OCTOPIRATE TREASURE HUNT

Captain Solbeard and his crew have sailed the eight seas for decades, amassing wealth greater than all octonations combined. Over the decades, the gray throughout the captain's (sol) beard intensified, as did his desire to leave behind a legacy. It was at this point he devised a master plan: create a riddle to end all riddles! Solbeard and his crew began crafting the greatest treasure hunt in all octokind. A massive chest, capable of holding every last of SolBeard's octocoins, would be constructed and impenetrable without the proper key: the combination of three, rare octogems and the answer to the captain's most difficult riddle. To find each octogem, Octopirates must solve tricky riddles, one after another. Upon the collection of all three octogems, the last riddle would be revealed. The first Octopirate to correctly answer this final riddle would collect SolBeard's treasure!

THE HUNT

The Octopirate treasure hunt will be played in 24 to 48 hour-long rounds. At the beginning of each round, a riddle will be revealed to holders of unlisted Octopirates. Each player will have the opprotunity to answer the riddle X times based on the number of Octopirates in their posession (e.g., the holder of three Octopirate NFTs is granted three guesses).

THE RULES

1 An Octopirate holder can only obtain one octogem per round

2 The hunt will contain a minimum of four rounds

3 A 24-hour window will take place between each round

4 After each round concludes, 50% of all royalties from the round is added to the treasure chest

5 The first three Octopirate holders to solve each round's riddle wins a prize

6 At the start of rounds 2+, if a riddle is solved, an octogem will be airdropped to the Octopirate holder's wallet, alongside the next riddle

7 When all three octogems are collected, at the start of the last round, the Octopirate holder will recieve the final riddle

8 The first Octopirate holder to solve the final riddle wins SolBeard's treasure!