Introduction to Ether Legends Block-O-Nomics!

Ether Legends is a decentralized Blockchain based collectible trading card game on the Ethereum Network. The game is owned and managed by Elementeum Games, LLC out of Parker, Colorado, USA. The assets are owned by collectors and players abroad! The Ether Legends game offers a variety of physical and digital collectibles with astonishing artwork by world renowned artist, Mark Ludy. Ether Legends is the first and only physical trading card game that offers unique QR Codes on physical trading cards with one-time redemption directly to the Blockchain, digitally tokenizing collectibles. Digital collectibles are then used to play the digital game and also trade while complimenting other interactive Blockchain crafting mechanics available in the Ether Legends ecosystem. Ether Legends uses multiple token standards with seamless digital user-interfaces to help bring the world of Ether Legends together and is available worldwide.

The digital game is currently in the Alpha release phase, with a small community participating in the initial testing of the game to identify bugs, shortfalls and stabilize base mechanics. The official first beta release candidate version (R1), was slightly impacted by the world pandemic and is slated for a mid-2020 release. The R1 release is expected to be available for Android and iOS mobile devices, with a web-based version to be released at a later date. Collectibles however, have been released ahead of the official launch of the game to include a 39 card set called Men and Beasts, a 9 card Special Edition set and a 5 card tribute set under as the initial pilot release of the first tokenized Ether Legends collectibles with other sets released or on the way.

These sets feature obscure beasts, men, and women who have discovered an ancient arena that mysteriously emerged on an island in a distant land. The battlegrounds sat upon a massive interdimensional mine filled with unspeakable ethereal powers. Its stone walls were the size of mountains and far above them, within the center of the arena, burned a large golden flame… What followed was the fiercest battle between men and beasts that the land had ever known, for power, for glory and for treasure. Read more

Future sets are already in work, to include Bots and Bolts with an expected release in 2020. These characters can fight side by side with, or against the Men and Beasts. All assets regardless of generation are unilaterally compatible with all Ether Legends collectibles in game play and other interactive mechanics. More items continue to be created for the long awaited Ether Legends crafting mechanic called 'Forging.'

All Ether Legends tokenized collectibles are held in a virtual digital wallet. The digital wallet serves as the interface to the Ethereum Blockchain and the Ether Legends digital game. The Ether Legends game facilitates the wallet interface, enabling players to enter the arena and battle one another in PVP or PVE battles based on the player's digitally owned assets. The only requirement to the Ether Legends Online Collectible Trading Card Game is a valid Public Ethereum Wallet Address and 3 Ether Legends Character cards from any of the released sets. (Supported Wallets; e.g. MetaMask, Trust Wallet, Enjin Wallet, Lumi Collect)

Ether Legends Ecosystem

The Ether Legends gaming ecosystem is comprised of;

1. Physical and digital collectibles (i.e. characters and items)
2. In-game currencies, counters and utility tokens (i.e. Elementeum Token and Ethereal Power)
3. Blockchain crafting mechanisms (i.e. Forging new collectibles)
4. Ethereum smart contracts (i.e. Govern autonomous gaming functions)
5. A downloadable game client (i.e. Android and iOS applications)

Ether Legends uses Blockchain technology in support of gaming ecosystem functionality. This includes all of the tokenized digital card collections, crafting or forging mechanics, and player rewords from the outcome of battles or perpetual reward-based loot.

Card Sets

1. **Men and Beasts (Gen 0)**

   Men and Beasts includes 39 of the first ever released collectible trading card set. There are 9 common characters, 9 rare, 12 epic and 9 legendary. The combination of the common and rare characters combined make up the Man and Beast pairing for the legendary characters. This set includes paired physical trading cards with a limited production of physical trading cards available with and without QR codes. Visual indication of Men and Beasts Gen 0 on the card shows an "M" in the bottom left corner of the card.

