



Player-01



Player-02



Block Babies



BLOCKBABIES

GAME GUIDE- 2022

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1. Introduction

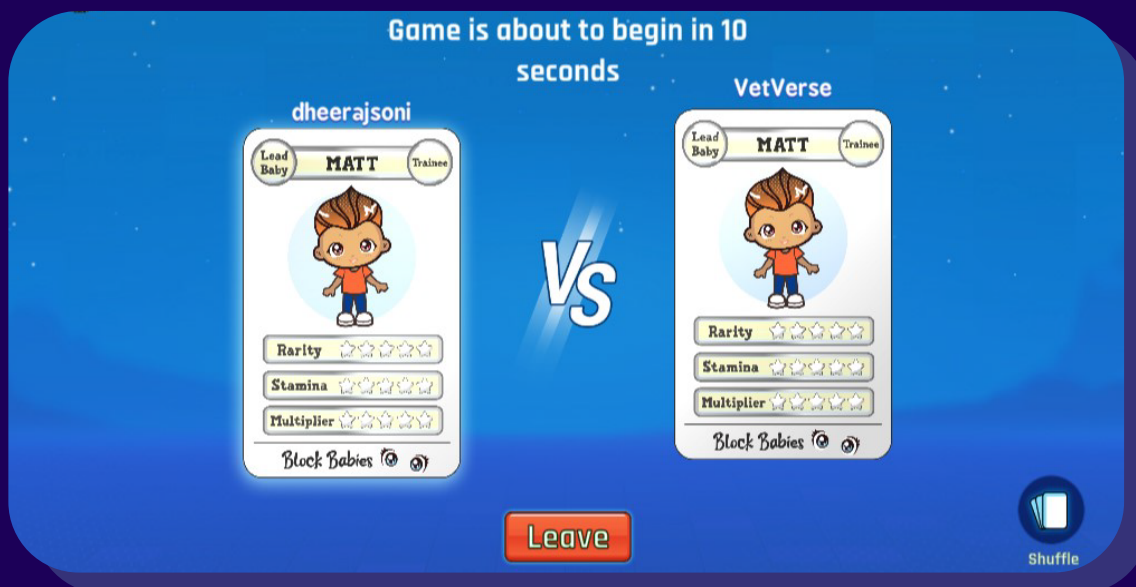
As a brainchild of the Vulcan studio, Block Babies is a decentralized gaming experience rife with card tactics, PvP battles, and multiple game modes. Playing the host to several cute little digital babies, this foray of Vulcan Forged has been nothing but a sweet ride into the wonders of the blockchain gaming world. As you explore, you meet and nurture a growing nursery of NFT babies and items designed to help you unravel their world – where the RPG elements of Block Babies shine through in the quests you set your kids on, and the battles against ranked foes inch you closer to unleashing your entire force.



The progression system is balanced, and the matchmaking is fair for all – where with a bit of strategy and patience, you can start raking up XP and rewards. And there's a brilliant economy at play in Block Babies powered by Vulcan Forged. So don't forget to have fun when you have your buddies in tow, as they start to take their first steps, learn new skills, and grow!

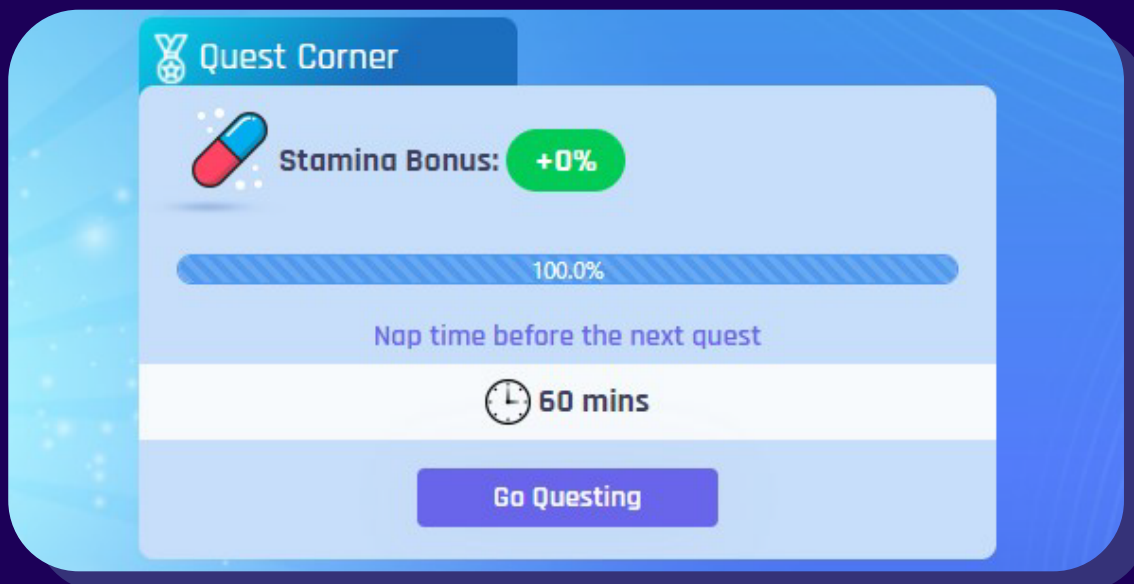
2. Game Modes and Features

With some cute little hands-on deck, the gaming experience in Block Babies opens up to some exciting features and game modes to explore:



