cryptospaceship Documentation

Release latest

Contents

Note: **Game url**: https://cryptospaceship.io/

Documentacion en Español: https://cryptospaceship.readthedocs.io/es/latest/

Crypto-space Ship

The Crypto-space Ships are powerful self-sufficient stronghold that can ride through space and impose respect in their path. It is composed of the command module and the helmet, **CSS Token** and **CSS Hull** respectively

1.1 CSS Token

1.1.1 Description

CSS Token are the command modules for the CryptoSpaceShip ships. These command modules have skill processors called **QAIM** (Quantum Artificial Intelligence Module). As a CSS Token participates in different war scenarios, his QAIM processors are trained, which improves performance and abilities in the next missions and operational fields.
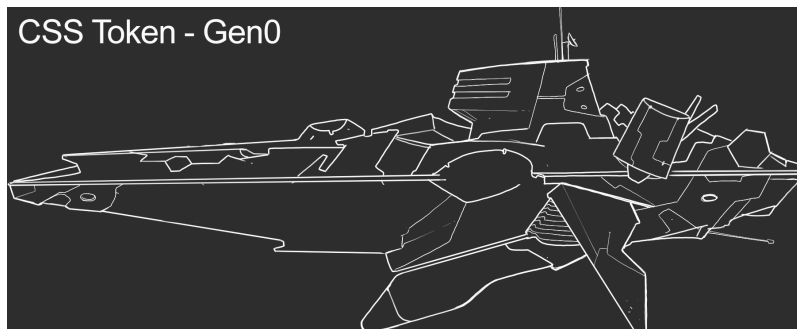
CSS Token Gen0

Each CSS Token has particular characteristics of the generation and general characteristics. Regardless of the generation, you can differentiate one by:

- First name

- Colour

- Generation

- NFT #id

The current generation of the Token CSS is: **Gen 0**

1.1.2 Characteristics of the current generation

CSS Token - Gen0

- Generation: Gen 0

- Crew: 600

- Initial level: 0

- Training Limit: 1000 points

- Training capacity: 5 points per level

- QAIMs: 6

```
QAIMs
1. Fleet Points
2. Resources Improvement
3. Constructions Improvement
4. Fleet improvement
```
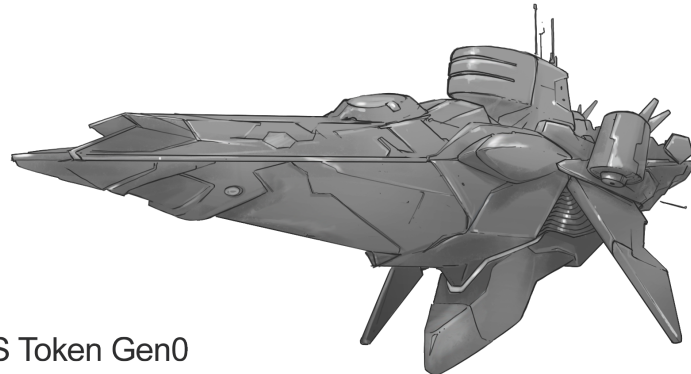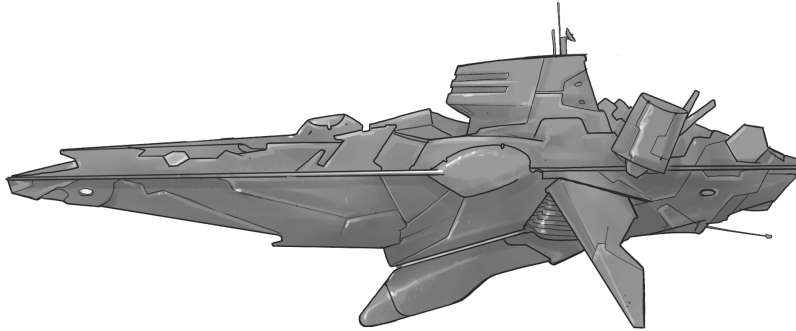
```
5. Jumping GDU Improvements
6. Mode Change Improvements
```

The **Training Limit** establishes the number of points necessary to be able to level up, you get point while playing and when you upgrade level, you are able to better **Training Capacity**, in **Gen 0** you CSS Token obtain 5 point to train your QAIM for each upgrade level

CSS Token Gen0

Once the QAIM points are distributed there is no way to go back. Think carefully about your choices for the imprint you want for your CSS Token.

