



Achievers

Personal success and progression. Building their team to tackle tough challenges.

Continual challenges

Rewards that make their hard work feel worth it.

Losing their progress.

Achievements affirm their ability. Ability equates to self-worth.

Achievements. Badges. Things they can show off on their character or their profile.

PVE + Marketplace Maybe PVP

What is my next milestone?

Achievement System Rare items Events Pokedex-like System



Explorers

Freedom to discover things at their own pace.

Surprise features and pathways

To be inspired by something new

Dead ends or wasted trails. Time/energy wasted.

Being the best in their own way. They take pride in taking the unbeaten path.

Opportunities to open up more pathways. Opportunities to customize their experience.

PVE + Breeding

What should I explore next?

Story Mode Skill Chart Events



Socializers

Interacting with other players and building community.

Engaged community of friends

To make long-lasting friendships. Collaboration.

Being outcast, not belonging.

They get personal enjoyment from building friendships through game. The bigger the reputation, the bigger the personal pride.

Ways they can be of use to their friends & community. Opportunities to collaborate with others.

PVE/PVP Breeding/Marketplace

How do I provide value to my community?

Communal Spaces



Fighters

Dominating opposing players. Being the best.

Tough competition. Close wins and close losses

A nemesis.

Continually losing.

Being better than the other person affirms their status in the ecosystem of their gaming life. A badge of honor for being the best.

Rewards or distinctions that are only achievable by being the best of the best.

PVP

How do I improve my team to be better?

PVP Ladder PVP Meta PVP Features

What is the appeal to the player?

What do they anticipate?

What do they wish for?

What do they fear?

What is their emotional investment?

What incentives do they care about?

What is the players focus?

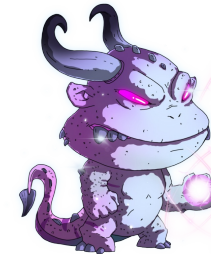
What story is unfolding between the players' ears?

What guides their journey within the game?



A GAME OF DRAGONS

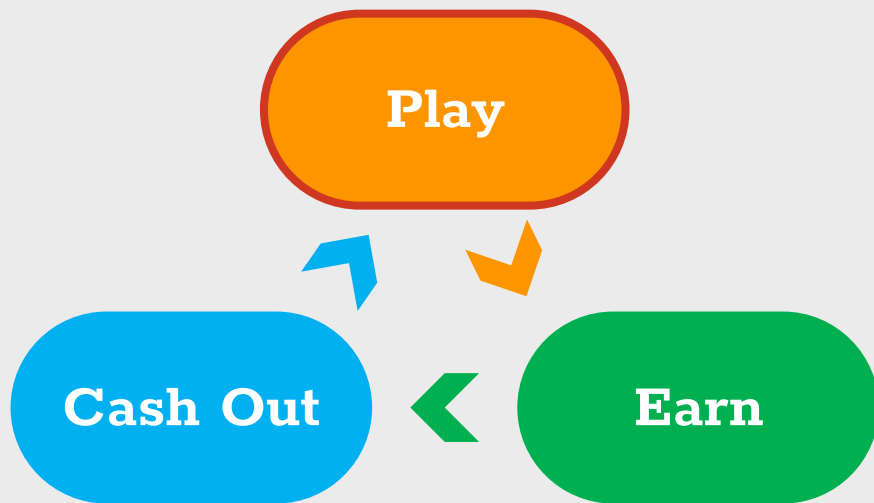
- Play AND Earn
- Card-based strategy game
- Solana blockchain
- RPG & MMO elements
- NFT Dragons
4-6 cards/abilities per dragon
3 Dragons to play
- \$AGOD (Native Token)



Play to Earn:

Normal cycle of play → earn → cash out.
Rinse and repeat until a better earning game comes along.

Work in gaming form.



Play AND Earn:

Incentivizes and rewards players for reinvesting in the economy and expanding their team.



For players who want to expand their gaming capabilities and immerse themselves in the universe, they are rewarded.

For players who just want to earn, they still have that option.