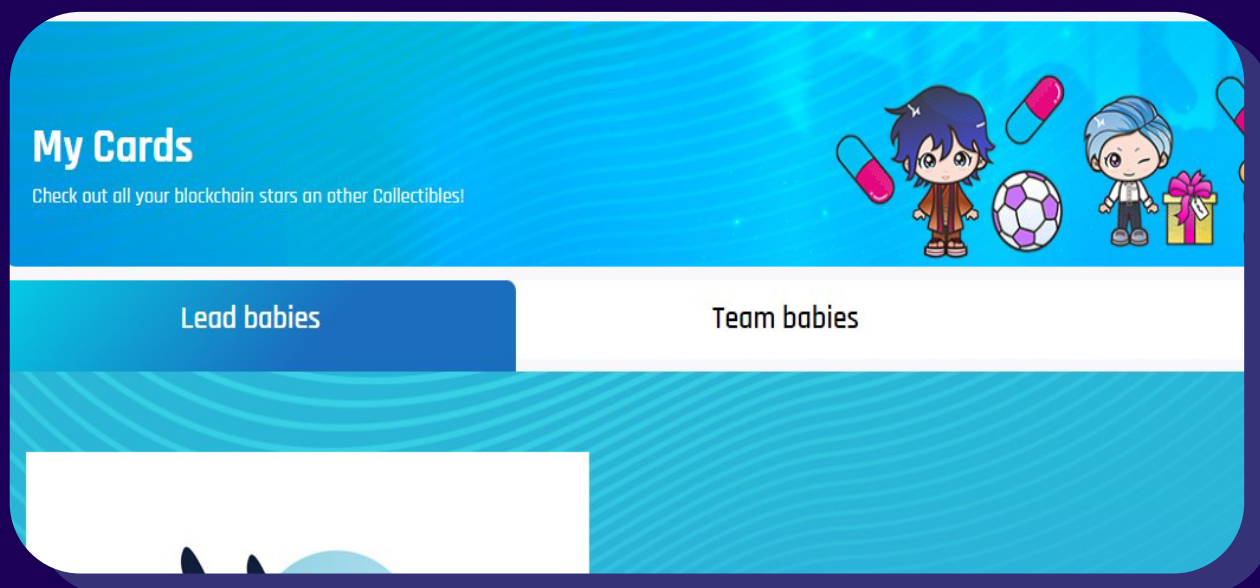
Being home to many playful kids and their trusty toys, the arena in Block Babies hosts multiplayer battles for all. The matchmaking experience is balanced for competitive plays, and you can join a battle at any time to go up against ranked players and win some XP.

2.2 Quests:



What sets the RPG tone of Block Babies in place is the inclusion of Quests as the second game mode for all you players out there. From increasing your lead baby's attribute points to rewarding them with even more XP - they're an excellent way to boost your lead baby's chances of winning their next battle. And taking part in these quests make a world of difference for your little hoodlum.

2.3 My Cards:



When you're not in battle or waddling with your lead baby into a quest, you can access your trope of kids and their toys from the 'My Cards' section. Much like a nursery, you can peek in there anytime you want and take a good look at your lead kids, their supporting team babies, and the items they get to play with while in battle.

2.4. Custom Lobbies:



Much like with ranked battles, custom rooms exist to help your kids stretch their legs without a competitive need. While you won't get any XP rewards for playing games in lobbies, what we know is that sometimes, it's all about the PvP experience!

3. Playing without NFT Wave Cards: The F2P Experience

Block Babies, as a Vulcan Forged title, allows players to experience the card-slinging joys of taking on battles and quests without necessarily owning an NFT card for the same. This means that though you can get your hands on a range of cute little munchkins from the Vulcan Marketplace, you can also start playing Block Babies as a F2P user – and start racking up some XP!



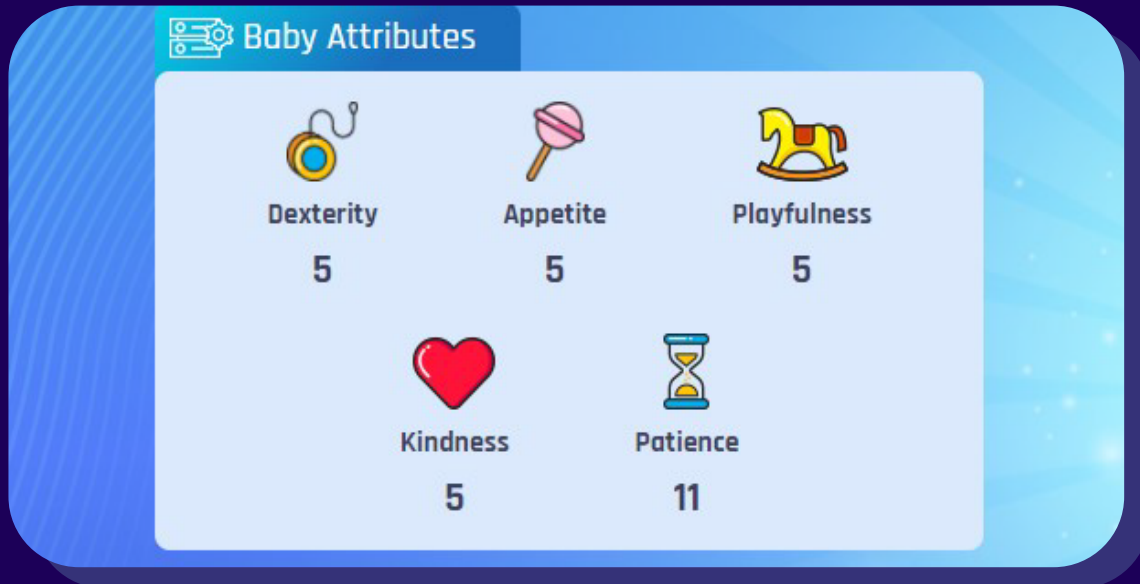
Here's how it works:

