THE COMMANDER'S COMPANION

The Wickborn Field Guide

A little lore. A better battle plan.



BNB edition · 1.0

November 3, 2026 · wickbornarena.xyz/docs

YOUR EXPEDITION MAP

Find your next field note.

Start with a story. Leave with a plan.

00 **Welcome to Wickborn** →

Discover the world of Wickborn Arena, then learn the rules, meet your fighters, and understand WICKB on BNB Smart Chain.

01 **Your first battle** →

A step-by-step route from the lobby to your first free Classic or Skirmish practice battle.

02 **Classic rules** →

Learn Classic deployment, elixir, card cycling, tower objectives, and exact victory conditions.

03 **Skirmish rules** →

Captain movement, skills, ultimates, specializations, relay barriers, respawns, and Skirmish victory rules.

04 **Meet the fighters** →

Meet all twelve stock-inspired fighters, their elixir costs, combat roles, and Skirmish skills.

05 **Prices & damage** →

The exact stock-to-damage formula, bounded modifiers, update timing, baseline behavior, and missing-price rules.

06 **WICKB tokenomics** →

Verified testnet supply, WICKB utility, equal-entry escrow, staking requirements, and what has not been announced for mainnet.

07 **Wallets & contracts** →

The BNB testnet network, official deployed addresses, sign-in, exact approvals, deposits, withdrawals, and recovery.

08 **Game logic & trust** →

A plain-language account of simulation, server authority, price validation, escrow settlement, and contract permissions.

09 **FAQ & glossary** →

Answers about unavailable online modes, neutral stock damage, wallet transactions, progression, and the arena vocabulary.

This edition documents the BNB testnet deployment and the current game rules. Stories and illustrations are fictional worldbuilding. Gameplay images are real captures. Mainnet tokenomics are not announced by this book.

CHAPTER 00 | 2 MIN READ

Small creatures. Big field guide.

An adventurer’s guide to suspiciously strategic little creatures.

BNB Smart Chain edition Updated Nov 3, 2026



VERDANT CROSSING · FIELD JOURNAL NO. 001 Pack a plan. Bring snacks.

A very small war. A very large attitude.

At Verdant Crossing, the river was peaceful, the bridges were sturdy, and nobody had yet taught a golden slime the word “strategy.” Then the market bell rang.

Orchardhorn brought a shield. Voltrunner brought enough electricity to void a warranty. Frydrop brought lunch, declared himself king, and immediately ate half his crown. Twelve stock-inspired creatures had arrived with twelve different ideas about who should own the crossing.

You are their commander. Build a squad of eight, manage your resources, and turn a wonderfully chaotic battle into a plan. The creatures handle the fighting. The questionable decisions are yours.

Lore meets rulebook

The adventures in this guide are fictional flavor. Rules, numbers, and token details describe the current BNB edition. Illustrations are story art; gameplay figures are actual in-game captures.

The arena, in one minute

What you'll find	What it means
12 fighters	Different roles, abilities, costs, and stock reference prices.
8 in your squad · 4 in your hand	Deploy a card and cycle the next fighter into your hand.
Classic · 2:30	Deploy creatures, defend your towers, and push for the rival king.
Skirmish · 4:00	Move a captain, aim abilities, and contest the river relay.
Free practice	Play either mode against a bot without a wallet.
BNB Smart Chain	WICKB staking and escrow use Solidity contracts. The documented deployment is testnet, chain 97.

Winning comes from timing, positioning, and a squad that works together. Stock movements add a bounded twist to damage; they do not choose a winner for you.

Choose your next chapter

New commander? Play your first battle →

Meet all twelve troublemakers →

Understand prices and damage →

Open the WICKB ledger →

Current expedition: BNB testnet

As checked on November 3, 2026, the public runtime reports free online Skirmish and disabled token-entry battles. Availability can change; the in-game button is the current authority. The 1 billion test WICKB supply is not a mainnet supply announcement.

CHAPTER 01 | 2 MIN READ

Your first five minutes

No wallet. No homework. Possibly a bull.

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Report for duty

> **A note from Orchardhorn**
>
> *"We have a plan," said Orchardhorn. Voltrunner rotated the map the right way up. "We have a better plan now."*

01

Open the arena

Visit play.wickbornarena.xyz. Choose Classic for your first match. Practice does not require a wallet, WICKB, or BNB.

02

Pick eight different fighters

Use Customize to choose your battle squad. A tank, ranged fighter, air defense, and support make a useful starting mix. You can begin with the default squad.

03

Choose Practice

Select the bot difficulty and start. Your side has blue towers; your rival has red towers.

04

Pick a card, then a position

Select one of the four cards in your hand, then tap inside your deployment zone. The number on the card is its elixir cost.

