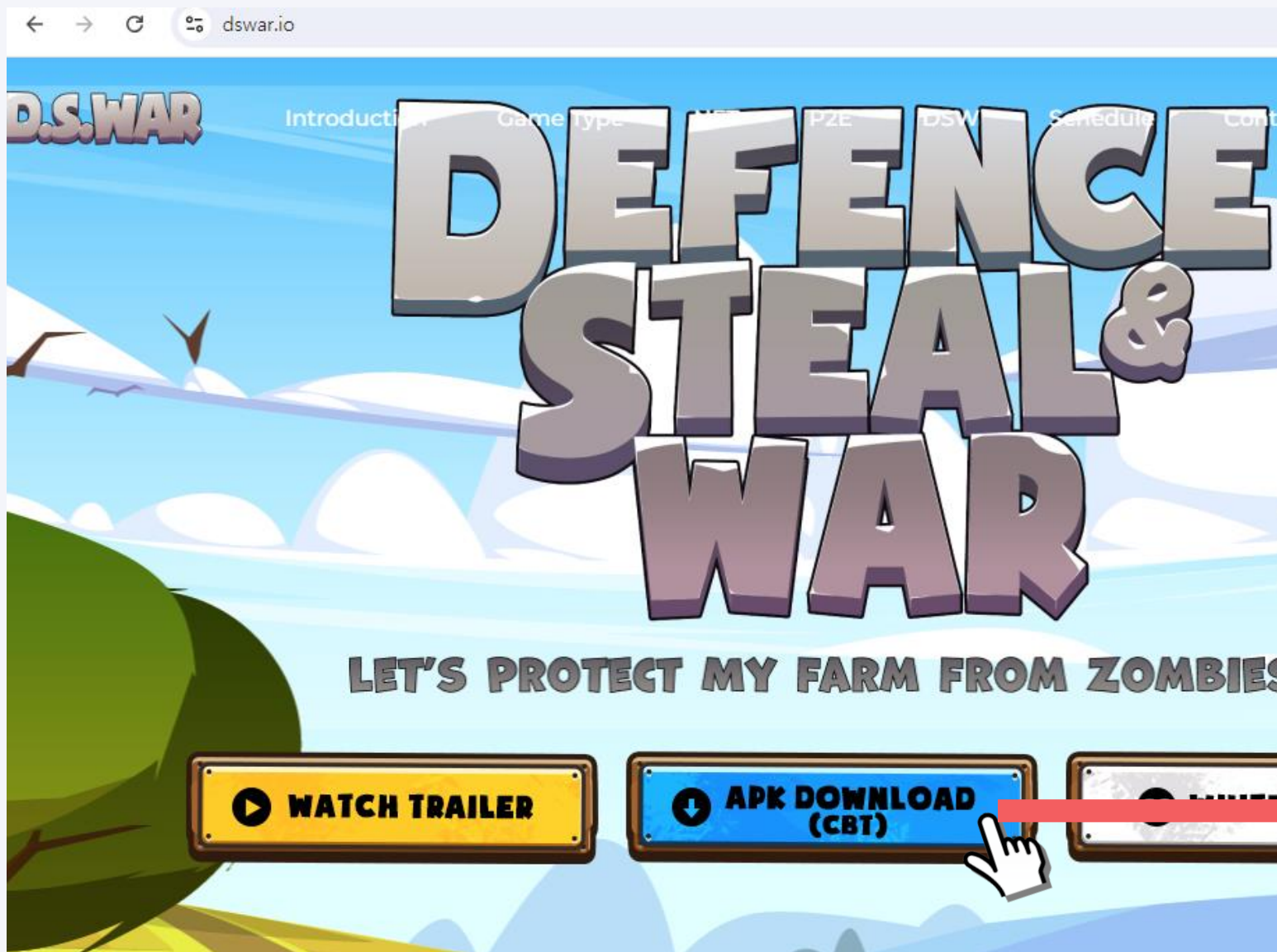# DSWAR CBT GUIDE

DEFENCE STEAL WAR

Overview

1. CBT Dates

Tuesday, 20 August 14:00 PM to Thursday, 23 August 18:00 PM

※ All rewards earned during the CBT will be deleted after the CBT ends.