- When you register with Vulcan Forged and log into your Block Babies profile, you receive a 'Trainee' kit that is made available to all new users.
- This kit consists of a handsome 'Trainee' lead baby, a team baby, and some items that are meant to aid you in your Block Babies gaming experience.
- Upon logging in, you also get to choose from an assortment of Trainee lead babies (as pictured above). Once you've chosen your pick, that lead baby becomes permanently affixed in your deck – a budding star in your new-formed nursery.
- You can then use this chubby little lead baby to play battles or explore quests to your heart's content – raking up some much-awaited XP to your profile through the battles or teaching your munchkin a better attribute score after a quest.
- The gameplay remains the same: exactly how you might have experienced had you been playing with NFT wave cards. That's because F2P users or players using Trainee cards are matched with other users playing under the same conditions.
- So even though NFT wave cards may tend to have better stats and attributes, you'll always experience a fair and balanced matchmaking experience having been paired with similar non-NFT users.

Thus, armed with these trainee lead babies and supporting cards, you can start earning XP by playing battles and leveling up in quests through this F2P experience. Plus, you get to experience all facets of the game unhindered as you play. And even if you later opt to purchase NFT wave cards to your deck, you can still continue using these trainee cards to play the game.

3. Attributes and Card Rarity

Forming an essential tool in your arsenal, the attributes of your lead baby are critical in their victories. Battles are fought, and quests are completed on the very same, and they play a primary role in dictating your gameplay experience.



3.1. Types of Attributes:

1. **Dexterity:** Nimble and agile. This attribute lets your lead munchkins defeat your opponent as quickly as they hit the field!
2. **Appetite:** Hungry for battles and raring for a snack. That's what this stat does to your little kid as they munch through tough fights without breaking a sweat.
3. **Playfulness:** Brings out the best in these starry-eyed babies while stepping into the arena and trusting their wits.
4. **Kindness:** Babies beset with kindness make for leaders who're always at their best. They're the softest and most humble captains who can lead your team babies and the rest.
5. **Patience:** Wait for it! That's pure control seething through your little munchkin's mind. They can hold the ground with this essential trait leaving them cool-headed all the time.



6. **Persuasion:** Adorable and convincing. Makes captains seem worth their while. Any leader high on this trait will deal with foes just completely fine.
7. **Intelligence:** This attribute engages your baby into solving great problems with ease. It can be a bit hard for the rest, but with this one, everything's a breeze.
8. **Obedience:** Battles are a rowdy ordeal. Any parent will know. But armed with an attribute this peaceful, it's not hard to take back control.
9. **Sleep Skills:** Loaded up with the correct sleeping pattern is important to your baby's skills. And what's best is that all parents can grab a nap while their kids grab some Zs.
10. **Adorability:** Cute budding starlings, that's what each kid in Block Babies can be. A twinkly little captain with this attribute safely up to their sleeves.

So there you have it; these are all the attributes that a lead baby in your playthrough of Block Babies possess. And depending on a card's rarity, you may find lead baby cards possessing better stats or attributes as you continue playing. Take the following lead baby cards, for instance:



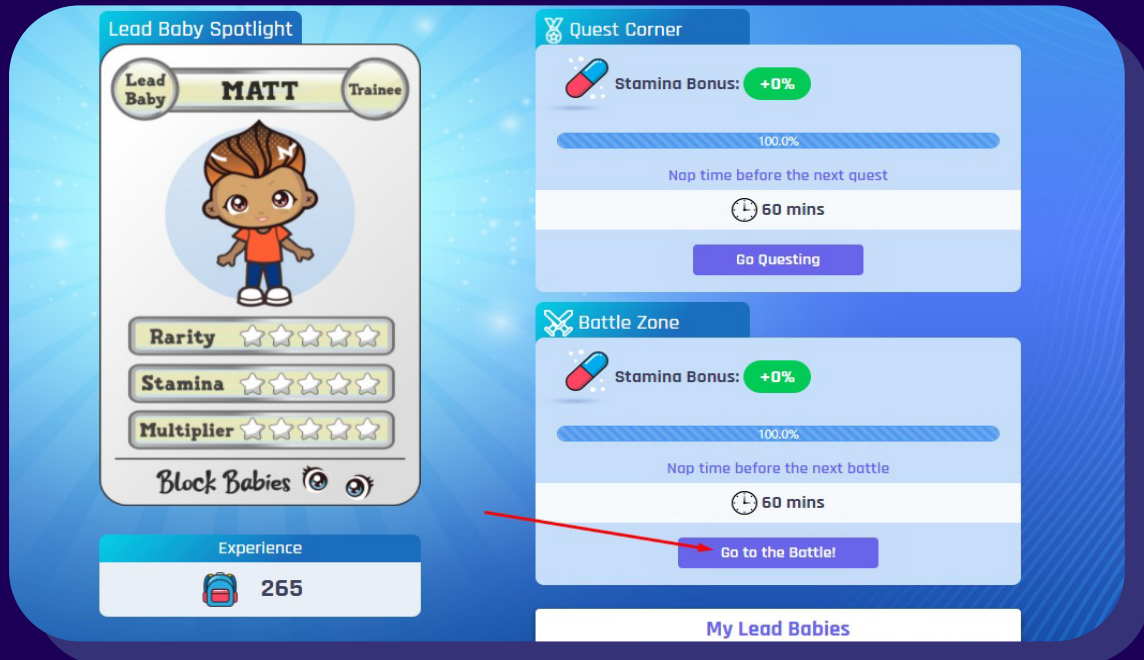
- The trainee baby 'Lucas' on the left (pictured above) has no rarity.
- The lead baby 'Joanna' in the middle has a 3-star rarity level, and 'Chad' on the right has 5-stars to his name.
- As visible on the cards, the ones with a higher level of rarity have better stats in terms of Stamina and Multiplier. Plus, they'll also have a range of higher base attributes when viewed in-game, to begin with.