05

Defend, then counterpush

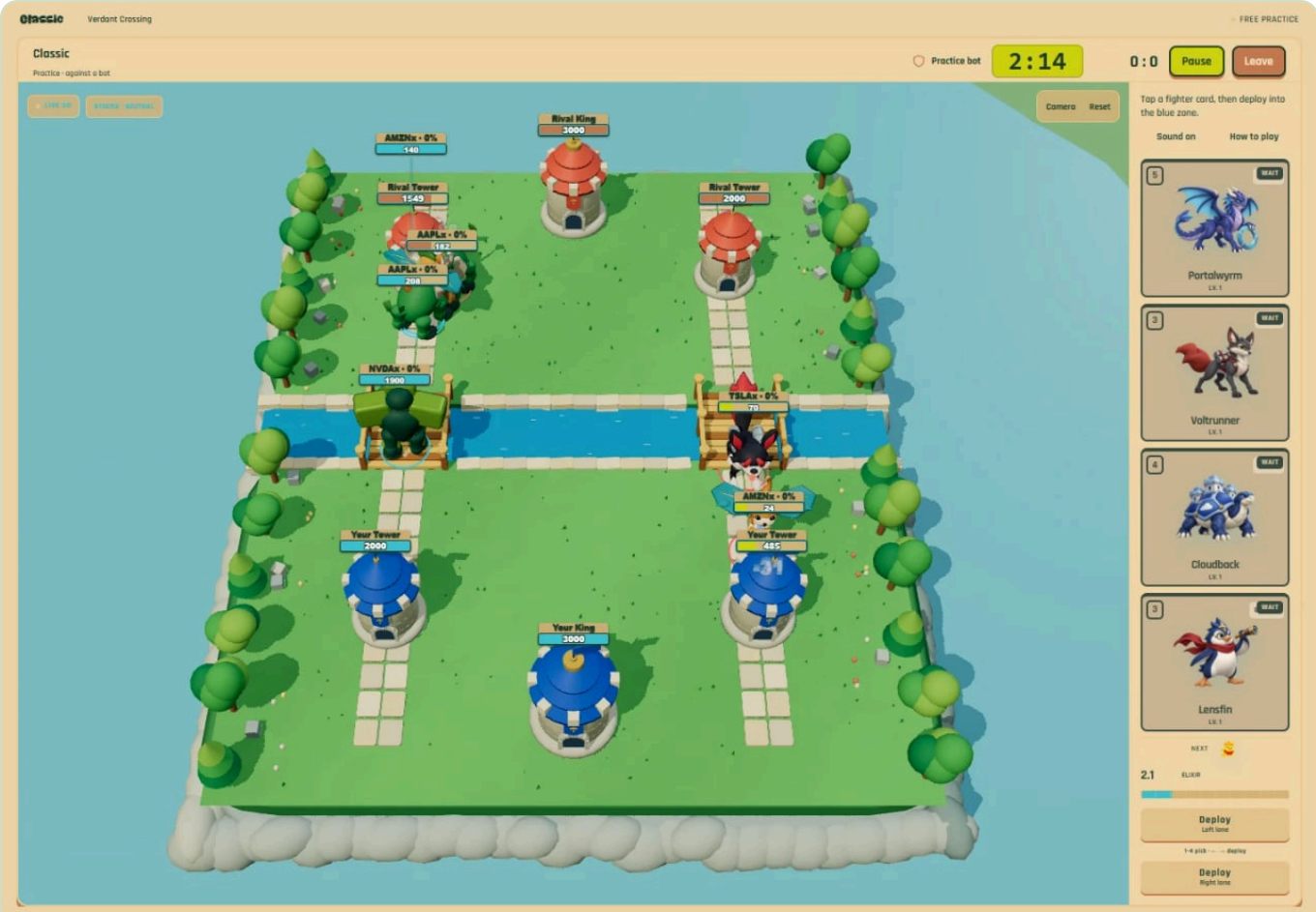
Let a tough fighter take the front and support it from behind. Keep some elixir available to answer an enemy attack.

06

Take the crown

Destroy the enemy king tower, or lead on destroyed towers when the timer runs out. Remaining tower health breaks a tie.

Read the battlefield



Actual game capture · Classic practice. The hand and elixir meter sit beside the battlefield on desktop. ↗

The timer shows how long remains. The score counts destroyed enemy towers. Your hand shows four available fighters, and the next-card preview shows who will cycle in. Your elixir meter refills automatically and stops at 10.

> ✦ **Your first useful combo**
>
> Put Cloudback in front and a ranged attacker behind it. Do not place every card on the bridge at once: area damage is very good at punishing a group photo.

Ready to take the wheel?

Choose Skirmish, customize your captain and squad, then start practice. Tap the field to move your captain; select Skill or Ultimate and tap again to aim. Keyboard controls are listed in the Skirmish chapter.

Play free practice ↗

Learn the full Classic rules →

Learn captain controls →

CHAPTER 02 | 3 MIN READ

Classic: the art of the push

Two bridges. Three towers. Eight opinions.