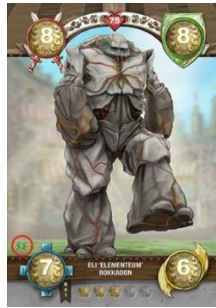   Example Card of MaB Gen 0 visual indication

2. **Special Edition (Gen 0)**

   Special Edition cards are for one-off, special, collaborative, or pre-release digital characters to include Boss characters. Some characters released under this set were created as physical trading cards with QR redemption and some were digital release only based on the collaboration partnership parameters. This set is currently comprised of 8 cards with one last special edition card to be issued sometime in 2020, leaving this set with 9 collectible trading cards in total. 7 Cards are Legendary and 2 Prismatic in rarity. Visual indication of Special Edition Cards Gen 0 on the card shows an "SE" in the bottom left corner of the card

   Boss Type Cards

   The Boss type cards are in the early phases of release to which a player can choose to battle a boss NPC in game, deriving a better chance at higher end loot rewards. Once Boss Type Card currently exists, Eli 'Elementeum' Bokkadon, the large stone golem from which the Amulet of Elementeum was derived. This card was part of a special

release bonus airdrop for obtaining all Creator's Amulets through earlier phases of the project, created under the Special Edition Gen 0 card set. Roughly 150 of Eli Bokkadon will ever exist.

Example Card of Special Edition visual indication

3. **Tribute (Gen 0)**

   The Tribute collection includes 5 capped special release cards in this card set. Primarily, the Tribute cards were made as physical trading cards with redeemable QR codes and part of the Gen 0 architecture. With the recent pandemic, two cards were released as digital only, but only half of the cap was issued (50 each). Depending on the supply chain and pandemic related impacts, the remainder issued will likely be physical trading cards with corresponding QR codes. Visual indication of Tribute cards Gen 0 on the card shows a "T" in the bottom left corner of the card.

Example Card of Tribute visual indication

4. **Men and Beasts (Gen 1)**

   Men and Beasts Gen 1 is a re-release of the original Men and Beasts collectible trading card set within the new, updated Ether Legends smart contract architecture. This set offers the same 39 Men and Beasts characters, some with alternate character artwork and the addition of a new rarity called prismatic, adding a 40th character card called 'Harry and The Pede,' to the set. Visual indication of Men and Beasts Gen 1 on the card shows an "M1" in the bottom left corner of the card.

Example Card of MaB Gen 1 visual indication

5. **Items Edition 1 (Gen 1)**

Items Edition 1 is the first release of items under the new Gen 1 architecture used for the Ether Legends crafting mechanic, called Forging. There are 35 cards as part of this set. The items have sub-categories that tie to the determined forging path mechanic and attribute upgrades. Card rarities that exist in this category include 4 common gems, 4 rare gems, 4 epic gems, 4 legendary gems, 8 uncommon companions and 3 prismatic items of various categories.

1. **Gemology**
   a. Gems are used to fuse with other items that change or add specific attributes for the desired outcome of a forged item.
   b. There are 5 types of gems in this set, broken, cracked, flawed, flawless and radioactive
   c. There are 5 kinds of gems based on the attribute desired, ruby (attack), emerald (defense), aquamarine (heal), citrine (disrupt) and prism (random based on forging path constraints)
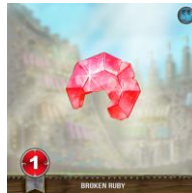

Example Item of Gemology

2. **Blacksmithing**
   a. Blacksmithing bounds the item in this category to those that can be fused with gems and are to be forged to only humanoid card types (e.g. swords, shields, and rings)
   b. There are 4 Blacksmith type items in this set that accept gems, one item for each attribute; attack, defense, heal and disrupt
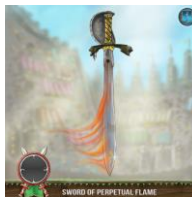
Example Item of Blacksmithing

3. **Enchanting**

a. Enchanting bounds the item in this category to those that can be fused with gems and are to be forged to only beast or creature card types (e.g. horns, tattoos, and wings)
b. There are 4 Enchanting type items in this set that accept gems, one item for each attribute; attack, defense, heal and disrupt
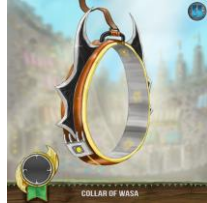
Example Item of Enchanting

