Gable Guardians

Ancient Paper

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What is Gable Guardians?

Gable Guardians is a **2D pixel art MMORPG** built entirely on the **Solana blockchain**. It combines classic MMORPG gameplay with modern blockchain technology, creating a truly decentralized gaming experience where players own their characters, weapons, and skills as NFTs.

🎮 Game Vision

- **Maximum Level:** 1000
- **Current Cap:** Level 100
- **Release Schedule:** 100 new levels per year
- **Genre:** 2D Pixel Art MMORPG
- **Blockchain:** Solana

Unlike traditional MMORPGs, Gable Guardians gives you **true ownership** of your in-game assets. Your character, weapons, and skills are all compressed NFTs (cNFTs) stored on the Solana blockchain,

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meaning you can trade them, sell them, or keep them forever.

Getting Started

Welcome to Gable Guardians! This guide will help you start your adventure in the world of gargoyles and blockchain-powered gameplay.

Choose How You Want to Start

- **Wallet Connect:** Play the full Web3 version with your Solana wallet, NFT ownership, token rewards, marketplace access, Battle Pass credits, PvP wagers, and on-chain progression.
- **Free:** Play without a wallet using Google sign-in or username/password. Free players share the same world, maps, enemies, parties, dungeons, and progression flow, but cannot earn SOL, PLAY, SKR, or $GABLE token rewards.

Character Creation

Creating your character in Gable Guardians is simple:

1. Connect your Solana wallet
2. Choose a unique username
3. Your character starts at **Level 1**
4. Initial stats: **10 STR, 10 STA, 10 DEX, 10 INT**
5. Mint your character as an NFT to unlock full features

⚠️ **Important:** Character names are unique and cannot be changed once created. Choose wisely!

Leveling Up

When you level up in Gable Guardians:

- **HP Regeneration:** Your health is fully restored
- **Stat Points:** You receive 3 stat points to distribute
- Allocate points to STR, STA, DEX, or INT based on your playstyle
- No class restrictions - build your character however you want!

Free Mode

Free Mode lets new players enter Gable Guardians without connecting a wallet. You can sign in with Google or create a Free account with username and password. Free players appear in the same world as Web3 players and can fight enemies, level up, assign stats, collect items, join parties, enter dungeons, and play PvP in Free mode.

What Free Players Can Do

- Play as a visible gargoyle character without minting an NFT first

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- Level up, gain EXP, assign stat points, and progress normally
- Earn and spend **SILVER**, the internal Free Mode currency
- Buy basic HP/SP consumables from Fray Giordano using SILVER
- Create Free weapons, armor, and skills for gameplay use
- Trade SILVER and eligible Free items with other Free players
- Participate in weekly and PvP rankings
- Buy premium items or NFTs with Web3 tokens/SOL if they connect a wallet for the purchase

Free Mode Limits

- Free players cannot earn SOL, PLAY, SKR, or $GABLE from kills, rankings, mining, events, or dungeon completion.
- Free players cannot receive token prizes from weekly rankings or PvP rankings. If a Free player places first, the token prize is forfeited.
- Free players cannot mine crystals or defeat special token-reward event enemies such as Eggy or Seeker.
- Free players can enter Silly Dragon Dungeon, but receive only eligible non-token rewards, such as Dragon Scales.
- Free-created weapons, armor, and skills are not NFTs until they are selected and converted during migration to Web3.
- Free players can buy from the internal marketplace, but cannot sell items there.
- Free PvP does not support wagers or token betting.

SILVER

SILVER is an internal Free Mode currency. It is not an SPL token, cannot be withdrawn, and has no on-chain transfer. Free players earn SILVER from eligible enemy kills and can use it for basic supplies.

Use	Free Mode Rule
Fray Giordano	Free players can use the SILVER tab to buy Meat and SP Potion.
Wallet Menu	Free players only see SILVER. Web3 token balances are not shown in Free Mode.
Free Trade	Free players can trade SILVER and eligible Free items only with other Free players.

Free to Web3 Migration

Free players can permanently migrate their Free character to Web3. After migration, the wallet that pays the migration fee becomes the wallet associated with the character for login, withdrawals, ownership, and future Web3 gameplay.

⚠️ **Permanent Change:** After a Free character migrates to Web3, that character can only log in through Wallet Connect and can only play in Web3 mode. It cannot return to Free Mode.

Migration Cost

- **Base migration fee:** 0.1 SOL

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- **Migrated kill penalty:** each previous Free kill becomes one Web3 penalty kill charged at exactly **37,500 lamports** per kill.
- **NFT conversion fees:** if you choose to migrate eligible weapons, armor, or skills, the migration page shows the total SOL cost before you sign.

What Can Be Migrated

- Your Free gargoyle is minted as the normal starting Web3 gargoyle NFT.
- Eligible Free weapons can be converted into weapon NFTs.
- Eligible Free armor can be converted into armor NFTs.
- Eligible Free skills can be converted into skill NFTs.

What Is Lost

- SILVER is not migrated.
- Regular Free inventory items are not migrated.
- Any eligible weapon, armor, or skill that you do not select for NFT conversion is lost.

How to Migrate

1. Open the Free Migration page from the main landing page.
2. Log in with your Free account using Google or username/password.
3. Connect the Solana wallet that will become the owner of the migrated character.
4. Review your character, eligible assets, and total SOL cost.
5. Select the weapons, armor, and skills you want to convert into NFTs.
6. Sign and send the migration payment transaction from your connected wallet.
7. Wait while the server verifies payment and mints the required NFTs.
8. When migration is completed, enter the game with Wallet Connect.

Security Checks

- The final migration cost is verified by the backend, not trusted from the browser.
- The payment must match the exact wallet, exact treasury destination, and exact SOL amount.
- The migration is only completed after the required NFT mints finish successfully.
- If minting is delayed, the Web3 login can remain locked until the migration is complete.

Wallets & Blockchain

Gable Guardians runs on the **Solana blockchain**, known for its fast transactions and low fees.

Supported Wallets

- **Phantom**
- **Solflare**
- **Backpack**

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- [Jupiter Mobile]

Blockchain Details

- **Network:** Solana Mainnet
- **Game Program:** `5noZYmNbF6Y9btiFijLtacZTdLTNCoZ5yfbPKamHzTqA`
- **Treasury Pool:** `GGMGX4JzZx1VygWd6gtckwMT7YQ9eu5V2itHZBrQ8eNS`

Platforms & Controls

Play Gable Guardians on multiple platforms:

🌐 Web Browser

Play directly in your browser at play.gableguardians.xyz

- **Movement:** WASD or Arrow Keys
- **Attack:** Auto-attack or press Space/A button
- **Inventory:** Access via menu
- **Stats:** Access via menu
- **Chat:** Access via menu

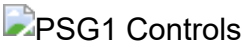
📱 Seeker / APK (Mobile)

Available Now! Gable Guardians is available on the **Seeker dApp Store**. Download it directly from your Seeker device to play on mobile.

- **Movement:** Virtual joystick
- **Attack:** Attack button (auto-attack enabled)
- **UI:** Touch-optimized interface with on-screen buttons

🎮 PSG1 (Handheld)

Available Now! Native support for PSG1 gaming device with full controller mapping is ready for players.


PSG1 Controls

Movement & Basic Actions

- **Left Joystick:** Character movement
- **A Button:** Attack
- **B Button:** Interact with NPCs/objects
- **X Button:** Open Radial Menu
- **Y Button:** Open Inventory

Skills (R1 + D-Pad)

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- **R1 + D-Pad Up:** Skill Slot 1
- **R1 + D-Pad Right:** Skill Slot 2
- **R1 + D-Pad Down:** Skill Slot 3

Quickbar (L1 + D-Pad)

- **L1:** Quickbar Slot 1
- **L1 + D-Pad Up:** Quickbar Slot 2
- **L1 + D-Pad Right:** Quickbar Slot 3
- **L1 + D-Pad Down:** Quickbar Slot 4
- **L1 + D-Pad Left:** Quickbar Slot 5

Menu Navigation

- **R1/L1:** Switch tabs in Inventory
- **Start Button:** Open Settings

NFT System

Gable Guardians uses **compressed NFTs (cNFTs)** powered by **Metaplex** to give you true ownership of your in-game assets while keeping costs low.

Character NFTs

Your character can be minted as an NFT, giving you permanent ownership and unlocking special features.

Character NFT Benefits

- Permanent ownership of your character
- Ability to trade or sell your character
- Access to exclusive content
- Verifiable on-chain stats and achievements

Character Merkle Tree: All character NFTs are stored in a dedicated Merkle tree for efficient verification.

Weapon NFTs

Weapons in Gable Guardians are powerful NFTs that provide significant stat bonuses. Each weapon is unique and can be traded on NFT marketplaces.

Available Weapons

Weapon	Type	Bonuses
Dragon Sword	1H Sword	+8% Damage, +5% Attack Speed

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Weapon	Type	Bonuses
Dragon Axe	1H Axe	+12% Damage, -5% Attack Speed
Dragon Spear	2H Spear	+14% Damage, +10% Reach, +5% Control
Dragon Bow	2H Bow	+18% Damage, +10% Attack Speed
Dragon Shield	1H Shield	+15% HP, -5% Damage Taken
Dragon Orb	1H Orb	+10% Magic Damage, +10% Mana

Crafting Requirements

Each weapon requires specific materials to craft:

- **Dragon Sword:** 20 Stone Shards, 10 Gargoyle Essence, 1 Ancient Core
- **Dragon Axe:** 22 Stone Shards, 8 Gargoyle Essence, 1 Ancient Core
- **Dragon Spear:** 38 Stone Shards, 12 Gargoyle Essence, 2 Ancient Cores
- **Dragon Bow:** 35 Stone Shards, 15 Gargoyle Essence, 2 Ancient Cores
- **Dragon Shield:** 25 Stone Shards, 10 Gargoyle Essence, 1 Ancient Core
- **Dragon Orb:** 18 Stone Shards, 8 Gargoyle Essence, 2 Arcane Dust

⚠️ **Crafting Success:** Weapon crafting has a **60% probability of success**. The outcome is determined by VRF and depends on player luck. Failed attempts will consume materials.

Weapon Merkle Tree: All weapon NFTs are stored in a dedicated Merkle tree separate from characters.

Skill NFTs

Skills are special abilities that can be crafted and minted as NFTs. Each skill provides unique combat advantages.

Skill Types

- **PvE Skills:** Optimized for fighting monsters (Level 10+)
- **AoE Skills:** Area of effect abilities (Level 15+)
- **PvP Skills:** Player versus player combat (Level 20+)

Available Skills by Weapon

Weapon	PvE Skill	AoE Skill	PvP Skill
Sword	Guardian Slash	Steel Cyclone	Crimson Lunge
Axe	Cleave Harvest	Warquake	Execution Break
Spear	Phalanx Thrust	Spiral Reach	Piercing Judgment
Bow	Rain Pierce	Suppressing Volley	Marked Shot
Orb	Essence Surge	Mana Vortex	Arcane Fracture
Shield	Bulwark Stand	Guardian Pulse	Aegis Counter

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Skill Descriptions

Sword Skills

- **Guardian Slash (PvE):** A powerful single-target attack optimized for defeating monsters quickly
- **Steel Cyclone (AoE):** Spin attack that damages all nearby enemies in a radius
- **Crimson Lunge (PvP):** Fast penetrating strike designed for player combat with high critical chance

Axe Skills

- **Cleave Harvest (PvE):** Heavy cleaving attack that deals massive damage to single targets
- **Warquake (AoE):** Ground slam that damages and stuns multiple enemies
- **Execution Break (PvP):** Devastating finishing move with bonus damage against low HP opponents

Spear Skills

- **Phalanx Thrust (PvE):** Precise piercing attack with extended range
- **Spiral Reach (AoE):** Spinning spear attack that hits all enemies in a line
- **Piercing Judgment (PvP):** Armor-penetrating thrust that ignores part of enemy defense

Bow Skills

- **Rain Pierce (PvE):** Rapid-fire arrows for consistent monster damage
- **Suppressing Volley (AoE):** Arrow barrage that hits multiple targets
- **Marked Shot (PvP):** Precision shot that marks the target for increased damage

Orb Skills

- **Essence Surge (PvE):** Magic blast that deals high INT-based damage
- **Mana Vortex (AoE):** Swirling magical energy that damages all nearby enemies
- **Arcane Fracture (PvP):** Concentrated magic attack that bypasses magical resistance

Shield Skills

- **Bulwark Stand (PvE):** Defensive stance that reduces damage and reflects attacks
- **Guardian Pulse (AoE):** Shield bash that damages and knocks back nearby enemies
- **Aegis Counter (PvP):** Perfect block followed by a powerful counter-attack

Skill Crafting Components

Skills require special components to craft:

- **Runic Paper:** Base material (1 Stone Shard + 2 Arcane Dust)
- **Ancient Ink:** Inscription ink (1 Ancient Core + 3 Arcane Dust)
- **Gargoyle Sigil Fragment:** Binding sigil (1 Gargoyle Essence + 2 Stone Shards)

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Crafting Costs by Type

- **PvE Skills (Lv10):** 4 Runic Paper, 3 Ancient Ink, 3 Sigil Fragments, 5 Arcane Dust
- **AoE Skills (Lv15):** 5 Runic Paper, 3 Ancient Ink, 4 Sigil Fragments, 8 Arcane Dust
- **PvP Skills (Lv20):** 6 Runic Paper, 4 Ancient Ink, 5 Sigil Fragments, 12 Arcane Dust + Combat Proof

⚠️ **PvP Skills Requirement:** PvP skills require combat proof: Win 1 PvP duel AND defeat 30 arena monsters.

Skill Merkle Tree: All skill NFTs are stored in a third dedicated Merkle tree.

Marketplace & Verification

All Gable Guardians NFTs (cNFTs) can be traded on **Tensor**, the supported NFT marketplace for compressed NFTs on Solana.

🔍 Verify Authenticity

Always verify that NFTs are created by the official Gable Guardians creator address:

```
GGMGX4JzZx1VygWd6gtckwMT7YQ9eu5V2itHZBrQ8eNS
```

Three Merkle Trees

Gable Guardians uses three separate Merkle trees for different asset types:

1. **Character Tree:** All player characters
2. **Weapon Tree:** All weapon NFTs
3. **Skill Tree:** All skill scroll NFTs

This separation allows for efficient management and potential future expansion of each asset category.

Weapons & Equipment

See the Weapon NFTs section above for complete weapon information, stats, and crafting requirements.

Tool System

Tools are special equipment used for gathering resources and mining. Unlike weapons, tools have durability and require maintenance.

Pickaxe

The pickaxe is essential for mining **Yellow Crystals**, **Dark Crystals**, **Gray Crystals**, and other valuable resources.

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Crafting a Pickaxe

- **Where:** Visit **NPC Nate** to craft a pickaxe
- **Requirements:** Specific materials (check with NPC Nate for current recipe)
- **Cost:** Materials + crafting fee

Durability System

- Pickaxes have **limited durability**
- Each mining action consumes durability
- When durability reaches 0, the pickaxe breaks and cannot be used
- Check your pickaxe's durability in your tool inventory

Repairing Your Pickaxe

- **Where:** Visit **NPC Nate** for repairs
- **Cost:** Materials + repair fee (cheaper than crafting a new one)
- **Tip:** Repair before durability reaches 0 to avoid being unable to mine

Equipping Tools

1. Open your inventory
2. Navigate to the Tools section
3. Select your pickaxe
4. Click "Equip" to activate it
5. The pickaxe occupies a separate tool slot (not your weapon slot)

Unequipping Tools

- Open your tool inventory
- Select the equipped tool
- Click "Unequip" to remove it

💡 **Pro Tip:** Always carry a backup pickaxe or have materials ready for repairs when mining Yellow Crystals, Dark Crystals, or Gray Crystals. Running out of durability mid-mining session means lost time and potential rewards!

⚠️ **Important:** You **must have a pickaxe equipped** to mine Yellow Crystals, Dark Crystals, and Gray Crystals. Without one, you cannot interact with crystal nodes!

Future Tools

More tools may be added in future updates for different gathering activities. Stay tuned!

Skills System

See the Skill NFTs section above for complete skill information and crafting details.