World Boss



The game's World Boss area allows the community to collaborate to defeat an overwhelming enemy. Once per day, players will be able to use the dragons they own, up to 30, to attack the World Boss. Players will be rewarded in-game resources according to what tier damage they contribute – more dragons will increase the players' damage and total rewards.

Hatchery



The Hatchery is an area where players can use dragon eggs to hatch new dragons for use or to sell to other players. To buy an egg, players will use \$AGOD (or a Hatchery Ticket) to purchase an egg from the Marketplace.

PvE



The PvE area of the game allows players to obtain the in-game cryptocurrency (\$AGOD) and in-game resources needed for other areas of the game. To receive these resources, players must defeat enemy forces - via campaigns - using the dragons in their possession. Campaigns can be completed on Easy, Medium, and Hard difficulty.

PvP



The PvP area of the game allows players to obtain \$AGOD by defeating other players using the dragons in their possession. Players will be assigned a ranking score to aid in skill-based matchmaking and creating a fair and balanced fight. \$AGOD received per win will scale according to the players' rank or wager amount.

Dungeons



Once a Themed dragon reaches max level, it will open a theme-specific dungeon that will allow them to farm themed resources once per 24 hours. These resources can be used or sold to other players to increase the base stats of a max-level dragon. The Themed dragon's resources will increase the base stats of HP, DEF, ATK, INT, and SPD.





PvE

10 ⚡ 121 🪙 ⚙️

Hatchery

Dungeons

PvP

World Boss

Character portrait of a wizard with a beard and a pointed hat, holding a glowing staff. To the right are icons for a scroll, a shield, a gold coin, and a sword. Below the portrait is an 'XP' progress bar.

PLAY DEMO
AGoD



DRAGON CLASSES



A **GAME** OF
DRAGONS



Tank

Bruiser



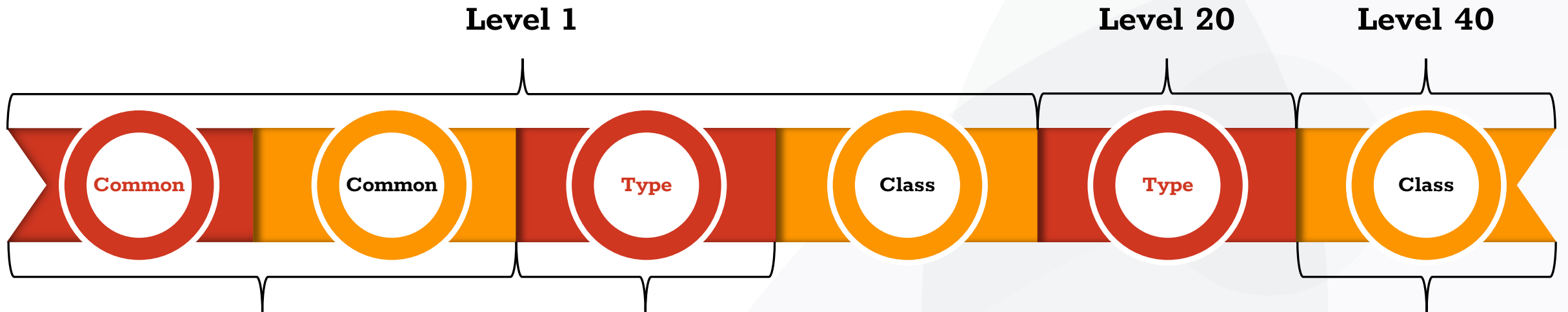
Healer

Trickster



DPS

Dragon Leveling, Customization, and Skill Choice



The Common category of cards refers to the pool of cards common to all dragons

The Type category of cards refers to the pool of cards associated with the dragons' type.

The Class category of cards refers to the pool of cards associated with the dragons' class.

At level fifty (50), the dragon will replace one common card. Also at level fifty, the dragon will have three (3) pre-assigned cards and three player-selected cards at max level – enabling players to customize their dragons to fit their preferred playing strategy. By burning \$AGOD, players will be able to customize their player-selected cards. They will also be able to reroll their three pre-assigned cards and have the system select their randomized outcomes. Players will be able to choose to keep their existing cards or accept the new card options.

