

The Fantastic Story of R-Planet

A vibrant, stylized illustration of an alien planet. The foreground features a dark, rocky outcrop with several large, translucent red crystals. A bright red, molten lava river flows through the middle ground. The landscape is composed of tall, jagged orange rock formations under a sky with soft, white clouds. In the background, a large, reddish-brown planet hangs in a deep blue sky filled with small white stars.

WHITEPAPER

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This document is in development, it can be changed in the future if necessary.



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PREHISTORY OF R-PLANET CONQUEST

A few months **have** passed after the exhausting flight. The team of **advanced** animals has finally settled down on the R-Planet. The settlement of Swineland was carried out according to the plan: the level of mineral extraction had increased steadily, and it seemed that only a promising future was ahead.

However, one day the scouts spotted a spacecraft of an unknown race in the sky. They later found out that these were the Ahnangs, the aggressive race of space pirates. The animals' anxiety levels increased as the number of alien ships in the sky over the R-Planet increased. But none of the animals expected to find out that the Ahnangs had already attacked and destroyed the first base. Captain Pig, a constant guide and animal inspirer, mysteriously disappeared the same day. He left behind three robots that seemed to be constructed from household waste and blueprints for some sort of superweapons.

Fear and chaos reigned in the formerly friendly community. There were long discussions held about how to proceed next, but the animals couldn't reach an agreement. A huge divide occurred among our explorers. The animals, who'd all been friendly before, separated into three factions. The Warriors who want to attack immediately and defeat the intruder in open combat. The Masterminds that offer to go underground and work there until they invent a better weapon. The Renegades want to consider tricks and manipulation to be the best course of action. They want to take advantage of the situation at hand.

It is time for each inhabitant of R-Planet to decide which battle strategy to choose.



Decide who you will support according to the strategy you prefer, before the start of the game.

You will start the game by managing a small base in an unknown area among the sands where the raging winds of R-Planet roar.

Undeveloped reservoirs of resources and sites where you can construct different buildings will be available to you. They will help you survive on this unfamiliar cruel land.

Remember, it's not just aliens that can be a threat to you: a former friend can turn out to be an enemy as well. It is a struggle for survival, where the strong destroy the weak, and only the strongest will prevail

FACTIONS

After the Great Split; it was every man for himself. The animals of R-Planet have divided into three factions. The gamer must choose which faction to play for - this is the first game action on which all the further game depends.

- **Masterminds**
- **Warriors**
- **Renegades**

Main characteristics:

	Masterminds	Renegades	Warriors
Speed of troops	high	medium	low
The cost to create troops	medium	high	low
How long creation will take	medium	high	low



Masterminds

Brainboxes who use their knowledge every day, working on the latest combat robots in their underground laboratories. They know that peace can only be reached if you own a powerful army and act strategically.

Peace on the R-Planet is their goal.



Warriors

Frank and fearless. There is nothing better for them than an open battle and nothing more decent than death in such a battle, nothing more glorious than victory. They make no delay in the face of danger, they are ready to fight till the last breath, and, if necessary, to lie down on the battlefield.

Victory is their goal.



Renegades

They are cunning and devious. They look for the benefits in any situation. They do not mind interacting with the enemy and rebelling against their former partners. They consider any and all means to be good on the way to the goal.

Becoming the lords of the galaxy is their goal.

AHNANGS

The Ahnangs are cruel space pirates who choose the wealthiest planets in the galaxy, destroy their inhabitants, suck all the resources out of the planet's depths and then fly on in search of their next victim. Now they are aiming at the R-Planet. Our R-planet! The Ahnangs attack the advanced animals' bases and destroy them ruthlessly. They do not come in contact, always a surprise attack and no one ever knows where or when they will attack next.

Ahnangs' main forces are stationed on their main spacecraft (Ahnangs' Mothership). We are sure The superweapon in the blueprints of Captain Pig, is the only thing that can defeat the Ahnangs once and for all. Its construction demands a plethora of resources, but if placed in the right location, it could destroy the Ahnangs' Mothership with one lucky shot!

MASICKS

These are primitive animals who dwell on the R-Planet and occur on its surface from time to time. They were first spotted by the advanced animals after the Ahnangs started attacking their bases. Apparently, worried and frightened, Masicks leave their cozy shelters and seek protection.

The hero can easily tame these creatures. They are never aggressive and cannot be used for attacks, but they make an excellent defense.

