



The Dragon Bible



TCGWorld



TCGCoin



TCGaming

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1. Introduction

The TCG Dragon Cave Club (DCC) is an NFT collection consisting of 10,000 Dragons minted on the blockchain for the TCG World Metaverse.

1.1 TCG Dragon Cave Club NFT

The TCG Dragon Cave Club NFT is your VIP membership access to the Dragon Cave, a hidden lair inside TCG World Metaverse. Membership will also grants access to exclusive events.

The TCG Dragon Cave Club collection can be found on opensea, make sure you are viewing the 10k collection with a verified blue tick!

<https://opensea.io/collection/tcg-world-dragons>



1.2 Dragon Lore Prefix

The initial lore timeline breakdown below is a general flow of story events surrounding the history of how the Dragon Cave Club came into existence.

Through the trials and tribulations of the Primordial Dragons Legacy, their power helped shape the land and clans of today, giving us just a simple taste towards the deeper flavoured stories yet to unfold!

1.2.1 Unleashing the Dragon Legacy

I. Introduction

In TCG World Metaverse, the history of the dragons and their relationship with avatars has evolved over time, shaping the outcome of the land and the fate of its inhabitants. Through a series of interconnected events, the story unfolds revealing the mysteries of the Dragon lineage and the destiny of those who bond with them.

II. The Cosmic Creation of Worlds

The Universe witnessed the creation of TCG World, orchestrated by the Dragon Elders who channelled cosmic energies of the Aether, the mysterious fifth element. The Dragon Elders used this energy and ancient magic to usher TCG World into existence, sustaining the balance of all and governing the archetypal hierarchy.

III. The Emergence of Landmasses and Elemental Regions

Islands arose over time, drifting in the vast oceans, each embodying a unique elemental attribute as defined by the Primordial Sentient Dragons that lay dormant within. The presence of the Dragons imbued each region with life and helped form the foundation for the thriving ecosystems.

IV. The Continental Crash

By Destiny and Universal will, the fusion of the elemental regions culminated from a cataclysmic event. This reshaped the land creating the distinct geography of TCG World, including Dragon Island, a floating sanctuary anchored by the Primordial Dragons' elemental energies.

V. The Awakening of the Primordial Dragons

The Continental Crash stirred the Primordial Dragons from their slumber, freeing them from their elemental confines. As they awakened, they began to explore and defend their territories.

1.2.1 Unleashing the Dragon Legacy Continued...

VI. The Dragon Cave Club and the Rise of Clans

The fierce battles of the Primordial Dragons awakened the next generation of dragons, the Dragon Cave Club. These new dragons formed clans based on the regional ancestry from the influence of the Primordial Dragons of each region. The clans went on to forge alliances with humans, known as avatars.

VII. The Arrival of Avatars

Avatars emerged within TCG World, their origins shrouded in mystery. When they encountered the Dragons, the two species formed a symbiotic relationship leading to the rise of Dragon Trainers and the integration of Dragons into society.

VIII. The Flourishing of TCG World Society

Dragons, avatars, sprites and other wild life co-existed harmoniously in TCG World. Dragon Trainers honed their skills and the strongest Dragons rose to prominence, eventually ascending to Dragon Island. There the strongest Dragons acquired the most magnificent spots including the Mountain Range, the Waterfall and Mythic Mountain. Through contests, champions from each region emerged to maintain peace in TCG World.

IX. The Present Day and the Game Start

In the present day, TCG World is teeming with baby dragons cared for by dedicated Dragon Guardians. Players with their avatars embark on a journey, bonding with these young Dragons and unravelling the mysteries of their lineage. They strive to ascend to Dragon Island where the strongest Dragons and trainers await!

1.2.1 Unleashing the Dragon Legacy Continued..

X. Gameplay Overview

Players navigate through a rich, immersive metaverse, where they can train, breed, and bond with dragons. They can engage in various activities, including battles, races, and quests, and collaborate with other players to create a vibrant community.

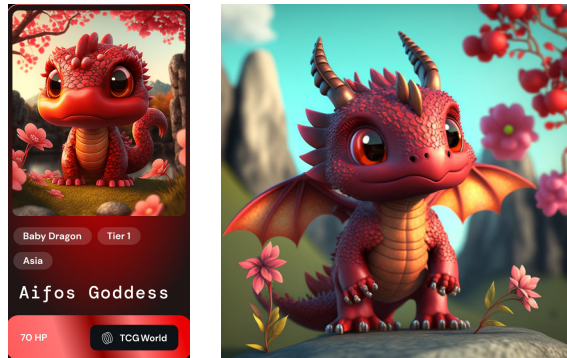
XI. Conclusion

TCG World Metaverse combines a captivating lore with engaging gameplay, providing players with an unforgettable experience as they explore the legacy of dragons and unlock their full potential. The journey awaits, where ancient secrets are revealed, and the destiny of the TCG World is shaped by those who dare to bond with the Dragons.



1.2.2 Dragon Clans

"Aifos Goddess" of the Asia Clan



Aifos, the Goddess Dragon was a majestic creature who lived in the beautiful Asia region.

Revered by the local people for her wisdom and power, and she was said to be able to harness the energy of the massive volcano in the area.

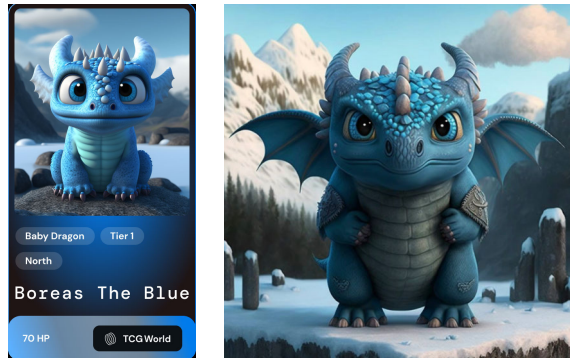
She was said to be able to control the lava and molten rock of the volcano, using it to her advantage helping shape the region.

