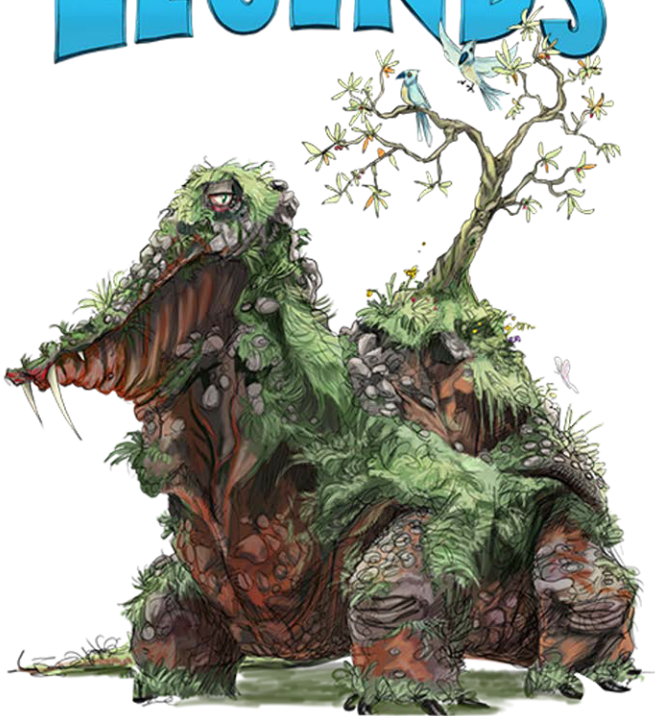


# ETHER LEGENDS



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# ETHER LEGENDS

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# ETHER LEGENDS

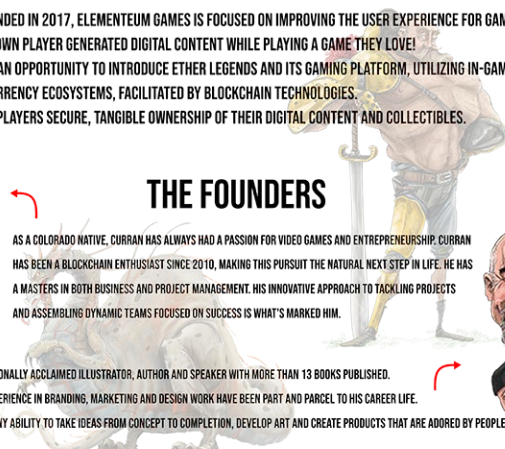
## INTRODUCTION

**ETHER LEGENDS IS A GROUND BREAKING COLLECTIBLE TRADING CARD GAME UTILIZING BLOCKCHAIN TECHNOLOGY FOR ITS FAST, SAFE AND RELIABLE TRANSACTIONS WHILE PROVIDING DIGITAL CONTENT OWNERSHIP FOR ALL PLAYERS!**

- COLLECT LIMITED RELEASE PHYSICAL & DIGITAL TRADING CARDS
- ONE-TIME ONLINE REDEMPTION OF PHYSICAL TRADING CARDS, TRANSFORMING THEM INTO DIGITAL COLLECTIBLES
- PLAY THE PHYSICAL TRADING CARD GAME. FIRST CARD SET: 'MEN & BEASTS' TO BE RERELEASED IN 2019
- PLAY THE DIGITAL GAME FOR FREE IN PVP TOURNAMENTS OR CAMPAIGN MODE, SET TO BE RELEASED IN 2020

OFFICIALLY FOUNDED IN 2017, ELEMENTEUM GAMES IS FOCUSED ON IMPROVING THE USER EXPERIENCE FOR GAMERS THAT WANT TO OWN PLAYER GENERATED DIGITAL CONTENT WHILE PLAYING A GAME THEY LOVE! THE TEAM SAW AN OPPORTUNITY TO INTRODUCE ETHER LEGENDS AND ITS GAMING PLATFORM, UTILIZING IN-GAME LOOT AND DIGITAL CURRENCY ECOSYSTEMS, FACILITATED BY BLOCKCHAIN TECHNOLOGIES. THIS PROVIDES PLAYERS SECURE, TANGIBLE OWNERSHIP OF THEIR DIGITAL CONTENT AND COLLECTIBLES.