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Skill Scrolls

Skill Scrolls are craftable items that unlock powerful special abilities for your weapons. Each weapon type has multiple scrolls available across different categories.

Scroll Categories

- **PvE Scrolls (Level 10+):** Optimized for fighting enemies and monsters
- **AoE Scrolls (Level 15+):** Area-of-effect abilities for crowd control
- **PvP Scrolls (Level 20+):** Specialized for player vs player combat
- **Defensive Scrolls (Level 15+):** Protective abilities and buffs

Available Skill Scrolls

Weapon Type	PvE Scroll	AoE Scroll	PvP Scroll
Sword	Guardian Slash	Steel Cyclone	Crimson Lunge
Axe	Cleave Harvest	Warquake	Execution Break
Spear	Phalanx Thrust	Spiral Reach	Piercing Judgment
Bow	Rain Pierce	Suppressing Volley	Marked Shot
Orb	Essence Surge	Mana Vortex	Arcane Fracture
Shield	Bulwark Stand	Guardian Pulse	Aegis Counter

Two-Hand Weapons also have defensive scrolls: *Stone Skin* and *Arcane Veil*

Crafting Components

Before crafting skill scrolls, you must first craft the required components:

Component	Recipe	Craft Time
Runic Paper	1 Stone Shard + 2 Arcane Dust	2 seconds
Ancient Ink	1 Ancient Core + 3 Arcane Dust	3 seconds
Gargoyle Sigil Fragment	1 Gargoyle Essence + 2 Stone Shard	3 seconds

Scroll Crafting Costs

Scroll Type	Min Level	Runic Paper	Ancient Ink	Sigil Fragment	Arcane Dust
PvE	10	4	3	3	5
AoE	15	5	3	4	8
PvP	20	6	4	5	12

PvP Scroll Requirements

To craft PvP scrolls, you must also complete **Combat Proof** requirements:

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- Win 1 PvP duel
- Kill 30 arena mobs

Daily Crafting Limits

- **Maximum 2 scrolls per day** (total across all types)
- **Maximum 1 PvP scroll per day**
- Limits reset every 24 hours

Unlock Quest

To unlock skill scroll crafting, you must:

- Reach **Level 10**
- Complete the unlock quest with NPC Jagy
- Provide: 2 Runic Paper, 1 Ancient Ink, 1 Gargoyle Sigil Fragment

How to Use Skill Scrolls

1. Craft or obtain a skill scroll
2. Open your skill scroll inventory
3. Equip the scroll to your character
4. The skill becomes available when using the corresponding weapon type
5. Unequip scrolls to switch between different abilities

💡 **Pro Tip:** Start by crafting PvE scrolls at level 10 to boost your farming efficiency. Save materials for AoE scrolls at level 15 for dungeon runs, and work towards PvP scrolls at level 20 for competitive play!
⚠️ **Note:** All skill scroll crafting is done at **NPC Jagy Spirit**. Make sure you have all required components before starting the crafting process!

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Items & Materials

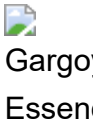
Items are essential for crafting weapons and skills, as well as surviving in combat.

Consumables

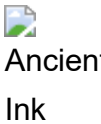
Image	Item	Effect	How to Obtain
Meat	**Meat**	Restores 50 HP	Purchase from NPC Fray
Blue Potion	**Blue Potion**	Restores 20 SP	Purchase from NPC Fray

Crafting Materials

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Image	Material	Rarity	Description	How to Obtain
	**Stone Shard**	Common	Basic forging material	Drop from all enemies
	**Gargoyle Essence**	Common	Essence from fallen gargoyles	Drop from gargoyle enemies
	**Ancient Core**	Rare	Pulsing with old power	Rare drop from high-level enemies
	**Arcane Dust**	Rare	Resonates with magic	Rare drop from magical enemies

Skill Components

Image	Component	Recipe	Craft Time
	**Runic Paper**	1 Stone Shard + 2 Arcane Dust	2 seconds
	**Ancient Ink**	1 Ancient Core + 3 Arcane Dust	3 seconds
	**Gargoyle Sigil Fragment**	2 Gargoyle Essence + 1 Ancient Core	3 seconds

Elemental Stones

Elemental stones are rare items infused with elemental energy. They can be obtained from enemy drops.

Stone	Element	How to Obtain
Fire Stone	🔥 Fire	Rare drop from enemies
Earth Stone	🌍 Earth	Rare drop from enemies
Water Stone	💧 Water	Rare drop from enemies
Wind Stone	🌪️ Wind	Rare drop from enemies

📜 Utility Scrolls

Utility scrolls are special consumable items that provide various services and effects. They are crafted by **NPC Fray Giordano** (Priest) in the main town using **GABLE tokens** and crafting materials.

How to Purchase

1. Visit **NPC Fray Giordano** in the main town (Runar City)
2. Open the **Scroll Crafting** menu

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3. Select the scroll you want to purchase
4. Pay the required **GABLE tokens** + **materials**

Required Materials (per scroll)

- **1 Runic Paper**
- **2 Ancient Ink**
- **GABLE tokens** (amount varies by scroll, calculated from base SOL price)

💰 **Pricing:** Scroll prices are denominated in GABLE tokens. The GABLE amount is dynamically calculated from a base SOL price using the current GABLE/SOL exchange rate.

Available Scrolls

Scroll	Effect	Base Price (SOL)	Details
👄 **Username Scroll**	Rename your gargoyle	0.1 SOL	3-8 characters, alphanumeric + hyphens only
✨ **EXP Scroll**	+50% EXP boost for 40 minutes	0.05 SOL	Stackable up to 3 times (50% → 75% → 87.5%)
🔄 **Reset Stats Scroll**	Reset one chosen stat, refunds invested points	0.05 SOL	Choose STR, STA, DEX, or INT to reset
🌀 **Teleport Scroll**	Teleport to any non-dungeon map	0.001 SOL	10 second cooldown between uses
⚔️ **PvP Zone Scroll**	Turns current map into PvP zone for 5 minutes	0.01 SOL	Cannot be used in town or dungeons

Scroll Details

👄 Username Scroll

Allows you to change your gargoyle's name. Your new name must follow these rules:

- **Length:** 3-8 characters
- **Allowed characters:** Letters (a-z, A-Z), numbers (0-9), and hyphens (-)
- **Uniqueness:** The name must not be already taken by another player
- **Single use:** Each scroll is consumed after one name change

✨ EXP Scroll

Boosts experience gained from killing enemies. Can be stacked for greater effect:

Stacks	EXP Bonus	Duration
1 scroll	+50%	40 minutes

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Stacks	EXP Bonus	Duration
2 scrolls	+75%	40 minutes each
3 scrolls (max)	+87.5%	40 minutes each

🔄 Reset Stats Scroll

Resets one of your four stats (STR, STA, DEX, INT) back to zero, returning all invested stat points for you to redistribute. Perfect for respeccing your build.

- **Choose one stat:** STR, STA, DEX, or INT
- **Points refunded:** All invested points in that stat are returned as free stat points
- **Immediate effect:** Your stats recalculate instantly

🌀 Teleport Scroll

Instantly teleports you to any non-dungeon map in the game. Select your destination from the available map list.

- **Available maps:** All non-dungeon maps (town + enemy zones)
- **Spawn point:** Appears at the map's designated spawn point
- **Cooldown:** 10 seconds between teleports

⚔️ PvP Zone Scroll

Activates PvP mode on the current map for 5 minutes. All players on the map can attack each other during this time.

- **Duration:** 5 minutes
- **Restrictions:** Cannot be used in the main town (map1) or dungeons
- **Effect:** All players on the map can engage in PvP combat
- **Warning:** All players on the map are notified when PvP is activated

⚠️ **PvP Warning:** When a PvP Zone Scroll is used, the entire map becomes a PvP zone. Be prepared to fight or flee!

💡 Pro Tips

- Stack EXP scrolls before farming high-level enemies for maximum leveling speed
- Use Teleport Scrolls to quickly travel to mining events or dungeon entrances
- Reset Stats is great for trying different builds without creating a new character
- PvP Zone Scrolls can be strategic — activate one when you're well-prepared!

Missions & Quests

Daily Missions

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Complete daily missions to earn rewards and bonuses. Missions reset every 24 hours.

Mission Types

- **Combat Daily:** Defeat a certain number of enemies
- **Gathering Daily:** Collect specific materials
- **Connection Bonus:** Log in daily for rewards

Special Events

Special 2x experience events occur during special occasions! Check the game for current event schedules.

Crafting Quests

Special quests are required to unlock weapon and skill crafting:

- **Weapon Crafting:** Talk to NPC Jagy with required materials
- **Skill Crafting:** Talk to NPC Jagy Spirit (Level 15+, requires 2 Runic Paper, 1 Ancient Ink, 1 Sigil Fragment)

Dragon Scale Armor Quests

Embark on epic quests to craft legendary Dragon Armor sets! These powerful armor pieces require defeating specific enemies and collecting rare materials.

Three Dragon Sets

Each dragon set has a unique color and requires different materials:

Set	NPC	Enemy	Ingredient	Required (Small)	Required (Armor)
Crimson Dragon	Varkun	Crimson Revenant	Crimson Blood	10	15
Azure Dragon	Elowen	Captain Duazel	Fragment of Blue Cloak	25	40
Emerald Dragon	Thalos	Duazel	Zombie Slime	25	40

Quest Progression

1. **Choose a Set:** Visit the corresponding NPC (Varkun, Elowen, or Thalos) to start
2. **Select Armor Piece:** Choose helmet, gloves, boots, or armor
3. **Collect Ingredients:** Defeat the specific enemy to gather required ingredients
4. **Infuse Dragon Scales:** Return to the NPC with ingredients to infuse dragon scales

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5. **Craft Armor:** Once you have enough infused scales, craft the armor piece

Crafting Requirements

Each armor piece requires:

- **1 Dragon Scale** (base material)
- **1 Dragon Dye** (colored dye for the set)
- **Infused scales prepared by Varkun/Elowen/Thalos** (2 for helmet/gloves/boots, 3 for armor)
- Various forge materials requested by Nate (Stone Shard, Arcane Dust, Gargoyle Essence, Runic Paper, Sigil Fragment, Ancient Core)

Nate Forge Materials (Per Piece)

These requirements apply to **all three sets**: Crimson, Azure, and Emerald.

Piece	Infused Scales	Dragon Scale	Dragon Dye	Extra Materials
Helmet	2	1	1	15 Stone Shard, 4 Arcane Dust, 4 Gargoyle Essence
Gloves	2	1	1	2 Runic Paper, 1 Gargoyle Sigil Fragment, 20 Stone Shard
Boots	2	1	1	6 Arcane Dust, 1 Ancient Core, 6 Gargoyle Essence
Armor	3	1	1	2 Ancient Core, 2 Gargoyle Sigil Fragment, 3 Runic Paper

💡 **Dragon Scale Quest Tips**

- Small pieces (helmet, gloves, boots) require fewer ingredients than armor
- Each set has different difficulty - Crimson is easier, Azure and Emerald are harder
- You can work on multiple sets simultaneously
- Infusion success rate improves with failed attempts (pity system)

Set Bonuses

Wearing multiple pieces from the same Dragon Armor set grants powerful **set bonuses**. Equipping a matching Dragon weapon further unlocks a **weapon synergy** bonus!

Set	2-Piece Bonus	4-Piece Bonus	Weapon Synergy
Crimson Dragon	+5% Max HP; +3% Physical Damage	+8% Max HP; +8% Phys Dmg; +10% ATK Speed; Proc: below 40% HP → +15% ATK & +10% DR (8s, 30s CD)	With Dragon Sword/Axe/Spear: +20% Phys Dmg; +25% ATK Speed; 25% Dragon Mark; +5% Lifesteal
Azure Dragon	+5% Magic Damage; -3%	+10% Magic Dmg; -8% SP cost; +8% Magic DEF; Proc: 15%	With Dragon Orb: +25% Magic Dmg; -20% SP cost; 20% free-cast; +5%

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Set	2-Piece Bonus	4-Piece Bonus	Weapon Synergy
	SP cost	chance to shield 10% Max SP (15s CD)	mana regen/sec
Emerald Dragon	+5% Crit Chance; +3% Move Speed	+8% Crit; +10% Crit Dmg; +8% Move Speed; Proc: post-crit +15% Hit & ignore 20% DEF (5s CD)	With Dragon Bow: +12% Phys Dmg; +20% Crit; +15% Crit Dmg; every 3rd hit auto-crit; +23% Move Speed

Armor Piece Stats

Each Dragon Armor set contains 4 pieces: Hat, Suit (body armor), Gloves, and Shoes. Here are the base stats for each piece:

🔴 Crimson Dragon Set

Piece	DEF	STR	HP	Other
Hat	18	6	60	+2 Parry
Suit	35	10	150	—
Gloves	15	5	—	+3 ATK Speed, +2 Crit
Shoes	16	4	50	+8 Speed

🔵 Azure Dragon Set

Piece	DEF	INT	SP	Other
Hat	15	8	50	+3 Magic Block
Suit	25	12	100	+80 HP
Gloves	10	5	30	+2 Magic Block
Shoes	12	6	—	+40 HP, +5 Speed

🟢 Emerald Dragon Set

Piece	DEF	DEX	HP	Other
Hat	12	7	40	+3 Hit
Suit	22	11	100	+4 Parry
Gloves	10	6	—	+5 Crit, +2 ATK Speed
Shoes	14	8	50	+10 Speed

💡 Which Set Should You Choose?

- **Crimson:** Best for melee warriors using Sword, Axe, or Spear (STR builds)
- **Azure:** Best for mages using the Dragon Orb (INT builds)
- **Emerald:** Best for archers using the Dragon Bow (DEX builds)

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NPCs

Non-player characters provide essential services in Gable Guardians.

Jagy - Weapon Crafter

Location: Main town

Services:

- Craft weapon NFTs from materials and vouchers
- Uses VRF (Verifiable Random Function) for crafting success
- Requires SOL fee for on-chain minting

How it works: Bring the required materials and a weapon voucher to Jagy. Pay a small SOL fee, and the VRF system will determine if your craft succeeds. The weapon crafting has a **60% base success rate**, but the final outcome depends on the **VRF (Verifiable Random Function)** and your **player luck**. Successful crafts mint a weapon NFT directly to your wallet.

⚠️ **Crafting Success:** Weapon crafting has a 60% probability of success. The outcome is determined by VRF and depends on player luck. Failed attempts will consume materials.

Fray Giordano - NPC Priest & Scroll Crafter

Location: Main town (Runar City)

Services:

- Sells Battle Pass
- Sells basic consumables (Meat, Blue Potion)
- Crafts Utility Scrolls (Username, EXP, Reset Stats, Teleport, PvP Zone)
- Sells Gargoyle Relic Chest (purchased with external $GABLE tokens)
- General shop services

How it works: Visit Fray Giordano to purchase consumables, the Battle Pass, and craft powerful utility scrolls using GABLE tokens + crafting materials (1 Runic Paper + 2 Ancient Ink per scroll).

Jagy Spirit - Skill Crafter

Location: Map 2, Zone 4 (Area 2)

Requirements: Level 15+, complete skill unlock quest

Services:

- Craft skill scroll NFTs
- Daily limit: 2 total skills, max 1 PvP skill per day
- Requires skill components and catalysts

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- Uses VRF (Verifiable Random Function) for crafting success
- Exchange 100 PLAY Fragments for 50 PLAY tokens

How it works: After unlocking skill crafting at level 15, bring the required components to Jagy Spirit. Each skill type has different requirements and level restrictions. Skill crafting has a **60% base success rate**, with the final outcome determined by the **VRF (Verifiable Random Function)** and your **player luck**.

⚠️ **Crafting Success:** Skill crafting has a 60% probability of success. The outcome is determined by VRF and depends on player luck. Failed attempts will consume materials.

Nate - Blacksmith & Tool Crafter

Location: Main town (near Jagy)

Services:

- Craft pickaxes for mining
- Repair damaged pickaxes
- Tool management
- Dragon armor forging (after scale infusion)

How it works: Nate is your go-to NPC for all mining tools. Craft a pickaxe to participate in Yellow Crystal, Dark Crystal, and Gray Crystal mining events, and return to repair it when durability runs low.