1.2 CSS Hull

1.2.1 Description

The CSS Hull is the component that together with the CSS Token form a Crypto-space Ship. This disposable module is only used for an operations field, giving possibility to the CSS Token to venture into the crypto-space converting it into a real mothership and agile stronghold. All the Hull CSS at the moment of connecting have all their structures in a basic level that must progress from level to become more powerful.

Conexión CSS Token y CSS Hull

The current generation of CSS Hull is: **Gen 0**

1.2.2 Characteristics of the current generation

- It has two CryIon-2 engines that allow a jump of up to 6 gdu

- Storage of resources

- Space for up to 520 combat drones

- 2 QAIM connectors

- 4 Behavior modes: Attack, Defense, Movement and Normal

The generation **Gen 0** has a 2 QAIM interface with the CSS Token module. That is to say if the CSS Token has more QAIMs, as maximum they will be able to connect with two of them.

1.2.3 Productive Structures

In **Crypto-Space** there are 3 elements: Energy, Graphene and Metals. All the updates in the Crypto-space Ship require a certain amount of resources for its construction.

Below are the production structures

- **6 Solar panels**: Solar panels absorb enegy from the nearest star. Each of the solar panels can be upgraded from level 1 to level 10

- **1 Graphene collector**: As the name says, this module collects and processes the graphene that is scattered in the crypto-space. The graphene collector can be updated from level 1 to level 10. Producing graphene 1 (one) per density on the first level and 40 (forty) graphene per density on the highest level.

- **1 Mineral Collector**: This module collects the metals that exist in each quadrant. It can be updated from level 1 to level 10. Producing in the first level 1 (one) metals per density and in the last level 40 (forty) metals per density.

Developing these productive structures first can give you the advantage since an economically developed ship is a powerful ship.

The production of energy does not depend on the position where the Crypto-space Ship is located since it does not depend on the distance to the nearest star. In the case of graphene and metals, each coordinate of the crypto-space has a different density. Currently the variation of the density of the different elements is a subject of study.

Below is the production calculation.

```
pe = d * N
Being
    pe = Production
    d = Density of the resource in the position
    N = The ammount produced by a colector on a given level
```

1.2.4 Internal structures

- **Warehouse**: 4 levels with different storage capacity in each upgrade

- **Hangar**: 4 levels. Each level adds a greater number of fleet points and the amount of resources that are available at the time of assembling the fleet of combat drones.

- **W.O.P.R**: The wopr is the construction space in the CSS Hull that allows you to choose between the following devices

1. **Crypto-Ion Cannon**: Cannon that allows two shot modes, normal and aiming. The normal mode attacks the entire CryptoSpaceShip raising the general damage, which causes a proportional decrease of the production and of the construction and preparation times for the general actions of the CryptoSpaceShip (movements, mode change, shots). The aiming mode allows aiming and damaging a particular structure and generates damage.

2. **Repair**: Special module that allows repair and repair to other CryptoSpaceShip of damage caused by cannon fire. It also has a shield that attenuates the damage of the shots.

3. **Resource Converter**: This module allows to convert in real time the production of graphene and metals in energy production, is also able to convert any resource into another.

1.2.5 Ship modes

The current generation of CSS Hull has 4 modes, one with its respective penalties and bonuses with the exception of normal mode.

Atack Mode

Bonus / Penalization	Description
+25%	Attack power for the Drones fleet
+50%	Attack range for the Drones fleet
-5%	Defense power for the Drones Fleet
-25%	Motion range for the CryptoSpaceShip

Defense Mode

Bonus / Penalization	Description
+30%	Defense power for the Drones Fleet
-10%	Attack range for the Drones fleet
-100%	Rango de movimiento de la CryptoSpaceShip

Movement Mode

Bonus / Penalization	Description
+50%	Motion range for the CryptoSpaceShip
-10%	Attack range for the Drones fleet
-10%	Defense power for the Drones Fleet

Drones fleet

Each active drone consumes 1x of energy decreasing the production, as a result you can have as many active drones according to the amount of energy produced by the CryptoSpaceShip. The design of the drones consists in the distribution of the available points according to the hangar level.

Hint: Drones can be designed and redesigned at any time, the only requirement is to have no active drone. You can also destroy the active drones in order to redesign. From hangar level 2, when destroying active drones part of the resources are recycled and returned to stock.