As such, rare lead babies tend to be more powerful and, thus, more valuable. They make for an easy collector's choice for those joining the world of Block Babies for some adorable collectible cards to their nursery.

4. Rules of Gameplay and Battle

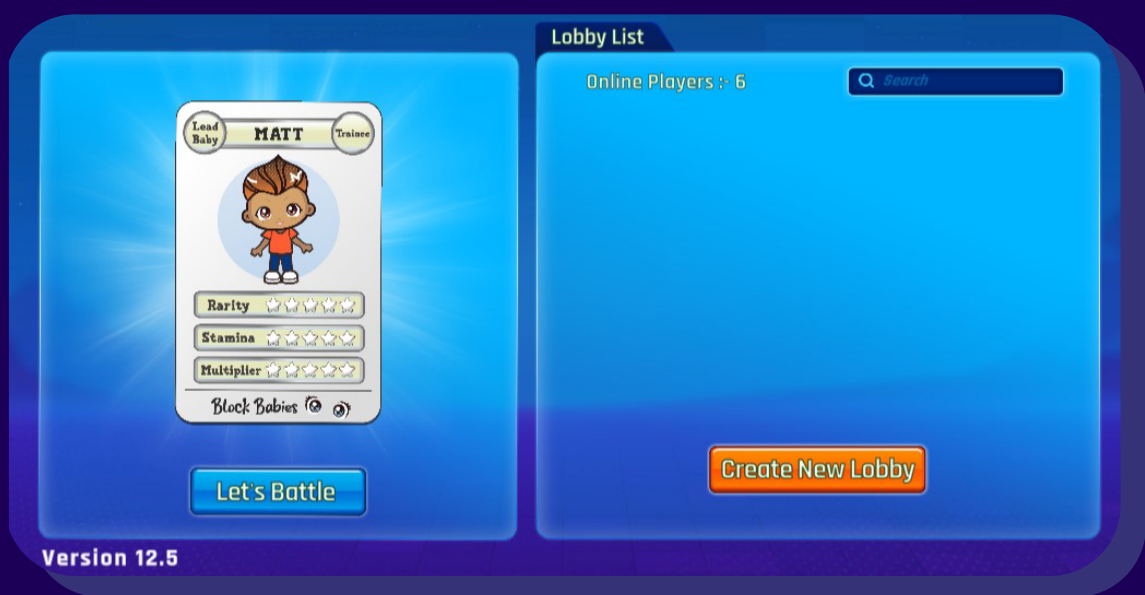
Engage in a duel of strategy and wits amidst the cutest digital babies you've ever seen.

4.1. Battle Essentials:



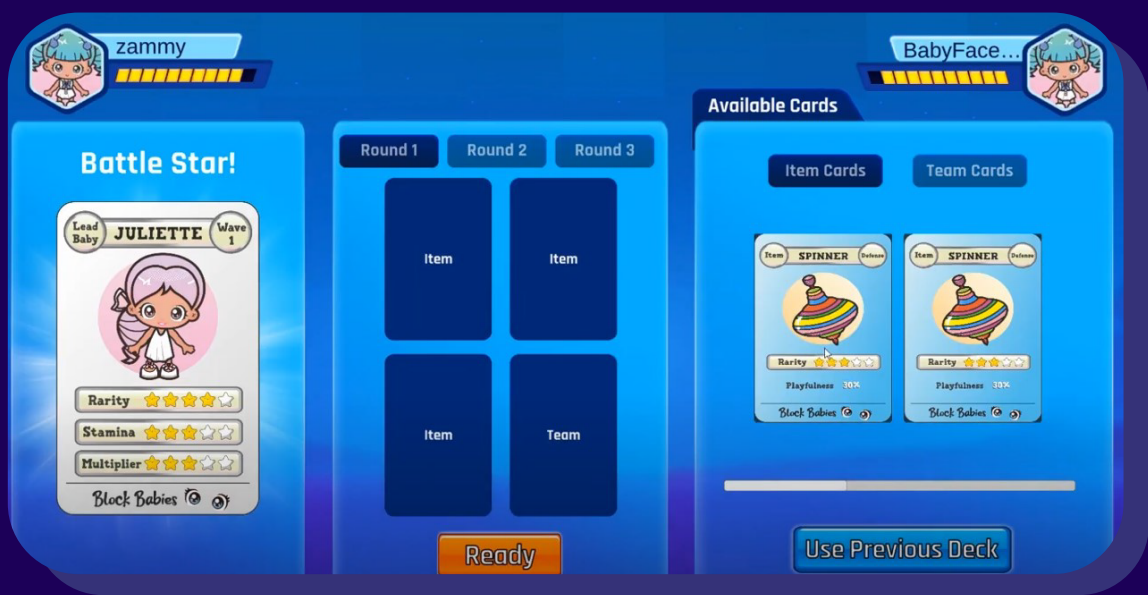
- Battles in Block Babies are fought between lead babies in a PvP manner. Each player joins the arena with 1 lead baby. They can add supporting cards for their lead by selecting up to a max of 3 item cards and 1 team baby – per round.
- Only the lead babies directly engage with each other. They battle to win in a showdown of the highest attributes one has up their sleeves.
- You equip your lead baby by selecting it from the “My Lead Babies” section on the dashboard.
- Your equipped lead baby must have sufficient stamina to join a battle, following which, you'll be taken to the match-finding menu.