### THE FOUNDERS



AS A COLORADO NATIVE, CURRAN HAS ALWAYS HAD A PASSION FOR VIDEO GAMES AND ENTREPRENEURSHIP. CURRAN HAS BEEN A BLOCKCHAIN ENTHUSIAST SINCE 2010, MAKING THIS PURSUIT THE NATURAL NEXT STEP IN LIFE. HE HAS A MASTERS IN BOTH BUSINESS AND PROJECT MANAGEMENT. HIS INNOVATIVE APPROACH TO TACKLING PROJECTS AND ASSEMBLING DYNAMIC TEAMS FOCUSED ON SUCCESS IS WHAT'S MARKED HIM.



MARK IS AN INTERNATIONALLY ACCLAIMED ILLUSTRATOR, AUTHOR AND SPEAKER WITH MORE THAN 13 BOOKS PUBLISHED. HIS PROWESS AND EXPERIENCE IN BRANDING, MARKETING AND DESIGN WORK HAVE BEEN PART AND PARCEL TO HIS CAREER LIFE.

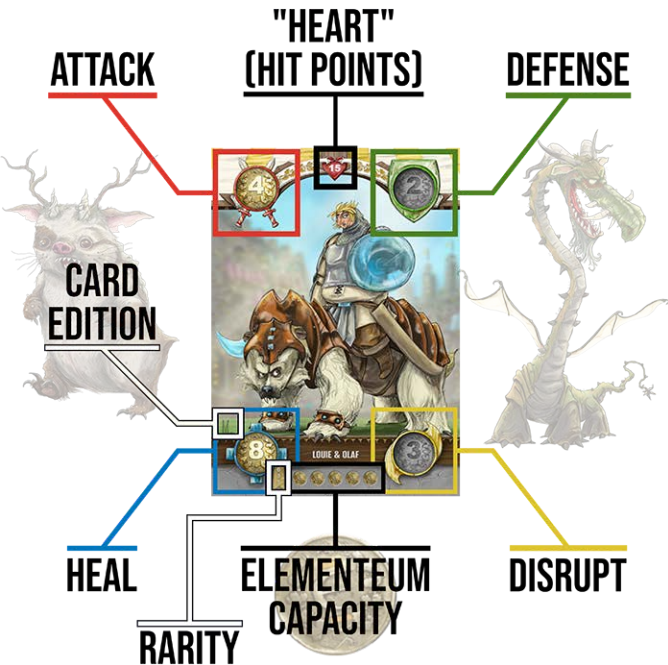
MARK HAS THE UNCANNY ABILITY TO TAKE IDEAS FROM CONCEPT TO COMPLETION, DEVELOP ART AND CREATE PRODUCTS THAT ARE ADORED BY PEOPLE EVERYWHERE.



CONTINUE TO CARD DESCRIPTION

# ETHER LEGENDS






## CARD DESCRIPTION





# ETHER LEGENDS

## CARD SELECTION

-  EACH PLAYER MAY SELECT ANY CARDS THEY WISH FROM THEIR MAIN DECK
-  PLAYER 1 SELECTS THREE CARDS TO BRING TO BATTLE AND CALLS OUT THE TOTAL VALUE OF THE CHOSEN CARDS
-  PLAYER 2 SELECTS THREE CARDS OF THE SAME TOTAL VALUE AS HIS OPPONENT
  -  SHOULD PLAYER 2 NOT HAVE THREE CARDS WITH THE SAME VALUE AS PLAYER 1 AVAILABLE, CARDS WITH ANOTHER VALUE MUST BE SELECTED BY PLAYER 2 SUCH THAT THE DIFFERENCE IN THE TOTAL VALUE OF THE CARDS BETWEEN THE TWO PLAYERS IS WITHIN 1 POINT
-  **MATCHMAKING SYSTEM (MMS):**  
PLAYER 2 MUST ALWAYS PRIORITIZE THREE CARDS THAT HAVE IDENTICAL VALUES TO PLAYER 1. THE CARD VALUES ARE AS FOLLOWS:

