Ether Legends game play overview

Choose your 3 best suited champions (characters trading cards) for a player versus player battle against your opponent's 3 champions in the Ether Legends Arena. Roll the die to determine who starts the engagement. Choose the champion you want to employ your base ability attack or heal. Your opponent will have the chance to defend the attack or disrupt the heal. Effectivity of the employed abilities are based on attributes of each champion and are combined with a die roll in determining value of hit, defend, heal or disrupt for (Value). Effectivity (value) of abilities are validated by the difference between the offensive and defensive countermeasures.

Each champion has a determined amount of hit points that can be reduced by successful attacks or increased by a successful heal. If you or your opponent are successful in your employed ability, you gain an Elementeum for a unique power up special ability. Once a champion is at their maximum capacity of Elementeum, you can unleash a special ability; packing a powerful punch, angelic healing, a stonewall of defense or mass disruption based on the champions elemental strength. Each champion has at least one mastered ability of elemental strength that is more powerful than other abilities. This strength is tied to the engagement of your special ability usage.
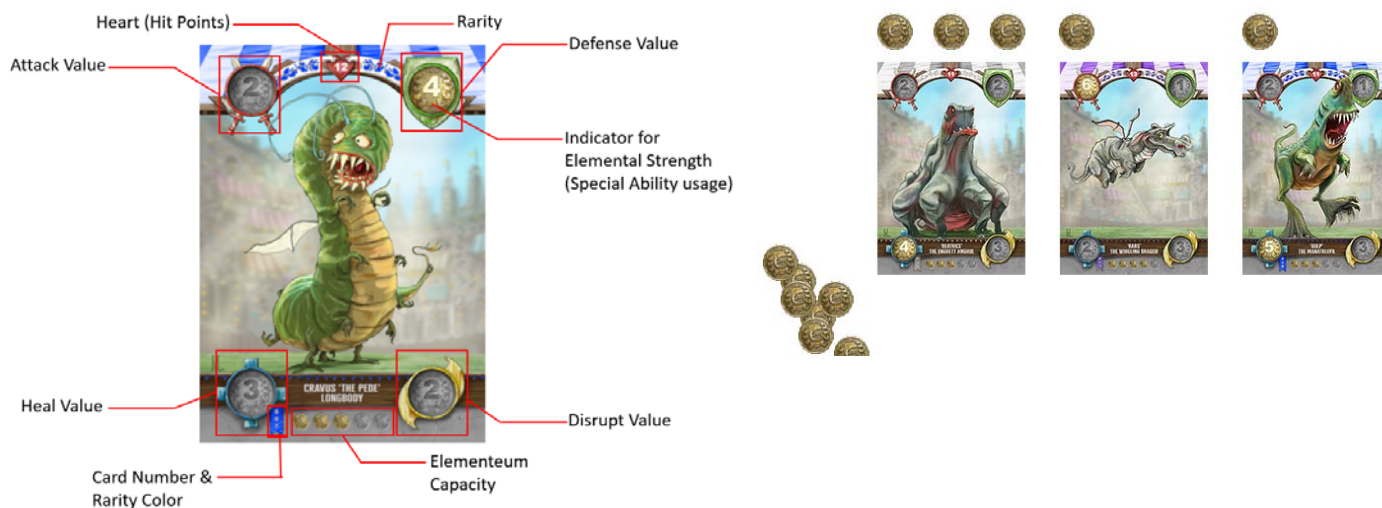

Figure 1 – Card indicator definition and example of incremental Elementeum power up

Elementeum power up is the key to victory and the difference matters of 'how' and 'when' you deploy your special ability. Elementeum can also be used incrementally but it could cost you and leave you vulnerable to attack.

Each player will have their chance to engage in battle and the choice of 'who to attack,' and 'when' is critical to the success of survival. Each game on average lasts approximately 8-10 minutes. Even if you take a beatdown, but possess the skill, remaining champions can still triumph to victory. The last one standing in the arena wins.

Matchmaking mechanics that facilitate fair gameplay are determined by a weighted score of your champions you choose to battle with in the arena. This combined score must be within a certain amount of your opponents, to keep a level playing field.