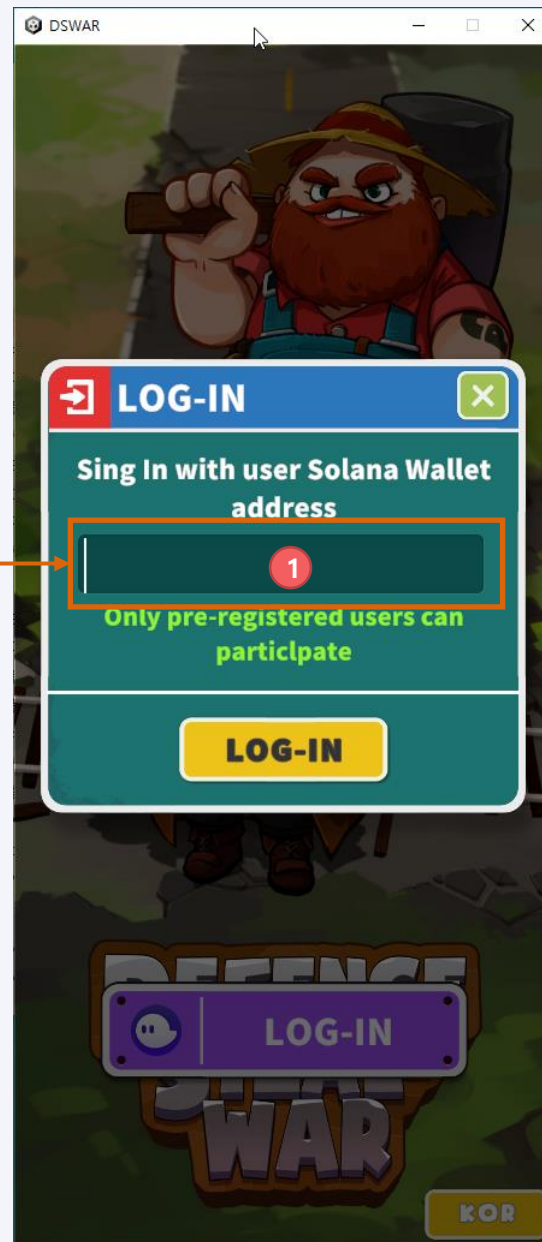※ The content of this article is based on the CBT build dated 14 August.
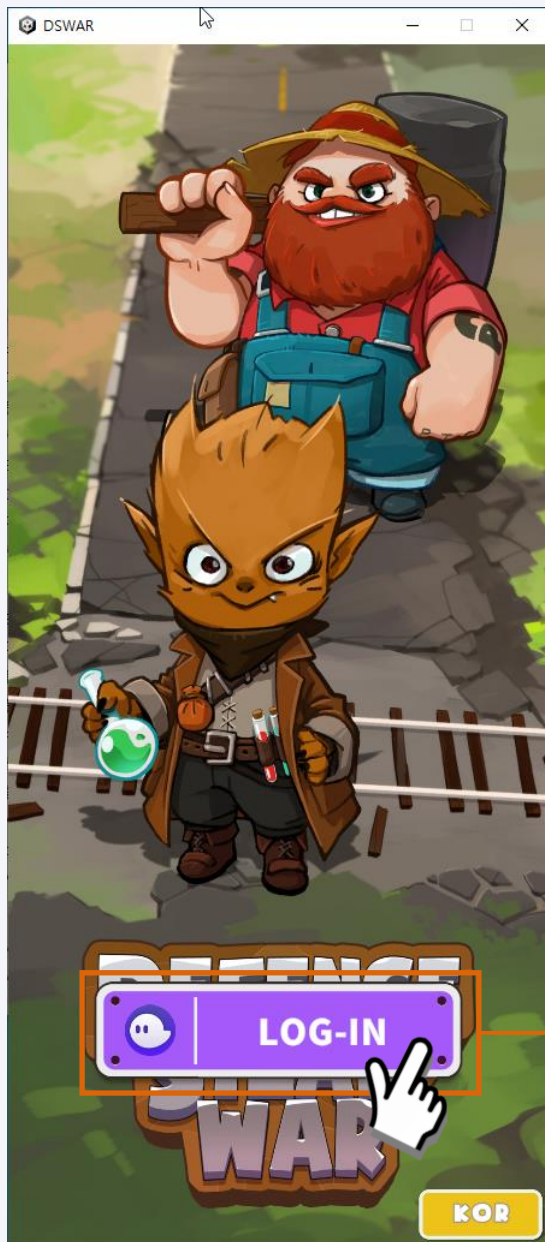
Download and install