					
BORDER COLOR	GREY	BLUE	PURPLE	GOLD	MULTICOLORED
RARITY	COMMON	RARE	EPIC	LEGENDARY	TRIBUTE
VALUE (FOR MMS)	3	3	4	5	4
ELET CAPACITY	3	3	4	5	2

### CARD SELECTION EXAMPLE

PLAYER 1 SELECTS THE FOLLOWING CARDS:

1. **LEGENDARY (VALUE 5):** LOUIE & OLAF
2. **TRIBUTE (VALUE 4):** 'SAINT OF THE SEA' BAUMGARDNER DRAGON
3. **COMMON (VALUE 3):** DIRK 'THE DARING' FORTUNATO

PLAYER 1 ANNOUNCES THE VALUE OF EACH OF THE CHOSEN CARDS (12) WITHOUT SHOWING THEM

PLAYER 2 SELECTS THREE CARDS OF EQUAL VALUE (12):

1. **LEGENDARY (VALUE 5):** DIRK & IPSLIP
2. **TRIBUTE (VALUE 4):** 'SKULK' THE OBSCURAL OBFUSCATE
3. **RARE (VALUE 3):** 'LOUIE' THE GOLDENBACK

CONTINUE TO GAME SETUP



x 1



x 6



x 30



x 6

# ETHER LEGENDS

## GAME SETUP



- EACH PLAYER PLACES THEIR 3 SELECTED CHARACTER CARDS ON THE PLAYING AREA
- DISTRIBUTE ELEMENTEUM COUNTER COINS BASED ON THE TOTAL ELEMENTEUM CAPACITY OF EACH PLAYER'S CARDS
- PLACE A 20-SIDED DICE BELOW EACH CARD IN BATTLE AND SET IT'S INITIAL NUMBER EQUAL TO THE HEART VALUE (HIT POINTS) OF THE CARD

PLAYER'S SIDE

ELEMENTEUM  
CHARGE AREA

OPPONENT'S SIDE

HIT POINTS  
COUNTER



GRAVEYARD



UNUSED CARDS



ELEMENTEUM  
COUNTER COINS



CONTINUE TO BASIC GAMEPLAY



# ETHER LEGENDS

## BASIC GAMEPLAY



- THIS IS A TURN-BASED GAME
- BOTH PLAYERS ROLL A 6-SIDED DICE, WHERE THE PLAYER WITH THE HIGHEST NUMBER PLAYS FIRST
- ON THE PLAYER'S TURN, THE PLAYER MUST SELECT ONE OF HIS UNTAPPED CHARACTER CARDS AND THEN ACTIVATES ONE OF TWO ABILITIES WITH THAT CHARACTER:  
**ATTACK**  
OR  
**HEAL**
- THE OPPONENT MUST RESPOND TO THE ATTACK OR THE HEAL ABILITY:  
**DEFEND** AN **ATTACK** (OPPONENT MUST DEFEND WITH THE CHARACTER THAT IS ATTACKED)  
OR  
**DISRUPT** THE PLAYER'S **HEAL** ABILITY (OPPONENT CAN SELECT ANY CHARACTER FOR THE DISRUPT)
- ELEMENTEUM COUNTERS ARE GAINED BY A CHARACTER FOR EACH SUCCESSFUL ABILITY, UNLESS ELEMENTEUM COUNTERS WERE USED WITH THE ABILITY
- THE SPECIAL EFFECT OF AN ABILITY APPLIES ONLY WHEN THE ELEMENTEUM COUNTERS USED ARE FILLED UP TO THE CHARACTER'S ELEMENTEUM CAPACITY AND THE GOLD ABILITY IS APPLIED
- ONCE THE ATTACK-DEFENSE OR HEAL-DISRUPT PHASE IS FINISHED, IT'S THE NEXT PLAYER'S TURN
- THE PLAYER WHO DEFEATS HIS OPPONENT'S THREE CHARACTERS FIRST WINS



