

Battle of Nodes — Guild Wars

Challenge 3: Crossover — Guild Brief

Challenge starts 16:00 UTC, March 24 2026 | Subject to change

Note: Challenge timing and parameters are tentative and subject to change based on network conditions. All updates communicated via t.me/BoN_Guild_Leaders.

What Is This Challenge

Challenges 1 and 2 tested raw transaction throughput and network capacity using MoveBalance — with no constraint on which shard the receiver was on. Both were designed to measure volume.

Challenge 3 — Crossover — changes the objective. Transactions must now cross shard boundaries. Only transfers where the sender and receiver are in different shards are counted. Intra-shard transactions are excluded entirely from scoring.

What is counted: Total successful cross-shard MoveBalance transactions submitted by all unique guild wallets, across both parts combined. Only cross-shard sends count — the receiver must be on a different shard from the sender.

Cross-Shard Transactions — What This Means

Cross-shard means the sender wallet and receiver wallet are on different shards of the network. A transaction where both sender and receiver are on the same shard is intra-shard and will not count.

Wallet placement across shards is determined by address. Distribute your sending wallets across all 3 shards before the challenge starts.

Full Schedule — 24 March 2026 (All Times UTC)

Time (UTC)	Event	Details
15:45	Roster locks (new guilds)	Rosters for guilds newly registered during BoN are automatically locked. Existing guilds unaffected.
15:45	Funds distributed	2,500 EGLD sent directly to each guild leader wallet. Distribute to sending wallets immediately — 15 minutes to Part 1.

16:00	Part 1 starts	Challenge begins. All scripts must be running.
16:30	Part 1 ends	All Part 1 activity after 16:30 UTC excluded from scoring.
16:30–17:00	Break (30 min)	Adjust scripts, wallets, and strategy for Part 2. Part 2 requires a new set of 500 wallets.
17:00	Part 2 starts	Challenge resumes.
17:30	Challenge closes	All onchain activity after 17:30 UTC excluded from scoring.
17:30–05:30+1	Content submission window	12 hours to submit content tasks via the portal. Note: some tasks must have been posted during the challenge window — submission deadline is separate from posting deadline.

Part 1 — Capacity (16:00–16:30 UTC)

Maximize cross-shard transactions. Your full fee budget is available. No constraints beyond wallet count and budget.

Objective	Maximize successful cross-shard transactions within the time window and fee budget
Network	Post-Supernova shadow fork — 600ms block times
Transaction type	Cross-shard MoveBalance (sender and receiver in different shards)
Window	16:00–16:30 UTC (30 minutes)
Fee budget per guild	2,000 EGLD — fee and transaction value budget . Set transaction value to at least 1×10^{-18} EGLD. Fee spend and minimum transaction value will be verified. Subject to final confirmation.
Max sending wallets per guild	500 — newly created wallets, funded after 15:45 UTC. Must be unique across all guilds. See Wallet Rules.
Metric	Total successful cross-shard transactions submitted by all guild wallets during the window. Only cross-shard sends count.

Part 2 — Capability (17:00–17:30 UTC)

Same objective. Tighter budget. Higher minimum transaction value. Use the 30-minute break to create and fund a fresh set of wallets and adjust your scripts.

Objective	Maximize successful cross-shard transactions within the time window and fee budget
Network	Post-Supernova shadow fork — 600ms block times
Transaction type	Cross-shard MoveBalance (sender and receiver in different shards)
Window	17:00–17:30 UTC (30 minutes)
Fee budget per guild	500 EGLD — budget for fees and transaction value . Set transaction value to minimum of 0.01 EGLD. Fee spend and minimum transaction value will be verified. Subject to final confirmation.
Max sending wallets per guild	500 — must be a different set of newly created wallets from Part 1. See Wallet Rules.
Metric	Total successful cross-shard transactions submitted by all guild wallets during the window. Only cross-shard sends count.

Funding & Wallet Setup

At 15:45 UTC, 2,500 EGLD is sent directly to each guild leader’s registered wallet address. There is no faucet — funds arrive automatically. You have 15 minutes to distribute to your Part 1 wallets before the challenge starts. Part 2 wallet creation and funding happens during the break.

Part	Fee Budget	Max Wallets
Part 1	2,000 EGLD	500
Part 2	500 EGLD	500
Total distributed	2,500 EGLD *	

Fee budget — important: The EGLD amounts above are fee and transaction value budgets, not transfer values. Set the value of each transaction to the minimum required (1×10^{-18} EGLD for Part 1; 0.01 EGLD for Part 2). Fee spend will be verified against the budget cap. Exceeding the cap will affect your score.

Minimum transaction value: Part 1 and Part 2 have different minimum transaction values. These are enforced separately. Review and update your scripts for each part.

Unused budget: Unused EGLD from Part 1 cannot be rolled into Part 2. The Part 2 budget is fixed at 500 EGLD regardless of Part 1 spend.