CBT version from the DSWAR homepage APK from the homepage and install it on your and install it on your Android device.

◆ DSWAR homepage
https://dswar.io/

LOG-IN

① On the title screen, click the Sign in button, then click phantom wallet address to log in.

※ If you are not a selected CBT participant Unable to access

Main screen

1 This is the area where you can display your nickname, inventory, and access mail, settings, and other functions. It will not work properly in CBT (*All missing parts will be added in OBT)

2 Go to the screen where you can check your land and NFTs and get rewards.

　　※ On CBT, only the UI is added, not the function.
　　　All features will be added at OBT when the official data is linked.

3 Game Entry Button

4 Invokes a screen where you can see how many zombies or machine guns you have, change your team, upgrade, etc.

5 Click to return to the lobby screen

Battle Entry

1. pressing the BATTLE button on the lobby screen calls up a screen where you can select a battle mode

2. there are two battle modes: Normal and Season. (※Only Normal mode is available in CBT)

Normal Mode	Seasonal Mode
* Instant rewards for winning matches against other users * Tickets are consumed and can be recharged with PP	* Victory points are awarded for winning battles against other users * Differential rewards are given to the top users with the highest accumulated victory points at the end of the season * 10 battles can be fought daily, and the number of battles can be increased with Lands & NFTs.

Battle Entry
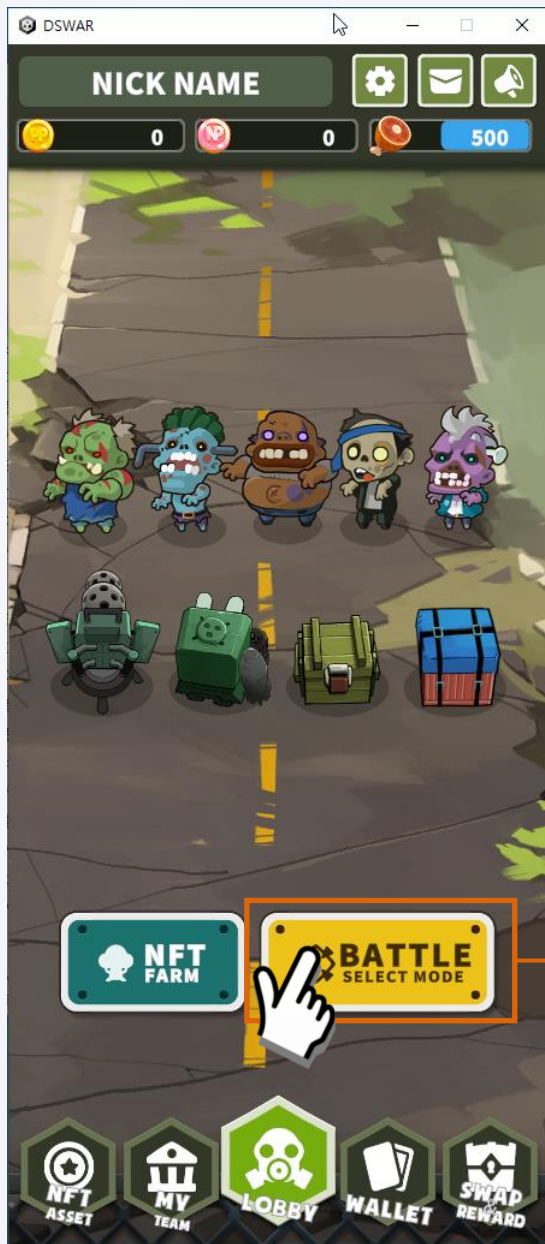
**1** Button to return to the previous screen