The points for the design of drones can be distributed in the following characteristics:

1. **Attack**: Attack points for each drone

2. **Defense**: Defense points for each drone

3. **Load**: Load capacity for each resource

4. **Distance**: Range of attack

According to the distribution of the points there are 5 different types of drones

- **Predator: Its main feature is the attack**

    - **Keeper**: Its main feature is the defense

    - **Interceptor**: Its biggest feature is the range of attack

    - **Galleon**: Its biggest feature is the amount of resources it can carry

    - **Hybrid**: Does not have an outstanding feature
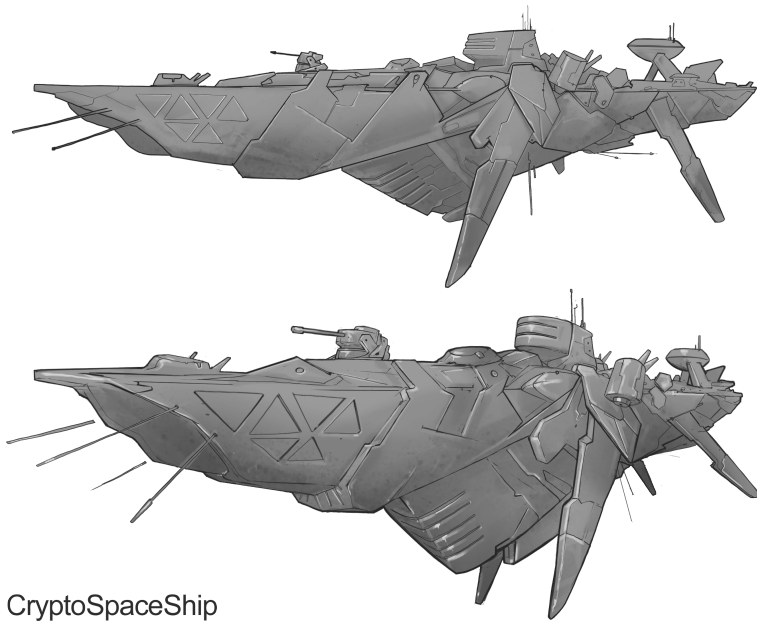

Note: Two or more types of drones can not coexist at the same time. If the strategy changes, it is necessary to destroy current fleet, redesign and build new types of drones.

Hint: Drones not only serve for war, but also to send resources to an allied ship, it is necessary that drones have **distance** and **load** points.

CryptoSpaceShip

Command Center

Every Crypto-space Shiphas to know how to evolve it, win battles and cross the crypto-space.

2.1 General Indicators

The following indicators are always present and report the following:

1. Acumulated **Energy** ammount over the current storage capacity. (**storage** over **capacity**)

2. Acumulated **Graphene** ammount over the current storage capacity.

3.Acumulated **Metals** ammount over the current storage capacity.

4. Crypto-space Ship status. **100%** show that is on optimal conditions.

Hint: When the acumulated resource are equal to the current Crypto-space ship storage capacity and production of each resourse is greater than 0, resources are being wasted. **You shoud spend your resources or if possible, increase the capacity on the wharehouse**.

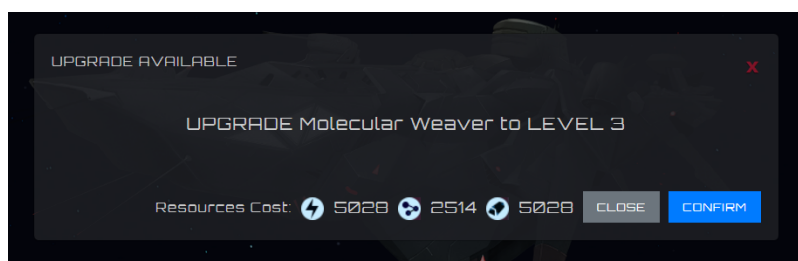## 2.2 Resources

Bellow is the resources view.

2.2.1 Left section

Its possible to see the level of:

1. Solar Panels

2. Graphene Collector

3. Metals Collector

The bars indicate available resources amount to upgrade in the next level. Yellow color represent energy, black graphene and grey metals.

The blinking **UPGRADE READY** boton, shows that enough resource for upgrade are available and there is nothing being build, since simultaneus upgrades are not allowed. When pressed, its possible to watch resources amount needed for the upgradeand clicking on **Confirm** button, the construction orden is being sent.