DRAGONS

lv1



HP · 1032
ATK · 468
DEF · 768
INT · 224
SPD · 59

BRUISER

BASE LEARNED

ABILITIES

60

1

Reduce incoming damage by 60%

BRACE YOURSELF

40

GRUNT

FILTERS
SORT BY

CONFIRM CONFIRM CONFIRM CONFIRM CONFIRM

Reduce incoming damage by 60%

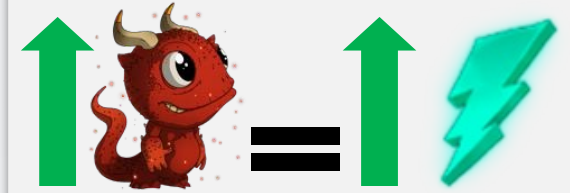
Difficulty Levels

Easy

Medium

Hard

**More Dragons =
More Max Energy**

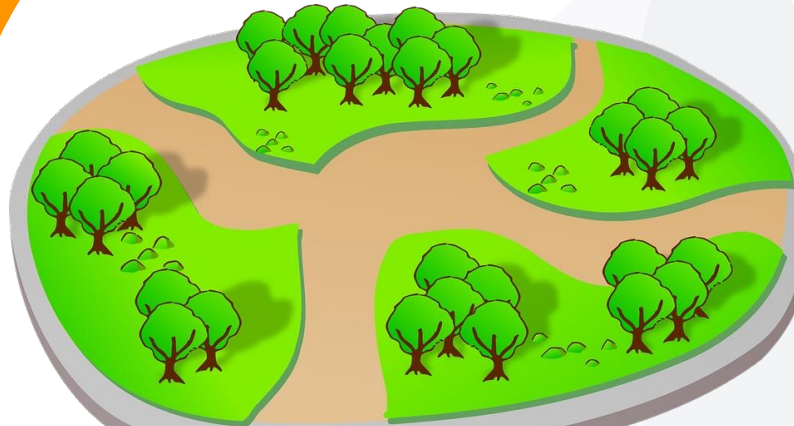


Resource Drops

- ☐ XP
- ☐ \$AGOD
- ☐ Egg
- ☐ Food
- ☐ Gold
- ☐ And More!



**Refresh energy by
spending \$AGOD tokens**





- **Battle Location:** The location of the battle is randomized with each fight. Dragons will gain bonuses based on the environment where the match occurs.
- **Dragon Choice Tendencies:** To add to the pre-game strategy, players will be able to observe the historical tendencies of their opponent's dragon choices.

- **Fight!:** Each player begins with three energy and six cards. The game will begin by allowing players to choose any opposing dragon to attack.
- **Stalemate:** After a set time, if the fight is still ongoing, the healing of all dragons will be lowered by 10%, and the damage dealt to of all dragons increased by 10% every 2 rounds.

- **Winner:** The winner is awarded
- \$AGOD tokens and a small amount of experience for their dragons if their dragons are not already maxed level.



Pre-Game

- Location
- Tendencies

Team Selection

- Strategy
- Bonuses

Combat

- Execution
- Endgame

Outcome

- May the best team win

Reward

- \$AGOD
- Exp

- **Team Placement:** Once players assess the pre-game strategy information, they will have a time limit to select their three dragons and where their dragons will be placed on the battlefield.
- **Team Synergy:** Players will be shown any bonuses due to team synergy, if any.

- **Win Condition:** The winner is determined when one of the players defeats all of the opposing player's dragons. Defeat is reached when the dragon reaches zero health points.



53

Witch

840

792

1032

King

840

792

1032

END TURN

1

792

1032

792

1032

792

1032

1 1 2 3 25

FRACTURE
Inflict 25 damage. On hit, the enemy cannot be healed for the remainder of the turn.

PANDORA'S
Attack enemy for 20 damage. Increase attack power by 10% for 3 turns.