Here is another interesting fact. Masicks do not consume Wecanite but instead find from some unknown sources for existence.



MINERALS OF THE R-PLANET

Minerals are at the core of everything you do in R-Planet Conquest.

Please pay attention: you will only be able to inject your previously mined minerals in the first Conquest world, by crafting robots with them.

After the Conquest game launch, those minerals will become in-game resources. The player won't be able to take them out of the game. But worry not, you're gonna need them.

To mine minerals, the player should build a separate mine for each mineral on their base. By upgrading each mine the player will increase its productivity.

The only way to increase the mining power exponentially is to attach an appropriate Land NFT to your base. You can read more about land NFTs and how to use them further along in the document.

Usage of the minerals

Wecanite stands above all the other minerals. This mineral will be the fuel for all the robots you will build. Each military unit of Robot Troops starts to consume Wecanite continuously and immediately after creation/activation.

Resident Droids of the base, a number of which automatically rise with base development, consume the Wecanite as well. Better developed bases; house more droids. With a high number of droids, the player can create new bases or capture the bases of their enemies.

Masicks are the only units that do not consume Wecanite.

The player needs to ensure a satisfactory amount of Wecanite is stored in their Wecanite Cache of the base

If the base finds itself lacking the Wecanite to fuel all its robots, the robots will start to die.

The other three minerals; Caponium, Waxon, and Enefterium are building materials for almost everything on the base.

You will need minerals to:

- construct buildings
- upgrade buildings
- produce robots
- build superweapon



HERO

Every player can have a hero. A hero is a combat mentor whose avatar is always at one of the bases.

A hero cannot die in the battle since they are not present, but his avatar will be destroyed in such a case where the whole army is defeated.

It takes time to create a new avatar. The higher the level of the hero is, the longer it will take to create an avatar.

Here are the characteristics of the hero:

- Power is the attack and protection of the hero.
- An attack bonus adds bonuses to the overall attack of the entire army if the hero leads it.
- A defense bonus adds bonuses to the overall defense of the entire army if the hero is at the base that is being attacked.
- A speed bonus adds a bonus to the speed of the army if it is led by their hero.
- An extraction bonus - the hero has a possibility to increase extraction at the base to which they are attached.
- Conviction is a hero's ability to tame Masick.

If the hero's avatar dies, all the bonuses which the hero gives to the base will accordingly be lost until the hero's avatar is fully restored.

The avatar of the hero can be equipped with different types of items that enhance a particular characteristic of a hero, or the base to which he is attached. Among the additional hero's skills that have to be highlighted, there is an ability to tame the animals from the R-Planet, as well as the ability to capture artifacts.



BASE

At the beginning of the game, the player finds themselves at the base. The location of the base is random, but the player can choose one of the four parts of the map where he would like to start.

The player can build infrastructure, military, and mining industries within the base.

By expanding the base, the player increases the number of droids that serve it. Droids constantly consume Wecanite, so the larger the base is, the more Wecanite they consume on a basic level.

Also, in the course of base development, the player gradually teaches his own artificial intelligence (**AI**), which is inevitably needed for database management. With time, when the **AI** is developed enough, the player can establish a new base or capture someone else's one.

At an average base, mineral mines can be upgraded to level 14

MAIN BASE

Every player can choose in which of his bases the **AI Central Control**, the so-called Mega Mind, will be located. The biggest advantage of the Main Base is that it can't be captured by other players. Another benefit is that the player can upgrade his mines here, not only to the usual 14th level, but up to the 20th level.

Though the main base can not be captured it can be destroyed (in a circumstance where the player owns other bases). In a case of absolute destruction of the main base, the base with the biggest number of droids will become the main one.

Before the player chooses his main base, the very first one will be considered your Main Base

If the player owns only one base, it can't be fully destroyed. In any case, the **Nexus** building of the first level will stay there.

BUILDINGS

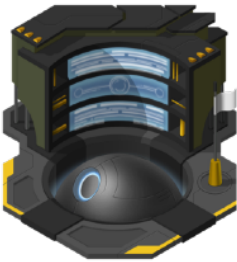
Each building upgrades some base or military function.

Nexus



From this building, you are in charge of the construction of all other buildings, their upgrading, and the terms of construction. The higher the level of this building, the faster all others get constructed. This building is also in charge of the demolition of unwanted buildings.