Pickaxe Crafting & Repair

- **Crafting:** Visit Nate to craft your first pickaxe
- **Durability:** Pickaxes have limited durability that decreases with each mining hit
- **Repair:** Return to Nate to repair your pickaxe when durability is low
- **Requirement:** You must have a functional pickaxe equipped to mine Yellow Crystals

💡 **Tip:** Keep your pickaxe repaired! You can't mine without a functional pickaxe equipped.

Dragon Armor Forge at Nate

After infusion with **Varkun (Crimson)**, **Elowen (Azure)**, or **Thalos (Emerald)**, return to Nate to forge the final armor piece.

- **Helmet:** 2 infused scales + 1 Dragon Scale + 1 Dragon Dye + 15 Stone Shard + 4 Arcane Dust + 4 Gargoyle Essence
- **Gloves:** 2 infused scales + 1 Dragon Scale + 1 Dragon Dye + 2 Runic Paper + 1 Gargoyle Sigil Fragment + 20 Stone Shard
- **Boots:** 2 infused scales + 1 Dragon Scale + 1 Dragon Dye + 6 Arcane Dust + 1 Ancient Core + 6 Gargoyle Essence
- **Armor:** 3 infused scales + 1 Dragon Scale + 1 Dragon Dye + 2 Ancient Core + 2 Gargoyle Sigil Fragment + 3 Runic Paper

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Varkun - Crimson Dragon Specialist

Location: Dragon Quest Area

Specialty: Crimson Dragon Armor Set

Services:

- Manages Crimson Dragon armor quests
- Infuses dragon scales with Crimson Blood
- Handles Crimson infusion progress for each piece

How it works: Defeat **Crimson Revenant** enemies to collect **Crimson Blood**. Bring the blood to Varkun to infuse dragon scales, then return to Nate to forge the final armor piece.

Required Materials:

- Small pieces (helmet, gloves, boots): 10 Crimson Blood
- Armor piece: 15 Crimson Blood
- Nate forge cost per piece applies after infusion

Elowen - Azure Dragon Specialist

Location: Dragon Quest Area

Specialty: Azure Dragon Armor Set

Services:

- Manages Azure Dragon armor quests
- Infuses dragon scales with Fragment of Blue Cloak
- Handles Azure infusion progress for each piece

How it works: Defeat **Captain Duazel** to collect **Fragment of Blue Cloak**. Bring the fragments to Elowen to infuse dragon scales, then return to Nate to forge the final armor piece.

Required Materials:

- Small pieces (helmet, gloves, boots): 25 Fragment of Blue Cloak
- Armor piece: 40 Fragment of Blue Cloak
- Nate forge cost per piece applies after infusion

Thalos - Emerald Dragon Specialist

Location: Dragon Quest Area

Specialty: Emerald Dragon Armor Set

Services:

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- Manages Emerald Dragon armor quests
- Infuses dragon scales with Zombie Slime
- Handles Emerald infusion progress for each piece

How it works: Defeat **Duazel** enemies to collect **Zombie Slime**. Bring the slime to Thalos to infuse dragon scales, then craft the piece at Nate.

Required Materials:

- Small pieces (helmet, gloves, boots): 25 Zombie Slime
- Armor piece: 40 Zombie Slime
- Nate forge cost per piece applies after infusion

Zyla - Marketplace Manager

Location: Main town

Services:

- Manage internal marketplace for game items
- List items for sale (materials, crafting components)
- Browse and purchase items from other players
- Delist your own items

How it works: Zyla manages the internal marketplace where players can trade game items (materials, crafting components, etc.) with each other using SOL or PLAY tokens.

Marketplace Rules

- **Allowed Items:** Materials and crafting components only
- **Prohibited Items:** Consumables (potions, meat) and vouchers cannot be listed
- **Currency:** SOL or PLAY tokens
- **Marketplace Fee:** 5% of sale price (deducted from seller)
- **Free Mode:** Free players can buy from the internal marketplace, but cannot list or sell items.

How to Use

1. **Listing Items:** Talk to Zyla, select items from your inventory, set price and currency
2. **Buying Items:** Browse marketplace, select item, confirm purchase
3. **Delisting:** Remove your listings at any time (items returned to inventory)

⚠️ **Marketplace Fee:** Zyla charges a 5% fee on all sales. This fee is automatically deducted from the seller's proceeds.

🏪 Zyla NFT Marketplace — Complete Guide

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The **Zyla NFT Marketplace** allows you to trade your characters, weapons, and skill NFTs directly with other players through **Tensor** on the Solana blockchain. Access it by talking to **NPC Zyla** in the main town and selecting **"NFT Marketplace"**.

📋 Marketplace Tabs

- **Browse** — See all listed NFTs from other players, buy or make offers
- **List NFT** — List your own NFTs for sale
- **Offers** — View and manage offers on your NFTs
- **My Listings** — Manage your active listings

📤 How to List an NFT for Sale

Listing an NFT puts it up for sale on Tensor so other players can find and buy it.

1Talk to Zyla
→
2NFT Market
→
3List NFT tab
→
4Pick NFT
→
5Set price
→
6Build Tx
→
7Sign ✅

1. Walk to **NPC Zyla** in the main town and interact with her
2. Select **"NFT Marketplace"** from the dialog menu
3. Navigate to the **"List NFT"** tab — you'll see all your wallet NFTs
4. Find the NFT you want to sell and click **"Build List Tx"**
5. Enter your desired **price in SOL** (minimum > 0)
6. Click **"Build Tx"** to prepare the transaction
7. **Approve the transaction** in your wallet (Phantom, Solflare, etc.)

💡 **Tip:** Your NFT will appear on **Tensor** once the transaction is confirmed. You can click **"View"** on any NFT to see it directly on Tensor.

📥 How to Delist (Remove) an NFT from Sale

Changed your mind? You can remove your listing at any time and get your NFT back.

1Talk to Zyla
→

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2NFT Market
→
3My Listings
→
4Delist
→
5Sign ✅

1. Talk to **NPC Zyla** → select **"NFT Marketplace"**
2. Go to the **"My Listings"** tab to see your active listings
3. Find the NFT you want to remove and click **"Delist"**
4. **Approve the transaction** in your wallet
5. Your NFT will be returned to your wallet and removed from Tensor

🛒 How to Buy an NFT

Browse NFTs listed by other players and purchase them instantly.

1Talk to Zyla
→
2NFT Market
→
3Browse tab
→
4Buy
→
5Sign ✅

1. Talk to **NPC Zyla** → select **"NFT Marketplace"**
2. In the **"Browse"** tab, see all available NFTs from other players
3. Each listing shows the **NFT name, image, price in SOL**, and the seller
4. Click **"Buy"** on the NFT you want to purchase
5. **Approve the transaction** in your wallet — SOL will be transferred to the seller and the NFT to you

⚠️ **Important:** Make sure you have enough **SOL** in your wallet to cover the listing price plus Solana transaction fees. You cannot buy your own listing.

💰 How to Make an Offer on an NFT

If you think the listing price is too high, you can make a counter-offer for any listed NFT.

1Talk to Zyla
→
2NFT Market
→
3Browse tab

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→
4Offer
→
5Set price
→
6Sign ✅

1. Talk to **NPC Zyla** → select **"NFT Marketplace"**
2. In the **"Browse"** tab, find the NFT you're interested in
3. Click **"Offer"** on the listing
4. Enter the **SOL amount** you want to offer (can be lower than the listing price)
5. Click **"Build Tx"** and **approve** in your wallet
6. Your **SOL is escrowed** by Tensor until the seller accepts or you cancel

💡 **Note:** Your offered SOL is held in escrow by Tensor. If the seller doesn't accept, you can cancel and retrieve your SOL at any time from the **"Offers"** tab.

✅ How to View and Accept an Offer

When someone makes an offer on your NFT, you can review it and accept if the price is right.

1Talk to Zyla
→
2NFT Market
→
3Offers tab
→
4Review
→
5Accept
→
6Sign ✅

1. Talk to **NPC Zyla** → select **"NFT Marketplace"**
2. Go to the **"Offers"** tab
3. You'll see all active offers made on your NFTs, including:
   - **NFT Name** — which NFT the offer is for
   - **Bidder** — the buyer's wallet (abbreviated)
   - **Bid Amount** — the offered price in SOL
4. Click **"Accept"** on the offer you want to take
5. If your NFT is currently listed, Zyla will **automatically delist it first** before accepting the offer
6. **Approve the transaction(s)** in your wallet — the buyer's escrowed SOL is transferred to you, and your NFT goes to the buyer

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⚠️ **Auto-Delist:** If you have the NFT listed for sale and accept an offer, the system will automatically delist it first. This may require **two wallet signatures** (one for delist, one for accepting the offer).

❌ How to Cancel an Offer You Made

Changed your mind about an offer? Cancel it to get your escrowed SOL back.

1Talk to Zyla
→
2NFT Market
→
3Offers tab
→
4Find offer
→
5Cancel
→
6Sign ✅

1. Talk to **NPC Zyla** → select **"NFT Marketplace"**
2. Go to the **"Offers"** tab
3. Find the offer you made (marked as yours)
4. Click **"Cancel"** next to your offer
5. **Approve the transaction** in your wallet
6. Your escrowed **SOL is returned** to your wallet

📝 Important Notes

🔗 Powered by Tensor

All NFT marketplace transactions are executed through **Tensor** on the Solana blockchain. This means:

- Transactions are **secure and on-chain**
- You can view any NFT on Tensor by clicking **"View"**
- Offers use Tensor's **escrow system** to hold SOL safely
- All listings are visible both in-game and on **tensor.trade**

⚠️ **Wallet Required:** You must have a **connected wallet** (Phantom, Solflare, Backpack, or Jupiter Mobile) to use the NFT Marketplace. All actions require **wallet signature approval**.
🔄 **Reindex:** If your listings or NFTs appear out of sync, click the **"Reindex"** button in the marketplace to refresh your wallet's listing data from the blockchain.

💘 Valentine Event 2026

Limited-time global event with special heart drops and exchange rewards from **NPC Zyla**.

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🗓️ Event Window (Server Time)

- **Start:** 2026-02-14 00:00:00
- **End:** 2026-02-17 23:59:59
- Outside this window, heart drops are disabled and Zyla exchange is inactive.

Heart Drops & Rewards

Each eligible enemy kill rolls each heart independently (a single kill can drop multiple hearts).



Red Heart

Item Key: `val_heart_red`

Drop Chance: 40%

Exchange Value: 5 GABLE



Blue Heart

Item Key: `val_heart_blue`

Drop Chance: 15%

Exchange Value: 15 GABLE



Gold Heart

Item Key: `val_heart_gold`

Drop Chance: 3%

Exchange Value: 50 GABLE

Global Reward Pool

- **Total Event Pool:** 9,000,000 GABLE
- Pool is shared by all players globally.
- Exchanges are processed with transactional accounting so total payout never exceeds the cap.

Low Pool Behavior (Deterministic Partial Exchange)

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If remaining pool is lower than your requested payout, the server performs partial exchange with fixed priority:

1. **Gold first** (50 each)
2. **Blue second** (15 each)
3. **Red last** (5 each)

If remaining pool is lower than 5 GABLE, no hearts are consumed and payout is 0 (pool exhausted).

🧧 Chinese New Year Event 2026

Limited-time CNY event handled by **NPC Zyla** with guaranteed coin drops, pack-based GABLE exchange, and a utility sink (Deduce Tax).

🗓️ Event Window (Server Time)

- **Start:** 2026-02-26 00:00:00
- **End:** 2026-03-01 23:59:59
- Outside this window, CNY coin drops are disabled and Zyla CNY exchange is inactive.

Main Event Item



CNY Coin

Item Key: `cny_coin_2026`

Drop Chance: 100% on eligible kills

Type: Stackable event currency

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Guaranteed Drop Amount by Enemy Level

- **Level 1-5:** 1 coin per kill
- **Level 6-10:** 2 coins per kill
- **Level 11-14:** 3 coins per kill
- **Level 15+:** 5 coins per kill

Zyla Exchange Rules

- **Coins -> GABLE:** 10,000 coins = 10,000 GABLE (pack-based)
- **Global Pool:** 5,000,000 GABLE total for this event
- **Partial payout:** If pool is low, only whole 10,000 packs are paid
- **Pool exhausted:** If remaining pool < 10,000, payout is 0 and coins are not consumed

Deduce Tax Utility Sink

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- **Cost:** 8,000 CNY coins
- **Effect:** -50% kill fee for next 500 kills
- **Cap:** 2,000 discounted kills stored per player

Heart -> Coin Catch-up (First 8 Hours Only)

- **Window:** 2026-02-26 00:00:00 to 2026-02-26 07:59:59 (server time)
- **50** `val_heart_red` -> **1,000** CNY coins
- **25** `val_heart_blue` -> **1,000** CNY coins
- **5** `val_heart_gold` -> **1,000** CNY coins

🥚 Eggy Event

Eggy is the official mascot of **Play Solana** and makes special appearances in Gable Guardians!

How It Works

- **Spawns:** 10 times per day at random times
- **Location:** Random maps (excluding main map and dungeons)
- **Duration:** Until defeated
- **Stats:** 2000 HP, Level 1, no attack damage (passive)
- **Spawn Timing:** Determined by VRF (Verifiable Random Function) for fairness

🎲 **VRF-Based Spawns:** Eggy spawn times and locations are determined by VRF (Verifiable Random Function) to ensure fairness and prevent prediction.

Rewards

Reward Type	Chance	Amount
Jackpot	50%	20 PLAY tokens
Standard Drop	50%	1 PLAY Fragment

PLAY Fragment Exchange

Collect PLAY Fragments and exchange them with **NPC Jagy**:

- **Exchange Rate:** 100 PLAY Fragments = 50 PLAY tokens
- **Location:** NPC Jagy in main town

💡 Strategy Tips

- Eggy is passive and won't attack you - find him quickly when he spawns!
- Even if you don't get the jackpot, PLAY Fragments add up over time
- Check announcements for Eggy spawn notifications
- Spawns are determined by VRF for fairness

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🧿 Seeker Event

Seeker is the official mascot of the **Seeker** ecosystem and makes special appearances in Gable Guardians! Similar to Eggy, Seeker spawns across the world — but instead of PLAY tokens, defeating Seeker rewards you with **SKR tokens**.

How It Works

- **Spawns:** 10 times per day at random times
- **Location:** Random maps (excluding main map and dungeons)
- **Duration:** Until defeated
- **Stats:** 2000 HP, Level 1, no attack damage (passive)
- **Spawn Timing:** Determined by VRF (Verifiable Random Function) for fairness

🎲 **VRF-Based Spawns:** Seeker spawn times and locations are determined by VRF (Verifiable Random Function) to ensure fairness and prevent prediction — identical to the Eggy system.

Rewards

Unlike Eggy, Seeker gives a **direct SKR token drop** — no fragment system. The reward amount is dynamically calculated based on the current SKR/SOL price, targeting approximately **0.0025 SOL equivalent** per kill.

Reward Type	Chance	Amount
SKR Drop	100%	~0.0025 SOL equivalent in SKR (dynamic)

What is SKR?

SKR (Seeker) is a Solana-based token that is part of Gable Guardians' multi-token economy. You can also earn SKR by mining Dark Crystals.

- **Token:** SKR (Seeker)
- **Mint Address:** `SKRbvo6Gf7GondiT3BbTfuRDPqLWei4j2Qy2NPGZhW3`
- **Decimals:** 6
- **Blockchain:** Solana

💡 Strategy Tips

- Seeker is passive and won't attack you — find it quickly when it spawns!
- SKR rewards go directly to your balance — no need to exchange fragments
- Check announcements for Seeker spawn notifications
- Spawns are determined by VRF for fairness
- You can also earn SKR by mining Dark Crystals for even more earnings

🐣 Easter Event 2026

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A limited-time seasonal event where players can earn special **Easter Eggs** as rewards from defeating enemies. Each egg is a consumable item with a unique effect — from restoring HP/SP to granting token rewards or even spawning legendary creatures!