Once confirmed, resources are debited and the upgrade begin.

2.2.2 Right Section

Here it shows:

1. **Location**: Coordinate where the Crypto-space Ship is located.

2. **Production Ratio**: Resources production per block.

3. **Watch countdown**: The countdown that shows how many blocks left to finish the upgrade.

Optionally other buttons can show unblocking some features, such as the option to turn on the resource converter and the option to convert resources.
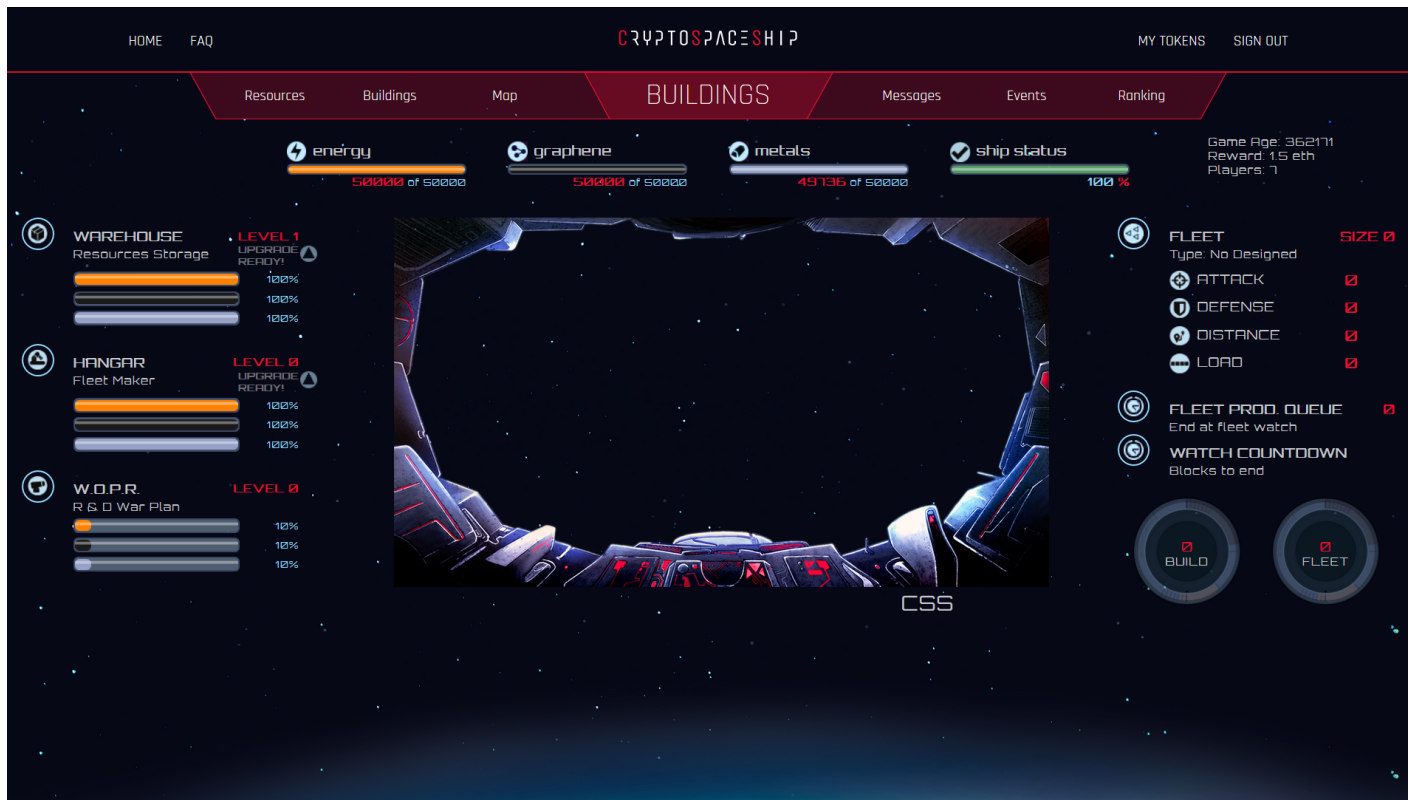

Note: The unit measure time is in blocks

2.3 Constructions

Internal construction panel view

2.3.1 Left Section

Just as the resources view, the following structures are shown

1. Wharehouse

2. Hangar

3. W.O.P.R

The bars shows the available resources quanities available for upgrade to next level. Yellow color represent energy, black the graphene and grey for metals.