Terraformator



Here you have the possibility to attach land NFTs to the base in order to improve the minerals extraction rate at the chosen base. A maximum of three land NFTs can be attached to one base. Land NFTs improve only the mining of the material which it is in charge of. In order to attach land NFTs, the building has to reach levels 10, 15, and 20 accordingly. One allowed at each respective level.

Fortification Center



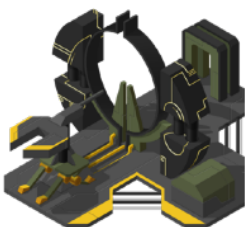
This building allows the user to increase the strength level of their buildings on the base drastically. Thanks to it they will be able to withstand the attacks of the destructive enemy machines. The higher the level this building is, the higher the resilience of the base.

AI Central Control



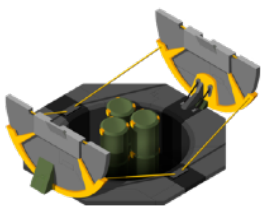
This building is in charge of managing droids and teaching artificial intelligence to manage all the bases. Only by having a decent level of **AI** is it possible to create new bases and capture others.

Power Gate



Here you can activate a technological artifact of ancient aliens. The higher the level is, the more artifact powers the base engages. You should remember that the artifact, once activated, radiates powerful energy that all other players see. It is likely that some of them will want to relieve you of this energy, so you need to take care and adequately protect this precious building. An artifact can be activated for 2 days.

Stash



This building is of crucial importance at the start of the game. You can stash a selection of your minerals here. Other players cannot steal these hidden minerals. And what is most important, the enemy can't choose this building as a target to attack with its destructive machines at the Central Command.

Wall

This is the main defensive construction, which will add bonuses to your overall protection. The higher its level is, the more powerful the protection gets.

This building can only be destroyed with the help of Siege weapon units.

Caponium Mine



This is a mine that increases the extraction of Caponium significantly. The higher the level is, the more productive the extraction gets.

Enrichment Station-C



This building increases the efficiency of Caponium extraction. The higher the level is, the more Caponium gets extracted.

Eneferium Mine



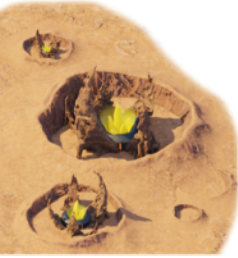
This is a mine that increases the extraction of Eneferium significantly. The higher the level is, the more productive the extraction gets.

Enrichment Station-N



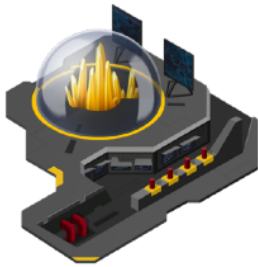
This building increases the efficiency of Eneferium extraction. The higher the level is the more Eneferium gets extracted.

Waxon Mine



This is a mine that increases the extraction of Waxon significantly. The higher the level is, the more productive the extraction gets.

Enrichment Station-W



This building increases the efficiency of Waxon extraction. The higher the level is, the more Waxon gets extracted.

Wecanite Mine



This is a mine that increases the extraction of Wecanite significantly. The higher the level is, the more productive the extraction gets.

Enrichment Station-WCN



This building increases the efficiency of Wecanite extraction. The higher the level is, the more Wecanite gets extracted.

Supply Depot



Minerals are stored here (Caponium, Enefterium and Waxon). The higher the level of the building, the more minerals you can store. When the Supply Depot is full, the player will lose all the extracted minerals that there is no space for.

Wecanite Cache



Only Wecanite is stored here. The higher the level, the more Wecanite can be stored. When the maximum is reached, the player will lose all further extracted Wecanite

Bazaar



The Bazaar allows the trade of minerals, as well as sending them to other locations. The higher the level this building is, the more transporters can work here.

Central Command



All the robots are located and managed from the Central Command center. Troops will be sent on missions from here. At Central Command you can also choose an enemy building to destroy. The higher the level, the longer the list of buildings can be destroyed is.

Expansion Hub



This is one of the most important buildings on your base. Here, the units which allow you to establish new bases or capture enemy ones will be created. Since this building houses the main **AI** servers, you can also view the number of connections and estimate the current opportunities for establishing or capturing new bases accordingly.

You can create only 2 units of this type at one base.

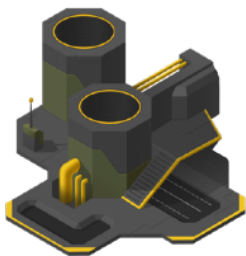
To create such units, the building has to have reached levels 10 and 20 accordingly.