🗓️ **Event Window (UTC)**

- **Start:** April 3, 2026 — 00:00:00 UTC
- **End:** April 5, 2026 — 23:59:59 UTC
- Outside this window, egg drops are disabled and chest perks revert to base values.

⚠️ **Chest Required:** You must own at least **1 Gargoyle Relic Chest** to participate and receive Easter Egg drops. Players without a chest will not receive eggs from kills.

How It Works

1. **Defeat enemies** anywhere in the world during the event window.
2. Each kill triggers an **independent Easter Egg roll** — separate from the normal loot drop.
3. If you hold at least **1 Relic Chest**, you have a chance to receive one of the 7 Easter Eggs.
4. Eggs go directly into your **inventory** and can be used at any time as consumables.

🎲 **VRF-Based Drops:** Easter Egg outcomes are determined by the same **Verifiable Random Function (VRF)** used throughout the game, ensuring fairness and preventing prediction.

Egg Drop Table

Each eligible kill rolls once against the following probability table:

Egg	Item Key	Drop Chance	Rarity	Effect
HP Egg	`easter_egg_hp`	25%	Common	Restores **100 HP**
SP Egg	`easter_egg_sp`	25%	Common	Restores **100 SP**
GABLE Egg	`easter_egg_gable`	10%	Rare	Grants **GABLE** equivalent to 0.001 SOL
PLAY Egg	`easter_egg_play`	5%	Rare	Grants **PLAY** equivalent to 0.001 SOL
SKR Egg	`easter_egg_skr`	5%	Rare	Grants **SKR** equivalent to 0.001 SOL
Eggy Egg	`easter_egg_eggy`	2%	Epic	Summons **Eggy** immediately in your current map
Seeker Egg	`easter_egg_seeker`	2%	Epic	Summons **Seeker** immediately in your current map
No Drop	—	26%	—	No egg received

Easter Egg Items


HP Egg

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HP Egg

Rarity: Common

Drop Chance: 25%

Effect: Restores 100 HP instantly

Stackable: Yes



SP Egg

Rarity: Common

Drop Chance: 25%

Effect: Restores 100 SP instantly

Stackable: Yes



GABLE Egg

Rarity: Rare

Drop Chance: 10%

Effect: Grants GABLE tokens (~0.001 SOL value)

Stackable: Yes



PLAY Egg

Rarity: Rare

Drop Chance: 5%

Effect: Grants PLAY tokens (~0.001 SOL value)

Stackable: Yes



SKR Egg

Rarity: Rare

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Drop Chance: 5%

Effect: Grants SKR tokens (~0.001 SOL value)

Stackable: Yes



Eggy Egg

Rarity: Epic

Drop Chance: 2%

Effect: Summons Eggy in your current map!

Stackable: Yes



Seeker Egg

Rarity: Epic

Drop Chance: 2%

Effect: Summons Seeker in your current map!

Stackable: Yes

Consumable Effects in Detail

- **HP Egg / SP Egg:** Instant heal — same mechanic as Potions and Meat. Usable from inventory at any time. Consumed on use.
- **GABLE / PLAY / SKR Eggs:** Upon use, the server calculates the current token price from the price feed and credits your in-game balance with the equivalent of **0.001 SOL** worth of that token. Consumed on use.
- **Eggy Egg:** Instantly spawns the **Eggy** boss creature in your current map. All players in that map may attack and earn rewards from it. Consumed on use.
- **Seeker Egg:** Instantly spawns the **Seeker** boss creature in your current map. All players in that map may attack and earn SKR rewards from it. Consumed on use.

Chest Level Perks

Your **Gargoyle Relic Chest** level influences your Easter experience:

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Chest Level	Egg Drop Eligibility	Token Base (per kill)	Saturday EXP Bonus
No Chest (0)	❌ No eggs	0.000055 SOL equivalent	None
Chest Level 1–2	✅ Eggs enabled	0.000055 SOL equivalent	None
Chest Level 3	✅ Eggs enabled	**0.00008 SOL equivalent** 🔥	**+15% EXP on Saturdays (UTC)** ⭐

⭐ **Chest Level 3 Saturday Bonus**

Players with a **Level 3 Chest** receive a **+15% EXP multiplier** every Saturday (UTC) during the Easter event window. This stacks with normal EXP gains — great day to grind!

Technical Details

- **Roll System:** 1 egg roll per eligible kill using a scale of 1–10,000 for precision
- **Max per Kill:** 1 egg item per kill (or none)
- **Independence:** The egg roll is completely independent from the normal item/token drop
- **Randomness:** Uses the same VRF root as combat but with a separate tag/index for isolation
- **Atomic Consume:** Item is consumed only after the effect is successfully applied — no item loss on failure

💡 **Strategy Tips**

- Farm enemies actively during the 3-day event window to maximize egg collection
- GABLE, PLAY, and SKR Eggs are great passive income — use them when token prices are favorable
- Save your **Eggy Egg** or **Seeker Egg** for when you're in a populated map — more players means the boss gets defeated faster and everyone gets rewards!
- Upgrade your chest to **Level 3** before the event to unlock the boosted token base and the Saturday EXP bonus
- HP and SP Eggs are perfect mid-battle heals — keep a stack for tough dungeons or PvP zones

⛏️ Yellow Crystal Mining

Yellow Crystals are special mining events that appear randomly and convert the area into a **PvP zone**!

Event Schedule

Reward Pool

- **Pool:** ~$3 USD worth of PLAY tokens per crystal (dynamically calculated based on current token price)
- **Token:** PLAY

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Community-Driven Spawn Schedule

The number of Yellow Crystals that spawn depends on community activity from the previous day:

Daily Mission Completions	Crystals Next Day	Total PLAY Available
10+ unique players	1 crystal	~$3 USD in PLAY
20+ unique players	2 crystals	~$6 USD in PLAY
30+ unique players	3 crystals	~$9 USD in PLAY

Daily Mission: 1-hour connection time mission

How to Mine

1. **Craft a Pickaxe:**
   - Visit NPC Nate (Blacksmith)
   - Craft pickaxe with required materials
   - Pickaxe has durability that decreases with use
2. **Equip Your Pickaxe:**
   - Open inventory
   - Equip the pickaxe
3. **Find the Crystal:**
   - Yellow Crystals spawn randomly on eligible maps
   - Check announcements for spawn notifications
4. **Mine the Crystal:**
   - Approach the crystal (within range)
   - Attack to mine
   - Earn PLAY tokens per hit (cooldown: 2 seconds)
5. **Repair Your Pickaxe:**
   - Return to NPC Nate when durability is low
   - Pay repair cost to restore durability

⚠️ **PvP Zone Active:** When a Yellow Crystal spawns, the entire map becomes a PvP zone! Players can attack each other without consent. Be prepared to defend yourself or team up with allies.

Mining Details

- **Duration:** 45 minutes maximum (or until crystal is depleted)
- **Pool:** ~$3 USD worth of PLAY tokens per crystal (dynamic, based on token price)
- **Payout:** Pool distributed evenly across 100 hits
- **Cooldown:** 2 seconds between hits
- **Range:** Must be within mining range of crystal

💡 **Strategy Tips**

- Mining in a party can help protect you from PvP attacks while you mine!

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- Keep an eye on your pickaxe durability
- The crystal pool is shared - first come, first served
- PvP combat uses traditional system (no Magicblock ER, no VRF PvP)

💎 Dark Crystal Mining

Dark Crystals are a new type of mining event that rewards players with **SKR tokens**! Like Yellow Crystals, these events convert the area into a **PvP zone** where players can compete for resources.

🟢 **Available Now**

Dark Crystals are **live** and spawn alongside Yellow Crystals on eligible maps!

What is SKR?

SKR (Seeker) is a Solana-based token that can be mined from Dark Crystals. It's part of the game's multi-token economy.

- **Token:** SKR (Seeker)
- **Mint Address:** `SKRbvo6Gf7GondiT3BbTfuRDPqLWei4j2Qy2NPGZhW3`
- **Decimals:** 6
- **Blockchain:** Solana

Event Schedule

Dark Crystals follow a community-driven spawn system similar to Yellow Crystals:

Daily Mission Completions	Crystals Next Day	Total SKR Available
10+ unique players	1 crystal	~$3 USD in SKR
20+ unique players	2 crystals	~$6 USD in SKR
30+ unique players	3 crystals	~$9 USD in SKR

How to Mine Dark Crystals

The mining process is identical to Yellow Crystals:

1. **Craft and Equip a Pickaxe** (visit NPC Nate)
2. **Find the Dark Crystal** when it spawns (check announcements)
3. **Mine the Crystal** by attacking it with your pickaxe equipped
4. **Earn SKR tokens** per successful hit (cooldown: 2 seconds)
5. **Repair your pickaxe** at NPC Nate when durability is low

⚠️ **PvP Zone Active:** When a Dark Crystal spawns, the entire map becomes a PvP zone! Players can attack each other without consent. Be prepared to defend yourself or team up with allies.

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Mining Details

- **Duration:** 45 minutes maximum (or until crystal is depleted)
- **Pool:** ~$3 USD worth of SKR tokens per crystal (dynamic, based on token price)
- **Payout:** Pool distributed evenly across 100 hits
- **Cooldown:** 2 seconds between hits
- **Range:** Must be within mining range of crystal
- **Spawn Location:** Enemy maps only (not main map)

Using SKR Tokens

SKR tokens earned from mining can be used for:

- **Marketplace Purchases:** Buy items from NPC Zyla using SKR
- **Player Trading:** Trade with other players
- **Withdrawals:** Withdraw SKR to your Solana wallet
- **Future Features:** More SKR utilities coming soon!

💡 Strategy Tips

- Form mining parties to protect each other during PvP encounters
- Monitor Yellow, Dark, and Gray Crystal spawns to maximize rewards
- Keep spare pickaxes or repair materials ready
- The crystal pool is shared - arrive early for better rewards
- PvP combat uses traditional system (no Magicblock ER, no VRF PvP)

🩶 Gray Crystal Mining

Gray Crystals are mining events that reward players with **GABLE tokens**! Like Yellow and Dark Crystals, these events convert the area into a **PvP zone** where players compete for resources.

🟢 Available Now

Gray Crystals are **live** and spawn alongside Yellow and Dark Crystals on eligible maps!

What is GABLE?

GABLE is a community-created Solana-based token. It's part of the game's multi-token economy and can be mined from Gray Crystals.

- **Token:** $GABLE
- **Mint Address:** `9uTekAxmx4rqBcR3iGkKmaBwVWMmi7TXEU41frBdBAGS`
- **Decimals:** 9
- **Blockchain:** Solana

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Reward Pool

- **Pool:** ~$4 USD worth of GABLE tokens per crystal (dynamically calculated based on current token price)
- **Token:** GABLE

Event Schedule

Gray Crystals follow a community-driven spawn system similar to Yellow and Dark Crystals:

Daily Mission Completions	Crystals Next Day	Total GABLE Available
10+ unique players	1 crystal	~$4 USD in GABLE
20+ unique players	2 crystals	~$8 USD in GABLE
30+ unique players	3 crystals	~$12 USD in GABLE

How to Mine Gray Crystals

The mining process is identical to Yellow and Dark Crystals:

1. **Craft and Equip a Pickaxe** (visit NPC Nate)
2. **Find the Gray Crystal** when it spawns (check announcements)
3. **Mine the Crystal** by attacking it with your pickaxe equipped
4. **Earn GABLE tokens** per successful hit (cooldown: 2 seconds)
5. **Repair your pickaxe** at NPC Nate when durability is low

⚠️ **PvP Zone Active:** When a Gray Crystal spawns, the entire map becomes a PvP zone! Players can attack each other without consent. Be prepared to defend yourself or team up with allies.

Mining Details

- **Duration:** 45 minutes maximum (or until crystal is depleted)
- **Pool:** ~$4 USD worth of GABLE tokens per crystal (dynamic, based on token price)
- **Payout:** Pool distributed evenly across 100 hits
- **Cooldown:** 2 seconds between hits
- **Range:** Must be within mining range of crystal
- **Spawn Location:** Enemy maps only (not main map)

Using GABLE Tokens

GABLE tokens earned from mining can be used for:

- **Trading:** Trade on Titan Exchange and other DEXs
- **Player Trading:** Trade with other players
- **Withdrawals:** Withdraw GABLE to your Solana wallet
- **Community:** Support the game's community-driven economy

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💡 Strategy Tips

- Form mining parties to protect each other during PvP encounters
- Monitor Yellow, Dark, and Gray Crystal spawns to maximize rewards
- Keep spare pickaxes or repair materials ready
- The crystal pool is shared - arrive early for better rewards
- PvP combat uses traditional system (no Magicblock ER, no VRF PvP)

🥇 Gold Crystal Mining

Gold Crystals are a **premium mining event** that rewards players with **real gold-backed tokens (XAUt0)**. Unlike Yellow, Dark, and Gray Crystals that reward game tokens, Gold Crystals link to real-world gold prices — making them the most valuable crystal event in Gable Guardians.

✨ Real Gold Backing

When a Gold Crystal spawns, the game treasury automatically purchases the equivalent amount of **XAUt0** (gold-backed token) to back the prize pool. When you mine and later withdraw your GOLD balance, the game swaps treasury wSOL for XAUt0 and transfers it directly to your Solana wallet.

What is GOLD / XAUt0?

- **Token:** XAUt0 (Gold-backed SPL token)
- **Mint Address:** `AymATz4TCL9sWNEEV9Kvyz45CHVhDZ6kUgjTJPzLpU9P`
- **Backing:** Each token represents a fraction of real-world gold value
- **Price:** Dynamically tracked via the Tokens API — currently ~$2,000 USD per XAUt0 (market price)
- **Blockchain:** Solana

How Gold Crystal Mining Works

Mining Gold Crystals works similarly to other crystal events, but the rewards are accumulated as **GOLD fragments** in your in-game wallet — not delivered immediately as tokens:

1. **Crystal Spawns:** A Gold Crystal appears on an eligible map. Check announcements for spawn notifications.
2. **Equip a Pickaxe:** Craft and equip a Pickaxe (visit NPC Nate). The same pickaxe used for Yellow/Dark/Gray Crystals works here.
3. **Mine the Crystal:** Attack the Gold Crystal with your pickaxe equipped. Each hit earns you a gold fragment worth approximately **$2 USD** in XAUt0.
4. **GOLD Balance Accumulates:** Your gold fragments are tracked in your in-game GOLD wallet as a USD-denominated balance.
5. **Withdraw:** When you want to convert your GOLD balance to real XAUt0 tokens, use the `@get GOLD` chat command to initiate a withdrawal.

Gold Withdrawal Process

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How Withdrawal Works:

1. Type `@get GOLD` in chat
2. The server calculates how much XAUt0 your accumulated balance is worth at current market price
3. You sign a wallet message to authorize the withdrawal (nonce-protected)
4. The server swaps wSOL → XAUt0 on-chain via Titan Exchange
5. XAUt0 tokens are transferred to your connected Solana wallet

Mining Details

- **Duration:** 45 minutes maximum (or until crystal is depleted)
- **Fragment Value:** ~$2 USD in XAUt0 per successful hit
- **Cooldown:** 2 seconds between hits
- **Range:** Must be within mining range of crystal
- **Minimum Withdrawal:** $0.50 USD equivalent in accumulated GOLD fragments
- **Price Source:** Live XAUt0 market price via Tokens API

⚠️ **PvP Zone Active:** Like other crystal events, when a Gold Crystal spawns, the entire map becomes a PvP zone! Players can attack each other without consent. Protect your mining time!
⚠️ **Withdrawal Requirement:** Your destination Solana wallet must have an **initialized XAUt0 token account** before withdrawal. If the account doesn't exist, the withdrawal will fail. You can create it by receiving any XAUt0 first, or via a DEX swap.

💡 Strategy Tips

- Gold Crystal events are rare — monitor announcements closely
- Accumulate GOLD fragments from multiple events before withdrawing to maximize value
- Have your XAUt0 token account initialized in advance to avoid withdrawal delays
- Bring party members to protect you during the PvP zone

🏰 Dungeon System

Team up with other players to conquer challenging dungeons and defeat powerful bosses!

🎲 **VRF-Powered Mechanics:** Dungeon crystal activation and Silly Dragon's attacks are determined by VRF (Verifiable Random Function) for fair and unpredictable gameplay.