The blinking **UPGRADE READY** button, shows that enough resources needed to upgrade level are meet and there is nothing being built, since simultaneus upgrade are no allowd. By pressing the button, its possible to see the resource quantitty needed in order to upgrade and by clicking on the **Confirm** button, the construction order is sent.

When upgrading the W.O.P.R from level 0 to level 1, you must select the W.O.P.R role betwen:

1. Converter

2. Crypto-Ion Cannon

3. Reparer
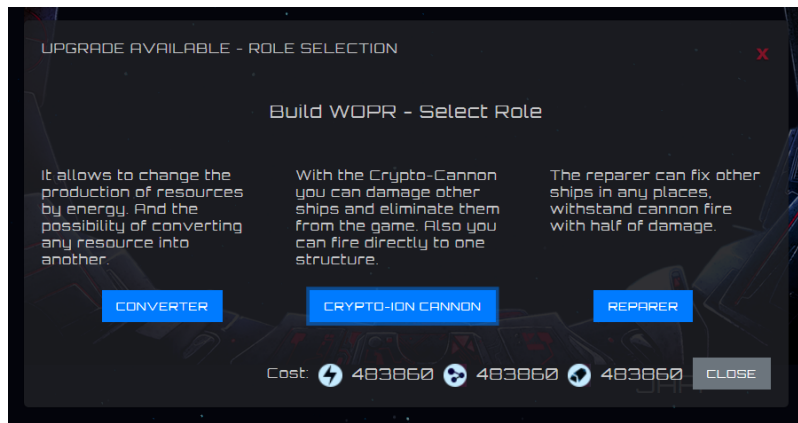
2.3.2 Right Section

In this section you can find information about the configuration of your combat drones fleet (**fleet**).

1. **Fleet**: Information about drones fleet

   - Number of drones on the fleet

   - Features of the fleet, meaning, atacks points, defense, distance and load. In the case the fleet is designed. When building the hangar at level 1, the blinking button **DESIGN FLEET** is shown and then, after desinged **BUILD MORE**.

   - LThe other option that activates under that circunstance is the **DISASSEMBLE FLEET** blinking button in order to destroy the current fleet.

2. **Fleet Prod. Queue**: The number of drones that are in the construction queue.

4. **Watch countdown**: Watch coundown.

   - **BUILD**: The number of blocks left to finish the upgrade of the wharehouse, hangar or wopr.

   - **FLEET**: The number of blocks left to finish the upgrade of the construction drones fleet.