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Build a push, not a traffic jam

> **Parcelpack's delivery policy**
>
> *"Guaranteed delivery," said the couriers. "To the bridge?" asked Lensfin. "Past the bridge," they replied, which everyone agreed was a significant improvement.*

Classic is a 150-second tower battle. Each player brings eight different fighters and begins with the first four in hand. Playing a card spends elixir, moves that fighter to the back of your queue, and draws the next one. Creatures then move, choose targets, and attack automatically.

Start with 5 elixir, store up to 10, and regenerate about 0.43 per second. During the last 40 seconds, regeneration rises to 0.85 per second. A card costs 2–5 elixir, so an expensive push creates a real opening for your rival.

Terrain matters

Ground fighters cross the river at the two bridges. Flying fighters can cross directly. Deploy in your highlighted home territory. Destroying an enemy side tower opens an extra deployment area in that lane; it does not open the entire enemy half.

Most fighters engage nearby enemies before advancing. Tensorforge prioritizes towers. Ground-only attackers cannot hit flying opponents, so bring a fighter with air targeting. Healers, stuns, slows, splash attacks, charge attacks, and split units each change how a push behaves.

Objective	Starting health	Why it matters
Each side tower	2,000	Destroy it for a tower point and forward deployment in that lane.
The central king tower	3,000	Destroy it to end the battle immediately.

How the winner is decided

01 **King destroyed**

Destroy the rival king tower to win immediately. Both kings destroyed in the same resolution produces a draw.

02 **Timer reaches zero**

The player who destroyed more enemy towers wins.

03 **Equal tower score**

Add the remaining health of each side's surviving towers. The higher total wins; an equal total is a draw.

There is no extra overtime period in the current Classic rules. Stock damage modifiers affect fighter attack damage, and verified staking levels can affect Classic fighter stats. Neither changes the starting health of your towers.

✦ **Commander's field note**

A surviving defender is the beginning of your next attack. Add support behind it instead of rebuilding an entire push from scratch.

Controls and online play

Click or tap a hand card, then a legal deployment position. Keys 1–4 select your hand slots on a keyboard. The lane deployment buttons provide another way to send a selected fighter. Practice can be paused; an online match continues while menus are open.

Eligible token battles use equal WICKB deposits from both players. They are available only when enabled by the service. Free practice never spends or awards WICKB.

Meet the fighters →

Understand entries and payouts →

CHAPTER 03 | 3 MIN READ

Skirmish: captain, please steer

The squad has a leader. Unfortunately, it is you.

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Give one creature the clipboard

> **The promotion**
>
> *Voltrunner was promoted to captain after demonstrating outstanding speed, impressive initiative, and the ability to press every button before reading what it did.*

Skirmish lasts 240 seconds. Bring eight fighters and choose a captain from that squad. Your captain starts on the field and moves under your control; deployed squad members still fight automatically. Choose one of two specializations for each fighter to trade one strength for another.

A captain has 1.6× the health of its specialization-adjusted regular version. The current Skirmish build applies fighter levels as well as specialization tradeoffs. Positioning, targeting, and ability timing remain central to a successful push.



Actual game capture · Skirmish practice. Captain abilities add a second layer of decisions to squad deployment. ↗

A captain's very short driving test

Action	Mouse / touch	Keyboard
Move	Tap the field in Move mode; right-click also moves on desktop.	WASD or arrow keys; M selects Move.
Hold position	Let movement stop so the captain can attack nearby enemies.	Space cancels movement and casting.
Use skill	Choose Skill, then tap a target.	Q, then click your aim point.
Use ultimate	Choose Ultimate at 100 resolve, then aim.	R, then click your aim point.
Deploy backup	Choose a hand card, then tap blue territory.	1–4, then click a deployment point.
Use relay barrier	Press the Barrier control after earning one.	E.
Open battle menu	Use the menu / pause control.	P or Escape.

Skills have individual cooldowns and visible windups. An ultimate needs 100 resolve, consumes it, and has a 22-second cooldown. Moving interrupts a charge or healing channel; a stun can also spoil a carefully prepared move. Do not try to walk and channel at the same time.

Resolve starts at 25 and builds through combat, healing, and a small passive gain. Your elixir still caps at 10, regenerating at 0.58 per second, then 0.92 during the last minute.

Own the river, borrow a shield

The first river relay activates at 35 seconds. Stand within its capture circle and contest it with your squad. A captain counts as two units of presence. Enemies contesting the circle slow or prevent an easy capture.

Capturing grants one barrier charge, with up to two stored. Activate a charge to shield your living squad: each receives up to 220 shield, capped by 60% of its maximum health, for seven seconds. The next relay opportunity is scheduled 42 seconds after a capture.

A defeated captain returns after 14 seconds. The team loses 15 resolve, down to a minimum of zero. Losing a captain is a setback, not an automatic defeat.

> **A tactical observation**
>
> Tensorforge's beam announces itself with a charge. Voltrunner can interrupt it. This is why Tensorforge no longer attends meetings without a bodyguard.