2 Button to select Normal or Season mode

3 A button to select one of several preset teams from several preset teams. (* In OBT, you can increase the number of teams that can be set by consuming PP. to increase the number of teams that can be set to increase the number of teams you can set.)

4 Entering the battle while consuming tickets.

5 Button to view the battle history of the defense team the battle history of the defense team you set up. For each victory of the defense team you set up a certain amount of PP.

Battle Screen

Other users

Me
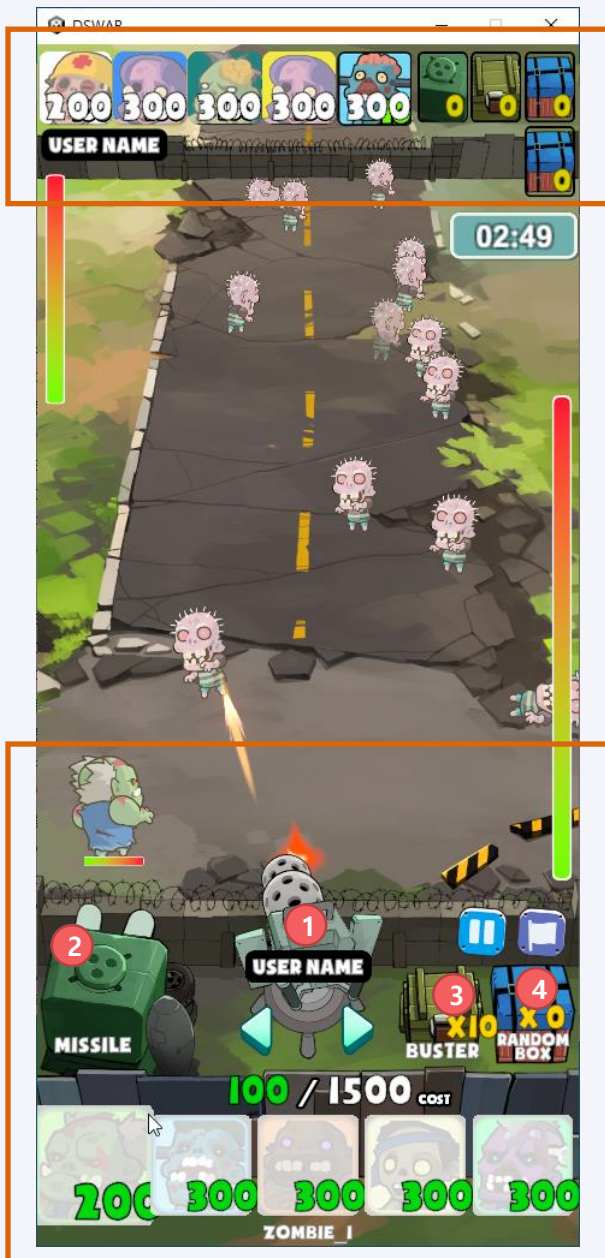
■ Both users win if they kill the incoming zombies or send zombies to the opposing faction, first reducing the opposing faction's HP to 0.

① Machine guns move on AUTO by default, attacking the nearest enemy zombies first. No manual control is required.

② Missiles can do a lot of damage in their range. They are used by the user by touching them.

③ Boosters temporarily increase your machine gun's fire rate, boosting your DPS. Tap to use them.

④ Items can restore your wall health, buff friendly zombies, and more.
    You can choose which items you want when organizing your team and use them by tapping them.