4.2. Battle Setup:

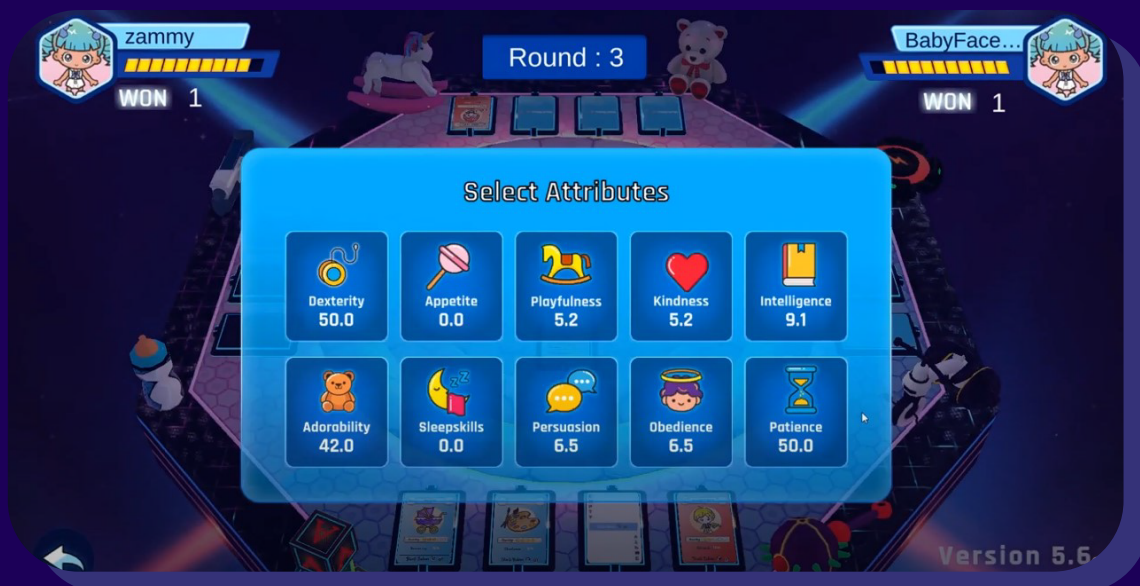


- a. Once you've opted to join a battle and reached the match-finding menu, you can either choose to find a solo battle or enter a custom lobby.
- b. The solo mode will find a match for you by taking your level and rank into account, whereas you can play with a friend or any online user using the custom lobby feature.
- c. When you've found a match, you will then be prompted to head into the arena with your cute little chubsters in tow, and you must prepare for the battle with your items and supporting cards.
- d. If you want, you can even choose to leave a battle before the timer expires – upon being matched in the solo mode.