Requirements

- **Party Size:** Minimum 2 players, Maximum 8 players
- **Entry:** Must be in a party to enter dungeon
- **Location:** Dungeon entrance on designated maps

Dungeon Objectives

Complete all objectives to summon the boss:

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1. **Destroy 5 Crystals:**
    - Dungeon crystals are scattered throughout the map
    - All 5 must be destroyed to progress
    - **VRF Activation:** Crystals activate one at a time in random order determined by VRF
    - Only the active crystal can be damaged
2. **Eliminate 100 Enemies:**
    - Defeat all dungeon monsters
    - Enemies are stronger than overworld mobs (Level 25-28)
    - Enemies spawn in waves of 20
3. **Defeat Silly Dragon (Boss):**
    - **Level:** 30
    - **Type:** Boss
    - Spawns after completing objectives 1 & 2
    - **VRF Combat:** Boss attacks are determined by VRF for unpredictable patterns

Rewards

Boss Drops (Silly Dragon):

Each alive Web3 party member in the dungeon receives:

Reward	Amount
Dragon Scale	1
SOL Fragment	1
SOL	Share of a fixed 0.005 SOL party pool
PLAY Tokens	20

Silly Dragon SOL Split

Silly Dragon pays a fixed **0.005 SOL** pool per completed dungeon. That pool is divided between the eligible Web3 party members who are alive and inside the dungeon when the boss is defeated.

Example: if 5 eligible Web3 players complete the dungeon, each receives **0.001 SOL**. Free Mode players do not receive SOL or PLAY from dungeon completion.

Requirements to receive loot:

- Must be in the same party
- Must be inside the dungeon
- Must be alive when boss is defeated
- Boss must be defeated before time limit expires
- Must be playing in Web3 mode to receive SOL, PLAY, or other token rewards

⚠️ **Party Requirement:** Only players who are alive and present in the dungeon when Silly Dragon is defeated will receive rewards!

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Dungeon Rules

Rule	Details
Time Limit	40 minutes
Exit Delay	30 seconds after boss defeat
Respawn	Enemies do not respawn in dungeons
PvP	Disabled inside dungeons (party members cannot attack each other)

💡 Strategy Tips

- **Communication:** Coordinate with your party
- **Roles:** Consider having tanks, DPS, and support builds
- **Resource Management:** Bring enough HP/SP potions
- **Stay Alive:** Dead players don't get loot!

Dungeons are designed for teamwork. A balanced party composition will have better success!

Combat System

Gable Guardians features a sophisticated combat system powered by **Verifiable Random Functions (VRF)** from MagicBlock, ensuring fair and transparent battles.

Character Stats

Unlike traditional MMORPGs with fixed classes, Gable Guardians allows complete freedom in character building. All characters are gargoyles, and your playstyle is determined by how you allocate stats and which weapons you use.

Primary Stats

Stat	Effect
STR (Strength)	Increases physical attack damage
STA (Stamina)	Increases maximum HP and defense
DEX (Dexterity)	Increases hit rate, flee rate, and attack speed
INT (Intelligence)	Increases magic damage and maximum mana

💡 Build Flexibility

There are no class restrictions! You can:

- Use any weapon regardless of your stats
- Respec your character at any time
- Experiment with different builds
- Switch between melee, ranged, and magic playstyles

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⚔️ Stat & Weapon Combinations

Your stat allocation should complement your weapon of choice for maximum effectiveness:

Stat	Best Weapons	Playstyle	Why?
STR	⚔️ Sword, 🪓 Axe, 🔱 Spear	Melee Fighter	STR directly increases physical attack damage. Melee weapons like Sword, Axe, and Spear scale primarily off STR, making it the core stat for close-combat builds.
DEX	🏹 Bow	Ranged Archer	DEX boosts hit rate, critical chance, attack speed, and movement speed. The Bow benefits greatly from DEX, allowing you to land precise ranged attacks with high crit rates while staying mobile.
INT	🔮 Orb	Mage / Caster	INT increases magic damage and max SP (mana). The Orb is the magic weapon, dealing INT-based damage. Higher INT means stronger spells and more mana for sustained casting.
STA	🛡️ Shield (+ any)	Tank / Defender	STA increases max HP, defense, and damage reduction. The Shield benefits from STA for maximum survivability. STA works as a secondary stat for any build that needs durability.

💡 Hybrid Build Tips

- **Sword + Shield:** STR + STA — Classic tank-warrior, high damage and survivability
- **Bow + Speed:** DEX focused — High crit, fast attacks, mobile kiting
- **Orb + Survivability:** INT + STA — Powerful spells with enough HP to survive
- **Axe/Spear Berserker:** STR + DEX — Raw damage with attack speed and crit chance

Stat Allocation

Customize your character by allocating stat points earned through leveling up. Each stat point you invest directly affects your combat effectiveness and playstyle.

How to Earn Stat Points

- **Leveling Up:** Gain stat points each time you level up
- **Special Events:** Some events may grant bonus stat points

Available Stats & Effects

Stat	Primary Effects	Derived Stats
STR (Strength)	Physical attack power	• Attack • Physical Damage
STA (Stamina)	Survivability and defense	• Max HP • Defense • Damage Reduction

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Stat	Primary Effects	Derived Stats
DEX (Dexterity)	Accuracy and agility	• Hit Rate • Parry (Flee) • Critical Chance • Attack Speed • Movement Speed
INT (Intelligence)	Magical power and resources	• Max SP (Mana) • Magic Damage • Skill Effectiveness

How to Allocate Stats

1. Open your character menu in-game
2. Navigate to the stat allocation screen
3. Select the stats you want to increase
4. Confirm your allocation
5. Your stats update immediately

Important Notes

- **HP/SP Adjustment:** When you increase STA or INT, your current HP/SP increases proportionally with your new maximum
- **Instant Effect:** Stat changes take effect immediately upon allocation
- **No Limits:** You can allocate points however you want - create a balanced build or specialize heavily
- **Respec Available:** You can reset your stats if you want to try a different build

💡 Build Examples

- **Tank Build:** High STA for max HP and defense, moderate STR for damage
- **DPS Build:** High STR and DEX for maximum damage output and critical hits
- **Speed Build:** High DEX for attack speed, movement speed, and evasion
- **Mage Build:** High INT for max SP and magical abilities, moderate STA for survival
- **Balanced Build:** Even distribution for versatility in all situations

⚠️ **Tip:** Consider your weapon choice when allocating stats. Melee weapons benefit from STR, ranged weapons from DEX, and magic weapons from INT!

Combat Formulas (VRF-Based)

All combat calculations use **MagicBlock's VRF** to ensure fairness and prevent manipulation. Here's how it works:

Hit Calculation

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Hit Chance = 75% + (Attacker Hit - Defender Flee) × 0.2%

Clamped between 15% and 95%

VRF generates a random number; if it's below the hit chance, the attack connects.

Critical Hit

Crit Chance = Attacker Critical × 0.1%

Maximum 10% crit chance

Crit Damage = Base Damage × 3

Parry System

Parry Chance = Defender Parry × 0.15%

Maximum 25% parry chance

Parry Damage = Base Damage × 40%

Parried attacks deal reduced damage

Perfect Block

Perfect Block Chance = Defender Parry × 0.02%

Maximum 5% perfect block chance

Perfect Block Damage = 0

Perfect blocks negate all damage

Damage Calculation

Physical Damage = max(1, Attack - Defense)

Minimum damage is always 1

🔐 VRF Transparency

Every combat action uses a verifiable random seed from MagicBlock's VRF. This means:

- Results are provably fair and cannot be manipulated
- All randomness is generated on-chain
- Combat outcomes can be verified by anyone
- No server-side manipulation possible

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PvP System

Player versus Player combat in Gable Guardians uses **Ephemeral Rollups** from MagicBlock combined with VRF for ultra-fast, verifiable battles.

PvP Modes

- **Free Mode:** Practice battles with no stakes
- **Wagering Mode:** Bet SOL or PLAY tokens on the outcome

How PvP Works

1. Challenge another player or accept a challenge
2. Choose free mode or set a wager amount (SOL or PLAY)
3. Both players confirm the match
4. Battle begins using Ephemeral Rollups for instant actions
5. Each hit uses VRF to determine outcome (hit/miss/crit/parry/block)
6. Winner takes the wager (if any)
7. All results are recorded on-chain

⚡ Ephemeral Rollups

PvP battles use MagicBlock's Ephemeral Rollups technology:

- Near-instant combat resolution
- Every action is verifiable on-chain
- No waiting for block confirmations during battle
- Final results are settled on Solana mainnet

PvP Requirements

- Both players must be within 5 levels of each other
- Sufficient SOL/PLAY balance for wagers
- Both players must be online and accept the duel

Free Mode: Free players can fight in PvP only in Free/no-stakes mode. They cannot create or accept wagered PvP fights.

💰 PvP Betting

The PvP Betting system allows players to create private fights with real token wagers. All bets are settled through **MagicBlock Ephemeral Rollups (ER)** for near-instant, on-chain verification.

⚡ Powered by MagicBlock ER

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All betting fights use MagicBlock's Ephemeral Rollup infrastructure. This means wagers are locked on-chain, combat is resolved at high speed inside the ER session, and final prizes are settled back to Solana mainnet — all verifiably and without server manipulation.

How Betting Works

1. **Create a Fight:** The challenger sends a fight request specifying the wager amount and token type (SOL). A unique `fightId` is generated on-chain.
2. **Opponent Accepts:** The challenged player receives a notification and must sign the acceptance transaction within the allowed window. Both players' wagers are locked into the ER escrow.
3. **Combat in ER:** The fight runs inside an Ephemeral Rollup session. Each action (attack, block, parry) is determined by VRF for full fairness.
4. **Settlement:** When the fight ends, the ER session is finalized. The winner's prize is unlocked and transferred on Solana mainnet. If neither player accepts or combat times out, wagers are returned.

Technical Architecture

🔒 wSOL Internal Mechanics

Internally, bets are handled as **wSOL (Wrapped SOL)** to comply with SPL-token requirements inside the MagicBlock ER environment. From the player's perspective, you simply bet SOL — the wrapping and unwrapping happens automatically on-chain.

Step	What Happens	Who Signs
Fight Creation	Wager locked, fightId generated	Challenger
Fight Acceptance	Opponent's wager locked into escrow	Opponent
Prize Freeze	On-chain prize reserved (nonce validated)	Server (authority)
Settlement	Winner receives full prize pool	Automatic on ER finalization
Cancellation	Wager returned if not accepted in time	Either player

Betting Rules

- **Token:** SOL (internally wSOL on-chain)
- **Both players must agree** on the wager amount before combat begins
- **No manipulation:** All fight outcomes use VRF — not even the server can alter results
- **Nonce validation:** Each bet action requires a unique nonce to prevent replay attacks
- **Timeout:** If the opponent does not accept in time, the fight is cancelled and wagers returned

⚠️ **Fair Play:** Disconnecting or going offline during a betting fight will result in your character stopping combat actions. The fight will continue and you may lose the wager.

🏆 PvP Tournaments

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PvP Tournaments are scheduled competitive events where players fight in a bracket or round-robin format. The tournament system uses the same MagicBlock Ephemeral Rollup infrastructure as private betting fights, ensuring all combat is fast and verifiable.

Tournament Schedule

🗓️ Weekly Cycle:

- **Registration Window:** Opens each week — players sign up via the tournament menu
- **Tournament Day:** Announced per event — check in-game notifications
- **Prize Distribution:** Automatic upon tournament completion

How the Tournament Winner is Decided

1. **Registration:** Players sign up before the registration deadline. A minimum number of participants is required for the tournament to proceed.
2. **Bracket Generation:** Brackets are generated automatically, matching players with similar levels when possible.
3. **Fights:** Each match follows the same rules as a normal PvP fight — VRF-based combat inside an Ephemeral Rollup session.
4. **Advancement:** Winners advance through rounds. Losers are eliminated.
5. **Grand Final:** The last two remaining players face off. The winner of the Grand Final is the tournament champion.
6. **Tiebreaker:** If a fight times out without a clear winner, the player with more remaining HP percentage wins the round.

Tournament Prizes

🎖️ Prize Pool

Tournament prizes vary by event and are announced before registration. The prize pool is funded by entry fees and/or the game treasury. All prizes are distributed automatically to the winner's in-game balance.

Tournament Rules

Rule	Details
Death in Tournament	Players eliminated from the current round respawn after the match ends. No permanent death.
Respawn	Eliminated players respawn at the designated PvP map respawn point after their match.
Map	All tournament fights occur on `mapPvP_gg.tmx` — the dedicated PvP arena.
Items	Standard PvP item rules apply. No consumable items that would give unfair advantages are allowed.

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Rule	Details
NFT Requirement	Must have a valid weapon NFT to participate in ranked tournament fights.

⚠️ **PvP Map Rules:** On `mapPvP_gg.tmx`, special death and respawn mechanics apply. Deaths in the PvP zone are non-permanent — players respawn at the PvP checkpoint after a brief cooldown. This applies to both tournament and open PvP on this map.

🥊 Top Killer PvP Ranking

The **Top Killer PvP Ranking** is a weekly leaderboard that tracks validated PvP kills on the dedicated PvP map. Only kills that meet specific validation criteria count toward your ranking.

📋 Ranking Period

- **Tracking Period:** Monday 00:00 to Sunday 23:59 (UTC)
- **Reset:** Every Monday at 00:00 UTC
- **Distribution:** Automatic on Sunday at midnight UTC

What Counts as a Valid PvP Kill

Not every kill on the PvP map is counted toward the ranking. To prevent farming abuse, kills must meet all of the following criteria:

- **Location:** Kill must occur on `mapPvP_gg.tmx` (the dedicated PvP arena)
- **Minimum Victim Level:** The defeated player must meet a minimum level threshold
- **NFT Weapon Required:** Both the killer and victim must have an equipped NFT weapon
- **No farming the same player repeatedly:** Repeated kills of the same player in a short time window are discounted

Ranking Rewards

🏅 Weekly PvP Prizes

The Top Killer PvP Ranking has its own separate prize pool from the regular (PvE) weekly ranking. Prizes are distributed in tokens to the top players at the end of each week. Prize details are announced in-game each season.

Free Mode Ranking: Free players can appear in PvP rankings when they meet the ranking rules, but they cannot receive token prizes. If a Free player finishes in a prize position, that token prize is forfeited and is not passed to the next Web3 player.
⚠️ **Note:** PvP kills do *not* count toward the regular Weekly Kill Ranking (PvE leaderboard). The two ranking systems are completely separate.

How to Check Your Ranking

- Open the **Leaderboard** menu in-game

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- Navigate to the **PvP Ranking** tab
- Your current kill count and rank are updated in real-time

🗺️ World Map

Explore the world of Gable Guardians! Click on any zone to see the enemies, their levels, and recommended stats. The map is organized from the safe town to increasingly dangerous areas.