Tracing: All guild activity is traced back through the guild leader wallet. Each sending wallet must be funded directly by the guild leader wallet — no intermediary wallets. A chain of guild leader → wallet A → wallet B will not be counted. Only wallets funded directly by the guild leader wallet are attributed to your guild.

GL wallet role: The guild leader wallet is a funding and operator wallet only. It receives the 2,500 EGLD and distributes to your sending wallets. The guild leader wallet must not submit any MoveBalance transactions itself — only the sending wallets should appear in the transaction data. Keep the GL wallet clean.

Cross-shard requirement: Only transactions where the sender and receiver are in different shards are counted. Wallet placement is determined by address — distribute your wallets across all 3 shards.

Note: Unused EGLD from Part 1 cannot be carried into Part 2. The Part 2 budget is fixed at 500 EGLD regardless of Part 1 spending.

Wallet Rules

1. Each guild is allowed a maximum of 500 unique sending wallets per part.
2. Part 1 and Part 2 must each use a different set of 500 newly created wallets. **Wallets used in Part 1 cannot be reused in Part 2. Wallets used in previous challenges cannot be reused in either part.**
3. Wallet creation and fund distribution may happen before the challenge begins, but must occur after funds are distributed to the guild leader wallet at 15:45 UTC. Part 1 wallets should be created and funded in the 15-minute window before 16:00 UTC. Part 2 wallets should be created and funded during the 30-minute break.
4. The guild leader wallet is a funding and operator wallet only. It must not submit MoveBalance transactions. Only transactions from the sending wallets are counted.
5. Wallet addresses must be unique to your guild. If a wallet address is found to be shared with another guild — intentionally or not — transactions from that wallet will not be counted.
6. Guilds found to have deliberately used wallets belonging to other guilds may be disqualified for unsportsmanlike conduct.
7. All sending wallets must be funded directly by the guild leader wallet. No intermediary wallets are permitted. A chain where the guild leader funds wallet A and wallet A funds wallet B means wallet B will not be attributed to your guild.

Do not submit MoveBalance transactions from the guild leader wallet — it is a funding wallet only and will not be counted.

Do not reuse wallets between parts — Part 1 and Part 2 each require a fresh set of 500 previously-unused wallets.

Do not use intermediary wallets — all sending wallets must be funded directly by the guild leader wallet.

Do not use wallet addresses that may be in use by another guild — shared wallets will not count and may result in disqualification.

Only cross-shard transactions count — intra-shard transactions are excluded from scoring entirely.

Technical Setup

Step 1 — Before 15:45 UTC

- Ensure your transaction scripts target cross-shard sends — sender and receiver must be on different shards
- Plan your wallet distribution across all 3 shards to maximize valid cross-shard sends
- Confirm Part 1 and Part 2 have different minimum transaction values — configure your scripts for each part separately
- Prepare two wallet generation scripts: one for Part 1 (run at 15:45 UTC) and one for Part 2 (run during the break)
- Test your scripts on the post-Supernova network to verify cross-shard transaction detection
- Have your distribution script ready to run the moment funds arrive
- Post your pre-challenge update on Twitter/X and tag @MultiversX

Step 2 — At 15:45 UTC

- Receive 2,500 EGLD in your guild leader wallet
- Generate your 500 Part 1 wallets — must be newly created
- Distribute approximately 2,000 EGLD directly from the guild leader wallet to all 500 Part 1 wallets — no intermediary wallets
- Reserve 500 EGLD for Part 2

Step 3 — At 16:00 UTC

- Part 1 starts — fire your transaction scripts
- Monitor live scores at bon.multiversx.com/guild-wars — updated every ~30 seconds

Step 4 — At 16:30 UTC (Break)

- Part 1 closes — stop submission scripts
- Review live scores and assess your position
- Generate your 500 Part 2 wallets — must be a new set, different from Part 1
- Distribute 500 EGLD directly from the guild leader wallet to all 500 Part 2 wallets
- Update scripts for Part 2 — minimum transaction value increases to 0.01 EGLD
- Prepare for Part 2 start at 17:00 UTC

Step 5 — At 17:00 UTC

- Part 2 starts — fire your optimized scripts
- Continue live updates on Twitter/X
- Monitor milestone progress — first 3 guilds to 1,000,000 cross-shard transactions earn bonus points

Step 6 — After 17:30 UTC

- Challenge closes — all onchain activity stops
- Technical scores are final — computed from onchain data
- You have 12 hours (until 05:30 UTC March 25) to submit content tasks via the portal
- Post your recap thread, video, and push your scripts to GitHub
- Submit all content links at bon.multiversx.com/guild-wars — guild leader only

Scoring

Scoring structure is identical to previous challenges. Technical scores are calculated from onchain data. Content scores from portal submissions. Final scores published after the content submission window closes.