PANDORA'S
Attack all enemies 3 times damage each. 50% chance HP Block per hit.

SERATE
Attack enemy for 25 damage and level bleed. Deal 3 damage per turn for 3 turns.

1 2 1 3

NOT SO
Attack all enemies for 15 damage. If you have 3 cards, deal 10 damage to all enemies.

HOLD STR
Heal the target ally. Draw 3 cards.

ICY TOGS
Grab enemy for 25 damage. If you have 3 cards, deal 10 damage to all enemies.

WE CAN DO IT
Remove one debuff from all enemies. Apply healing buff that lasts for 10% of your Max HP each turn for 3 turns.

2 1 2 1 40

REVENGE
Attack the enemy to and recover 50% of its HP.

TRACE YOUR
Reduce incoming damage by 60%.

AVENGE
Increase your speed for next turn. Deal ally. Increase attack your next attack by 20%.

TALON GRIP
Grab the enemy to deal 40 damage. 50% chance to inflict bleed. Deal 5 damage per turn for 3 turns.

DUNGEONS

Once a Themed dragon reaches max level, it will open a theme-specific dungeon that will allow them to farm themed resources once per 24 hours. These resources can be used or sold to other players to increase the base stats of a max-level dragon.

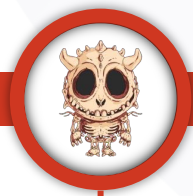
Themed Dragon	Resource Farmed	Dungeon	Base Stat Increased
 Alien	 Stardust	Space	INT
 Robot	 Nuts & Bolts		DEF
 Skeleton	 Bones	Graveyard	ATK
 Zombie	 Live Soil		HP
 Ghost	 Tombstone		SPD



Alien



Robot



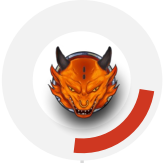
Skeleton



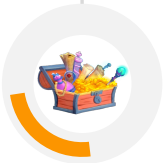
Zombie



Ghost



The game's World Boss area allows the community to collaborate to defeat an overwhelming enemy. Once per day, players will be able to use all of the dragons they own, up to 30, to attack the World Boss.



NFT projects collaborating with A Game of Dragons will be able to have their NFT featured as a World Boss. They will be able to offer project assets to be attained by game players as drops.



Other collaboration opportunities include adding their NFT projects as an in-game avatars.

WORLD BOSS

Players will be rewarded in-game resources according to what tier damage they contribute — more dragons will increase the players' damage and total rewards.

- Gold
- XP Boosters
- Egg Food
- In-Game Cosmetics
- Pieces of a Hatchery Ticket
- Themed Dragon Resources
- \$AGOD

Purchasable Egg Types



Normal Egg (\$) - These eggs have a chance to give birth to any combination of dragon species and type.



Elemental Egg (\$\$) - Players searching for a specific element dragon can buy that elemental type of egg.



State Egg (\$\$\$) - The outcome of this egg will be one of the five types of state dragons.



Themed Egg (\$\$\$\$) - The outcome of this egg will be one of the five types of themed dragons.

Once a player purchases their egg, they will place the egg in the Egg Incubator, where it will take seven days to mature. During these seven days, once per day, players will be able to feed their egg one of the different types of egg foods to influence the probability of the egg hatching into that species of dragon.



Incubate & Wait

Players can shorten the incubation period of an egg by staking a specified number of \$AGOD to help power the incubation farm.

