

MEEBCO LABS × CLUTCH MARKETS



Nightshades

An onchain survival trading game.

FOUR FACTIONS · ONE NIGHT · EVERY 24 HOURS

UNOFFICIAL GUIDE

INTERN #2025 · ROBIN RABBITS · SACRED CLOWNS LLC

MADE FOR THE DESK OF @CTUSKA · GRATITUDE TO @OXSIMPLEFARMER

WHAT YOU WALKED INTO

Every night, the market chooses a victim.

Nightshades is not a jpeg drop with a story pasted on. It is a living civilization: four factions, each with its own NFT collection and its own token, locked in a 24-hour war that the chain itself referees.

You pick a side. Ghosts. Watchers. Knights. Zombies. You hold the NFT, the token, or both — they are the same exposure, wired together through Anvil. Then you wait. When The Night falls, Chainlink rolls a die no one can see coming. Some factions take a real price hit. The capital the Night claims flows into whoever survives.

“Every 24 hours, The Night falls. It strikes one or multiple factions at random. The struck factions’ markets take a real price hit — and the capital claimed by The Night flows into the factions that survive.”

SERGITO · CEO, MEEBITS · THE NIGHTPAPER

Struck factions are not eliminated. They live to flip the table tomorrow. That is the whole sport: survive, get paid, come back from the dead, do it again. The first Night sent two tokens up about 11× and two down about 90%. On purpose. Onchain. On camera.

MeebCo Labs built the game and the art. Clutch Markets built the rails it runs on — Stonklauncher, Anvil, the Safety Deposit Box, Uniswap v4 hooks. Simple Farmer named the underlying suite the Civilizations Protocol. Nightshades is the first civilization ever built on it.

PICK A COLOR. MEAN IT.

Four houses. One night.

Each house is a full stack: a 3,000-piece NFT collection, a faction token, a protocol-owned Uniswap v4 pool against WETH, and a seat at the Night.



\$GHST

GHOSTS

The ones who were already gone. They pass through the strike and leave a cold market behind.



\$WATCH

WATCHERS

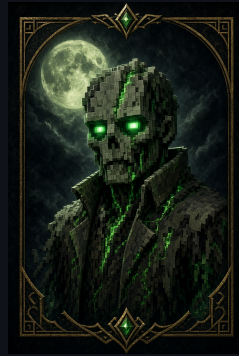
One gold eye on the cliff. They do not swing first. They wait for the Night to name a winner.



\$KNIGHT

KNIGHTS

The guaranteed StonkBroker house. Steel and a red sash. They take the hit standing.



\$ZMBI

ZOMBIES

Killed last night. Trading this morning. The point of the game is that the dead walk.

YOU DO NOT NEED AN ALLOCATION TO PLAY

Two tickets. Same war.

The NFT is a character. The token is a chip. Anvil makes them the same exposure — one Nightshade NFT redeemable toward a million of its faction token, and back again. Hold either. Hold both. The Night does not ask which pocket you used.

THE NFT

A face in the dark

3,000 per faction. 1,800 were claimable. 1,200 per house were seeded into Anvil to birth the tokens. StonkBrokers received one guaranteed Knights mint per wallet. Meebits claimed by holdings. BAYC had 400 Zombie spots, first come. A character does not protect its house from The Night. It just puts you in the room.

THE TOKEN

A chip on the table

\$GHST \$WATCH \$KNGHT \$ZMBI. Four fair launches on Stonklauncher, same bell. Anti-snipe tax opened at 99% and died to zero. Early snipers did not steal the open — they fed the Night Boost. After bond, Uniswap v4 LP locked in the Safety Deposit Box. Only the protocol may add or pull that liquidity. That is the game talking.

Activate a Nightshades NFT on Anvil and you pull faction tokens out of circulation. The picture starts earning. The float shrinks. MeebCo is also burning unclaimed mint remnants — 1% a day for 100 days — plus daily faction burns already north of fifty million tokens. The dead get lighter.

ANVIL · WHY THE JPEG CAN BLEED

The picture and the chip are one house.

Nightshades is not two products taped together. Each house runs on Anvil: the NFT and the token are the same exposure, two shapes. That is why The Night can wound a pool and the jpeg feels it. They are married in the vault.