Battle Screen
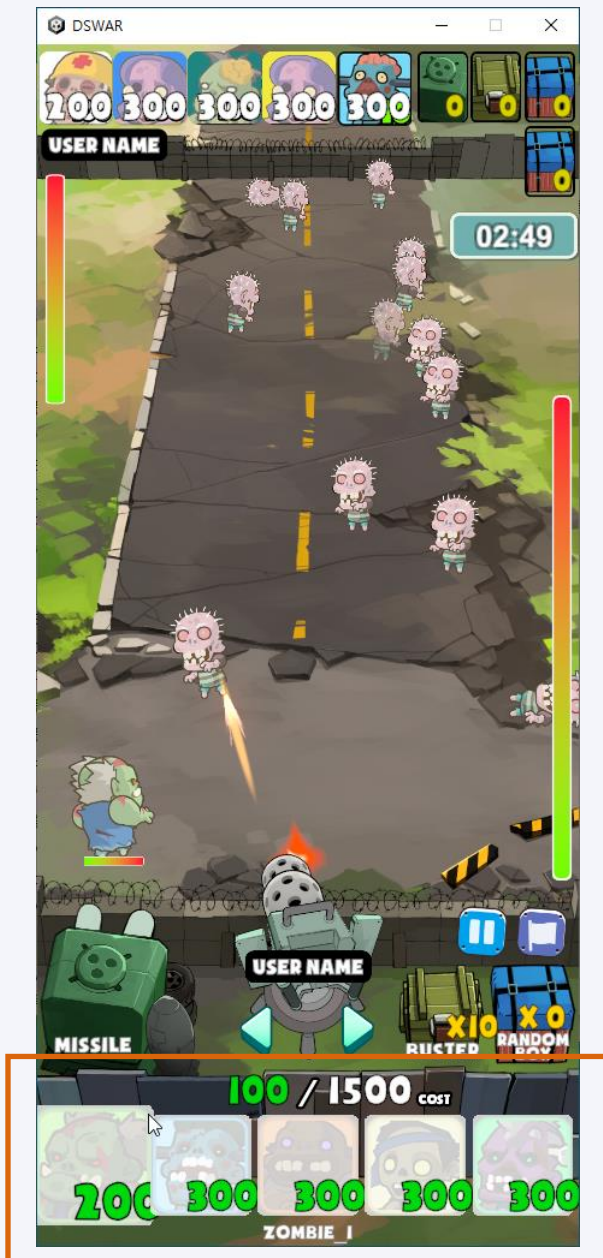
◆ Summoning friendly zombies

1 Killing enemy zombies gives you a certain amount of COST.

2 When you have enough COST, the zombie icon will be activated.

3 Tap the activated icon to summon a zombie, reducing your COST.

◆ You must decide whether to use the zombie to attack the enemy's walls or to stop an incoming wave of enemy zombies.

◆ You can summon zombies 1 through 5 evenly across the screen or concentrate them in one place. This is also a strategic choice.