Stake \$AGOD tokens for **30 days**

Shorten the incubation period by **24** hours

Stake \$AGOD tokens for **60 days**

Shorten the incubation period by **48** hours

Stake \$AGOD tokens for **120 days**

Shorten the incubation period by **120** hours

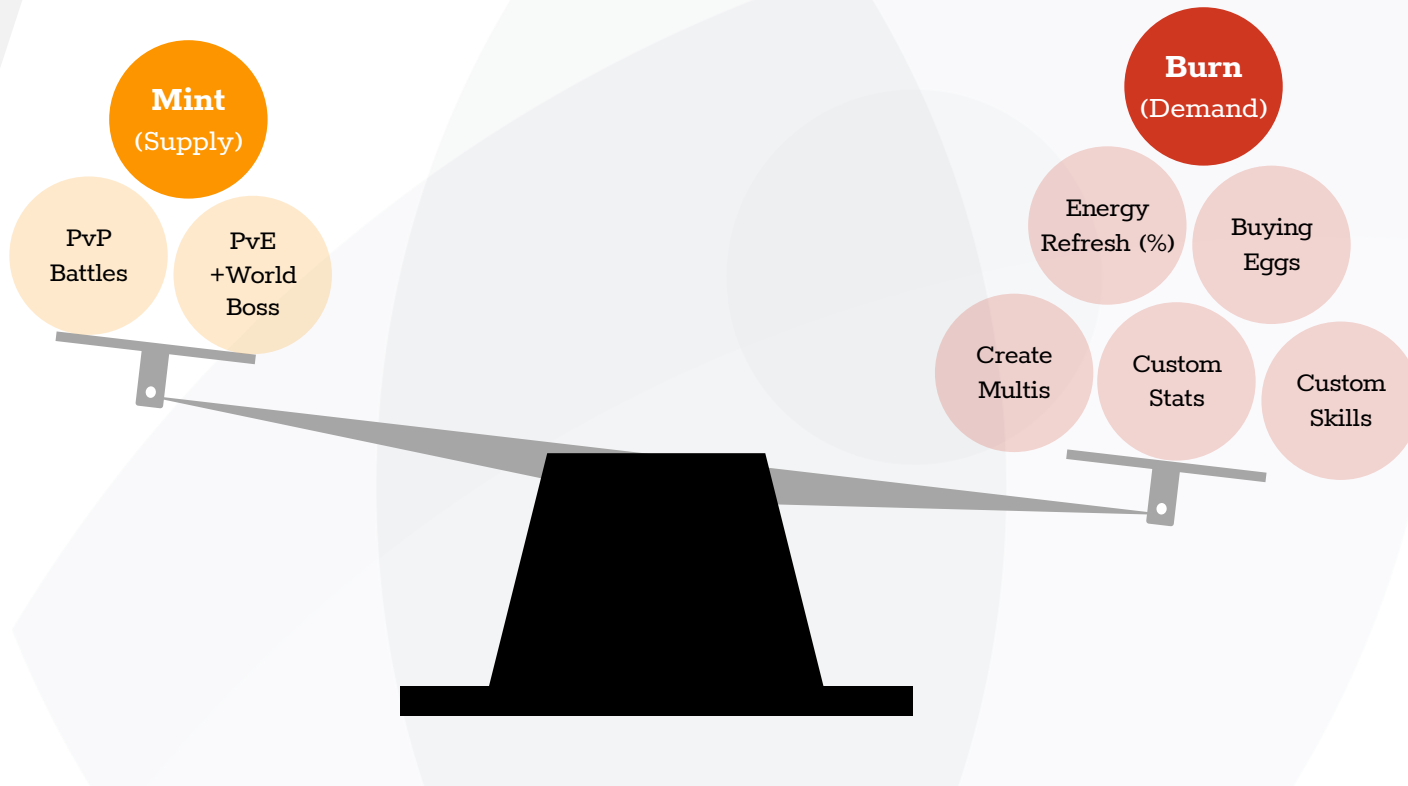
\$AGOD (native token)



A GAME OF DRAGONS

"Mineral Rights"

Holders of the \$AGOD token will be able to vote on game feature proposals and other community decisions.