2.4 Map

The strategic section for excellence, where the great commanders are forged and the legends are born.
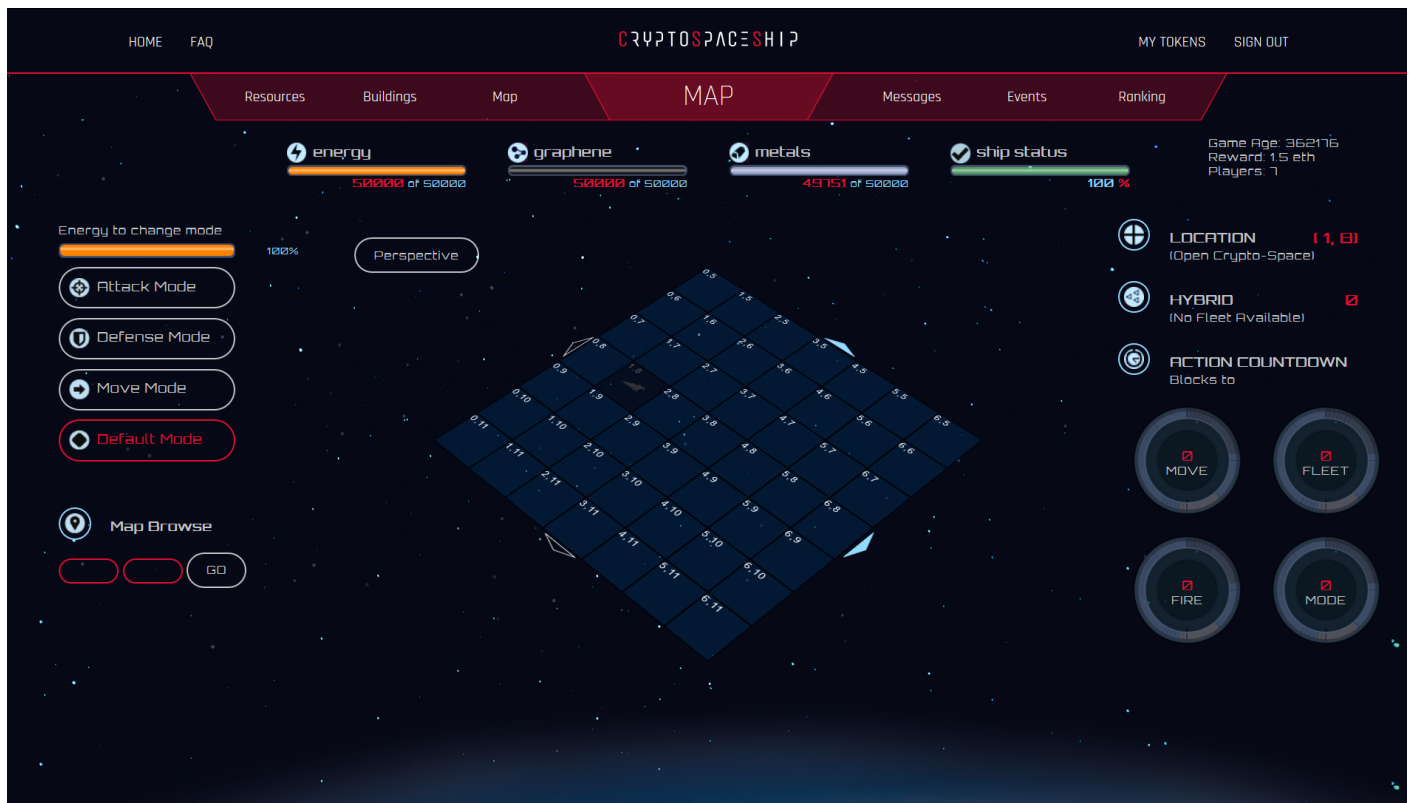
2.4.1 Left Section

In this part you can find the bar that indicates the energy needed to change the Crypto-space Ship mode. Then the different buttons to change mode. Indicating with a different color the current mode.

Finally we can put some coordinates in **Map Browse** in order to explore a position on the map.

2.4.2 Central Section

In this section we find the strategic map of 7x7 boxes each one represented by a coordinate. In the center, if possible, is the Crypto-space ship that we are commanding. We can also identify other objects such as:
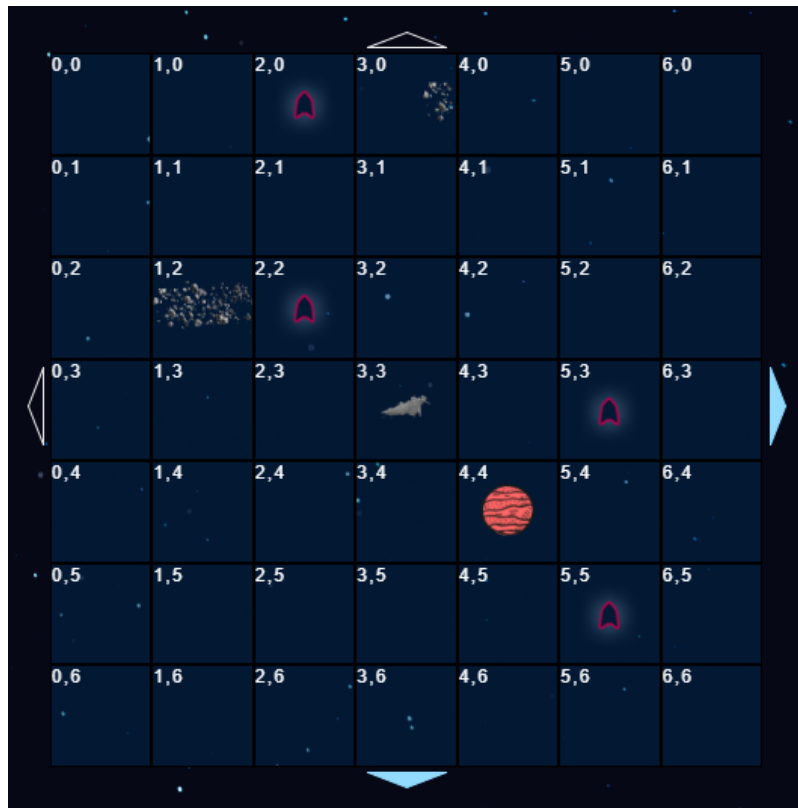
- **Planets**

