
- Storehouse - Increase max cap of each resource
- Smithy - Reduce construction times and stats of units
- Rally Point - Issue troop movements and increase the limit of sending troops
- Farm - Increase maximum population of your village
- Hidden stash - Hide away loot from invaders
- Wall - Increase the defensive stats of your units
- Trading Post - (Not included in alpha)

# Units

There are Five types of units in Cryptoblades Kingdoms Alpha

Spearman - Double damage to Paladin units.

Paladin - Double damage to Mage units.

Mage - Double damage to Archer units.

Archer - Double damage to Spearman units.

Mercenary - It has no strengths or weaknesses to other units.

## World Map

The global map is the hexagonal canvas you see. Each hexagon can be a village or barbarian. There is a handy color coder to the right side of your screen to distinguish yourself against your enemies. Just click on their village and send troops at them to attack an enemy. You can also send support troops to your villages on this screen.

## Combat

When a player's army reaches an enemy target, the war will be calculated, and the player will receive a report in their in-game mail of what happened. This will show the total units of each player, units lost and resources plundered (If any). Then if there is a successful victory, your troops will return home with the spoils.

## Mail

You will be able to send mail to one another to communicate and form plans. Create alliances, betray neighbors. Nothing is off-limits in Alpha. But as usual, please do respect one another; the war is on the map, not in the mails.

## Conclusion

We have put a lot of work into building this alpha product for you guys, but that doesn't mean you can't criticize. Go crazy. Tell us exactly how it is. The good, the bad, the ugly. We want to create the best game possible for ourselves and the thousands more interested in the game, and we can't do that without your help. Thank you all. See you on the battlefield!