4. **Taming**
   a. Taming classifies the companions which can be fused with gems and forged to either humanoid or beast
   b. There are 9 companions in this set
   c. Companions are to be used in another digital game that is in the design phase

Example Item of Taming

5. **Elixirs**
   a. Elixirs in some cases can be forged to either humanoid or beast type
   b. There are 2 elixirs in this set with one item that is pre-forged to add the heart attribute and one elixir that accepts only a radioactive gem type
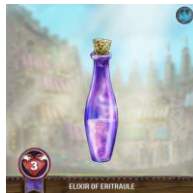
Example Item of Elixirs

6. **Forged Items (Gen 1)**

Forged Items are the combined result of the gem item cards with the corresponding item or companion card, done through the forging mechanism. Forged Items are necessary in order to progress to the character forging. There are currently over 50 different forged item cards that can be forged to characters. Visual indication of Forged Items on the card shows a small "Forged Plate" in the top left corner of the card.

Example Forged Companion

7. Forged Characters (Gen 1)

Forged characters are the combined result of forged item cards and character cards which add stats and visual features, thus the creation of new, "Forged" characters. There are currently 61 Forged Characters using Gen 0 Men and Beasts characters with forged items. This list will continue to grow over time and may require additional categorization with the release of new sets, including Men and Beasts Gen 1 and beyond. This card set is designed to give players more variability in their desired character attribute starting point and collectability. Visual indication of Forged Characters on the card shows a small "Forged Plate" in the bottom right corner of the card.

Example Forged Character Card

8. Bots and Bolts (Gen 1)

The Bots and Bolts character card set will consist of 40+ characters as part of the set. As with Men and Beasts, a similar rarity allocation is expected. Bots and Bolts is based on a futuristic artificial intelligence that are made up of various scraps of metal, which comprises the character. The Legendary cards are based on the combination of two Bots and Bolts characters, where the characters are essentially fused together to create one master bot. The Bots and Bolts set is scheduled to release some time in 2020.

Example Bots and Bolts Character

9. **Aliens and Deities (Gen 1)**

Aliens and Deities is the next set conceptualized with a planned 2021 release.

10. **Enjin Imbued Items**

Enjin Imbued Items are items that were created through the Ether Legends Enjin platform. Visual indication of the Ether Legends, Enjin Imbued Items on the card shows a small "1155" in the bottom left corner of the card.

1. **Prisms**

   Prisms are a type of gem and come in the same variety as the other gem types, broken, cracked, flawed and flawless. Prisms can be uses as any gem kind; ruby, emerald, citrine and aquamarine and are similar to a wild card or forging shortcut for the desired outcome. Each of the Prisms are capped at 100.

2. **Other Items**

   Other items created on the Enjin Platform follow the same logic in categorization with Blacksmithing, Enchanting and Taming. The primary difference is that these assets have a low cap, limited release.

3. **Amulets**

   The current Amulets represent the Ether Legends Creators Founders token(s) and have special usage to generate digital assets as part of the Ether Legends ecosystem. Currently, 5 Amulets exist, each with a unique ID, and providing perpetual rewards of character or item rewards. Amulets are also capped at roughly 180 each. More Amulet types will be released at a later time.

4. **Avatars and more**

   Avatars are digital assets used for visual customization in the player SkyBox (Dashboard to the Ether Legends Interactive DAPP), to include special in-game titles and bragging rights. Other SkyBox Loot, (yet to be released) are visual skins that enable a participant to decorate their SkyBox Dashboard page to their liking with dozens of visual customizations, all backed by Blockchain. One Avatar has been created, capped at 10. This first edition Avatar, Sir Beta, will be rewarded to top ranking players during the beta release and is backed by 500 Enjin Coin.

5. **Collaboration Items**

   Collaboration Items imbued with Enjin may be items from other games on the Enjin Platform. Currently, there are 6 different collaborative assets that are a part of the Ether Legends ecosystem with more in the pipeline. The primary integration of these assets are through the forging mechanism.