Academy



New technologies are being developed in this building. They allow the creation of new unit types.

Barracks



Here players can create military units like ground forces. The higher the level of the building is, the faster units get created.

Rapid-Tech Center



Here players can create military units like air forces. The higher the level of the building is, the faster units get created.

Siege Factory



Here players can create military units like destructive machines. The higher the level of the building is, the faster units get created.

Transport Hanger



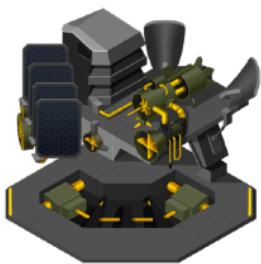
A technological center that allows the leveling up of transporters. The higher the level of the building, the larger the capacity for more transporters.

Robocore



A center of scientific knowledge that allows the improvement of the attack and defense military units, that have previously been studied in the Academy.

Jet Center



Cutting-edge technologies that influence the speed of troops get developed here. The higher the level, the higher the speed bonus.

TROOPS

Each faction has its own robot troops with various characteristics. Each unit of these troops owns such **properties** as:

- attack
- protection against ground forces
- protection against air force
- speed
- robber's backpack
- Wecanite consumption

All troops are divided into two main types: **Air Forces** and **Ground Forces**. The ratio of the number of air troops and ground troops is important during combat duty assignment, as all combat units have two indicators of protection - from the ground and air forces.

The troops can also be divided into the following subtypes:

- **Scouts** can find out the following data about an enemy
 - can find out the following data about an enemy base:
 - the amount of resources at their warehouses,
 - the number of troops
 - whether there are any fortification structures available.
- **Siege weapons** are a unique type of troops which can destroy the protective wall.
- **Artillery** are a type of troops that can destroy buildings at the enemy base.

To find out all the characteristics of combat units in each of the factions, go to the faction that interests you.

ACTIONS OF THE TROOPS

The troops in the game can perform 4 types of actions:

Attack is a battle till the moment the last combat unit remains. In this type of military action, one side definitely gets defeated. A player can send their troops to attack another unless the other player is under protection.

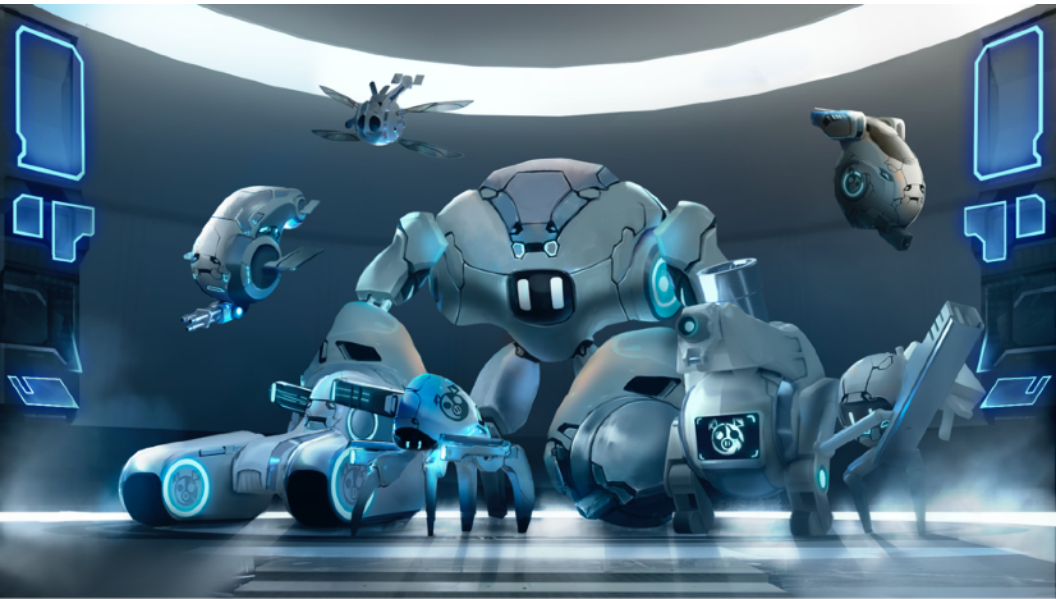
Assault is a type of combat mission whose primary goal is looting and robbery. That is, the troops will not fight till destruction. On the contrary, they will try to avoid huge losses and grab as many resources as possible.