Additional depth game play

Optionally, item and special use cards are used for additional depth layers to game play and strategy. During your turn you can play a card tied to a character's ability or attribute. Once these cards are used, a player can pick up one card on their next turn from the Items deck, for a maximum of 3 in hand at any time. 1, 2 or all 3 cards can be played simultaneously in one turn only if they are similar in attribute benefit (e.g. Card 1, 2 and 3 are each similar: +1 attack attribute)

Game setup

Figure 3 – Game setup and Ether Legends digital Interface mockup

Key differences between physical and digital game play

The physical game play will inherently be a limited subset to that of the digital game play. Physical game play includes die, physical Elementeum, physical character cards and of course 2 people face to face!

Digital features that go above and beyond that of the physical game play include; leveling, earning experience, digital rewards, ranking, achievements, titles, matchmaking, skybox skins, crafting, online tournaments, campaign mode, PVP, all secured by Blockchain technology.

Different elements of the game will be handled on/off chain to keep the game play free and a robust rewards system unlocking special features.

Collecting

All digital trading cards obtained are the assets used in the Ether Legends Digital game, owned by players on the Ethereum Network. Infinite drop rate and capped methods used support scarcity, collectability and scalability for players interacting with the Ether Legends trading card game. All character and item cards on the Ethereum Mainnet are known as Non Fungible tokens (NFT's) or crypto-collectibles using the ERC721 and ERC1155 standard. Both standards are supported by the Ether Legends platform. Collectibles are currently available now and will continue to be incrementally released.

Ether Legends provides a unique physical collectible aspect, enabling the seamless integration of physical and digital trading cards via QR code integration. Any physical card created, has a one-of-a-kind QR code that can be scanned and redeemed using the Ether Legends app QR code scanner.

Figure 3 – QR code scanning exclusively available through the Ether Legends App

Physical and digital cards share the total amount of cards in circulation. When a physical card is created, the digital version of that card is created and exists on the Ethereum Network waiting for the owner of the physical card to claim it. Upon redeeming the physical card, the digital asset tied to that card is moved into the players online crypto-collectible wallet. Each QR code has a scratch off, anti-tamper redemption to protect players and combat fraud. Once a QR code is scanned, that QR can never be redeemed again.

Forging (Crafting, Fusing and Creating NFT's)

Forging enables players to interact with Ether Legends blockchain collectibles by fusing items to characters, items to items, companions to characters and the creation of unique NFT's.

Figure 4 – Forging aspect of Ether Legends TCG

Founder's Tokens (Ether Legends Creator's Tokens)

Amulet of Elementeum

- Hold Benefit: Claim one random set character card (current and future); once every 30 days
- Interacts with: Diffusion (Burns character card and returns Elementeum amount)
- Additional Benefit: (1) Every 1,000 Elementeum held, reduces the cooldown claim by 1 day until reduced to once every 3 days (limit) (2) In-game Title

Amulet of Fire

- Hold Benefit: Claim one random gem card every 3 days
- Interacts with: Gemology (Forging gems to item cards)
- Items Sample: Ruby, Emerald, Sapphire, Topaz and Diamond – various stats and rarities

Amulet of Earth

- Hold Benefit: Claim one random item card every 4 days
- Interacts with: Blacksmithing (Humanoid characters only – forging items to characters)
- Items Sample: Sword, Shield, Ring and Necklace – various stats and rarities

Amulet of Water

- Hold Benefit: Claim one random item card every 5 days
- Interacts with: Enchanting (Beast characters only – forging items to characters)
- Items Sample: Horn, Tattoo, Wings, Collar – various stats and rarities

Amulet of Air

- Hold Benefit: Claim one companion item card every 6 days
- Interacts with: Taming (Forging companions to characters)
- Items Sample: Pug, Pygmy Rhino, Lion, Mouse, Baby Dragon, Pygmy Elephant, Red Panda and Snow Leopard – various stats and rarities

Additional Benefit of the 'Elemental Master'

- Criteria: Must own all 5 Amulet Creator Tokens
- Hold Benefit: Claim one ultra-rare, limited edition, Legendary character card available ONLY to the Elemental Master