6. **Trophies**

   Trophies are used as part of the interactive player rewards system. The initial release of trophies will be piloted with the Beta release (R1). The first Trophy in existence is the Token of Triumph, which are capped at 10,000. More will likely be created based on the evaluation of rewards usage.

Rarities

There are several rarity types which statistically determine collectibles in circulation when pulled autonomously from the Booster Pack smart contracts, enforced by the supply and demand model. Rarities are defined by the collectible's power, special release parameters and capped pre-minted scarcities.

Drop Rate for Booster Packs (Uncapped)

1. **Common**, represented by a Gray card border of flag and roughly a 50-60% drop rate
2. **Rare**, represented by a Blue border or flag and roughly a 34-36% drop rate
3. **Epic**, represented by a Purple border of flag and roughly a 15-17% drop rate
4. **Uncommon**, represented by a Green flag and roughly a 8-10%
5. **Legendary**, represented by a Gold border or flag and roughly a 4-6% drop rate
6. **Prismatic**, represented primarily by an off-White border or flag and roughly a 1-2% drop rate

In early May 2020, 18,448 assets exist in the ecosystem. Roughly 12,800 have been pulled from Booster Packs and relative trends support the randomization and drop rates governed by the Ether Legends smart contracts. Those statistics can be viewed using the filter feature through the opensea.io marketplace.

Forging

Forging is a Blockchain based mechanic that enables Ether Legends collectors and players to combine cards to mint new, more powerful and rare collectibles determined by a forging path. A more thorough introduction and walk through about forging can be found here. Forging is accessed through the SkyBox Interactive user interface. Simply pick the card to create, ensure material requirements are met and Forge it! Once the forging transaction is approved, the item or character will be sent directly to the participant's digital wallet. The newly forged item or character can be viewed in the SkyBox Interactive Gallery, while new forged characters are playable in the digital Ether Legends Trading Card Game.

Forging Mechanic

Collectible Gaming Factors

The Character cards have set attributes that include attack, defense, heal, disrupt and heart (HP) values. Certain character cards have strengths and weaknesses of their attributes. Collectively, the 3 cards that are selected for battle should have varying attribute strengths for strategic purposes. The higher the value, the higher chance that the attribute will be effective against the opponent. The more powerful a card is, the higher the attribute values will be, and also coincides with the defined rarity type. Generally speaking, the more powerful a card is, the scarcer that card will be.

There are character cards that are more desired than others in game play however, every card can be utilized at different levels of play, regardless of the power and scarcity. The factors that should be

considered are the value or power of each attribute. The higher the attribute, the better depending what attributes are being sought within the constraints of the in game match making system. The Elementeum capacity, represented by the number of Elementeum counters (shown at the top or bottom of the character card), determine power up to abilities, whether incrementally or in total. The more Elementeum capacity a character has, the more powerful the abilities become. The higher the Elementeum capacity, the more time it takes to power up, the lower the quicker it is to power up. The point of powering up to the Elementeum capacity is to unlock a character's special ability. The ideal card is one that has the highest attribute values and the lowest Elementeum capacity. These cards are far and few between and are primarily of the prismatic rarity. Lower rarity cards can still compete based on the Match Making Rating (MMR) guidelines and tradeoffs described above.

The other aspect to consider is the character cards have inherit strength shown visually by the gold background behind the ability value on each corner of the card. These strengths enable a special ability specific to the attribute which are additive mechanics to help be successful in the quest to victory. Legendary and Prismatic cards have two varying inherit strengths, whereas all rarities below have one inherent strength. These differ from character to character. This boils down to choice, as special abilities cannot be used simultaneously.

The forging mechanism lets players choose the path in which to upgrade characters desired attribute modifications. Item cards are used to increase the character attributes specific to the forging path. In general, a well-balanced character card may be preferred to sustain in game, where as a card that is not balanced will have a contrary weakness that can be easily exploited. The key with forging or forged characters, is that the starting point of the character card attributes are tailored by fusing the forged item cards with a character card, giving that character an edge in a desired attribute of the player's choice.