4.3. Rules of Engagement:

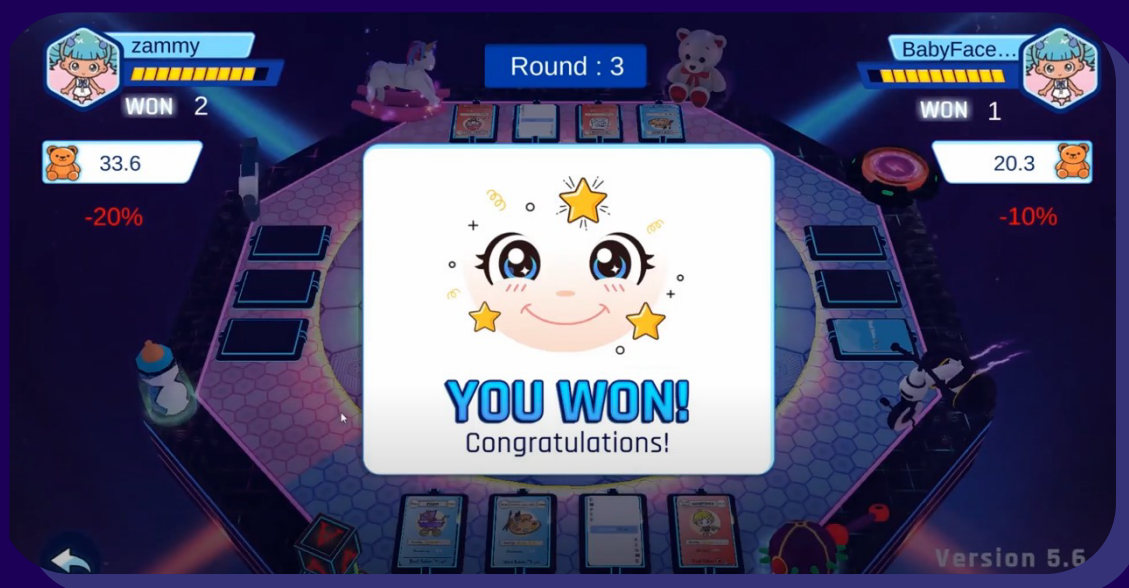


- a. Before a battle begins, the first thing you need to know is that you can choose a team baby and 3 item cards that can accompany your lead baby into the arena.
- b. There are a total of 3 rounds, so you can mix it up and choose the supporting cards for your lead munchkin in any order or strategy you like.
- c. Each round is played and won on the grounds of a chosen attribute. This can be any from the ten attributes a lead baby is equipped with, and your lead baby must best your opponent in that selected attribute.
- d. The items and team baby you choose – can be made to fit your lead baby's attribute the best. This way, you can be sure that the supporting cards will help you ace a round to the best of your lead baby's capability.
- e. One attribute can be chosen in a battle for only 1 single round. This way, no attribute gets repeated between rounds, and all 3 rounds are played on separate attributes.



- f. The attribute for each round is chosen based on a toss. In case there's a conflict of attributes being assigned to a round due to instances such as when both the players have a force card in the same round, then the same is resolved by a similar toss.
- g. If you win the toss, then you can pick an attribute you feel your lead baby finds in itself the strongest. That round is then played based on the attribute you've chosen.
- h. The attributes in each round are dynamic – in that items and team babies can have a profound effect on you and your opponent's lead baby. The final attribute (displayed under your in-game icons) is tallied to decide the winner after all effects are complete.
- i. Whoever with the highest attribute wins, and the player netting the most wins out of the 3 rounds – wins the battle gets a reward of 5 experience points. The losing player receives 2 experience points.

4.4. Battle Results:



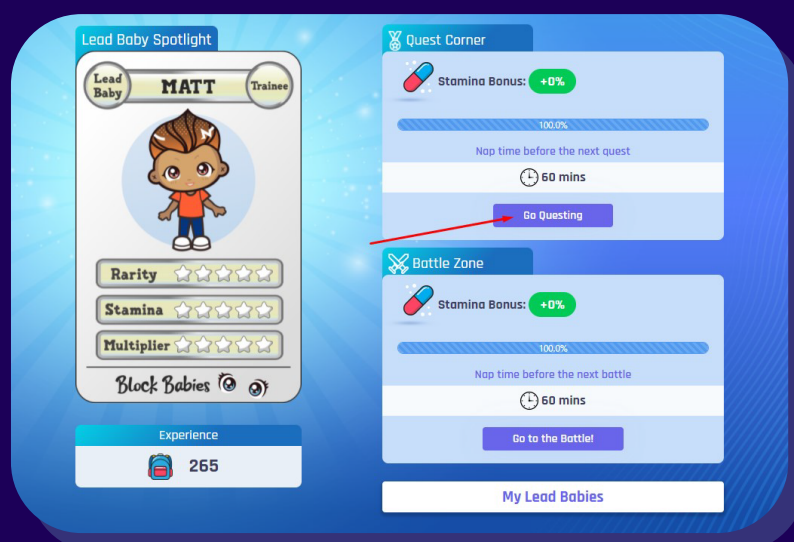
- Once the battle is over, you can view your in-game stats and other information for that battle from the 'Battles' section in the main tab.
- You can view and assess numerous stats from a table displaying a 'Battle Analysis' of your selected lead baby as well as a 'Strength Analysis.'
- Finally, you can also keep tabs on your battles, including the ones you won or lost – complete with round-wise details.

And there you have it; these are the rules of engaging in battles in the world of Block Babies and how a match should primarily progress. Depending on your nursery of lead rug rats and supporting toys, you can rack up quite a few wins on your way to earning XP in Block Babies!

5. Quest Progression

Send your lead babies on a quest and make the most of adventure time in Block Babies.

5.1. Quest Essentials:



- a. Quests in Block Babies are your primary means of upgrading your cute little lead baby's attributes and some experience points.
- b. There are several quests that your lead munchkin can find themselves on – and they all play a part in giving them gifts or awarding them with an upswing in their attributes or XP.
- c. Like with battles, several supporting cards can also aid you in your journey to complete a successful quest with your kids.

5.2. Types of Quests:

- a. **Basic quest:** With no supporting cards equipped in your inventory, quest time will start you out on a basic quest during which an attribute will be chosen randomly to get affected.
- b. **Development quest:** A development quest will allow you to choose the attribute of your lead baby that will be affected, thereby giving you a choice in developing your baby.
- c. **Wilderness quest:** Wilderness quests, unlike other quests, don't affect your kid's attributes. Instead, it rewards you with additional experience points, and this is the only way you can gain them outside of a battle.
- d. **Cognitive quest:** As parents, you can help your children in their adventure to learn and grow whenever you're greeted with a cognitive quest. Just answer a multiple-choice question and watch their attributes shoot up!
- e. **Foraging quest:** A foraging quest is a rare sight to behold as this is the only time your adventurous lead babies can discover new toys in the world. While on this quest, you can receive NFTs like item cards to add to your existing collection.