- **Asteroids belt**

- **Other Crypto-space ships**

- **Coordenadas vacias**

Empty Coordenates

When inspecting an empty position, we can see information about it. The density of resources, both graphene and metals; as well as the distance to which it is. If the **Mode To** option is enabled, we can move the Crypto-space Ship to that position.
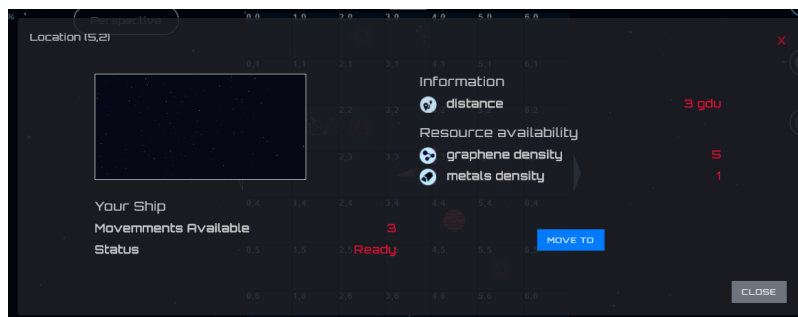

Hint: The resources availability varies in different positions, it is convenient to search for a place with a high density of resources. A high density implies greater production, a faster evolution makes the Crypto-space Ship more powerful in less time.

Other Crypto-space Ships

When you select another Crypto-space Ship, you can see information about it.

- **Name**: Represent the other ship name, you can send messages to the captain of that ship just by clicking over the name.

- **Distance**: The distance between the two Crypto-space ship measure in **gdu**

- **Mode**:The mode the ship is. This information is very useful if you want to attack it.
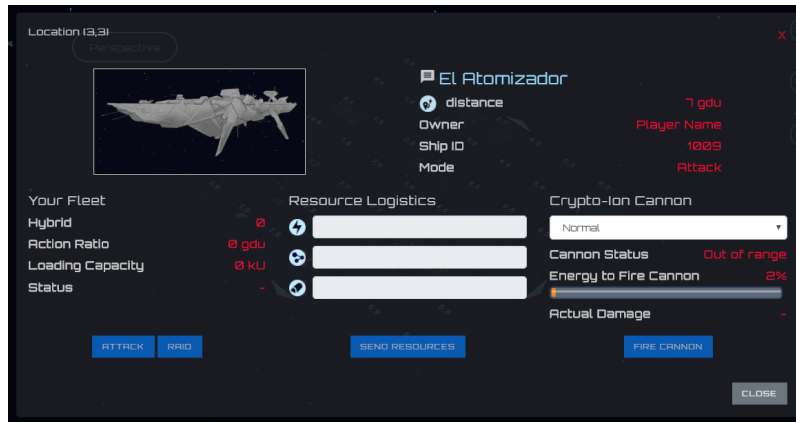
In order to atack the selected ship, first certain conditions must be meet

1. To have a **Drones fleet**

2. The fleet must be ready for action. if the fleet have been recently in action, you must wait the left blocks for repairment and supply.

3. The other Crypto-space Ship must be at range distance as the fleet designe.

When the conditions described above are met, the **Attack** and **Raid** buttons are enabled. Both actions perform a bellicose action on the other Crypto-space Ship but with the difference that **Attack** tries to destroy all the ships and then steal resources, instead **Raid** tries to steal resources trying to save as much drones as possible.

Send resources allows you to send resources to the other Crypto-space Ship, you have to meet the same requirements to start a battle. The amount that can be sent depends on the design of the drones and the amount that the fleet conforms to.

The number of blocks needed to replenish the drones is much greater when attacking than when sending resources to other Crypto-space Ships.

According to the selected role when expanding the **W.O.P.R** you can enable the option to fire the Crypto-Ion cannon or repair the Crypto-space Ship, if you have selected **Crypto-Ion Cannon** or **Reparer**

When firing the Crypto-Ion cannon, you can choose between two shooting modes:

- **Normal**: Causing damage to the entire Crypto-space Ship.

- **Accuracy**: Causing damage only to the selected structure, destroying the levels corresponding to the update level of the Crypto-Ion Cannon.