Win, review, improve

Destroy the enemy king to win immediately. At four minutes, destroyed towers decide first, then total remaining tower health. Equal results are draws. The current rules do not add an overtime round.

Practice can be paused, and completed practice runs can be exported as JSON replays. Online battles keep running while you open a menu. Forfeiting gives the other player the win; check the on-screen entry terms before joining a token match.

> **Online availability**
>
> The public runtime checked for this edition exposes free online Skirmish. Token-enabled Skirmish paths also exist in the code, but a player should follow the mode and entry shown by the live service.

Try Skirmish ↗

See how prices affect a hit →

CHAPTER 04 | 2 MIN READ

The extremely unofficial bestiary

Twelve creatures. Zero boring introductions.

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Your future teammates (and problems)

Every creature has a stable identity across both modes. Its stock-style symbol identifies the reference price used for combat. It does not represent a stock or token held in your wallet.



3 elixir

AAPLx · Apple 01

Orchardhorn

Frontline · Ground

Sweeps nearby enemies with a powerful shoulder strike.

SKILL: Shoulder sweep
ULTIMATE: Crown of thorns

"Has never lost an argument with a door."



3 elixir

TSLAx · Tesla 02

Voltrunner

Electric attacker · Ground

Electric bolts briefly stun enemies on the ground or in the air.

SKILL: Circuit dash
ULTIMATE: Thunder circuit

"Fast enough to regret it somewhere else."



4 elixir

MSFTx · Microsoft 03

Cloudback

Tank · Ground

Its cloud armor absorbs damage while the squad advances.

SKILL: Cloud bulwark
ULTIMATE: Citadel protocol

"Brings its own headquarters to work."



3 elixir

GOOGLx · Alphabet

04

Lensfin

Ranged scout · Ground

Lens-guided projectiles slow enemies and defend the lane.

SKILL	ULTIMATE
Prismatic lens	Whiteout

“Saw that ambush coming. Judged it quietly.”



2 elixir

AMZNx · Amazon

05

Parcelpack

Courier swarm · Air

Three fast airborne couriers overwhelm isolated enemies.

SKILL	ULTIMATE
Express flight	Priority airlift

“Three couriers. One extremely vague address.”



5 elixir

NVDAx · NVIDIA

06

Tensorforge

Tower attacker · Ground

Ignores creatures and drives its heavy compute fists into towers.

SKILL	ULTIMATE
Siege beam	Overclock annihilation

“Solves every problem as a tower problem.”



3 elixir

JNJx · Johnson & Johnson

07

Vitalbloom

Healer · Ground

Restores nearby allies while firing petal bolts at enemies.

SKILL	ULTIMATE
Lifeline	Second spring

“Would like the frontline to stop testing gravity.”



5 elixir

METAx · Meta

08

Portalwyrm

Splash attacker · Air

Airborne portal blasts splash across tightly packed defenders.

SKILL	ULTIMATE
Portal collapse	Event horizon

“Takes shortcuts through the fabric of reality.”



4 elixir

JPMx · JPMorgan Chase

09

Vaultguard

Charger · Ground

Charges the front line; its first strike deals double damage.

SKILL	ULTIMATE
Vault charge	Unbreakable advance

“The vault has legs. Please stop running.”



2 elixir

NFLXx · Netflix

10

Reelmoth

Ranged support · Air

Supports the squad with healing light and swift ranged attacks.

SKILL	ULTIMATE
Ribbon snare	Final curtain

“Every battle deserves a dramatic third act.”



2 elixir

MCDx · McDonald’s

11

Frydrop

Splitting swarm · Ground

Splits into two smaller Frydrops when defeated.

SKILL	ULTIMATE
Golden geyser	Supersize

“Defeated? No. Now available in a sharing size.”



4 elixir

HOODx · Robinhood

12

Hoodwing

Aerial hunter · Air

A swift aerial hunter that strikes ground and flying enemies.

SKILL	ULTIMATE
Feather fan	Midnight hunt

“Sees everything. Has notes.”

Build a squad that answers questions

01 **Who stands in front?**

Cloudback absorbs damage. Orchardhorn and Vaultguard can give a push more presence. A fragile ranged line needs protection.

02 **Who handles the sky?**

Voltrunner, Lensfin, and Hoodwing can target air. Ground-only creatures cannot solve a flying problem by looking more determined.

03 **Who punishes a crowd?**

Portalwyrm and Orchardhorn bring area damage. Use it against swarms and tightly packed pushes.

04 **Who keeps a push alive?**

Vitalbloom heals nearby allies. Reelmoth adds airborne support. A healer cannot repair poor positioning from the other side of the map.

05 **Can you afford the hand?**

Balance 2–3 elixir options against expensive 4–5 elixir threats. Four costly cards can leave you watching a battle you cannot afford to join.

✦ **Stock-inspired, independently made**

Company names and tickers identify the reference equities. They do not imply sponsorship, partnership, ownership of shares, or an endorsement by those companies.

CHAPTER 05 | 3 MIN READ

When the market bell rings

A little market movement. A little more bonk.