Liquidity

Hatchery Staking



Energy Refresh



Buying Dragons

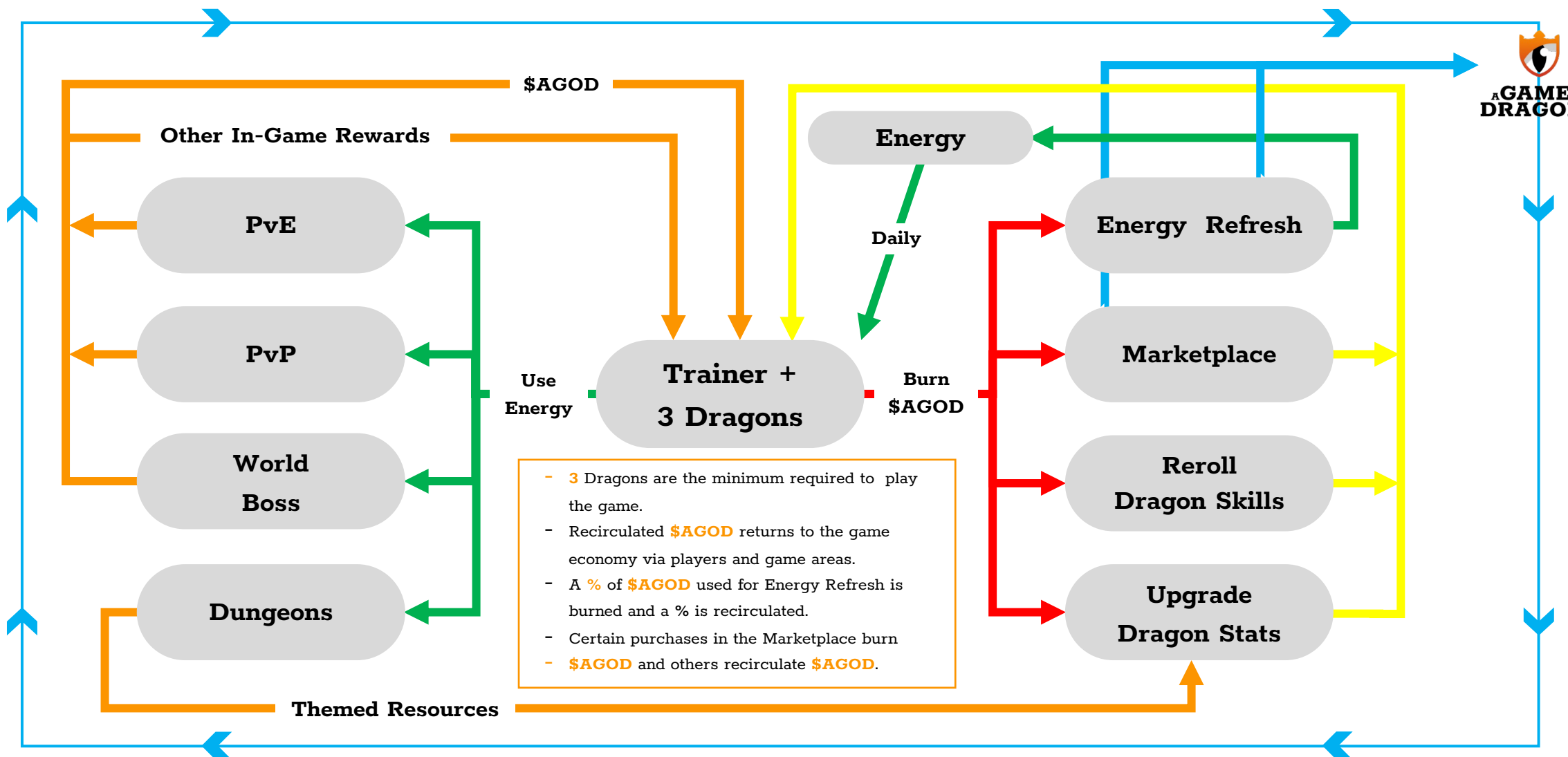


External Staking



DAO





- 3 Dragons are the minimum required to play the game.
- Recirculated \$AGOD returns to the game economy via players and game areas.
- A % of \$AGOD used for Energy Refresh is burned and a % is recirculated.
- Certain purchases in the Marketplace burn \$AGOD and others recirculate \$AGOD.

Rewards In-Game Energy Burn Recirculated \$AGOD Team Upgrades