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Enemies

Gable Guardians features various enemy types with different sizes and difficulty levels. Here are the currently implemented enemies:

Name	Size	Level	HP	Attack	Defense	Base EXP
Small Revenant	Small	1	60	13	2	150
Revenant	Normal	2	40	12	2	180
Captain Revenant	Captain	3	300	14	2	750
Small Drexed	Small	3	200	14	2	90
Drexed	Normal	4	300	13	2	750
Captain Drexed	Captain	5	300	14	2	750
Small Phantom	Small	6	350	18	3	1,200
Phantom	Normal	7	500	22	4	1,500
Captain Phantom	Captain	9	650	26	6	1,800
Small Vavibe	Small	8	300	22	4	1,400
Vavibe	Normal	10	520	28	6	2,000
Captain Vavibe	Captain	10	780	32	8	2,400
Small Kiuxus	Small	10	600	24	6	2,100
Kiuxus	Normal	11	750	28	7	2,400
Captain Kiuxus	Captain	12	950	32	9	2,700
Small Daopes	Small	13	900	30	7	3,000
Daopes	Normal	14	1,150	34	8	3,300
Captain Daopes	Captain	15	1,450	38	9	3,600
Small Buezou	Small	16	1,200	40	9	3,800
Buezou	Normal	17	1,500	44	10	4,200
Captain Buezou	Captain	18	1,900	48	12	4,700
Small Duazel	Small	16	1,200	36	10	3,300
Duazel	Normal	17	1,500	40	12	3,600
Captain Duazel	Captain	18	1,900	45	14	4,000
Aggressive Revenant	Normal	19	1,400	40	10	3,600
Rage Revenant	Normal	20	1,650	44	11	3,800
Blood Revenant	Captain	21	1,900	48	12	4,100
Crimson Revenant	Captain	22	2,200	52	14	4,400
Monkye Scout	Small	27	2,500	58	18	5,200
Monkye Raider	Normal	28	3,000	62	19	5,600
Monkye Warlord	Captain	30	3,800	68	22	6,500
Grizly Cub	Small	28	2,850	60	19	5,500

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Name	Size	Level	HP	Attack	Defense	Base EXP
Grizly Brute	Normal	29	3,500	66	21	6,100
Grizly Alpha	Captain	31	4,200	74	24	7,200
Turttle Snapper	Small	29	3,200	64	20	6,000
Turttle Crusher	Normal	30	3,900	70	23	6,800
Turttle Siege Captain	Captain	32	4,700	78	26	7,900
Spiky Pup	Small	30	3,600	69	22	6,700
Spiky Ravager	Normal	31	4,300	76	24	7,500
Spiky Overlord	Captain	33	5,200	86	28	8,800
Amphibious Scout	Small	35	6,200	98	33	10,500
Amphibious Raider	Normal	36	7,000	104	35	11,800
Amphibious Warlord	Captain	37	8,200	114	38	13,500
Sharkwarrior Scout	Small	38	7,800	110	37	13,000
Sharkwarrior Ravager	Normal	39	8,800	118	40	14,500
Sharkwarrior Alpha	Captain	40	10,200	130	44	17,000
OctopusQueen Spawn	Small	41	9,500	124	42	15,800
OctopusQueen Guard	Normal	42	11,000	135	46	18,500
OctopusQueen	Captain	43	14,500	155	52	24,000
Turttle Abyss Warden	Captain	32	5,000	82	27	8,200
Spiky Prime Colossus	Captain	34	5,600	92	30	9,300

Note: Enemy stats scale with level and size. Captain-sized enemies are stronger and provide more experience. The game features many more enemy types as you progress through the levels.

Zone 6 Combat Rule: all enemies are aggressive and always deal a minimum of **5 damage** per hit, even against very high-defense players.

Level Difference Drop Rule: normal enemies give reduced rewards when your character is much higher level than the enemy. This affects EXP, token drops, and item drop chance. Event enemies and bosses are not affected by this rule.

- **Up to 10 levels above the enemy:** 100% EXP, token drops, and item drop chance.
- **11 levels above:** 80% rewards.
- **12 levels above:** 60% rewards.
- **13 levels above:** 40% rewards.
- **14 levels above:** 20% rewards.
- **15 or more levels above:** 0% rewards.

Economy & Tokens

Gable Guardians integrates multiple tokens to create a robust in-game economy.

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Supported Tokens

- **SOL:** Solana's native token, used for NFT minting, PvP wagers, and premium features
  `So11111111111111111111111111111111111111112`
- **PLAY:** Gaming token, earned through gameplay and used for in-game purchases and wagers
  `PLAYs3GSSadH2q2JLS7djp7yzeT75NK78XgrE5YLrfq`
- **SKR:** Gaming token, earned through gameplay and used for in-game purchases and wagers
  `SKRbvo6Gf7GondiT3BbTfuRDPqLWei4j2Qy2NPGZhW3`
- **$GABLE:** Community-created SPL token on Solana
  `9uTekAxmx4rqBcR3iGkKmaBwVWMmi7TXEU41frBdBAGS`
  Swap on Titan Exchange ↗

SILVER in Free Mode

SILVER is a Free Mode-only internal currency. It is not a Solana token, cannot be withdrawn, and cannot be used in Web3 token systems. Free players use SILVER for basic supplies such as Meat and SP Potion from Fray Giordano.

🪙 About $GABLE Token

$GABLE is a **community-created token** for Gable Guardians. While the game does not control the token authority, we hold **100% of the royalties** generated from trading activity.

Royalty Distribution

- **30%:** Buybacks, liquidity provision, and token stability strategies
- **70%:** Game development, new features, and ecosystem growth

Token Type: SPL Token on Solana blockchain

Community-Driven: Created by the community, supported by the game

Earning Tokens

- Defeat enemies for PLAY, SKR, and $GABLE token drops
- Rare SOL drops from high-level enemies
- Win PvP battles with wagers
- Trade NFTs on Tensor

⚠️ **Free Mode:** Free players cannot earn SOL, PLAY, SKR, or $GABLE from gameplay. Free players earn SILVER from eligible enemies instead. SILVER stays inside Free Mode and is not withdrawable.
💡 **Token Drop Value:** Each token drop is equivalent to **0.000055 SOL** in value. The exact token amount you receive varies depending on the current market price of each token. This calculation is performed in real-time using the **Triton One RPC** connected to **Titan Exchange**, ensuring the drop value is always fair and market-accurate.

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Game Treasury

The game treasury is publicly visible on the Solana blockchain:

🏦 **Active Game Treasury** — funds actively used for in-game rewards and jackpots:

`GGMGX4JzZx1VygWd6gtckwMT7YQ9eu5V2itHZBrQ8eNS`

🔒 **Security Vault (Cold Wallet)** — offline cold-storage reserve treasury, completely disconnected from game operations and server infrastructure. Private keys are stored offline and never touch an internet-connected device:

`Hk1ezY5BAMpGfEyoeeR6rUbjLvjiPfURUJpmgL3gWawX`

Anyone can monitor both treasury balances and transactions on the Solana blockchain for complete transparency.

Daily Missions

Complete daily missions to earn rewards, EXP bonuses, and special buffs. Missions reset every day at **00:00 UTC**.

Mission Types

Combat Mission

- **Objective:** Defeat a certain number of enemies
- **Reward:** EXP bonus and potential item drops
- **How to Claim:** Complete the required kills, then claim your reward

Gathering Mission

- **Objective:** Collect specific materials (Arcane Dust, Stone Shards, etc.)
- **Reward:** EXP bonus and crafting materials
- **How to Claim:** Gather the required materials, then exchange them for rewards
- **Note:** Materials are consumed when claiming the mission

Connection Mission

- **Objective:** Stay online for 60 minutes
- **Reward:** EXP bonus and loyalty rewards
- **How to Claim:** Automatically eligible after 60 minutes of playtime

Weekend Bonuses

During **weekends (Saturday & Sunday UTC)**, you receive special bonuses:

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- **Weapon Crafting EXP Bonus:** When you craft a weapon on weekends, you receive an EXP bonus that lasts for 60 minutes

Special Event Buffs

During special events, completing daily missions grants additional buffs:

- **Base Special Buff:** 15% boost to combat effectiveness
- **Duration:** 1 hour after claiming
- **Event x2 Multipliers:** Some events double all mission rewards

💡 **Pro Tip:** Complete all three daily missions on weekends to maximize your EXP gains and take advantage of the enhanced drop rates!

Battle Pass

Support the game and earn **SOL credits** for in-game purchases by purchasing a Battle Pass. All transactions are verified on the Solana blockchain.

Free Mode: Free players may purchase Battle Pass credits with a connected wallet for premium purchases, but Free Mode gameplay still cannot generate SOL, PLAY, SKR, or $GABLE rewards. Token rewards become available only after migrating to Web3.

Battle Pass Tiers

Image	Tier	Price	Player Credit (75%)	Treasury (25%)
	**Stone Pass**	0.01 SOL	0.0075 SOL	0.0025 SOL
	**Silver Pass**	0.03 SOL	0.0225 SOL	0.0075 SOL
	**Gold Pass**	0.05 SOL	0.0375 SOL	0.0125 SOL

How It Works

1. **Purchase:** Send SOL to the game treasury wallet via Solana transaction
2. **Verification:** The server verifies your transaction on the blockchain (up to 3 attempts, 10 seconds apart)
3. **Credit:** 75% of your purchase is credited to your in-game SOL balance
4. **Treasury:** 25% goes to the game treasury for development and maintenance

Using SOL Credits

Your in-game SOL credits can be used for:

- Premium in-game purchases
- Special items and upgrades
- PvP wagers and entry fees

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- NFT minting fees

Purchase Process

1. Open the Battle Pass menu in-game
2. Select your desired tier (Stone, Silver, or Gold)
3. Confirm the transaction in your Solana wallet
4. Wait for blockchain verification (usually 10-30 seconds)
5. Receive your SOL credits automatically

⚠️ **Important:** Make sure you send the exact amount to the correct treasury wallet. Incorrect amounts or destinations cannot be refunded. Always verify the transaction details before confirming.
💡 **Note:** Battle Pass purchases support the game's development while giving you valuable in-game currency. Thank you for your support!

Gargoyle Relic Chest

The **Gargoyle Relic Chest** is a special loot box infused with gargoyle runes that grants **1 random reward** per opening. It can be purchased from **NPC Fray Giordano** in Runar City using **external $GABLE tokens** sent from your connected Solana wallet.

How to Purchase

1. Visit **NPC Fray Giordano** in the main town (Runar City)
2. Select the **Gargoyle Relic Chest** option
3. The price is calculated dynamically based on the current GABLE/SOL market price, targeting a value of **~0.035 SOL** per chest
4. Confirm the transaction in your Solana wallet — $GABLE tokens are sent from your external wallet to the game treasury
5. The chest opens automatically and you receive your reward!

💡 **Dynamic Pricing:** The chest costs approximately **0.035 SOL equivalent in $GABLE tokens**. The exact GABLE amount varies with the live market price, calculated in real-time via **Titan Exchange**. This ensures a fair and consistent value regardless of token price fluctuations.

Reward Table

Each chest opening rolls a provably fair random number using **VRF (Verifiable Random Function)** to determine your reward. Here are all possible rewards and their drop rates:

Reward	Drop Rate	Type	Description
📜 **Teleport Scroll**	35%	Item	Instantly teleport to any unlocked town or location
⚔️ **PvP Zone Scroll**	25%	Item	Access the PvP arena zone for player-vs-player combat

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Reward	Drop Rate	Type	Description
✨ **EXP Buff +10% (2h)**	14%	Buff	Grants a 10% EXP bonus for 2 hours — guaranteed consolation reward
📖 **EXP Scroll**	12%	Item	Grants bonus experience points when used
🔄 **Reset Stats Scroll**	10%	Item	Reset your character's stat points to redistribute them
🖍️ **Username Scroll**	2%	Item (Rare)	Change your character's display name
💰 **SOL Jackpot**	2%	Token (Rare)	Win **0.002 SOL** directly to your in-game balance!

🎲 **Fairness & Transparency**

Every chest roll is determined by the **VRF (Verifiable Random Function)** system, combining a provably random seed with your purchase transaction signature and character ID. This ensures every result is **verifiably fair** and cannot be manipulated by anyone — not even the game operators.

GABLE Token Allocation

All $GABLE tokens spent on Relic Chests are allocated transparently as follows:

Allocation	Percentage	Purpose
🔥 **Burn**	30%	Permanently burned on-chain — reducing total $GABLE supply
🏊 **Liquidity Pool**	30%	Added to the liquidity pool to support token stability
🔄 **Swap to SOL**	40%	Swapped to SOL for game treasury operations and reward funding

💎 **Why This Matters**

The 30% burn mechanism makes the Gargoyle Relic Chest a **deflationary feature** for the $GABLE token ecosystem. Every chest purchased permanently removes tokens from circulation, benefiting all $GABLE holders. Allocations are processed in daily batches and executed on-chain for full transparency.

⚠️ **Important:**

- Chest purchases require **external $GABLE tokens** in your connected Solana wallet — in-game GABLE balance cannot be used
- The transaction is verified on-chain before the chest is opened
- Each transaction signature can only be used once — duplicate purchases are rejected
- Rewards are granted instantly to your inventory or in-game balance

Weekly Ranking

Compete with other players every week for exclusive rewards! The Weekly Ranking system automatically tracks your kills and rewards the top 10 players with valuable tokens.

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🏆 How It Works

- **Tracking Period:** Monday 00:00 to Sunday 23:59 (UTC)
- **Ranking Criteria:** Total enemy kills during the week
- **Reward Distribution:** Automatic, every Sunday at midnight (UTC)
- **Funding Source:** Rewards come from the game's reward pool

Prize Distribution

The top 10 players receive rewards based on their ranking. All prizes are automatically distributed to your in-game balance.

Free Mode Ranking: Free players can appear in the Weekly Ranking, but cannot receive token prizes. If a Free player finishes in a prize position, that token prize is forfeited and is not passed to the next Web3 player.

Rank	GABLE	PLAY	SKR	Total Value (SOL)
🥇 **#1**	0.03 SOL	0.0125 SOL	0.0125 SOL	**0.055 SOL**
🥈 **#2**	0.02 SOL	0.006 SOL	0.006 SOL	**0.032 SOL**
🥉 **#3**	0.01 SOL	0.003 SOL	0.003 SOL	**0.016 SOL**
#4	0.005 SOL	-	-	**0.005 SOL**
#5	0.005 SOL	-	-	**0.005 SOL**
#6	0.005 SOL	-	-	**0.005 SOL**
#7	0.005 SOL	-	-	**0.005 SOL**
#8	0.005 SOL	-	-	**0.005 SOL**
#9	0.005 SOL	-	-	**0.005 SOL**
#10	0.005 SOL	-	-	**0.005 SOL**

💰 Prize Calculation

All prizes are listed in **SOL-equivalent value**. The actual token amounts you receive are calculated automatically based on current market prices at the time of distribution:

- **$GABLE** - Community Token
  `9uTekAxmx4rqBcR3iGkKmaBwVWMmi7TXEU41frBdBAGS`
- **$PLAY** - Playsolana PSG1
  `PLAYs3GSSadH2q2JLS7djp7yzeT75NK78XgrE5YLrfq`
- **$SKR** - Solana Mobile Seeker
  `SKRbvo6Gf7GondiT3BbTfuRDPqLWei4j2Qy2NPGZhW3`

For example, if you win 1st place and GABLE is trading at $0.001, you would receive approximately 30,000 GABLE tokens (0.03 SOL worth at current SOL/USD price).

Schedule & Timing

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🗓️ **Weekly Cycle:**

- **Competition Week:** Monday 00:00 - Sunday 23:59 (UTC)
- **Reward Distribution:** Sunday at midnight UTC (automatic)
- **First Season Started:** January 4, 2026

Important Notes

⚠️ **Key Information:**

- Only **enemy kills** count toward your ranking (PvP kills do not count)
- Rewards are **automatically distributed** - no claim action required
- You will receive an in-game notification when you earn rewards
- If market prices are unavailable during distribution, rewards will be pending until prices are available
- Rankings reset every Monday at 00:00

💡 **Pro Tips:**

- Focus on high-level enemies for faster kill counts
- Use AoE skills to efficiently farm multiple enemies
- Check your current ranking in the leaderboard menu
- Plan your grinding sessions around the weekly reset

Daily GABLE Mining Ranking

The **Daily GABLE Mining Ranking** is a UTC-day leaderboard for Web3 miners using Mike's GABLE Mining Cave. It resets every day at **00:00 UTC** and keeps historical snapshots for audit and reward review.

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How to Score

- **Craft a GABLE pickaxe:** 80 points
- **Repair a GABLE pickaxe:** 45 points
- **Valid mining hit:** 1 point
- **Converted fragment:** 10 points
- **Minimum activity:** 200 valid hits in the UTC day to be eligible for first-place reward

Daily Prize

The first eligible Web3 miner receives **5% of the Web3 GABLE mined during that UTC day**. Rewards are created after the daily close and are claimed by talking to **Mike**, opening **Daily Rank**, and signing the claim with the connected wallet.

Free Mode: Free players may appear in ranking data, but cannot receive token rewards from mining rankings.

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Solana Gaming Rank

The **Solana Gaming Rank** is a special event leaderboard running from **June 25, 2026 00:00 UTC** through **June 28, 2026 23:59 UTC**. Players join by talking to **Aleksa** in game and entering the private event code provided by the Solana Gaming team.