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Whose price are we following?

> **Frydrop's financial analysis**
>
> *"My price is going up," announced Frydrop, standing on a box. Lensfin checked the feed. "That is your height."*

Each fighter follows its matching underlying stock reference: Orchardhorn follows AAPL, Voltrunner follows TSLA, and so on. The WICKB token price is not the input to this mechanic. The market panel displays the matching quote and that fighter's current damage adjustment.

The public feed uses Yahoo equity quotes with a chart fallback; optional configured feeds can also be used. Quotes can be delayed. Markets close, and a connected feed can legitimately display the same price for many updates.

The rule behind the bonk

Damage multiplier = clamp(1 + ((current price − anchor price) ÷ anchor price) × 200, 0.85, 1.15). In plain English: a 0.05% stock rise produces +10% attack damage, a 0.05% fall produces −10%, and the effect stops at ±15%.

Training example: a $100 anchor and $100.05 current price give a 1.10× damage multiplier. Try the interactive training dummy at wickbornarena.xyz/docs/stock-damage.

Reference move	Damage adjustment	Example base hit of 100
−0.10%	−15% (capped)	85
−0.05%	−10%	90
0%	0%	100
+0.05%	+10%	110
+0.10%	+15% (capped)	115

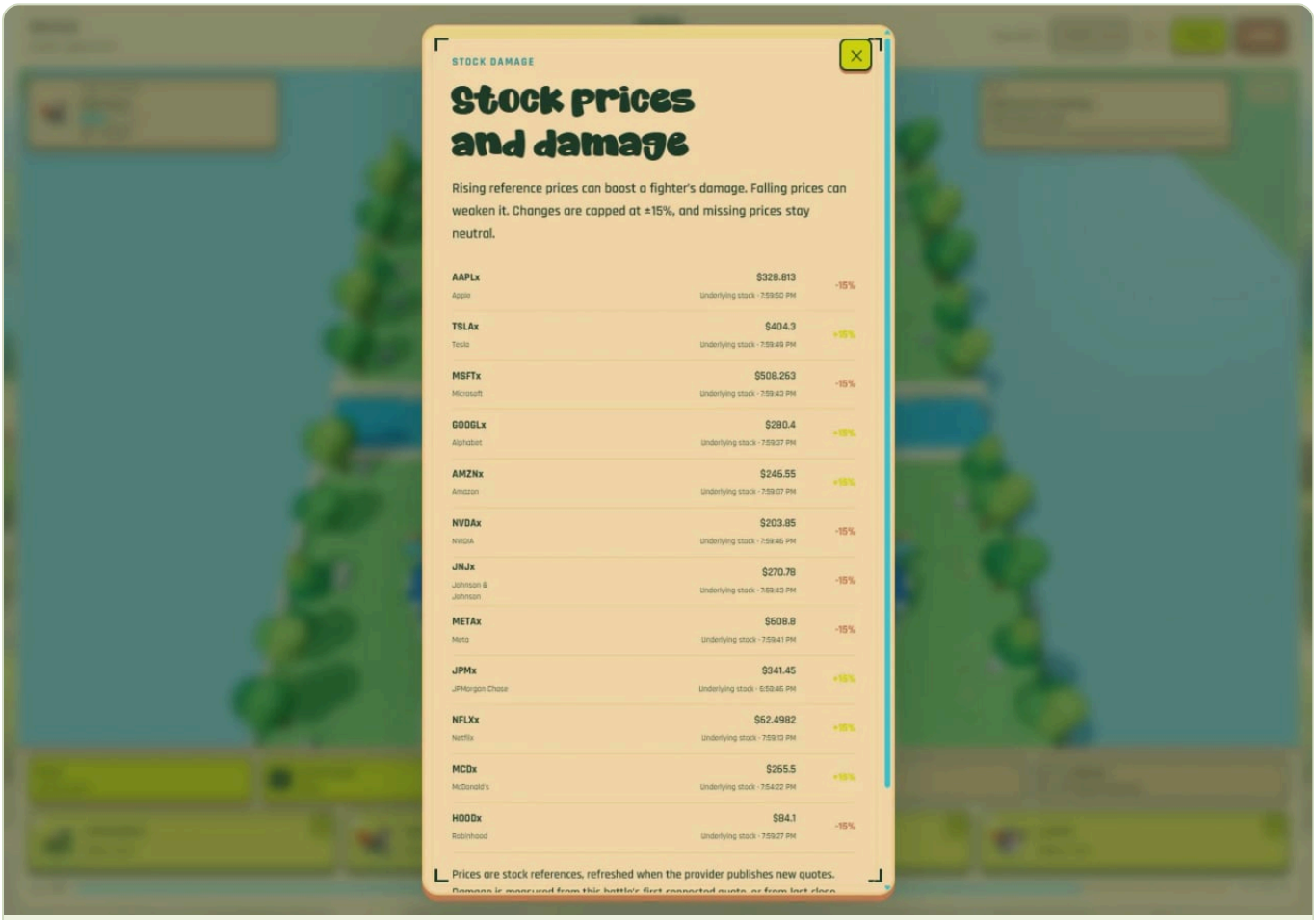
The modifier multiplies fighter damage. It does not increase maximum health, elixir, movement speed, or your WICKB balance. Both teams use the same reference for the same fighter.

