

# ShadowRealms

## Lite Paper

550,000 packs guaranteed rare or better. 6 cards per pack

Card Slots (6 monster slots, 1 weapon slot, 1 shield / pet slot). Total of 8 slots for cards, all of which will be marked.

Breakdown:

1. Battle Monsters
2. Fusion
3. Pets
4. Weapon/Shield Cards
5. Land
6. SHDR token cards
7. ShadowRealms token (SHDR)



**Battle monsters:** (Rarity = Common, Rare, Epic and Legend).

Monster cards have health, mana and attack. There are 6 monster card slots, Monster cards can be used in any position. It is a strategy game where card placement will make a difference in the battle. The placement of the cards is for the player to determine which is the best position to put specific monsters.

To begin with, there will be 4 different elements you can make decks out of. These elements are Earth, Wind, Fire, Water. The battles will have a mana cost to them so when the players go to the battle arena and it searches for an opponent, it will tell you how much mana you need to use in the battle. So cards have to be chosen to fit the amount of battle Mana.

Example;

A player enters the battle realm and see's the realm mana level is 14. The player can only use cards that add up to the mana of the battle. So using a max of 14 mana, The player can play up to 6 monster cards if they equal up to the amount of mana.

Players can have between 1 and 6 monsters on the field (with one slot reserved for a leader card) and 1 mandatory weapon card to do battle in any realm.

There is Coin flipped, to see who goes first.



### **FUSION:**

Players can Fuse cards to advance them to a higher level. A certain number of the same cards are needed in order to Fuse. This way cards get burned, which will make the cards rarer due to there being less in circulation. In turn, upgrading your card from a level 1 to a level 2 will also make the card hold more value.

Fusion makes a card stronger by 1 attribute. The higher the level, the more powerful the card. Fusing cards together is a good way to increase the strength and value of all your card (including common cards)

Example;

A player has multiple of the same level 1 card. If (x) amount of the same card are fused together, the base level of the card is increased from level 1 to level 2. The higher the level of the card, the more of the same cards are needed to continue to increase that cards level.

### **Pet's - Battling and Breeding:** (Rarity = Common, Rare, Epic and Legend)

#### **BATTLE:**

Pets are used in the card slot available during a battle to boost the stats of the monsters. The main goal of pets in the battle is to boost as much as possible, while fighting alongside the monsters.

#### **BREEDING:**

A player's pet can breed once every 7 days, followed by a cooldown period of 7 days. This means a player can only breed their pet 2 times per month. If the player owns a female, the female can breed 2 times per month which is 2 offspring per month.

If the player owns multiple pets, they can breed each pet as per the breeding allotment. Meaning more offspring per month. The offspring are all random, with a varying chance of getting common, rare, epic or legendary.

### **Weapon/Shield Cards:** (Rarity = Common, Rare, Epic and Legend)

Weapon cards are a set of cards that players will use to attack their enemies. There are many different versions for each weapon. These cards are: Staff, Wand, Sword, Hammer, Dagger and Bow. Each player can only use a maximum of 1 weapon card, which will be placed in the allotted weapon card slot. Weapon cards are mandatory to use in every battle. All weapons can be used in any battle, with no specification to be used on specific monster types. As these weapons are mandatory for every battle, any weapon can be used with any type of monster. Fusion also applies to weapons.

Shield cards will share a slot with Pet cards. If you choose to use a shield card, the amount of shields on the card will be applied to the overall match and not each individual card. One shield will take the damage of 1 attack, no matter the strength of the attack.



**Land:** Common, Rare, Epic and Legend.

Land will be introduced after the game has been released. Players will be able to buy land plots or regions ahead of its release, allowing early players to get ahead. A land owner will be able to mine the land they own for tokens/token cards.

Some land plots may have a castle, keep, village, city or basic land.

**LAND PLOTS/REGIONS WILL NOT BE RELEASED UNTIL AFTER THE GAME HAS LAUNCHED**

**SHDR Token Cards:**

These cards have different rarities and are considered special, because it allows players to redeem the token card for ShadowRealms official token SHDR. Once redeemed, the token will be in the players wallet.

The SHDR Token card has many values.

These SHDR Token cards can be obtained by purchasing card packs in sales and through events on our Official Discord server.

**ShadowRealms Token (SHDR):**

ShadowRealms has its own token that can be used in-game to purchase special items for upgrades OR as a govern token to be able to vote on projects and game assets.

There are a total of 750,000,000 SHDR Tokens.

Thank You,  
ShadowRealms Management