Eligibility: Solana Gaming Rank is now limited to Web3 players. Free Mode accounts cannot register for this event or appear in its rankings.

Event Rankings

- **Kills:** PvE enemy kills earned during the event window.
- **PvP:** Valid PvP kills earned during the event window.
- **Level:** Highest character level, with experience used as a tiebreaker.

Rewards

The top players can earn event rewards after the final ranking closes. A player who appears in multiple top 10 rankings receives the SOL prize only once.

Placement	Reward
Top 10 of each ranking	0.02 SOL claim for Battle Pass and gargoyle mint costs
Top 5 PvP	Additional $5 equivalent in GABLE
Top 3 of each ranking	Manual NFT award arranged by the Gable Guardians team

Claim Requirement: Token rewards are claimed through Aleksa with the connected wallet. Event registration and ranking eligibility require an eligible Web3 account.

World Cup Event

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The **World Cup Event** runs from **June 22, 2026** through **August 1, 2026**. During the event, eligible enemy kills can drop special footballs that work like event consumables.

Eligibility: World Cup football drops are available to Web3 players only. Free Mode accounts do not receive event football drops or token football rewards.

Football Drops

- **HP Football:** restores HP.
- **SP Football:** restores SP.
- **GABLE, PLAY, and SKR Footballs:** open into token rewards when price data is available.
- **Eggy and Seeker Footballs:** summon the matching event enemy.

Event Boosts

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Saturday x2 EXP

Starting **June 27, 2026**, Saturdays during July and August grant **2x EXP**.

Friday x2 GABLE

On Fridays, Web3 players with Battle Pass receive a personal **3-hour x2 GABLE** window. Only GABLE token drops are doubled.

Drop System

All item and token drops use VRF (Verifiable Random Function) to ensure fairness and prevent exploitation. Every enemy kill generates a provably fair random roll that determines what you receive.

Token Drop Rates

Each kill rolls a number from 1–100. The result determines which token you receive:

Token	Drop Chance	Roll Range	Type
 **$GABLE**	20%	1 – 20	Community Token
 **$PLAY**	10%	21 – 30	PlaySolana Token
 **$SKR**	10%	31 – 40	Solana Mobile Token
❌	60%	41 – 100	No token drop

💎 SOL Jackpot Drop

In addition to the token roll above, every kill also has an **independent** chance to win a SOL jackpot:

- **SOL Drop Chance:** 0.05% per kill
- **SOL Drop Amount:** 0.01 SOL
- This roll is completely separate — you can win both a token drop *and* the SOL jackpot on the same kill

💰 Token Drop Value

When a token drop is triggered, the amount you receive is calculated dynamically based on current market prices. Each drop is worth approximately **0.00015 SOL equivalent** in tokens at the time of the drop.

For example, if $GABLE is trading at $0.001 and SOL is at $150, a GABLE drop would grant approximately **22.5 GABLE tokens**.

📊 Drop Rate Summary

- **Total token drop chance per kill:** 40% (GABLE + PLAY + SKR)
- **SOL jackpot chance per kill:** 0.05% (independent roll)

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- **No drop:** 60% of kills yield no token

⚠️ **Requirements to Receive Drops:**

- You must own an **NFT** to receive drops and XP
- You must have an active **Battle Pass** (SOL balance required) — a small fee is deducted per kill

How VRF Drops Work

1. Player defeats an enemy
2. Server uses a VRF seed from MagicBlock (batched every 50 kills)
3. A verifiable random number is derived from the seed
4. Number is compared against drop rates (1–100 roll)
5. Tokens are awarded based on the roll result

🎲 **Pity System**

Gable Guardians includes a pity system for rare **material drops** (Ancient Core, Arcane Dust). If you don't receive a rare material after many attempts, your chances gradually increase until you get one.

Blockchain Integration

Gable Guardians is deeply integrated with Solana and MagicBlock technologies.

Solana Program

`5noZYmNbF6Y9btiFijLtacZTdLTNCoZ5yfbPKamHzTqA`

This is the main game program that handles:

- NFT minting and transfers
- VRF request coordination
- Ephemeral Rollup integration
- On-chain state verification

MagicBlock VRF

Verifiable Random Functions provide:

- Provably fair combat outcomes
- Transparent drop calculations
- Tamper-proof crafting success rates
- Verifiable PvP results

Ephemeral Rollups

Used for PvP battles to provide:

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- Instant action resolution
- Low-latency combat
- On-chain verification
- Mainnet settlement

Compressed NFTs (cNFTs)

Using Metaplex's cNFT standard:

- Dramatically reduced minting costs
- Same ownership guarantees as regular NFTs
- Efficient storage using Merkle trees
- Full Tensor marketplace compatibility

Merkle Tree Addresses

Characters: `BQJMMprxeF1XCPYYAHxKNs3NyvNa8fhZAcq2v78wnPxd`

Weapons: `87VcaB2VTVL5g2phYGMMHnBfg51YCuwTrA9XdymfiSCr`

Skills: `Dg4rxwE6NykQCjtMym4TfGDX8eLzzmvUHa4VJ4RQzisN`

Item Upgrades

Dragon Weapons (Gargoyle NFT weapons) can be upgraded to boost their combat effectiveness. See the Dragon Weapon Upgrades section for full details.

⚔️ Dragon Weapon Upgrades

Dragon weapons (all Gargoyle NFT weapons) can be upgraded from **+1 to +10**. Each upgrade level provides a small but meaningful boost to combat performance, tracked directly in the NFT metadata on-chain via IPFS / Pinata.

🔗 On-Chain Metadata

When you upgrade a dragon weapon, the NFT metadata is updated on IPFS with the new `upgrade` attribute. The upgrade level is verifiable on-chain at any time.

Upgrade Bonuses by Weapon Type

Bonus per level is cumulative. At +10, you get the full 10× multiplier applied.

Weapon Type	Bonus per Level	At +5	At +10 (Max)
Sword / Axe / Spear / Bow	+1% Physical Damage	+5% Damage	+10% Damage
Orb (Magic)	+1% Magic Damage	+5% Magic Dmg	+10% Magic Dmg

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Weapon Type	Bonus per Level	At +5	At +10 (Max)
Shield	+1.5% Max HP & +0.5% Damage Reduction	+7.5% HP / +2.5% DR	+15% HP / +5% Dmg Reduction

Combat Examples

Weapon	+0 Attack	+5 Attack	+10 Attack
Dragon Sword (50 STR)	108	113	118
Dragon Orb (60 INT)	132	138	144
Dragon Shield (20 STA) — Max HP	345 HP	~372 HP	390 HP

🚀 Dual Wield

When dual wielding dragon weapons, each weapon's upgrade level is applied independently. A +3 sword in the right hand and a +4 sword in the left hand each contribute their own bonus.

Upgrade Limits

- **Minimum Level:** +1
- **Maximum Level:** +10
- **Only dragon weapons** (Gargoyle NFT weapons) are upgradeable
- Upgrades are tracked in the NFT `upgrade` attribute on IPFS

⚠️ **Important:** Only weapons identified as Dragon weapons (those with the `gargoyle_` prefix or containing "dragon" in their name) can be upgraded via this system.

🛸 The Altar — Gargoyle Transformation

The Altar is a sacred ritual mechanic where your gargoyle character undergoes a permanent transformation. A baby gargoyle becomes a fully awakened adult gargoyle — minted as a **1-of-1 (1:1) NFT** under the **Metaplex Core** standard, with your character's exact stats, cosmetics, and a set of randomly assigned ritual bonuses.

💎 What is a 1:1 NFT?

Unlike the compressed cNFTs used for regular characters, the Altar gargoyle is a **unique, non-fungible asset** (Metaplex Core standard). No two Altar gargoyles are identical — each one captures the exact stats, cosmetic equipment, and ritual bonuses of a specific character at the moment of transformation.

How The Altar Works

1. **Requirements Check:** Your character must meet the level and material requirements (see below). The ritual cannot begin without all materials in your inventory.

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2. **Cosmetic Selection:** Before the ritual, you choose the premium cosmetics your gargoyle will wear permanently — **Hat, Suit, Gloves, and Boots**. These become part of the NFT metadata and image.
3. **Image Composition:** The system composes a unique PNG image by layering your chosen cosmetics onto the base gargoyle sprite (128×128 px, upscaled 4× to 512×512 px).
4. **Metadata & Upload:** Full character stats, cosmetics, and ritual bonuses are packaged into an NFT metadata JSON file and uploaded to IPFS via Pinata.
5. **Minting:** A Metaplex Core asset is minted directly to your wallet. This is your 1:1 Altar Gargoyle NFT.
6. **Ritual Bonuses Rolled:** At the moment of minting, the server rolls random bonuses using a secure RNG (future: VRF). These bonuses are permanently locked into the NFT.

Ritual Bonuses (Random)

When the Altar ritual completes, two bonus values are randomly assigned and permanently embedded in the NFT:

Bonus Type	Possible Values	Probability
Token Drop Bonus %	+1% (base) or +2% / +3% / +4% / +5% (rare)	90% chance of +1%; 10% chance of rare (2–5%)
EXP Bonus %	+5% to +10% (weighted)	+5%: 40%, +6%: 25%, +7%: 15%, +8%: 10%, +9%: 7%, +10%: 3%

🎲 Ritual RNG Transparency

Every Altar ritual roll is recorded in the `altar_vrf_rolls` database table with a **seed reference**, **random value**, and **result hash**. This allows full auditability of every gargoyle's bonus assignment.

NFT Attributes

The Altar Gargoyle NFT contains all of your character's data at the time of transformation:

Attribute	Description
Level	Your character level at time of ritual
Experience	Total EXP accumulated
HP Max / SP Max	Max health and mana at time of ritual
STR / STA / DEX / INT	All primary stats
ATK / DEF / SPD / HIT / PARRY / CRIT	All derived combat stats
Hat / Suit / Gloves / Boots	Chosen cosmetic codes (permanently embedded)
Token Drop Bonus %	Randomly assigned at ritual (1–5%)
EXP Bonus %	Randomly assigned at ritual (5–10%)
Standard	Metaplex Core
Collection	Gable Guardians — Gargoyles 1:1

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Requirements

⚠️ Before You Perform the Ritual:

- Your character must meet the **minimum level requirement** (announced per event/season)
- You must have the required **crafting materials** in your inventory
- You must select **all four cosmetic slots** (Hat, Suit, Gloves, Boots) — these cannot be changed after the ritual
- The ritual is **irreversible** — once completed, the NFT cannot be rolled back
- There is a **SOL cost** for the ritual (covers minting fees and Pinata IPFS storage)

📦 After the Ritual

Once the ritual is complete, your Altar Gargoyle NFT is sent directly to your connected Solana wallet. It is listed in the **Gable Guardians — Gargoyles 1:1** Metaplex Core collection and is visible on NFT marketplaces that support the Core standard.

💎 SKR Community Staking

The SKR Community Staking system allows players to stake their in-game SKR tokens to boost EXP gains for **the entire server**. The more SKR that is collectively staked, the greater the global EXP bonus that benefits everyone.

🌍 Community-Wide Bonus

Unlike individual buffs, the staking EXP bonus is determined by the **total percentage of all in-game SKR that is staked**. When the community stakes more, everyone earns more EXP.

Community Bonus Tiers

% of In-Game SKR Staked	EXP Bonus (All Players)	EXP Multiplier
≥ 50% staked	+5% EXP	1.05×
≥ 35% staked	+3% EXP	1.03×
≥ 20% staked	+2% EXP	1.02×
Below 20% staked	No bonus	1.00×

How Staking Works

1. Open your character menu and navigate to the **SKR Staking** panel
2. Choose an amount of SKR to stake (minimum ~$2 USD equivalent in SKR)
3. Your SKR is locked as an active stake and begins contributing to the community pool immediately
4. When you want to unstake, you submit an **unstake request**
5. After a **48-hour cooldown**, your SKR becomes claimable and returns to your wallet

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Staking Status

You can see the current community staking status at any time via the `/skrstake` chat command, which shows:

- The percentage of in-game SKR currently staked
- The active EXP bonus (or if no bonus is active yet)
- Total SKR staked vs. total in-game SKR

Individual Staking Info

- **Minimum Stake:** ~$2 USD equivalent in SKR
- **Unstake Cooldown:** 48 hours after requesting unstake
- You can stake multiple times and unstake partial amounts
- Staked SKR is held securely in the game's staking contract
- Once the 48h cooldown passes, you must manually claim your SKR back

💡 Strategy Tip

Encourage your guild and community to stake SKR together! Even reaching the 20% tier gives everyone a permanent +2% EXP boost while staked. At 50%, the entire server enjoys +5% EXP gains.

🛡️ Guilds

Guilds are player-created social organizations that provide exclusive bonuses to all members. Build your guild, level it up, and earn community rewards together.

Creating a Guild

Guild creation requires a coordinated effort by a party of at least 3 online players. The guild leader who initiates creation must meet all requirements:

Requirements to Create a Guild

Requirement	Amount
Online Party Members	At least 3 (all must be in the same party and online)
Ancient Core	10
Arcane Dust	10
Stone Shard	30
GABLE Token	No cost to create

Guild Name Rules

- Must be **exactly 4 characters**

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- Only letters and numbers allowed (no spaces or symbols)
- Guild names are automatically converted to uppercase
- Names must be unique across all guilds

Guild Logo

- Must be a **PNG image**
- Exact size: **24×24 pixels**
- Uploaded at creation time and stored on the game server

Guild Chat Commands

Command	Description	Example
`@create guild`	Open the guild creation overlay and check requirements	`@create guild`
`@guild`	Open guild panel (leader sees admin options, members see guild info)	`@guild`
`@guild invite`	Invite an online player to your guild (leader only)	`@guild invite PlayerName`
`@guild accept`	Accept a pending guild invite using invite code or guild name	`@guild accept ABC123` `@guild accept WSVG`

Guild Bonuses by Level

Guilds level up as members burn GABLE tokens to contribute XP. Bonuses apply to all active members:

Guild Level Range	EXP Bonus	Item Drop Bonus	Token Drop Bonus
Level 0–9	+0%	+0%	—
Level 10–19	+2%	+2%	—
Level 20–29	+4%	+4%	—
Level 30–39	+6%	+6%	—
Level 40 (Max)	**+8%**	**+8%**	**+2% Token Drop**

Leveling Your Guild

Any guild member can contribute XP to the guild by burning GABLE tokens:

- **Cost per contribution:** 0.001 GABLE
- **XP gained:** +10 XP per burn
- **XP needed per level:** Level × 100 XP
- **Maximum level:** 40

Guild Maintenance

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Guilds require regular maintenance to stay active. Only the **guild leader** can pay maintenance:

- **Maintenance interval:** Every 27 days
- **Maintenance cost:** 0.01 GABLE
- If maintenance is missed, the guild becomes **inactive** and bonuses are suspended

Guild Rules

- **Max members:** 100
- **Minimum active members:** 3 (guild is destroyed if it falls below this)
- **Leave cooldown:** 48 hours before joining or creating another guild
- If a **founding member leaves**, the guild is automatically destroyed
- All 3 founding members are required to be online at creation time

⚠️ **Founding Members:** The first 3 members of a guild are marked as **founding members**. If any founding member leaves, the guild is immediately dissolved for all members.

💡 **Guild Tip**

Combine guild bonuses with the SKR Community Staking bonus and your platform bonuses (Seeker or PSG1) for massive stacked EXP and drop rate boosts!

About the Project

Development Story

Gable Guardians is an **indie game** developed by a single person with the assistance of AI tools. There is no company or large team behind it—just a passion for creating a truly decentralized MMORPG experience.

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Development Timeline

- **Started:** December 12, 2025
- **Current Status:** Alpha v0.3.123
- **Level Cap:** 100 (of planned 1000)

AI-Assisted Development

This project leverages modern AI tools to accelerate development while maintaining high quality:

- Code generation and optimization
- Asset creation assistance
- Game balance calculations
- Documentation and content writing

Open Philosophy

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Gable Guardians is built with transparency in mind:

- All blockchain interactions are public
- Game treasury is openly monitored
- VRF ensures provably fair gameplay
- Community feedback drives development

Future Vision

The roadmap for Gable Guardians includes:

- 100 new levels per year until reaching level 1000
- Continuous content updates and events
- New weapon and skill types
- Guild systems and social features
- Expanded PvP modes and tournaments
- Player-driven economy enhancements

Connect With Us

- **Twitter/X:** @Gableguardians
- **Discord:** Join our community
- **Developer:** @elchuo160

💬 Join the Community

Have questions? Want to share feedback? Join our Discord server to connect with other players and the developer!