Anchors, pulses, and closed markets

Normally the anchor is the first valid price captured for the battle. If a quote is already more than 45 minutes old and has a valid previous close, the current implementation uses that previous close as the anchor. That lets a last-session price carry a bounded session move instead of forcing every closed-market match to zero.

Classic recalculates combat modifiers every 5 simulation seconds. Skirmish uses a 20-second market pulse. These are combat update intervals, not a promise that a provider publishes a new price that often.

Skirmish can connect a missing fighter's anchor when its first valid quote arrives after the match begins. Once established, an anchor stays fixed for that battle. A delayed initial connection does not invent earlier combat effects.



Actual game capture · The stock panel shows quote identity, timestamp, and each fighter's current adjustment. Values are a snapshot, not a live price widget. ↗

What happens when the feed gets sleepy?

Missing, mismatched, future-dated, out-of-order, or expired data stays neutral rather than inventing a bonus. The equity freshness window allows a last print for up to four days, accommodating overnight sessions and weekends. The displayed timestamp still matters.

Why it can say 0%

A price has not changed from the anchor, the next combat pulse has not happened, or usable data is missing. A connected quote does not guarantee a nonzero modifier. Open a new practice match to establish fresh battle anchors.

Troubleshoot a feed or connection →

CHAPTER 06 | 3 MIN READ

The coin, the chest & the fine print

Vaultguard keeps the ledger. Frydrop keeps asking about yield.

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Open the ledger

> **An unusually honest treasure chest**
>
> *"Does the chest make more coins?" asked Frydrop. "No," said Vaultguard. "It keeps the coins you put in it." Frydrop considered this a deeply unambitious chest.*



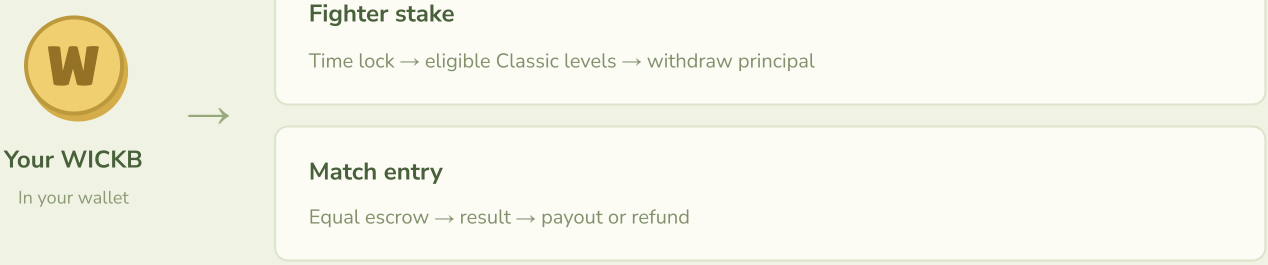
Story illustration · Equal entries and time-locked stakes. The chest does not promise returns. ↗

Parameter	Documented BNB testnet deployment
Name / symbol	Wickborn / WICKB
Network	BNB Smart Chain Testnet · chain ID 97
Decimals	18

Parameter	Documented BNB testnet deployment
Fixed test supply	1,000,000,000 WICKB
Initial allocation	100% minted to the configured owner at deployment. This is the initial mint, not a current balance report.
Additional minting	No post-deployment mint function in this token.
Token transfer tax	None in the deployed token implementation. BNB gas fees still apply.

> **!** **Test supply ≠ mainnet tokenomics**
>
> The testnet mint is for testing. Mainnet supply, allocations, vesting, liquidity arrangements, and any launch pricing have not been established by the verified materials for this guide. No allocation pie chart or promised return is implied.

Two jobs for one game token



First, eligible Classic progression can use WICKB staking to unlock fighter levels. Second, enabled token battles can use WICKB as equal entries held in escrow. Free practice uses neither an entry deposit nor a token reward.

The token contract does not mint a new prize for each win. A funded win pays from the two deposited entries, less the arena fee. The current testnet deployment records a 5% fee on a winning pot; draws return the original entries without that fee. Network gas is separate.

Two equal stacks. One outcome.

Example: 50 WICKB each	Token outcome before network gas
Two confirmed deposits	100 WICKB is held in match escrow.
You win	At the current 5% arena fee, you receive 95 WICKB from the 100 WICKB pot. Net token change: +45. The treasury receives 5 WICKB.
You lose	The rival receives the pot. Your net token change: −50.
Draw	Each player receives their own 50 WICKB back.
Cancelled / eligible refund	The deposited entry is reclaimable once through the refund path.

