

PROJECT SHIESTY

How to play

VERSION 3.0 · 12 OCTOBER 2026

From connecting a wallet to banking, taking and using Ghosts. Review every wallet request before approving.

1. Get set up (2 minutes)

You need: a crypto wallet (like MetaMask or Rabby), a little ETH on Robinhood Chain to pay for jobs and gas, and at least one Shiesty. No Shiesty? You can rent one on the Rentals page.

Go to projectshiesty.xyz and press Connect wallet. If your wallet asks to switch to Robinhood Chain, say yes. Connecting is free and does not spend anything. Never type your seed phrase or private key into any website.

2. Put your Shiesty to work

Open JOBS. Pick your Shiesty, pick a job, and press SIGN PAPER. New? Pick Corner: one 3-day run for 0.0005 ETH. Before you sign, the page shows your share of today's Pot emission. That is not a return: it is your slice of what the Pot pays across every running job right now, and it moves as players join and leave.

Choose your risk. Safe Mode banks your bag at each safe-window boundary, protecting what you've already built, but banking also shrinks your bag and your hunting reach. Staying exposed keeps more value on the street, which lets you reach bigger targets, but puts more of your own bag at risk. Both jobs earn from the Pot at the same rate. The difference is what you choose to carry into the hunt.

While the job runs, your Shiesty earns a share of the Pot. When the job is about to end, you can extend it with EXTEND A JOB.

Stay in the game. What counts as you playing: signing, extending, claiming, a successful take or buying a guard. Version 3 adds an inactivity fee that is switched off for now. If it is switched on (we will announce it first), a safe-mode payout fired for you after 2 days away sends a share to the Pot. New players get 4 days from their first job. Don't want it? Stay exposed and take your chances.

3. Collect your money

Open MY BAG. The bar near the top shows what is ready. Press CLAIM ALL to send it to your wallet. Each claim is a wallet transaction and costs a little gas.

Lots of Shiestys? Claims above the 50-mask batch limit need more than one approval; the ones already confirmed stay done. Ghost earnings are claimed separately on the Ghosts page. A Shiesty that took from someone is Hot for 1 to 4 hours and cannot bank until the heat ends; My Bag shows when. Claim all skips Hot Shiestys.

4. Go hunting (optional)

Open THE BOARD. Choose which of your working Shiestys does the taking (only a Shiesty on a job can take). The top of the Board shows bags open right now, hunters who are hot, and bags opening soon. Tap one to jump to it.

Press TAKE on a bag that says CAN TAKE. You can take up to 25% of it. After a take, your Shiesty is exposed for a while (others can hit back), and that Shiesty waits 1 hour before it can take again (your other Shiestys can still hunt). It also cannot bank while Hot. The Shiesty you hit is protected for 1 hour.

Heat cools off: it drops one level for every full day since your Shiesty last took.

5. Protect yourself

Safe mode is the simplest protection. If you play exposed, buy a guard on My Bag: it blocks one take. Guards get more expensive the more you hold, up to five. The cheapest guard is now 0.00002 ETH, so small bags can afford real cover.

Auto-bank (on JOBS, under Automation) lets anyone bank your bag for you once it reaches an amount you choose, for a small tip. It only works while your Shiesty is safe, once per run. It is optional.

6. Ghosts, rentals and bounties

Ghosts: burn three Shiestys (forever) to mint a Ghost, then attach it to another Shiesty. It makes that Shiesty's safe window longer and, while that Shiesty is on a job, earns a cut of every take and of Ghost royalties. A Ghost on an idle Shiesty earns nothing until it signs a job. Ghosts now live on Ghost V2 (contract 0x7611...9E48); every Ghost moved there automatically on 12 October.

Rentals: list an idle Shiesty to earn rent, or rent someone else's to play without buying. The NFT never leaves the owner's wallet.

Bounties: put ETH on any Shiesty. The next person to take from it wins it. Most Wanted is a weekly prize for whoever takes from the most different Shiestys.

7. Want out? Burn to the Trap

On BURN TO THE TRAP you can sell a Shiesty for the Trap's posted price. It is burned forever and the ETH waits for you to withdraw. It only works when the Trap has funds and a bid is up.

Your Shiesty must be idle (no job, empty bag, no guards, auto-bank off, not rented). Only sell with the buttons on that page. Never send a Shiesty to the Trap's address yourself: it would be stuck and you would not be paid.

8. Show off and stay in the loop

My Bag has your rap sheet, badges and recent moves, each with a Post on X button. Rankings shows the week's best and the season standings.

In Discord, type /alerts on with your wallet to get a DM when you are hit, when your bag is exposed or when a job is ending. /season shows the standings.

9. If something goes wrong

Read the message on screen first. Common ones: the bag was just banked, a cooldown is running, or the price changed. Wait a moment and refresh.

Ghost missing on OpenSea? Open your OpenSea profile, switch your items to Hidden, select your Ghosts and choose Unhide. Newly received items can land there. A live Ghost's contract is 0x7611...9E48; one from 0xA913...4E50 is the retired first contract.

Check your transaction on robin.etherscan.io before trying again. Never resend a payment that already went through. Ask in Discord or tap ShiestyBot (bottom right) with any question.

This is a game played with real money and you can lose it. Nothing here promises a return.

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Game transactions cost gas. Burns are permanent. You can lose money. The deployed contracts and current settings are authoritative.