🎮 Platform Benefits

Gable Guardians rewards players for playing on specific platforms with exclusive EXP and item drop bonuses. These bonuses are applied automatically based on your connected device and verified NFT holdings.

📱 Seeker Device Benefits

Players who connect to Gable Guardians through the **Seeker dApp** receive exclusive EXP bonuses. Additional bonuses are available for verified Seeker Genesis Token (SGT) holders.

Seeker Bonus Tiers

Condition	EXP Bonus	Item Drop Bonus
Playing from Seeker (verified)	+10%	—
Seeker + Seeker Genesis Token (SGT)	+10%	+5%

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How Seeker Verification Works

- The game automatically detects that you are playing from the **Seeker dApp**
- Your wallet is checked for a valid **Seeker Genesis Token (SGT)**
- If verified, the **+10% EXP and +5% item drop** bonus is applied automatically
- Verification is performed in the background on login — no action needed

📱 Download Gable Guardians on Seeker

Find Gable Guardians on the **Seeker dApp Store** and download it directly to your Seeker device. Playing from the Seeker app automatically qualifies you for the +10% EXP bonus!

⚠️ **Note:** Web browser players do not receive platform bonuses, even if they hold SGT. You must be actively connected via the Seeker dApp to receive these benefits.

🕹️ PSG1 + NFT Player Benefits

Players who connect to Gable Guardians through the **PSG1 handheld device** and hold qualifying NFTs from the Play Solana ecosystem receive exclusive EXP and drop rate bonuses.

PSG1 Bonus Tiers

Condition	EXP Bonus	Item Drop Bonus
Playing from PSG1 only (no qualifying NFTs)	—	—
PSG1 + PSG1 Genesis NFT	+10%	—
PSG1 + PSG1 Genesis + Player 1 OR Player 2	+10%	+5%
PSG1 + PSG1 Genesis + Player 1 AND Player 2	+10%	+10%

Qualifying NFTs

- **PSG1 Genesis:** Required base NFT to unlock any bonus. Must hold this to receive EXP bonus.
- **Player 1 NFT:** Adds +5% item drop bonus (when combined with PSG1 Genesis)
- **Player 2 NFT:** Adds +5% item drop bonus (when combined with PSG1 Genesis)
- **Player 1 + Player 2:** Combined for the maximum +10% item drop bonus

How PSG1 Verification Works

- The game detects that you are connected via the **PSG1 device**
- On login, your connected wallet is automatically checked against the Play Solana NFT holders list
- If qualifying NFTs are found, bonuses are applied silently — no action required
- NFT ownership is verified via the Play Solana API and cached for 5 minutes

🔗 Play Solana Ecosystem

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The Player 1 and Player 2 NFTs are part of the **Play Solana** ecosystem. Holding these alongside a PSG1 Genesis NFT provides the maximum item drop multiplier of **1.10× (+10%)**.

⚠️ **PSG1 Genesis Required:** The PSG1 Genesis NFT is a mandatory requirement. Without it, even holding Player 1 and Player 2 NFTs will not grant any bonus.

Homestead Farming

Homestead Farming is a Web3-only production system where players build a small house in the open world, gather materials, activate machines inside the house, and convert effort into stored GABLE production. It is designed as a full farming loop: you gather, process, protect, claim, and trade. The target balance is an approximate **9-12 day ROI window**, depending on current GABLE price, how often you keep machines running, market prices, shield usage, and raid/ogre risk.

Quick Summary

Craft an axe with Mason, chop trees for Wood, defeat enemies for stone and rare materials, build your house with `@buildhouse`, repair the three machines inside, fuel them, run the production chain, claim stored GABLE, and sell extra materials through Zyla's internal marketplace.

Core Flow

1. Visit **Mason** to craft or repair the Lumber Axe.
2. Equip the axe, travel to normal outdoor maps, and chop Homestead trees in enemy-zone areas to collect Wood.
3. Stand on a valid outdoor tile and use `@buildhouse` to build your house. Houses cannot be built on special maps such as dungeon, PvP, mine, cave, guild, or interior maps.
4. Use `@sethouse` to open house settings, enter your house, and manage public/private access.
5. Inside the house, interact with the three damaged machines, repair/build them, add fuel, start batches, and claim the output when the progress bar is full.
6. Interact with the ledger book inside the house to review machine history, total production, total GABLE farmed, and any SKR rewards won.

Payments

Homestead costs can be paid with **internal GABLE** from the in-game wallet or **external GABLE** from the connected Solana wallet when the feature offers both modes. The UI uses a compact payment switch: **IN** means internal GABLE, and **OUT** means external GABLE.

Fray Giordano uses the same IN/OUT switch for GABLE purchases such as Machine Fuel and Homestead shields. **Zyla's material marketplace** also supports GABLE IN/OUT purchases for player listings: IN spends your in-game GABLE balance, while OUT sends SPL GABLE from your connected wallet and the seller receives the net internal GABLE after marketplace fee.

Visual Item Guide

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Sprite	Item	How to Get It	Main Use
	**Lumber Axe**	Craft or repair it with Mason using GABLE plus materials.	Equip it to chop Homestead trees. It is a tool, not a PvE/PvP weapon.
	**Homestead Tree**	Found on normal outdoor maps, inside enemy-zone spawn areas.	Chop with the Lumber Axe to gather Wood. Trees respawn quickly.
	**Wood**	Chop Homestead trees or buy from players in Zyla marketplace.	Build the house, build machines, repair, and feed Machine 1.
	**Stone Shard**	Dropped by enemies and tradable in Zyla marketplace.	Used in axe, house, machine builds, repairs, and Machine 2 batches.
	**Gargoyle Essence**	Dropped by enemies and tradable in Zyla marketplace.	Required for axe, house, and machine construction.
	**Arcane Dust**	Dropped by higher-value enemies and tradable in Zyla marketplace.	Required for Machine 2 and Machine 3 construction.
	**Ancient Core**	Dropped by tougher enemies and tradable in Zyla marketplace.	Required for the house and the final GABLE machine.
	**Machine Fuel**	Buy from Fray Giordano with GABLE. Fuel is visible only in Fray's GABLE tab.	Consumed when starting machine batches.
	**House Shield**	Buy from Fray Giordano with GABLE or activate from inventory if you have the item.	Reduces or blocks raid and ogre losses while active.

One-Time Setup Requirements

Important: the materials in this table are one-time setup costs. You pay them when you craft the axe, build the house, build a machine, or repair something after damage. They are **not** consumed every time a machine produces. Once a machine is built and active, only the batch inputs from the Machines table are consumed for production.

Action	One-Time Materials	GABLE Cost Basis
Craft Lumber Axe	20 Stone Shards + 5 Gargoyle Essence	Quoted from 0.005 SOL equivalent
Repair Lumber Axe	10 Stone Shards	Quoted from 0.002 SOL equivalent
Build House	800 Wood + 150 Stone Shards + 40 Gargoyle Essence + 5 Ancient Cores	Quoted from 0.05 SOL equivalent
Repair House	200 Wood + 50 Stone Shards	Quoted from 0.005 SOL equivalent

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Action	One-Time Materials	GABLE Cost Basis
Build Stonebark Timber Loom	500 Wood + 100 Stone Shards + 20 Gargoyle Essence	Quoted from 0.025 SOL equivalent
Build Gargoyle Sigil Press	700 Wood + 150 Stone Shards + 30 Gargoyle Essence + 3 Arcane Dust	Quoted from 0.04 SOL equivalent
Build Aether GABLE Crucible	1000 Wood + 200 Stone Shards + 50 Gargoyle Essence + 5 Arcane Dust + 5 Ancient Cores	Quoted from 0.06 SOL equivalent

The exact GABLE amount is calculated at purchase time using the current GABLE/SOL price. If GABLE price changes, the number of GABLE required changes, but the SOL-equivalent target remains the same unless the game configuration is updated.

Machines

The machine table shows the **recurring production cost**. These inputs are consumed per batch after the machine is already built and active. For example, the Gargoyle Sigil Press needs its one-time construction materials only once, but each production batch consumes Refined Wood, Stone Shards, and Machine Fuel.

Sprite	Machine	Per-Batch Inputs	Output	Time	Daily Capacity
	**Stonebark Timber Loom**	100 Wood + 1 Fuel per batch	10 Refined Wood Fragments	15 minutes	Up to 1000 Wood processed daily
	**Gargoyle Sigil Press**	10 Refined Wood + 20 Stone Shards + 1 Fuel per batch	10 GABLE Fragments	20 minutes	Up to 100 Refined Wood processed daily
	**Aether GABLE Crucible**	10 GABLE Fragments + 1 Fuel per batch	Stored GABLE based on 0.00025 SOL equivalent per fragment	15 minutes	Up to 100 GABLE Fragments processed daily

Production Chain

1. **Machine 1** turns Wood into Refined Wood Fragments.
2. **Machine 2** consumes Refined Wood Fragments plus Stone Shards to create GABLE Fragments.
3. **Machine 3** consumes GABLE Fragments and creates stored GABLE inside your house.
4. Claim stored GABLE from the final machine flow. This is the point where the daily 30 SKR bonus roll can happen.

Each machine shows a progress bar in the overlay and above the machine in real time. When the bar is empty, no batch is running. When it is full, the output is ready to claim. Pressing **Claim Output** claims every ready batch for that machine at once.

Fray GABLE Items

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Item	Where	Payment	Use
Machine Fuel	Fray Giordano Market, GABLE tab	GABLE IN or OUT; price is quoted at purchase from the configured fuel base price	Required to start any machine batch
Wardstone Shell	Fray Giordano Market, GABLE tab	GABLE IN or OUT; quoted from 0.003 SOL equivalent	24h house shield with heavy loss reduction
Aegis Gargoyle Veil	Fray Giordano Market, GABLE tab	GABLE IN or OUT; quoted from 0.01 SOL equivalent	72h house shield with full V1 block against raids and ogres

Zyla Marketplace

Almost every farming material can be traded between players through **Zyla's internal marketplace**. This is important because players can specialize: one player may chop Wood, another may farm enemies for Stone Shards or Arcane Dust, and another may buy missing materials to keep machines online. Listings can use SOL, PLAY, GABLE, or SKR. For GABLE listings, buyers can choose **IN** for internal GABLE or **OUT** for external SPL GABLE from their connected wallet.

Wallet Signature Protection

Starting a production batch, claiming machine output, and claiming stored GABLE require a wallet message signature. This signature does not spend tokens; it proves that the connected wallet owner approved the action. The backend verifies the wallet, action, machine or house id, timestamp, and nonce, then stores a unique signature hash so the same signature cannot be replayed through direct socket calls.

Zyla external GABLE marketplace purchases also require wallet payment and a marketplace signature. The backend verifies the SPL transfer destination, GABLE mint, source wallet, amount, marketplace nonce, listing id, and quantity before moving escrowed items.

Risk, Loss, and Recovery

Homesteads can be attacked by other players or by Homestead ogre events. If a house is destroyed while machines are processing, the attacker can receive only a small part of the active/recoverable value, normally around **5-8%**. The owner keeps the remaining recoverable portion but must repair the house and damaged machines before production can continue.

Fray Giordano can sell house shields for GABLE. Shields reduce or block raid risk depending on the shield tier and duration.

Daily SKR Reward

When a player claims output from the **Aether GABLE Crucible**, the system checks whether the player has farmed enough that UTC day. Eligible claims can roll for a **30 SKR** bonus using the game's VRF

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randomness. The default chance is **5%** per eligible final-machine claim, but only **one player can win this SKR reward per UTC day**. If nobody hits the probability roll that day, the reward is not forced.

Important: The SKR reward is probabilistic, not guaranteed. The daily winner cap is enforced server-side, and the prize is credited to the winner's internal wallet.

Example ROI Simulation

This table is an example using default production limits. It is not a guaranteed result because GABLE price, material prices, shield usage, online time, and marketplace behavior can change.

Scenario	Daily Inputs	Daily Output	Notes
Full chain online	1000 Wood, 200 Stone Shards, 30 Fuel	100 GABLE Fragments refined into stored GABLE	Requires keeping all three machines supplied and claimed.
Estimated gross value	100 GABLE Fragments processed	About 0.025 SOL equivalent in GABLE before market/risk effects	Based on 0.00025 SOL equivalent per final fragment.
Build investment basis	House + 3 machines + axe	About 0.18 SOL equivalent in GABLE plus gathered materials	Does not include optional shields, marketplace purchases, or repair events.
Simple ROI window	0.18 SOL equivalent / 0.025 daily gross	About 8 days before friction	With shields, repairs, missed cycles, and material purchases, 9-12 days is a more realistic target.

Useful Commands

- `@buildhouse` opens the house build flow at your current tile.
- `@sethouse` opens your house settings and lets you enter or manage access.
- `@here` shows your current map and position, useful when testing build spots.

Trade System

Players can trade items, materials, and consumables with each other using the in-game trade system.

How to Trade

1. Use the chat command: `@trade [PlayerName]`
2. Both players must accept the trade request
3. Add items from your inventory to the trade window
4. Review the trade offer carefully
5. **Sign the transaction with your Solana wallet** to confirm you accept the trade
6. Once both players sign, the trade is executed

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Free Mode Trading

Free players can trade only with other Free players. Free trades can include eligible Free items and SILVER. Free players cannot trade with Web3 players through the Free trade flow, and Free items are not NFTs unless they are converted during migration.

Tradeable Items

- Crafting materials (Stone Shards, Gargoyle Essence, etc.)
- Consumables (Meat, Blue Potions)
- Skill components (Runic Paper, Ancient Ink, Sigil Fragments)
- Rare materials (Ancient Cores, Arcane Dust)
- SOL and PLAY tokens

⚠️ **Important:** Each trade requires a wallet signature to confirm authenticity. NFTs (characters, weapons, skills) cannot be traded in-game. Use **Tensor** or the in-game **Zyla NFT Marketplace** for NFT trading.

Chat Commands

Gable Guardians features various chat commands to access different game features and interact with other players. All commands start with the `@` symbol.

Available Commands

Command	Description	Example
`@trade`	Initiate a trade with another player	`@trade PlayerName`
`@pvp`	Challenge another player to PvP combat	`@pvp PlayerName 0.1 sol` `@pvp PlayerName free`
`@here`	Display your current location and map	`@here`
`@buildhouse`	Open the Homestead build flow at your current tile	`@buildhouse`
`@sethouse`	Open your Homestead settings, access options, and house entry	`@sethouse`
`@reset pos`	Reset your position to the nearest portal	`@reset pos` or `@resetpos`
`@fray`	Ask Fray (AI assistant) questions about the game	`@fray How do I craft weapons?`
`@logpvp`	View detailed logs of a PvP match by hash	`@logpvp abc123`
`@partyinvite`	Invite a player to your party (required for dungeon entry)	`@partyinvite PlayerName`
`@partyaccept`	Accept a party invitation	`@partyaccept`
`@partyleave`	Leave your current party	`@partyleave`
`@partykick`	Kick a player from your party (leader only)	`@partykick PlayerName`
`@partydisband`	Disband your party (leader only)	`@partydisband`

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Command	Description	Example
`@create guild`	Open the guild creation overlay	`@create guild`
`@guild`	Open guild panel	`@guild`
`@guild invite`	Invite an online player to your guild (leader only)	`@guild invite PlayerName`
`@guild accept`	Accept pending guild invite by code or guild name	`@guild accept ABC123` `@guild accept WSVG`

⚠️ **Party Required for Dungeons:** You must be in a party (2-8 players) to enter dungeons. Use `@partyinvite` to create or join a party before attempting dungeon content.

💡 Pro Tip

Type `@fray` followed by any question about the game, and Fray will help you with FAQs, game mechanics, and general guidance!

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