Intelligence allows us to get data on the state of the enemy base, namely the amount of resources, the number of troops, and defense constructions. If your scouts do not meet enemy ones at the base they are spying on, the enemy won't find out that someone has paid a visit to their base. Otherwise, there will be a battle. Only the spies of the side that sent the intelligence will die in it.

Reinforcement - this type of military action involves the transfer of troops to help another base. The troops that arrived at the base for reinforcement stop consuming Wecanite at the point of their previous deployment and start consuming it at the base they arrived at.

After the combat mission is over, all troops return to their deployment site.

**Military Units of
MASTERMINDS**



Smart, Strategic, Inventive.



Trooper

This robot is a perfect representative of the attacking troops. It is not worth using them for defense, especially against cavalry

Scuttleshot

This robot is not very good at attacking, yet it is strong in defense especially against cavalry. Its undeniable advantage is the cheap price and speed of production.



Ornicopter

A scout, who finds out data about the enemy's base, namely the amounts of resources, defending buildings, and army.

BB-Bomber

Meant to defend against the ground forces. He is the best suited for this type of enemy. High speed is one of his advantages. It's not worth using in attacking or robbery.





Rapid Strike

This is the fastest combat unit among all the known units. It has strong attack qualities, yet it is not good for defense. Great for robbery.

Blaze Runner

Powerful units with a frantic attack. In addition, they will be able to repel any other air forces. However, their cost of creating is quite expensive.

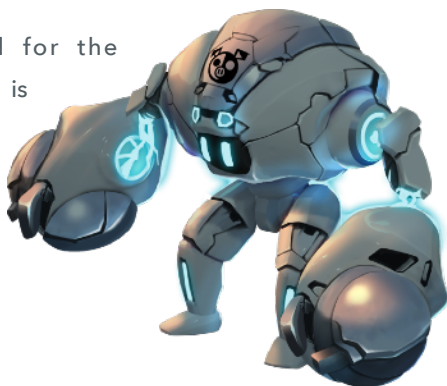


Bonz-Bomber

The sole robot that is able to destroy buildings. No capture and siege is possible without it.

Ivan-Taran

This robot is developed for the destruction of protective walls. It is unreplaceable in attacks on the enemy's bases.





Unixi

A unique robot-hacker, the sole task of which is intervention in the control systems of the enemy's bases for further capturing of those bases.

Whirlwind

This robot assists with the development of new bases.



Military Units of **WARRIORS**



Honest, Unshakeable, Fearless.



MANT1S

One of the fastest among all ground units. Could be used during an attack, since it has very weak defensive qualities. Has a fair price.

QuadBlaster

A universal combatant, which is good for a starting defense and for attack operations. Since it has quite a sizable repository, it could be used for robberies as well. Its best advantage is a cheap price.



Longshot

A fine defensive unit, especially against the ground forces. However, the long production time is quite a minus.

Stinger

A scout who finds out data about the enemy's base, namely the amounts of resources, defending buildings, and army.





Rapid Delivery

A unique attack unit that is perfectly suited for robberies because of its impeccable speed.

Alpha-K9

He is the strongest robot warrior, perfect for participating in the vanguard. Quite strong in defense. Yet if it met the same type of robots, it would likely lose. The biggest drawbacks are its expensive costs and upkeep.



T-Reks

The sole robot that is able to destroy buildings. No capture is possible without it.

Hellrainer

This robot is developed for the destruction of protective walls. It is unreplaceable in attacks on the enemy's bases.





Sneak Attaxx

A unique robot-hacker, the main task of which is intervention in the control systems of the enemy's bases, for further capturing of those bases.

Colossus

This robot is for the development of new bases.



Military Units of **RENEGADES**



Cunning, Insidious, Purposeful.



Savage Blade

A strong attacking robot however is weak in defense. Not too expensive to build and maintain.

Guardian-RX

This robot is not ideal for an attack, but great in defense. Especially against cavalry. Bargain price unit.



Wildcat

Cheap and can be produced quickly. A fine type of robot at the start of the game. Perfect for robberies.

Spy-Fly

A scout, who scours for data about the enemy's base. Namely the amount of resources, defending buildings, and army.





Rebel Striker

The best among the attacking robots taking into account the correlation of the price and quality.

Leviathan

This robot is not very good in an attack, even taking into account its improved capacity. Consider carefully before sending it on the robbery. Yet in the defense, he is among the best.