The digital game facilitates dynamic leveling of characters using the experience gained (Ethereal Power), earned by completing battles. The dynamic leveling function enables players to add to card attributes while in game. The starting point of the Blockchain based character card becomes very important for higher level game play. For example, if a higher defense attribute is desired for a character, a player may want to start with a card that already has a high value in defense, using talent points (1 per level) obtained by when a character card is leveled, to increase other attributes for overall effectiveness and survivability.

Prize Pools

Prize Pools will most certainly be a part of the Ether Legends ecosystem and are currently being explored. Prize Pools will include cash prizes, digital collectibles and more once the system is further along and vetted for tournament gameplay. For the Beta Release, a special limited edition Avatar will be rewarded (backed by 500 ENJ) to the highest ranking 10 players on the Leaderboard. Look for the announcement when the 1st beta season kicks off!

Generation 0

The initial smart contracts released for the Ether Legends character collectibles is referred to as Generation 0 (Gen 0). This was the first cut at tokenizing Ether Legends collectibles with Booster Pack card pulls. The ability to pull from the Gen 0 Booster Pack will soon end and the Generation 1 architecture will be used going forward. With the draw down near, all Gen 0 collectibles will become scarce over time. Gen 0 collectibles owned, remain in circulation and playable in the Ether Legends digital game!

Generation 1

Ether Legends Generation 1 (Gen 1) represents the new smart contracts and architecture where one umbrella smart contract manages all assets within "Ether Legends." Gen 1 provides seamless token standard interoperability, new functions for booster packs, reward redemption, loot buckets, metadata consolidation, a new QR redemption system, and Blockchain crafting.

The Gen 1 smart contracts have all undergone security audits and have been validated to ensure the safety and security for Ether Legends participants. Additionally, all solidity code has been confirmed through etherscan's verification process.

Ether Legends Tokenized Collectibles

Ether Legends collectible trading cards and associated items were created using multiple Ethereum Token standards (ERC721/ERC1155). Each standard has benefits, whether it's the tools to create the assets, platforms or otherwise. Ether Legends is committed to providing the best user experience with seamless interoperability of digital assets within the Ether Legends ecosystem. All Ether Legends Tokenized Collectibles

Elementeum

Elementeum Token (ELET) is an ERC20 fungible token that is capped at 50,000,000 tokens. All tokens have been created by the parameters of the Initial Token Offering smart contract the concluded in early 2018 (Legacy White Paper). Elementeum has various usage in the Ether Legends gaming ecosystem and will continue to be expanded over time. Currently, Elementeum can be used to obtain Ether Legends cards from opensea.io, and is used as a needed reagent to create unique collectibles through 'Forging.' Additionally, Elementeum holders of certain items such as the Amulet of Elementeum, redeem rewards at an increased interval based on the amount of Elementeum held. A majority of the Elementeum that exists is in the Ether Legends game wallet, is allocated to current and future Gen 1 Booster Pack smart contracts following the supply and demand ecosystem model. Elementeum can be obtained by pulling cards from the Gen 1 Booster Packs or obtained be 3rd party. The company does not sell Elementeum and is strictly considered an Ether Legends specific gaming utility token.

Rewards
There are currently 4 types of rewards or reward based items in the Ether Legends ecosystem with continued release of the rewards as the ecosystem is put into place.

1. **The Creator's Amulets (Founders Tokens)**
   There are 5 Non Fungible Token (NFT) Amulets that were offered the early phase of the project that equate to perpetual rewards with various redemption cool-downs, setting the intervals in which these rewards can be claimed. For more information on the Amulets and their rewards, please check out the Creator's Amulet article on medium. Each amulet is tracked by the token index ID and is completely independent of other amulets when claimed. Amulet holders have access to perpetual rewards and are a driving force of the Ether Legends ecosystem. Although the rewards are free to redeem, gas is still required for this and any transaction on the Ethereum network.