Winning and losing screens
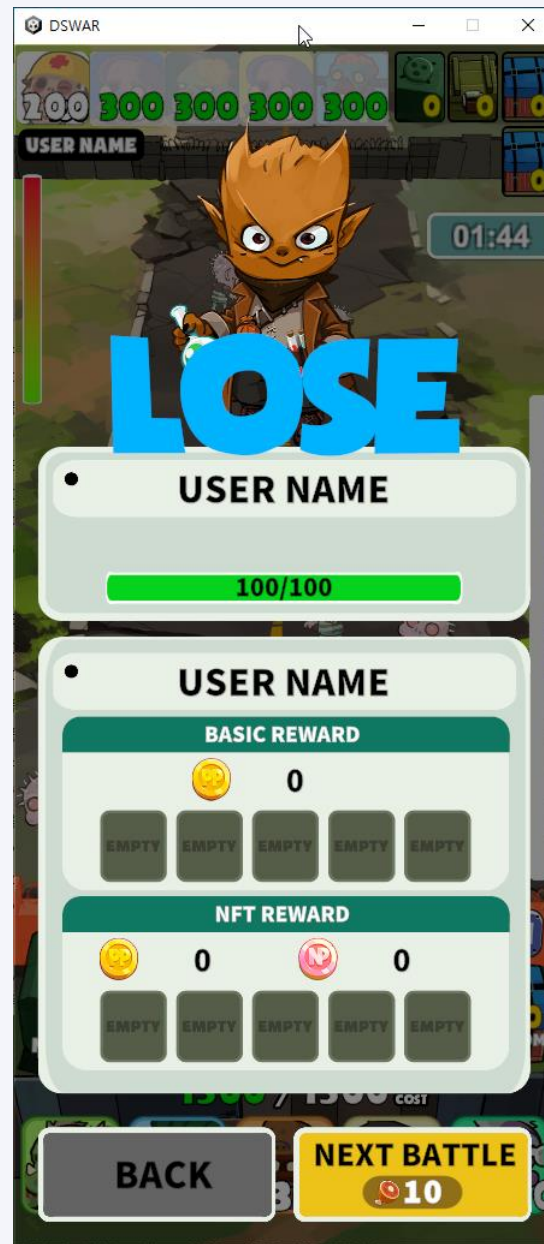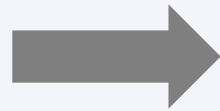
1. the battle ends when one of the two players reaches zero Wall health, and the battle results are displayed.

2. If you win, you receive a certain amount of PP, battle units, and enhancement materials as rewards.

3. If you lose, you receive no rewards.

Change teams

1 Press the MY TEAM button at the bottom of the main screen to call up the team settings screen.

2 You can swap teams by dragging the desired units from the inventory (bottom of the screen) to the deck settings window (top).

Machine guns, zombies, boosters, missiles, and items are all swaPPed in the same way.
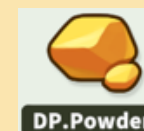
Leveling Up Units (Enhance)

* Zombies and Machine Guns are the only units a user can own that can be upgraded by enhancing them. can be upgraded to improve their performance.

1 a certain amount of PP is required to fulfill the minimum enhancement conditions,

2 add Z.POTION to increase the success rate of enhancement.

3 DP.POWDER can be used to prevent the unit from being lost if the reinforcement fails. unit loss when reinforcement fails.
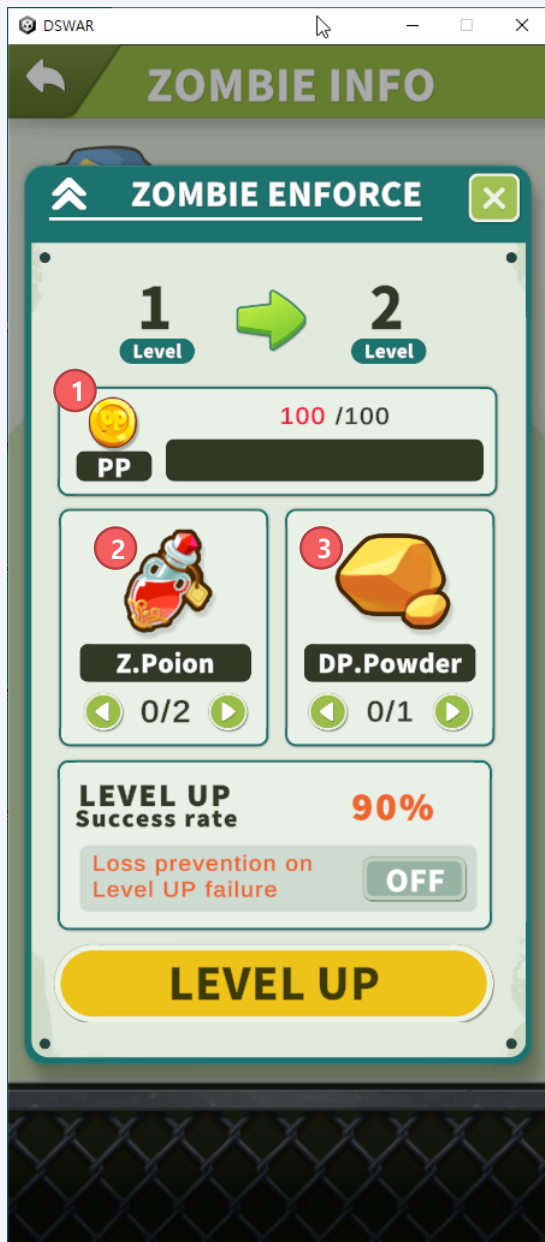
※ Z.POTION and DP.POWDER are essential for boosting your team's chances of winning by enhancing machine guns and zombies.