Tanunah

The sole robot that is able to destroy buildings. No capture is possible without it.

PowerShot

This robot is developed for the destruction of protective walls. It is unreplaceable in attacks on the enemy's bases.





Malware

A unique robot-hacker, the sole task of which is intervention in the control systems of the enemy's bases, without further capturing of those bases.

X-erector

This robot is for the development of new bases.



MILITARY UNITS OF AHNANGS

Military units of Ahnangs are controlled by the game. Their attacks are cruel and ruthless. Small squads of Ahnangs are good targets for robbery.

Ahnang troops consist of 10 military units.

Their characteristics will be published later.

MILITARY UNITS OF MASICKS

Tamed by the hero, the Masicks can join the defensive troops of the base. All military units of can be used only for defense.

The troops of Masicks consist of 10 military units.

Their characteristics will be published later.



Masicks

BAZAAR

We can divide the functionality of the Bazaar into four types of actions:

Sending resources - transporters will take the minerals to the recipient's base and then return to their point of departure.

Purchase is an opportunity to buy minerals from other players (exchange for the minerals the player has in stock). At the moment of purchase, the buyer's transporters are sent to the seller for payment. Meanwhile, the seller's transporters with the purchased minerals go to the buyer. After the minerals get delivered to their destination, the transporters will return to their point of departure.

Selling is the same as purchase, but the transporters come out only when there is a buyer.

Instant exchange is a possibility to exchange minerals for any others at the rate of 1 to 1 instantly. The player must have an appropriate NFT card for one-time use to do this action.

When the player improves the **Bazaar**, the number of his available transporters increases. The maximum number of transporters is 20. However, this is not the only way to improve transporters. To increase transporters' capacity, the players should build and improve the **Transport Hanger**.

NFTS

There is a long list of game cards in the R-Planet: Conquest game presented as NFT assets.

They can be divided into these categories:

- NFTs of the Land
- NFTs of the Hero
- NFTs of the Hero's Items
- NFTs of Items for one-time use
- NFTs of Artifacts

NFTS OF THE LAND

Land NFTs are one of the most valuable NFTs within the R-Planet conquest game since these assets boost your mineral mining potential. Minerals are at the heart of the game. To become an outstanding player, you should seriously think about increasing your mining powers. Numerous and fast troops, strong infrastructure, and powerful defense are impossible without a huge supply of minerals. Attaching the land NFTs to your base will facilitate the mining of many more resources.

The boost size of the mining coefficient depends on the land rarity and the level up to which it was upgraded. A maximum of 3 land NFTs can be attached to each base. To be able to attach the land NFT to your base, the player will have to construct a specific building, the Terraformator. You'll be able to attach and activate your first Land NFT after the building has been upgraded to the 10th level, the second Land NFT- on the 15th level, and the third Land NFT- on the 20th level of the Terraformator.

Land NFT Characteristics

	Min boost %	Max boost %	Boost for upgrade per one level %
common	5	25	0,1
uncommon	10	50	0,2
rare	15	75	0,3
epic	20	100	0,4
legendary	30	150	0,6
mythic	40	200	0,8

The maximum level of the Land NFT is 200. To upgrade your land, use FTs of materials created in the alchemy generator used during the previous phases of the game!

The Land NFT boosts only mining of the specific material pictured on its NFT Card.

NFTS OF THE HERO

Although it's not necessary to own a hero NFT to start the game and play, it enables a lot of additional gaming possibilities. For example, the hero can be sent on adventures during which they can find useful NFT items. Only the hero can tame Masicks and capture the artifacts from the other players.

NFTs of the hero differ by their basic characteristics (read more in the section "Hero").

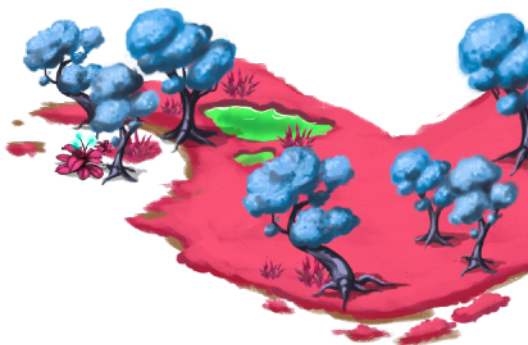
NFTS OF THE HERO'S ITEMS

The hero can find these unique items during his adventures. These items will have an influence either on the hero or on the base to which he is attached.