   Amulet of Elementeum: 0x95894399252b5BE78134e0E803B66150b70E7a56
   Amulet of Fire: 0xab1d922659d534c0c2a3a2d0504eb03950e217b3
   Amulet of Earth: 0x36a7bf541826f6ed9d22bcdb9fdde58470b15ace
   Amulet of Water: 0x6ee14fc5812fc52a4f4079d55780001b6f1bc2b8
   Amulet of Air: 0x04d4be78a6855602f6b858dd8f0a89e1c6b37e18

2. **Trophies**
Trophies are earned by playing the game. As a fungible token, each player has a chance to obtain up to 3 trophies per match, depending on the winning or losing the match. The amount of Trophies or Trophy types can differ whether playing against Non-player characters (NPC's), including Boss fights. These tokens can stack and are used as the loot reward redemption currency to obtain other crypto collectibles from the loot bucket smart contracts as the end all player rewards. When redeemed, a Trophy token is expended and differing collectible tokens are distributed to the player when redeemed through the [SkyBox Interactive](), web-based interface. Loot drops are based on variable percentages and the rarity associated with these collectible tokens. The loot buckets system offers a multitude of rewards to include (but not limited to), tokens (ERC20), partner assets (ERC721/ERC1155) that are redistributed through the Ether Legends forging mechanic. Rarity types include, common, rare, uncommon, epic, legendary and prismatic. Redeeming these earned, in-game trophies will give a player a shot at items, companions, characters, collaboration assets, tokens and more! The first Trophy available for the release of the digital game beta is the [Token of Triumph]()

3. **Ethereal Power**
Ethereal power is an in-game representation of earned experience that enables a player to level a character, allowing for customization of in-game attributes. In its current state, this capability is not part of the Blockchain however, at some point Ethereal Power may be converted to a fungible token.

4. **QR Codes**
Ether Legends has developed and deployed a physical to digital QR Code, with one-time redemption. A player can optionally collect physical cards that can be redeemed as a Blockchain tokenized collectible. When scanned, the token is automatically deposited directly into the player's digital wallet. A participant must have a small amount of Ethereum (ETH) to pay for the gas associated with the transaction in order to redeem the QR Code. With the Gen 0 contract, these QR codes were demonstrated and are an integral part of the Ether Legends ecosystem. Players will always be able to redeem the Gen 0 QR codes, even as we retire the ability to autonomously obtain Gen 0 collectibles. In the future the Gen 1 QR redemption system will be released, offering even more features for players to interact with the physical to digital redemption.

Loot Buckets

Loot buckets are a core behind the scenes mechanism to the Ether Legends reward system. Rewards within this system are carefully categorized based on specific token types and defined rarities. Each loot bucket has weighted percentages to the overall loot drop chance governed by the smart contract. This mechanism allows for any token type of Ether Legends or **ANY** gaming partner with collectibles on the Ethereum Blockchain, to provide loot to the Ether Legends ecosystem for players to acquire rewards. For example, when redeeming an earned trophy, a participant has the possibility of pulling a Cryptokitty, a Sword from the Enjin Multi-verse, ERC20 tokens, an Ether Legends companion or other collaboration collectibles stored within the various loot buckets. Based on the Ether Legends supply and demand model, some assets are recycled, some are even removed from circulation depending on the pre-determined fate decided by the team or collaboration partners. In order to obtain loot from the loot buckets, earned trophies are expended. 1 chance at a Loot Bucket pull item, costs 1 earned Trophy rewarded for playing the Ether Legends digital game.

Booster Packs

Booster packs are the gateway to obtaining new Ether Legends assets directly from the Booster Pack smart contract. Each card set is pre-defined and put into a Booster pack category, like Men and Beasts, Items Edition V1, Bots and Bolts, or Men and Beasts Gen 1. Each Booster pack is a combination of the available cards or items that define the set with preset weighted rarities. Ether Legends Booster packs are accessible through the [SkyBox Interactive](#) interface. A participant can easily select the desired Booster Pack from a drop down menu, enter in the quantity of cards or items desired, see the current Ethereum cost to pull the amount of cards desired from that set. Currently, Men and Beasts Gen 0 has a limitation of pulling one card or one transaction at a time. The Gen 1 Booster Packs are limited to a maximum of 40 cards per transaction. Once the transaction is confirmed, a random character card (Different drop percentage by established rarity) or item of the set selected, is sent directly to the participant digital wallet along with a visual indication of what is received through the SkyBox Interactive interface. Gen 1 Booster packs were also developed with a no risk, fail-safe mechanism for participants that protects them from failed transactions. This way if a participant makes a mistake in the amount of gas sent, or gas increases unexpectedly during the transaction, all ETH is returned to the participant, including the amount sent for the transactional gas costs.