Planets

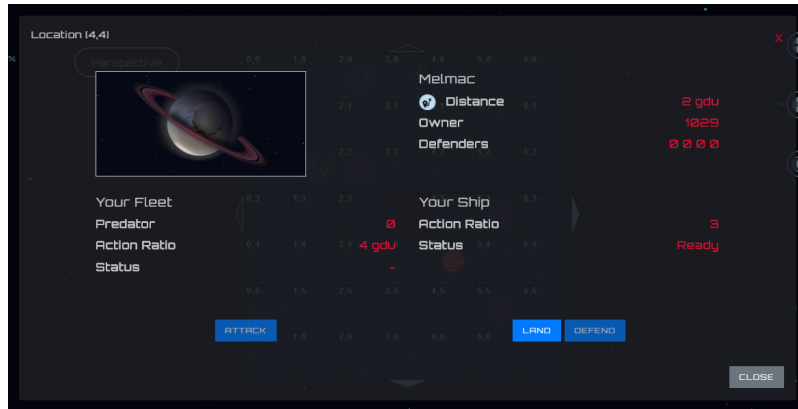When a planet is selected, information about it will be made available.

- The name by which the planet is known

- The distance you are at
- The owner of the planet
- The Cryto-space Ships that are defending it

Note: The planets are defended by natives before the first conquest. The power of these should never be emphasized.

The **Attack** button will be available in case the drone fleet is ready for combat, the planet can be attacked to try to weaken the defenders or directly attempt the conquest.

If the intention is to defend the planet, you can occupy one of the 4 defensive positions, it is necessary to have drones so that **Defend** is enabled.

To land, simply click the **Land** button that will be available in case the Crypto-space Ship is at reachable distance and the engines are ready for the next move.

When landing on a planet **the production of graphene and metals is zero**, but it is an excellent option to escape from an enemy. When landing on a planet there is no way to be attacked.

2.4.3 Right Section

- **Location** it tells us the coordinates of the Crypto-space Ship position on the map
- **Hybrid**, **Predator**, **Keeper**, **Galleon** or **Interceptor** indicates the type of combat drones we have and the amount available. Under what state they are: **Ready for battle** or **Waiting**.
- **Action Countdown** blocks quantity needed for
  - **Move**: perform a movement of the Crypto-space Ship. This is because the motors must be loaded in order to make the next jump.
  - **Mode**: to change mode again.
  - **Fleet**: to be able to use our fleet again, either to send resources or to attack an enemy Crypto-space Ship. We must consider that after an attack or a trip, the drones need repairs and energy recharge.
  - **Fire** or **Repare**: The wait to make another repair or cannon shot. This counter depends on the role chosen when updating the WOPR at level 1.

2.5 Messages

It's the way the Crypto-space Ship has to communicate with each other. At the moment of writing a message the captain of the other Crypto-space Ship can read it. It is only necessary to know the name of the other Crypto-space Ship at the time of writing the message.

2.6 Events

Game modes

CryptoSpaceShip is a browser strategy game where everything happens on the blockchain. **The hero** of the game the CSS Token evolves and gain experience in different games, regardless of whether he wins or loses some experience points always adds up.

As it evolves, it will gain certain advantages that every CSS Token owner has to choose.

To be able to play it is necessary to have a CSS Token, it can be purchased directly in the game portal or alternatively in any seconday market.

The CSS Token that are sold in the portal are basic, this means that they are not evolved.

Each CSS owner can play all the time he wants and then sell it at any price he wish once he had evolved.

Hint: A lucrative variant for experimented players is to evolve CSS tokens and selling them with certain evolved aquiered.

3.1 King of the hill

King of the hill, or in this case King of the planet, is a CryptoSpaceShip game mode where you have to conquer the only planet present on the map and defend it for a certain number of blocks.

Once the planet is conquered and maintained by the requested blocks, you can claim victory, claiming the accumulated pot.

Each time a planet is taken from its owner, the condition is restarted and the new candidate has to kee it for the amount of blocks requested.

Note: In order to conquer the planet, first you have to take it from the natives.

3.1.1 Characteristics of the current version

- **Current versión**: 1.5
- **Map size:**
  - Maximum: 64x64
  - Minimum: 12x12
- **Resourses Density**
  - Maximum: 10
  - Minimum: 1
- **CSS Hull Generation**: Gen 0 - Conection with 2 QAIM
- **Victory Condition**: 100000 / estimated blocks time