The items can significantly increase the strength of the hero, their speed, and the power of troops, which go with the hero in the battle. They can also reduce the time of robot production on the base where the hero is located, etc.

Those items could be divided into such categories:

- Items for a head
- Items for a left hand
- Items for a right hand
- Items for a body
- Items for feet
- Amulet
- Transport



NFTS OF ITEMS FOR ONE-TIME USE

These items also can give a powerful boost to the player in the game. The hero can find NFTs such as these during their adventures. The most important thing to remember about these items is that they can be activated only once, then they will be destroyed.

These items can perform different actions such as:

- instant creation of the hero avatar
- instant increasing of the hero experience
- healing of the hero
- rearrangement of the characteristics of the hero
- instant finishing of the building
- instant exchange of the minerals
- instant reinforcement of robots
- instant replenishment with resources
- defense against the enemies attack for some period
- instant construction of some building upgraded to a certain level

NFTS OF ARTIFACTS

Artifacts are rare game items, which can be found during the quests, attacks, or in the Ahnangs' bases. The origin of these items is obscure, yet everyone knows that the Ahnangs are definitely holding a few artifacts.

Artifacts provide significant bonuses to the base where they are activated. But because they irradiate such mighty energy when activated, all other players will be able to see that the artifact is on a certain base. The artifact can be activated for only 48 hours: no less, no more. The player can not deactivate it during this time and hide it in case of attack. So be certain when you wish to use one.

Once detected, your enemies will certainly try to steal the artifact away. To succeed in this mission they will have to defeat the defense army, destroy the building where the artifact has been activated, and the hero leading the enemies' troops should survive. In this case, the artifact is stolen and lost for its owner, at least at this time.

The powers of these artifacts are incredible! They can double the speed of the troops, halve the time to create troops or they can add a notable bonus to your mining power as well.

No one knows the exact number of the artifacts and the power they hide.

ADDITIONAL SCENARIOS OF THE GAME

Besides battles, robberies, and defending of bases, there will be additional scenarios in the game, which are great chances to have fun and get extra bonuses.

Mini Missions. Tasks for completing where players can earn supplementary minerals.

Hero Adventures. During the adventure, the hero can find minerals, valuable game items and gain experience.

Searching for Masicks. The hero can find masicks, tame them, and lead them to his base. These creatures occasionally appear in random locations. They are visible on the map, and all the players can see them. The most active and fast player will have success here.

Hunting the Ahnangs. Small groups of Ahnangs, which also might randomly appear on the map, are a great target for a good robbery.

THE COURSE OF THE GAME DURING ONE GAME SERVER

Presented here is an approximate scenario of the development of game events during one game server. The sequence of the events, their timing and durability, are probable, yet it's not necessary that everything will happen as we lay out here.

1st Day

Introduction. The player learns the location of his base, builds the first buildings there, and overall dives into the world of the R-Planet adventures.

3rd Day

Alliance. The player establishes their alliance or joins another one. They get acquainted with other players for cooperation and mutual victory.

1st week

New bases. Players create and develop additional bases in order to magnify the volume of minerals being mined and to build up armies.

1st month

War. R-Planet rewards only the strong. This is the phase of active battles. Every player tries to grow their own power and defend resources and troops they already own.

Those who actively cooperate with their colleagues within the alliance will find this the best way to manage your resources. If you help your fellow player in a critical moment hopefully they will do the same for you when you are in need.

2nd month

Ahnangs. Players search for the main bases of Ahnangs. Their sudden and ruthless attacks give no chance for rest and development. Also, players find locations that are good for the construction of the superweapon and start to build it. Victory will be in the hand of the first alliance, which will complete

the superweapon, destroy the Main Ahnangs' Spaceship, and free R-Planet from their cruel tyranny.

If no one finishes the superweapon before the server ends, the Ahnangs will receive reinforcements, and life on the R-Planet will most likely be destroyed.

3rd month

Control. Players take control of Ahnangs' bases and continue to manage them. Yet, there are a lot of those who want to control this powerful force, so they are attacking desirable bases nonstop in an attempt to win them for themselves.

At this stage, alliances should join together into unions to strengthen their army and win over the disruptive forces.

4th month

The end. The alliance which has been the first to construct the 100th level of the superweapon wins. The most active members will receive precious and rare NFT-presents such as the ones listed above. If the superweapon isn't completed on time, the victory will go to the alliance with the largest number of the winning points.



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