When a Booster Pack is released, it is considered uncapped. As more sets are released, the previous sets are then retired, disabling the Booster Pack smart contract. This means a participant is no longer able to autonomously pull from that Booster Pack any longer at the specified end date. The schedule chart concept below depicts the major card set releases, the sundown initiation of the previously released card set, and end point of the previous card sets. Actual dates of these events will be announced however, this shows the conceptual plan as it stands today.
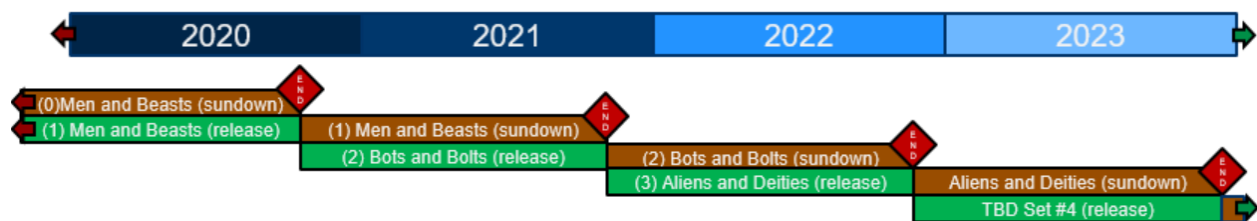
Booster packs that are a part of the Gen 1 architecture are backed by Elementeum Tokens. In conjunction with Cards that are pulled from the Booster Packs, drop a variable amount of Elementeum depending on the rarity and type of card pulled in support of the supply and demand ecosystem model. The current cost to pull from any Booster pack is .01 ETH per card.

Items Edition V1: Backed by 500,000 Elementeum.

1. 0 ELET for common items
2. 1 ELET for rare items
3. 2 ELET for Epic items
4. 3 ELET for Legendary items and Companions
5. 100 ELET for Prismatic items

Men and Beasts Gen 1: Backed by 500,000 Elementeum. The rarity of each pull determines the amount of Elementeum dropped

1. 3 ELET for common and rare characters
2. 4 ELET for Epic characters
3. 5 ELET for Legendary characters
4. 100 ELET for Prismatic character(s)

SkyBox Interactive

The team recently integrated a majority of Ether Legends Blockchain interactions with a widely used digital wallet interface called MetaMask. MetaMask uses a browser plug-in (Chrome / Mobile) to seamlessly connect a digital wallet to Ether Legends Blockchain collectibles. Import any wallet address or create a new wallet address which is required for any Blockchain transaction interaction. Ether Legends has created a customized user interface to provide access to the Ether Legends interactive features. The web-based SkyBox Interactive resides at https://skybox.etherlegends.com

1. SkyBox Dashboard – Create and customize the Dashboard view with Blockchain collectibles
    a. Currently in the early stages of incremental release
2. Booster Packs – Obtain Ether Legends collectible trading cards and items
3. Gallery – View Ether Legends and collaborative partner collections
4. QR Codes – Redeem Ether Legends Physical Trading Cards to the Blockchain
5. Forging – Upgrade and create new Ether Legends collectibles
6. Redeem Rewards (Including Amulets) – Redeem Trophies, Amulets and more
7. Display ERC20 balances – Showing ELET, ENJ, ETH or customize using the MetaMask interface
8. Ether Legends Account – Ability to set up the game account and verify the in-game wallet
9. Further integration to pull in-game statistics, leaderboard results or other in-game information into the web-application is currently being explored

Ether Legends SkyBox Dashboard – Get ready to be able to customize your seat overlooking the arena

For additional guides on gameplay, catalog of forging, visit www.etherlegends.com/guides/