Component	Max Score	Weight	How It Works
Technical Score	100 pts	75%	Top guild = 100 pts. Others scored proportionally. Tracked live every ~30 seconds. Max contribution: 75 pts.
Content Score	100 pts	25%	Sum of completed social tasks. All guilds can achieve full marks independently. Max contribution: 25 pts.
Milestone Bonus	+10/+7/+5	Flat	First 3 guilds to cross 1,000,000 cross-shard transactions. Independent of leaderboard position.
Maximum per challenge	110 pts		Tech 75 + Content 25 + Bonus 10

Total = (Tech Score × 0.75) + (Content Score × 0.25) + Bonus
Tech Score = (guild cross-shard tx / top guild cross-shard tx) × 100 [max 100 pts → contributes max 75]
Content Score = sum of completed tasks [max 100 pts → contributes max 25]
Bonus = +10 / +7 / +5 (1st / 2nd / 3rd to cross 1,000,000 cross-shard tx)

Technical Score

Formula: (your guild's total cross-shard tx / top guild's total cross-shard tx) × 100

The guild with the most cross-shard transactions receives 100 points. All other guilds are scored proportionally. Live scores are visible during the challenge at bon.multiversx.com/guild-wars and updated approximately every 30 seconds.

Content Score

Sum of completed content tasks, max 100 points. All guilds can achieve full marks independently. Submitted by the guild leader only via the portal within 12 hours of challenge close.

Important — posting deadlines apply: Tasks 1 and 2 must be posted during the challenge window. Tasks 3, 4, and 5 can be posted any time within the 12-hour submission window, but must be submitted via the portal before 05:30 UTC March 25.

Content Tasks

Prerequisites (unscored — required to be eligible for content scoring)

Prerequisite	How to complete
Guild Twitter/X account exists, name identifiable as the guild	Must be set up and submitted via portal before challenge starts.
Guild GitHub repo exists and is public	Must be set up and submitted via portal before challenge starts.

Note: If prerequisites are not completed and submitted via the portal, content tasks cannot be verified and will not be scored.

Per-challenge tasks

#	Task	Pts	Posting deadline	Requirements	Submit via portal
1	Pre-challenge post	10	Before 16:00 UTC	Tag @MultiversX. No hashtags.	X/Twitter link

2	3+ live updates during challenge	20	16:00–17:30 UTC	Timestamps within challenge window. @MultiversX in first update only. No hashtags.	X/Twitter link (1), (2), (3)
3	Post-challenge recap	20 +5	Within 12h of close	Twitter/X: min 3 connected tweets. No hashtags. +5 if cross-posted to Reddit (r/MultiversXOfficial or r/CryptoCurrency, 200+ words).	X/Twitter link (required); Reddit link (optional, +5)
4	Short video covering the challenge	20 +5	Within 12h of close	Twitter/X: 60s minimum. No hashtags. +5 if on YouTube (3–5 hashtags in description: #MultiversX #BattleOfNodes #blockchain #GuildWars) or Reddit.	X/Twitter link (required); YouTube or Reddit link (optional, +5)
5	Scripts or README on guild GitHub	20	Within 12h of close	Public repo updated after challenge closes. Content must be relevant to Crossover.	GitHub repo or file link

Tagging and hashtag rules

Platform	Tagging	Hashtags
Twitter/X	@MultiversX — in first tweet or first live update only	None
Reddit	No tagging required	None
YouTube	No tagging required	3–5 in description: #MultiversX #BattleOfNodes #blockchain #GuildWars

Milestone Bonus

A flat bonus is awarded to the first three guilds to cross 1,000,000 total cross-shard transactions during the challenge window (both parts combined). Tracked in real time. Independent of final leaderboard position.

Milestone	Bonus
1st guild to cross 1,000,000 cross-shard transactions	+10 pts
2nd guild to cross 1,000,000 cross-shard transactions	+7 pts

3rd guild to cross 1,000,000 cross-shard transactions	+5 pts
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Prize Pool

Prize	Distribution
\$7,500 EGLD — Overall Leaderboard	Top 10 guilds by total score across all 5 challenges
\$2,500 EGLD — Per-Challenge Prizes	5 challenges × \$500 EGLD per challenge (1st: \$250 / 2nd: \$150 / 3rd: \$100)
\$10,000 EGLD — Total Guild Wars Prize Pool	

Note: Guild size is not normalized. No score adjustment based on number of members. Optimal guild size is 5.

Key Links

- Guild Wars portal: bon.multiversx.com/guild-wars
- Network explorer: bon-explorer.multiversx.com
- Guild leader Telegram: t.me/BoN_Guild_Leaders

Developer Resources

- BoN API docs: api.battleofnodes.com/docs
- BoN gateway: gateway.battleofnodes.com/network/config
- MultiversX GitHub: github.com/multiversx
- mx-chain-go: github.com/multiversx/mx-chain-go
- mx-chain-scripts: github.com/multiversx/mx-chain-scripts
- mx-sdk-py-cli: github.com/multiversx/mx-sdk-py-cli