Both players must fund the same entry from distinct wallets. The UI offers 25, 50, or 100 WICKB when the relevant token mode is enabled. A match entry is separate from a fighter stake; do not count the same tokens as available in both places.

Training with a time lock

The documented arena has a seven-day staking lock. Level 1 requires no stake. For each fighter, required total active stake is its base amount multiplied by 1, 3, 7, or 15 for levels 2–5. All table values are total WICKB requirements, not an additional charge at every step.

Fighter	Level 2	Level 3	Level 4	Level 5
Orchardhorn	300	900	2,100	4,500
Voltrunner	220	660	1,540	3,300
Cloudback	320	960	2,240	4,800
Lensfin	180	540	1,260	2,700
Parcelpack	100	300	700	1,500
Tensorforge	500	1,500	3,500	7,500
Vitalbloom	180	540	1,260	2,700
Portalwyrm	420	1,260	2,940	6,300
Vaultguard	280	840	1,960	4,200

Fighter	Level 2	Level 3	Level 4	Level 5
Reelmoth	140	420	980	2,100
Frydrop	120	360	840	1,800
Hoodwing	360	1,080	2,520	5,400

Classic level stats rise linearly: level 2 is 1.1× base health, damage, and healing; levels 3, 4, and 5 are 1.2×, 1.3×, and 1.4×. Values are rounded by the engine. This is distinct from the stock damage multiplier.

Stakes become withdrawable after their on-chain lock expires. They are not automatically returned at maturity. Withdrawing can reduce the active stake behind your unlocked level. New deposits have their own lock times; use the position shown in Trainer.

Progression, not interest

The staking contract returns deposited principal according to its rules. It does not define APR, passive yield, dividend rights, stock ownership, or guaranteed earnings. The current Skirmish build also applies fighter levels alongside its specialization choices.

Keep the blank pages honest

Team, community, treasury, exchange, and liquidity allocations need an explicit mainnet tokenomics decision before they can be published as facts. The same applies to vesting dates, market-making arrangements, airdrops, governance, burns, and buybacks. None is promised by this guide.

Verify addresses and wallet steps →

Understand the settlement trust model →

CHAPTER 07 | 2 MIN READ

Pack a wallet. Check the map.

The fox would click Confirm. Read this first.

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Find the right chain

Practice needs no wallet. Token features use an EVM wallet connected to the network selected by the game. The deployment documented here is BNB Smart Chain Testnet, chain ID 97. Test BNB pays network gas; test WICKB is the game token.

The code also supports BNB mainnet, chain ID 56, but a supported network is not the same as a published mainnet launch. Do not send mainnet assets to testnet or treat a testnet contract address as a mainnet contract.

Official testnet reference	Address
WICKB token	0x8e02c8edcd5b967b9c26d8c15f3662d2b4f5c17c
Wickborn Arena escrow / staking	0x3c00642f53c89d9b0fff26cfde5d0621e208ad6a

WICKB on testnet BscScan ↗

Arena on testnet BscScan ↗

Three prompts. Three different jobs.

01

Sign in

A wallet signature proves you control the address for a specific domain, chain, and expiring challenge. This sign-in message does not itself transfer tokens or pay gas.

02

Approve WICKB when needed

An approval lets the arena transfer a specific token amount. The client requests the required allowance and may reset an insufficient nonzero allowance first. Review the spender, amount, and network.

03

Submit the arena action

A separate transaction deposits a stake or entry, or performs a withdrawal or refund. This is the action that changes on-chain balances. BNB pays gas.

The game waits for verification before treating a deposit as confirmed. Keep the transaction hash if a connection drops. Trainer can resume pending confirmations; a slow page is not a reason to submit a duplicate deposit.

> **Keys stay with you**
>
> Connect through the game's wallet flow. Never paste a recovery phrase or private key into a website, support chat, or this guide. Changing accounts or chains requires reconnecting.

Getting your coins back

Use Trainer to review staking positions and request a withdrawal once the lock expires. A mature position can also be withdrawn directly by its owner with the contract's withdraw function. You still need test BNB for gas.

A participant can cancel an unfilled on-chain match after 15 minutes, or a fully funded unsettled match after one day. Once cancelled, each participant can reclaim their own deposited side once. Contract recovery checks elapsed on-chain time; ordinary app cancellations can happen through their own earlier flow.

A paused arena blocks new deposits while withdrawals and refunds remain available. Token and lock duration are immutable in this deployment. Ownership and the authority signer have separate powers described in the next chapter.

Read how results reach the contract →

Connection or transaction stuck? →

CHAPTER 08 | 3 MIN READ

Who keeps the arena honest?

Even a magical river needs a referee.

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From your click to a creature's fist

> **The referee**
>
> *Parcelpack offered to deliver its own winning score. The referee politely declined. "But it has express shipping," the couriers protested.*

01

You send an intention

Deploy this hand slot at this point. Move the captain here. Aim this skill there. A client does not get to announce how much damage it dealt.