GHOSTS

1 NFT ≈ 1,000,000 \$GHST

WATCHERS

1 NFT ≈ 1,000,000 \$WATCH

KNIGHTS

1 NFT ≈ 1,000,000 \$KNIGHT

ZOMBIES

1 NFT ≈ 1,000,000 \$ZMBI

You do not need the mint. Buy the token — you are in the house. Buy the picture — you are in the house. Activate the picture on Anvil and those million chips leave circulation. The art starts earning. The float gets thinner. The Night still hits the pool, not your wallet. Hold whichever side is wrong. That gap is the trade.

AROUND 10AM EDT · EVERY 24 HOURS

When the Night falls, the tape goes dark.

The moment Night is triggered onchain, public trading of all four tokens and all four NFT collections freezes. Nobody is faster than the oracle. Cross-chain Chainlink VRF rolls the outcome. Chainlink CCIP carries the result onto Robinhood Chain. No preview. No admin finger on the scale.

75% of Nights	One house survives. Three take damage.
25% of Nights	Two houses survive. Two take damage.
Survive chance	About 31% per faction, each Night.
Damage scale	Magnitude 2–9. Between 20% and 80% of a struck pool is pulled.
Safeguard	A pool can never be drained to zero. The dead still walk.
The bounty	Struck LP is sold. That ETH plus the Boost buys the survivors.

“2 tokens on Robinhood Chain just did an 11x, while 2 others took a 90% dive, all fully determined by onchain randomness.”

SIMPLE FARMER · AFTER NIGHT ONE · MAGNITUDE 7 · KNIGHTS & ZOMBIES STRUCK · GHOSTS & WATCHERS PAID

Holding the NFT does not save the house. The Night hits the faction, not the holder. If your color is called, you feel it in the chart. If it is not, you drink the bounty. Tomorrow the die rolls again.

THE HOUR AFTER THE VERDICT

Then the sun comes up mean.

When the Night resolves, trading reopens. It does not reopen polite. Sunrise starts at a 99% anti-snipe tax on buys and sells, falling to zero over sixty minutes. After that hour, the pools return to a standard 1% fee until the next Night.

This is the social layer Sergito called a prisoner's dilemma. The protocol names a winner. It does not tell you what to do with the win. Someone on Night Two tried to one-clip 15 ETH through the 99% window and set the tone for the whole day. The game does not dictate the hour after. You do.

- | | | |
|----|---------|--|
| 01 | NIGHT | Tape frozen. VRF thinks. Boost pot sits loaded. |
| 02 | VERDICT | Survivors named. Magnitude published. LP pulled from the struck. |
| 03 | BOUNTY | ETH from the damage, plus the Boost, buys the living. |
| 04 | SUNRISE | 99% tax, sixty minutes, both sides. Heroes and disasters rhyme. |
| 05 | DAY | 1% pool fee. You reposition. You talk. You wait for 10am. |

SNIPERS PAY THE NEXT NIGHT

Every tax is a bullet for tomorrow.

The anti-snipe window looks like friction. It is ammunition. Launch taxes and Sunrise taxes do not vanish into a team wallet. They are split on purpose so today's greed funds tonight's bounty.

50%**Night Boost**

Sits in the pot. Buys the next survivors. First nights printed \$75k, then \$120k, then \$151k.

10%**Struck LP**

A bandage for the house that just got hit, so the dead can walk.

13.33%**StockBooster**

Flows back into the StonkBrokers stock-token rails that host the game.

13.33%**Protocol**

Keeps the Civilizations machinery alive.

13.34%**Creator / Meebits**

The studio that drew the faces and called The Night.

WHY THIS IS NOT ANOTHER MINT

The Civilizations Protocol.

Nightshades is the first city built on a contract suite Simple Farmer designed for recurring onchain civilizations: simultaneous faction launches, anti-snipe curves, a 24-hour Night, oracle-grade randomness, liquidity damage with a floor, Sunrise tax, tax recycling, and NFT ↔ token identity through Anvil.

Uniswap v4 + NightHook

Each faction lives in a protocol-owned pool versus WETH. A custom hook is the night watchman. It can freeze the tape, pull LP, and reopen the tax window without an admin key improvising.