5.3. Supporting Cards for Quests:

- a. **Emotion quest cards:** Emotion quest cards are supporting cards that can drastically improve your chances while on a basic quest. They add to your lead baby's chances of being awarded a specific attribute you would rather they receive, instead of just a random one.
- b. **Influencer quest cards:** Influencer cards for quests can allow your adorable little babies to head out on more than just basic quests – and give them a great adventure in increasing their XP and attributes when they're not foraging.
- c. **World cards:** World cards don't specifically affect your quests in particular, but they can still be a powerful ally to your lead babies during their quest time. They can boost their stamina for quicker attempts or have any other positive effects when they need it the most.

These details entail how quests progress for players in the world of Block Babies. It can be monumental in helping your lead babies grow stronger and have a better chance the next time they battle, with more attribute points helping them tip the rounds in their favor.

6. Battle Walkthrough



Take a look at the rundown of what each battle contains as we summarize the gameplay and the steps you face while earning some sweet XP.

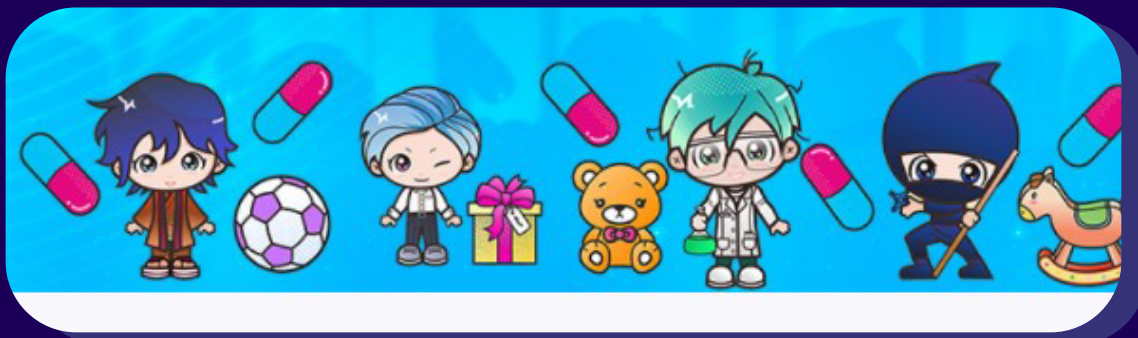
1. Battles are fought between Lead Babies in a PvP format, and each player can have up to 3 items and 1 team baby as supporting cards.
2. Every registered player is provided with a trainee kit – letting them choose a trainee lead baby among items and team babies. The one you choose is permanent and will never be changed or removed from your account.
3. Players owning wave cards as lead babies and supports will always be matched with other players having similar wave cards. But if they wish so, they can always play the game with these trainee lead babies.
4. Before heading into a battle, players can change their primary lead baby by accessing the “My Lead Babies” tab on the dashboard and choosing their preferred lead baby card.
Note: You can't change your selected lead baby after this point or when a battle's begun.
5. Each battle requires your lead baby to have a sufficient amount of stamina before you can proceed. And though this refills on its own, you can always switch to a different lead baby before you click on “Go to the Battle” to begin.
6. Heading into battle, click on “Let's Battle” to begin the match finding process or use the tab beside it to create or join a custom lobby.
7. In a battle, you're given a 10-second timer on the main screen once you've been matched with your opponent. During this time, you can either “Shuffle” to match with a different opponent or end matchmaking by clicking “Leave.”
8. Once the match begins, you are whisked away to a screen where you can see your selected lead baby and a section for you to pick and choose supporting cards from your inventory.

9. You can select supporting cards for each round you want, and you have a total of 120 seconds before the battle automatically begins.
10. Then, after the battle's begun, you'll be faced with a toss at the beginning of the first round as your lead card and supporting items join the battlefield.
11. Whichever player wins the toss – chooses the attribute based on which the rounds will be played. If you or your opponent has a "Force" card, then the attribute specified on that card will be enforced and played in that round instead.
12. In case both players have Force cards, then this will be resolved by another toss between the two.
13. The rounds will carry out in an automated fashion, with the board tallying and taking the player's lead card and supporting cards into account and dynamically altering the base attributes.
14. The final, resultant attribute displayed at the top right and left corners of your screen will decide the winner of each round: With the player with the highest attribute in that round winning.
15. As there are only 3 rounds in a battle, the player who's first to win 2 rounds will automatically win the battle, and they will be rewarded with five experience points towards the end. The losing player will receive two experience points.
16. In case both players win one round each and there's a draw in any of the third one played, then the battle is declared as a draw. No one receives any XP from battles that come to a draw between two players.

Once the battle is complete, you can head to the "Battles" section from the main tab on your left and check out the Battle and Strength Analysis of your lead baby. You can also find out the total experience points you've won for the same.

7. Important Terms and Gaming Jargon

With the world of Block Babies filled with cuteness to the brim, you need to be aware of specific terms you come across and their meanings whenever in-game. It can also be quite helpful in reading this guide to know more about your experience playing Block Babies!



7.1. Lead Babies:

Your main character cards in battles and quests.

They are uniquely designed and possess particular attributes that make them excel in fields where no one else can reach. They do most of the fighting for you once in battle and can be selected from your dashboard's "My Lead Babies" section.