02

The simulation checks the rules

The engine validates the hand slot, elixir, legal territory, targets, cooldowns, and status. Classic uses 0.1-second simulation steps; Skirmish uses 0.05-second steps.

03

Combat advances

Units acquire targets, move, attack, heal, and apply statuses. Matching market modifiers are applied to fighter damage at the ruleset's pulse.

04

The server publishes the state

Online simulation is authoritative on the realtime service. The browser renders and can predict movement for responsiveness, then reconciles with server state.

05

A result becomes a payout

For a funded token battle, the backend records the result and the authorized adapter submits settlement to the arena contract.

What the blockchain does (and does not do)

On BNB Smart Chain	Off-chain game services
WICKB balances and allowances	Matchmaking, player sessions, and deck configuration
Staking positions and unlock times	Movement, targeting, damage, and match simulation
Equal entry deposits and payout transfers	Stock quotes and price validation
Intent replay protection and recovery rules	The authoritative match result and its authorization

The contract does not replay every battle on-chain or independently judge the winner. It trusts the configured authority's result. That authority is a real trust dependency, not a decentralized stock or game oracle.

Signed actions bind the wallet, chain, arena, operation, amount, and intent. Used intents cannot execute twice. Receipt checks verify the sender, destination, event, canonical block, and finality policy before the backend credits an action.

Permissions worth understanding

The owner can pause new deposits, rotate the authorized signer, set the fee treasury, and adjust the winning-pot fee within the contract's 10% cap. The current deployment records a 5% fee. Ownership transfer requires two steps. The authority can authorize game actions, attest match outcomes, and cancel matches. The arena has no general admin function that withdraws players' staking balances.

Match deposits, stakes, and settlement retries are recorded to prevent double credit or a repeated payout. These checks reduce specific failure modes; they do not remove the trust in server operation and the signer.

> **!** **Testing and audit status**
>
> The project includes automated game, wallet, accounting, and EVM contract tests. Those checks are not an independent security audit. This guide does not claim that a mainnet deployment has been audited or launched.

See wallet and recovery steps →

CHAPTER 09 | 3 MIN READ

Ask the mildly exhausted quartermaster

Most problems are not, in fact, the dragon.

BNB Smart Chain edition Updated Nov 3, 2026

Why does online say "temporarily unavailable"?

A token mode requires enabled contracts, its adapter, realtime service, and any required market data. The public runtime checked on November 3, 2026 reports token battles disabled, even though testnet contracts are deployed. Refreshing cannot enable a server-side feature flag.

Choose free practice, or free online Skirmish when its button is available. Check the selected mode: a working free Skirmish queue does not automatically enable Classic token entries.

Why is the stock adjustment 0%?

The current quote may equal the anchor, the next update pulse may not have arrived, or the engine may not have usable matching data. Markets can be closed or quotes delayed. Open the price panel and check the quote timestamp. Neutral is a valid result, not an automatic error.

See the exact damage formula →

Why did approval succeed but my entry is missing?

Approval grants spending permission; it is not the entry deposit. The separate arena transaction must also succeed and be verified. Check the network and transaction hash, then use Trainer to resume a pending confirmation. A wallet needs BNB for gas as well as the required WICKB.

If a match is cancelled, look for its refund action. If a stake is still locked, wait until the position's on-chain unlock time. A seven-day lock is measured from that deposit, not from the day you first opened the game.

A few more things the squad keeps asking

Question	Answer
Do I own AAPL or TSLA by choosing a fighter?	No. These are stock-inspired creatures with reference prices, not shares or custodial stock positions.

Question	Answer
Does practice earn WICKB?	No. Practice neither spends an entry nor awards WICKB.
Does staking pay interest?	The current staking contract defines progression and principal withdrawal, not APR or yield.
Can I buy mainnet WICKB using this guide?	This edition documents testnet only. It does not announce a mainnet sale, supply, or trading pair.
Does opening a menu pause online?	No. Practice can pause; an online match continues.
Does Binance Agentic Wallet already play for me?	The landing page marks this support as coming soon. It is not required for current practice or regular wallet play.

The quartermaster's glossary

Word	Arena meaning
Anchor	The fixed reference price used to calculate a fighter's battle damage modifier.
BEP-20	The fungible token interface used by WICKB on BNB Smart Chain.
Captain	The directly controlled fighter in Skirmish.
Elixir	A regenerating battle resource spent to deploy cards; not a blockchain token.
Entry	WICKB deposited for one enabled token battle.
Escrow	The contract holding match deposits until settlement or refund.
Gas	BNB paid to execute a blockchain transaction; test BNB on testnet.
Relay	The river objective that grants Skirmish barrier charges.
Resolve	The Skirmish resource needed to use an ultimate.
Stake	Time-locked WICKB that supports eligible fighter progression.
Testnet	A separate blockchain environment used to test with test assets.
WICKB	The Wickborn game token; distinct from elixir and stock reference prices.

Play the arena ↗

Official Wickborn updates on X ↗