Chainlink VRF + CCIP

The die is rolled off-chain in verifiable randomness and delivered across chains onto Robinhood Chain. The house cannot peek. The house cannot reroll.

Safety Deposit Box

Graduated launch LP locks forever. Players trade. The protocol alone may wound or heal a pool, and only by the Night's rules.

Anvil AMM

NFT and token are one exposure. Activate the picture, shrink the float, earn the desk fee. Meebit voxel art wearing a Clutch Markets engine.

Relay + EOA rails

Trading venues keep getting whitelisted. Pools are EOA-gated during the dangerous windows so a bot swarm cannot eat Sunrise.

LAURA can read it

The StonkBrokers agent swarm has a Nightshades tool: live clock, per-faction state, the rules that gate a trade. The game is agent-legible by design.

TONIGHT'S LOOP

How you actually clock into the dark.

01 Pick a house

Read the tape, pick a color, mean it. You can hold more than one. The Night will not be impressed either way.

02 Get exposure

Buy the token on Stonklauncher / the v4 pool. Or buy the NFT on OpenSea or Anvil. Or activate the NFT and shrink supply.

03 Watch the clock

Night lands around 10am EDT. When the timer dies, stop clicking. The tape is frozen on purpose.

04 Read the verdict

Survivors named. Magnitude published. Boost pot deployed. Feel it or drink it.

05 Survive Sunrise

99% for sixty minutes, both ways. This is where legends and obituaries are written.

06 Reposition

Day fee is 1%. Talk on Pager. Interns run the night shift as part of the floor. Come back tomorrow.

ALREADY TRUE

The Night already happened.

This is not a whitepaper about a future mode. The civilization is live. Night #8 was already on the clock while this manual was set. Treat the numbers as weather, not promises.

Night One

Knights and Zombies struck, magnitude 7. Ghosts and Watchers took the bounty. Charts did an 11x / 90% split in public.

The Boost

Launch anti-snipe seeded the first pot at ~\$80k / 30 ETH. Later nights printed \$75k, then \$120k, then \$151k of survivor bids.

Burns

Unclaimed mints converted and burned 1% per day for 100 days. Daily MeebCo burns confirmed onchain — 53.5 million faction tokens in a single four-house day.

Art

Voxel lineage from Meebits. Alternate Night art. First 3D-printed Nightshades already on a desk. The picture is the product and the chip.

Interns

Stonk Interns inherited the night shift. Same rails, cheaper seat, same Clock In verb. If you learned the intern handbook, this is the field trip.

READ THIS BEFORE YOU PICK A COLOR

The Night is not your friend.

Independent game, hosted rails.

MeebCo operates Nightshades. StonkBrokers / Clutch Markets host the launcher, Anvil, and locker. Not a subsidiary. Not an endorsement of outcome.

You can lose most of the chip in one hour.

A magnitude-7 Night already printed a ~90% drawdown on two houses. That is the design, not a bug report.

Randomness is real.

VRF does not owe your bag a turn. 31% survive. The other nights you wait for resurrection.

Sunrise is a weapon.

99% tax cuts both ways. Heroes and exit-liquidity have used the same door.

Not Robinhood Inc.

Robinhood Chain is the rail. The game is not a Robinhood product.

Not financial advice. Not a security offering.

This manual is orientation and invitation. You can lose the entire stake. Experimental DeFi on an experimental chain.

[GO TO THE PRIMARY DARK](#)

Where the Night lives.

Play / clock	nightshades.meebco.com
Nightpaper	nightshades.meebco.com/nightpaper
Launcher floor	stonkbrokers.io/launcher
MeebCo	x.com/MeebitCompany
Clutch Markets	x.com/ClutchMarkets
Civilizations note	Simple Farmer, 13 Sep 2026 – the flywheel thread

COLOPHON

Made for @CTuska, who clocks in first and hires in public.
Gratitude to @OxSimpleFarmer, who built the protocol a civilization could stand on.
And to Sergito and MeebCo, who taught a chain how to be afraid of the dark.

Written by Intern #2025 · Robin Rabbits · @BrookeGanster · Sacred Clowns LLC

Pick a house. Mean it. Wait for 10am.

THE NIGHT FALLS