Z.POTION and DP.POWDER, which are essential to boost your team's chances of winning, can only be OBTained by owning Land and Plant NFTs on NFT FARM.(Effective from OBT)

※ In CBT, you can get them as a reward for winning battles.

Leveling Up Units (Enhance)

* PP, Z.potion, and DP.Powder are required to level up zombies and machine guns.

1 PP: Game money used within the game. PP can be exchanged for NP in the future, and NP can be exchanged for DSW tokens. (Not suPPorted in CBT.) If you don't have enough PP, you can't upgrade. In CBT, you can earn PP as a reward for winning battles, and after OBT, we will suPPort the exchange of PP for NP.

2 Z.POTION : Increases the success rate of enhancement. You can greatly increase the success rate of enhancement by inserting multiple of them.

In CBT, it can be OBTained as a battle victory reward, and after OBT, it can only be OBTained with NFTs.

3 DP.Powder: Prevents you from vanishing when you fail to reinforce.

In CBT, it can be OBTained as a reward for winning battles, and after OBT, it can only be OBTained as NFT.

Unit Status

ZOMBIE INFO

① Zombie_type06

Rank	B
Level	1
Cost	100

SELL   LEVEL UP

② **Remaining Stat** 0 ?

⊞ Hp	405	+	0/0
⬈ Atk	371	+	0/60
🛡 Def	5	+	0/60
A-Speed	468	+	0/60
M-Speed	414	+	0/60
Cost	100	+	0/60

③ **SKILL**

skill name

skill desc

Describes the status of zombies and machine guns.

① Displays the zombie's name, rank, level, and cost information.

Rank: The higher the rank, the higher the base stats and the more likely it is to have multiple skills.
Level: You can increase a Zombie's level with Enhancements. Each time they level up, they gain 5 bonus stats, which can be invested in the stats of your choice.

COST : The summoning cost required to summon a Zombie. It is earned by killing your opponent's zombies during battle.

② Zombies have 6 stats.

1) HP: The zombie's health. If this value reaches 0, the zombie dies.
2) ATK: The damage the zombie does to the opponent's zombies or the opponent's walls.
3) DEF: When the zombie is attacked by an opponent, its damage is reduced by its defense.
4) A-speed: The zombie's attack speed.
5) M-speed: The zombie's movement speed.
6) Cost: The summoning cost required to summon a zombie. A low value allows you to summon zombies at a relatively low cost, and can also reduce the amount of cost your opponent gains.

③ The 6 stats are randomly determined when summoning a zombie, so the same zombie will have different base stats. It is advantageous to acquire zombies with the highest possible base stats.

In CBT, you can get zombies as a reward for winning battles.
In OBT, you can get zombies by spending PP, or by trading with other users.

Unit Status

3 Area to display skill information.

1) Each zombie can have 1-3 skills.

2) Skills are randomly assigned when you get a zombie.

3) Each player needs to get a zombie with a skill that matches the team trait they want to use.

4) Skills cannot be exchanged.
In CBT, you can get zombies as a reward for winning a battle.
In OBT, zombies are obtained by spending PP or trading with other users.

Unit Status

* Machine Gun Information

1) ATK: Damage dealt to opposing zombies.
2) A-speed: Attack speed.
3) Range: The range of the machine gun.

Other information is the same as for zombies.

THANK YOU