When you first log in to your Block Babies profile, you receive free Trainee Lead Baby card even if you own Wave Lead Baby cards. And depending on your need, you can change or swap them out from the same section while on the fly.

7.1.1. Wave Cards:

An NFT card designed for Block Babies that you can own by yourself.

Generated by Vulcan Forged, wave cards are NFT versions of lead babies, team babies, and item cards that can be used in-game. You can receive these wave cards in giveaways or purchase and trade them on the Vulcan Forged Marketplace.

7.1.2. Trainee Cards:

Free cards that you receive when you register to play Block Babies.

Trainee cards are non-NFT versions of lead babies, team babies, and items that enable your free-to-play gameplay experience in Block Babies. They let you join battles and quests all the same, but you cannot trade or sell them on the marketplace.

7.2. Team Babies:

Your supporting character cards for each Lead baby in battle.

They possess a unique skill with which they defend and empower your lead baby, often helping to level the playing field before taking your foes apart. They're pretty strong and an unmissable ally to your toddlers in the field. And during a battle, you can select 1 team baby for each of the 3 rounds that you'll play – whether you choose an Attack, Defense, Force, or Dual card.

7.2.1. Force Team Baby:

Master manipulators.

A force team baby is one that can force your opponent to fight on the attribute that they specify when equipped. To that effect, you can use force team cards that reflect your lead baby's strength and have an easier time winning the round.

7.2.2. Defense Team Babies:

Helping your lead munchkin in the way they know best.

Defense team babies are vicious little rug rats destined to ruin your opponent's score! They leech and reduce the attribute that they find in your rival's lead baby card.

7.2.3. Attack Team Babies:

Fortifying against all means possible.

Like a shield to your lead captain, attack team babies rush to increase their attribute points, helping you mount a powerful offensive against any attacks to come.

7.2.4. Dual Card:

Mixing the best of both worlds for a more decisive role in-game.

Dual team babies possess both Attack and Defense capabilities – in that they can both attack and defend your lead baby against your rival's. In addition, they give you an upper hand in battle as your opponent sees their attribute points drained and your lead munchkin only getting stronger by the moment!

7.3. Item Cards:

Supporting cards that your lead babies equip right from their cribs!

Toys and items boost your lead babies in many ways, bolstering their attack and defense capabilities. In addition, they can help you switch up your strategies right from the start of a battle, sometimes even before playtimes begun!

7.3.1. Battle Item Cards:

Supporting item cards that are of two distinct varieties and get deployed in battle.

Battle item cards are items that either attack your opponent or defend your lead baby, depending on their uses on the field. For instance, an attack battle item card like the 'Gummy Shoes' or 'Laxative' can reduce your opponent's attributes. In contrast, a defense battle item card like the 'Power Palette' or the 'Spinner' can improve your lead baby's base attributes.

7.3.2. Environment Item Cards:

Item cards that passively boost your lead baby outside battles.

Environment item cards inherently bolster your lead baby's stamina, experience, multiplier, and more, even while you're not in a battle.

7.4. Deck:

Equipped cards that will serve you in battle through each grueling round.

Right before you join a battle, you can select and equip your team with babies and items from your nursery – that will come into play once the battle begins. The right picks can greatly improve the chances for your rug rats in action!

7.5. Stamina:

Your lead baby's endurance to set out on quests or join battles.

Whether going for a quest or sending your kids into a battle, each lead baby in your arsenal is limited by the amount of stamina they hold. They expend their stamina as they join a battle or complete a quest, and it takes a while before they can get their stamina restored.

Now this refill in time and can be altered by certain supporting cards, but your kids need to nap so that they wake up with a full stamina bar at all times! (The nap feature is currently disabled till future updates. You can, however, switch to lead babies with stamina and play multiple battles or quests).

7.6. Experience Points:

Levels up your profile for each battle you score.

For every ranked battle you play with your lead baby and supporting cards in tow, you stand to gain experience points or XP. A win rewards you with 5 experience points to your account, where as a loss nets you only 2. In case there's a draw, none of the players receives any XP. Similarly, playing battles in custom lobbies does not reward you with any experience points.

7.7. Leaderboard:

Delivering your in-game stats across all areas – in real-time.

The leader board, accessed through the main tab, accumulates and displays the various stats that indicate your performance in real-time. In addition, it shows multiple elements that the game tracks for you, such as experience points, battle victories, quests undertaken, and your rank, among others.

7.8. Marketplace:

Home to NFT cards and other valuable trinkets to aid your quest.

The Vulcan Forged marketplace is a one-stop spot for you to get your hands on the best and most adorable toddlers in the scene. And yes, a couple of toys too, if you're up for it. Just place a bid on an auction or trade to improve your nursery of cards!

7.9. World Activity:

Keep an eye on how everyone else is raising their kids.

Accessible through the main tab, the world activity section is a live update-based section of Block Babies that informs you about the activities your friends and other players completed. Whether it's a battle or a quest, you'll find all the info you need, including their outcomes – right here.

8. Appendix: Visual References

8.1. Lead Babies:



8.2. Trainee Lead Babies:



8.3. Team Babies

Attack Team Baby



Defense Team Baby



8.4. Force Team Babies



8.5. Dual Team Babies



8.6. Item Cards

Attack Item Card



Defense Item Card



8.7. Emotion Quest Cards



8.8. Influencer Quest Cards



8.9. World Cards