# ETHER LEGENDS

## ATTACK - DEFENSE



### ATTACK:

THE PLAYER SELECTS A CHARACTER WITH WHICH TO ACTIVATE THE ATTACK ABILITY

THE PLAYER SELECTS THE OPPONENT'S CHARACTER TO ATTACK

THE PLAYER ROLLS A 6-SIDED DICE

ATTACK VALUE = BASE ATTACK ABILITY VALUE INDICATED ON THE PLAYER'S CHARACTER + THE VALUE OF THE 6-SIDED DICE



### DEFENSE:

THE OPPONENT MUST NOW DEFEND THE ATTACK USING THE CHARACTER BEING ATTACKED

THE OPPONENT ROLLS A 6-SIDED DICE

DEFENSE VALUE = BASE DEFENSE ABILITY VALUE INDICATED ON THE OPPONENT'S CHARACTER + THE VALUE OF THE 6-SIDED DICE



OUTCOME: ATTACK > DEFENSE      OUTCOME: DAMAGE OF 6

IF THE TOTAL ATTACK VALUE IS GREATER THAN THE TOTAL DEFENSE VALUE:

THE OPPONENT'S CHARACTER RECEIVES THE DIFFERENCE BETWEEN TOTAL ATTACK AND TOTAL DEFENSE IN DAMAGE

THE OPPONENT REDUCES THE HITPOINTS COUNTER ON HIS CHARACTER BY THE AMOUNT OF DAMAGE TAKEN

THE PLAYER PUTS AN ELEMENTUM COUNTER ABOVE HIS CHARACTER FOR THE SUCCESSFUL ATTACK

IF THE CHARACTER DOESN'T HAVE SUFFICIENT HITPOINTS REMAINING, THE CHARACTER IS DEFEATED.  
MOVE THE CARD TO THE GRAVEYARD AND REMOVE ANY ELEMENTUM CHARGE COINS ON THE CARD

OUTCOME: ATTACK < DEFENSE

IF THE TOTAL ATTACK VALUE IS LESS THAN THE TOTAL DEFENSE VALUE:

THE OPPONENT'S CHARACTER RECEIVES NO DAMAGE

THE OPPONENT PUTS AN ELEMENTUM COUNTER ABOVE HIS CHARACTER FOR THE SUCCESSFUL DEFENSE

OUTCOME: ATTACK = DEFENSE

IF THE TOTAL DEFENSE VALUE IS EQUAL TO THE TOTAL ATTACK VALUE:

THE ATTACK-DEFENSE PHASE MUST BE PLAYED AGAIN BY THE PLAYERS USING THE SAME CHARACTERS AND ABILITIES

CONTINUE TO HEAL-DISRUPT





# ETHER LEGENDS

## HEAL - DISRUPT



### HEAL:

THE PLAYER SELECTS A CHARACTER WITH WHICH TO ACTIVATE THE HEAL ABILITY

THE PLAYER SELECTS ONE OF THE ACTIVE CHARACTERS TO HEAL (CAN INCLUDING THE CHARACTER THAT ACTIVATED THE HEAL ABILITY)

THE PLAYER ROLLS A 6-SIDED DICE

HEAL VALUE = BASE HEAL ABILITY VALUE INDICATED ON THE PLAYER'S CHARACTER + THE VALUE OF THE 6-SIDED DICE



BASE HEAL OF 3  
+  
ROLL OF 2  
TOTAL HEAL OF 5



HEAL



### DISRUPT:

THE OPPONENT MAY NOW DISRUPT THE HEAL

THE OPPONENT SELECTS A CHARACTER WITH WHICH TO ACTIVATE THE DISRUPT ABILITY

THE OPPONENT ROLLS A 6-SIDED DICE

DISRUPT VALUE = BASE DISRUPT ABILITY VALUE INDICATED ON THE OPPONENT'S CHARACTER + THE VALUE OF THE 6-SIDED DICE



DISRUPT



BASE DISRUPT OF 2  
+  
ROLL OF 4  
TOTAL DISRUPT OF 6

PLAYER

OPPONENT

OUTCOME: HEAL > DISRUPT

IF THE TOTAL HEAL VALUE IS GREATER THAN THE TOTAL DISRUPT VALUE:

THE PLAYER'S CHARACTER RECEIVES THE DIFFERENCE BETWEEN TOTAL HEAL AND TOTAL DISRUPT IN HEALING

THE PLAYER INCREASES THE HITPOINTS COUNTER ON THE TARGETED CHARACTER BY THE AMOUNT OF HEALING

THE PLAYER PUTS AN ELEMENTUM COUNTER ABOVE THE CHARACTER WHO PERFORMED THE HEAL ABILITY

⚡ A CHARACTER'S HITPOINTS CANNOT BE HIGHER THAN THE CHARACTER'S "HEART" HITPOINTS VALUE INDICATED ON THE CARD

OUTCOME: HEAL < DISRUPT

OUTCOME: THE DISRUPT ABILITY IS FULLY SUCCESSFUL

IF THE TOTAL HEAL VALUE IS LESS THAN THE TOTAL DISRUPT VALUE:

THE DISRUPT ABILITY IS SUCCESSFUL AND THE PLAYER'S CHARACTER DOES NOT HEAL

THE OPPONENT PUTS AN ELEMENTUM COUNTER ABOVE THE CHARACTER WHO PERFORMED THE DISRUPT ABILITY

THE OPPONENT'S CHARACTER THAT ACTIVATED THE DISRUPT ABILITY IS TAPPED, UNLESS IT'S THE LAST CARD IN PLAY

OUTCOME: HEAL = DISRUPT

IF THE TOTAL HEAL VALUE IS EQUAL TO THE TOTAL DISRUPT VALUE:

THE HEAL-DISRUPT PHASE MUST BE PLAYED AGAIN BY THE PLAYERS USING THE SAME CHARACTERS AND ABILITIES

CONTINUE TO ELEMENTUM CAPACITY



# ETHER LEGENDS

## ELEMENTEUM CAPACITY



- ELEMENTEUM COUNTERS ARE GAINED BY A CHARACTER FOR EACH SUCCESSFUL ABILITY, UNLESS ELEMENTEUM COUNTERS WERE USED WITH THE ABILITY DURING THE SAME TURN
  - A CHARACTER MAY NOT GAIN MORE ELEMENTEUM COUNTERS THAN THE MAXIMUM ELEMENTEUM CAPACITY AS INDICATED ON THE CARD
  - WHEN A PLAYER ACTIVATES AN ABILITY, ELEMENTEUM COUNTERS MAY BE USED TO INCREASE THE FINAL VALUE OF THE ABILITY, BUT ALL THE COUNTERS MUST BE REMOVED ONCE USED
  - EACH ELEMENTEUM COUNTER USED ADDS +1 TO THE ABILITY VALUE
  - A SPECIAL ABILITY APPLIES WHEN THE FOLLOWING TWO CONDITIONS ARE MET:
    - THE ELEMENTEUM CAPACITY IS FILLED (2, 3, 4 OR 5 COUNTERS BASED ON THE CARD)
    - THE ELEMENTEUM COUNTERS ARE USED IN CONJUNCTION WITH THE GOLD FILLED ABILITY
  - THE SPECIAL ABILITIES FOR THE MEN & BEASTS SET ARE AS FOLLOWS:
    - PUMMEL **ATTACK** BONUS: OPPONENT'S BASE **DEFENSE** IS IGNORED
    - DEFLECT **DEFENSE** BONUS: OPPONENT'S BASE **ATTACK** IS IGNORED
    - CLARITY **HEAL** BONUS: OPPONENT'S BASE **DISRUPT** IS IGNORED
    - SABOTAGE **DISRUPT** BONUS: OPPONENT'S BASE **HEAL** IS IGNORED
- ② WHEN A BASE ABILITY IS IGNORED, ONLY THE VALUE OF THE 6-SIDED DICE MUST BE TAKEN INTO CONSIDERATION

### SPECIAL ABILITY EXAMPLE: PUMMEL ATTACK BONUS

ATTACK VALUE = BASE ATTACK ABILITY VALUE INDICATED ON THE PLAYER'S CHARACTER + THE VALUE OF THE 6-SIDED DICE  
+ NUMBER OF ELEMENTEUM COUNTERS USED

DEFENSE VALUE = THE VALUE OF THE 6-SIDED DICE ONLY



ATTACK



BASE ATTACK OF 4  
+  
ROLL OF 2  
+  
ELEMENTEUM COUNTERS: 5  
TOTAL ATTACK OF 11

OUTCOME: THE ATTACK IS SUCCESSFUL FOR A TOTAL OF 11 ATTACK MINUS 5 DEFENSE, RESULTING IN 6 DAMAGE