Being able to communicate with the other dragons in the area, helped her sovereignty over the region.

Aifos was a powerful and noble creature and her presence in the area was a source of protection and respect for the people of Asia.

1.2.2 Dragon Clans

"Boreas the Blue" of the North Clan



Boreas the Blue was a Dragon who lived in the very cold North region, where snow and icy lakes were a common sight.

To help him conform to the freezing climate, Boreas grew a large body mass to insulate himself from the cold.

There he learned to harness the power of Water, Ice and Snow of the North Region.

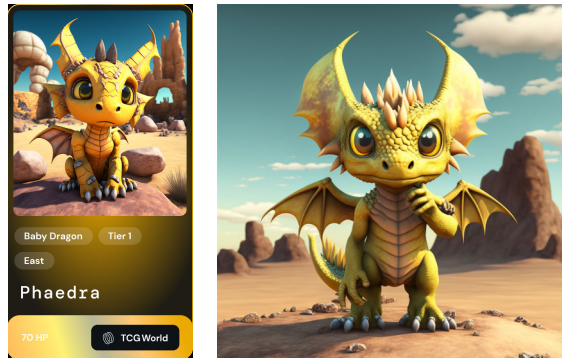
It is rumoured that Boreas guards the the secret Dragon Cave that may be located in the North region.

The cave was said to be full of ancient artifacts, treasures and secrets so many adventurers ventured North in search of riches and glory.

Boreas was respected by all who knew him and his presence was a reminder of the steadfast power from the dragons of old.

1.2.2 Dragon Clans

"Phaedra the Swift" of the East Clan



Phaedra the Swift was a powerful and wise Dragon who lived in the desert.

She was a master of adaptation, and quickly learned that swift feet will prevent being burnt by the hot sand.

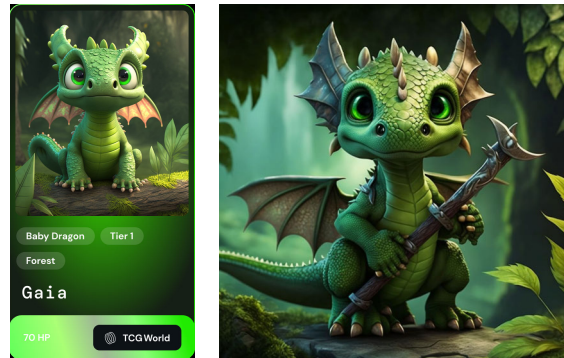
Dragons of the East adapt, taking on a yellow hue of the sun in order to blend into the environment and reflect the sun's rays.

Being a master of camouflage and a cunning hunter, her speed and agility was a formidable presence in the desert.

Her story is one of courage and resilience, and serves as a reminder of the power of adaptation and preservation.

1.2.2 Dragon Clans

"Gaia the Grand" of the Forest Clan



Gaia the Grand, was a truly magical Dragon that dwelled in the lush jungles of the Forest region.

The region had magnificent greenery that varied between poisonous toxins and regenerative healing effects.

Over time, Gaia gained the ability to utilize the poisonous capabilities of the plants using the toxins as a weapon and the healing plants as a regenerative source of power.

His resistance to the toxins made him the most powerful poison-based Dragon of the region.

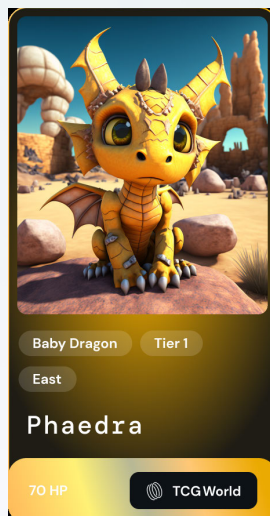
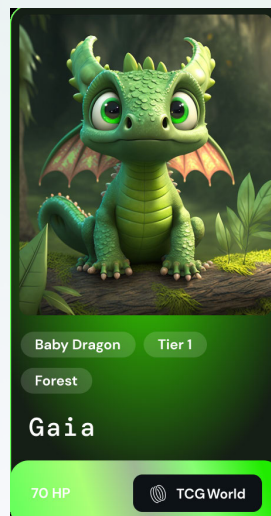
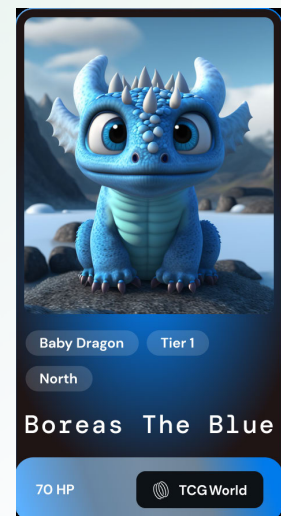
Using his powers to protect the creatures of the Forest has made him the most respected and beloved guardian of this region.

1.3 Dragon Tiers

Dragons that will be usable in game come in various stages of Dragon development. The smallest of the Dragons will be given to every participant within TCG World whereas all the other stages will require the player to hold a minimum number of DCC NFTs to control their Dragon.

Baby Dragon

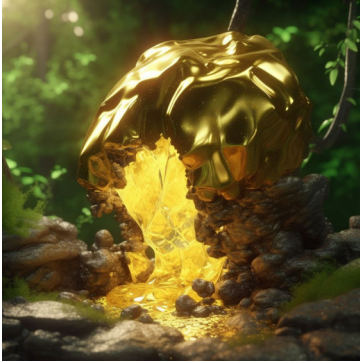
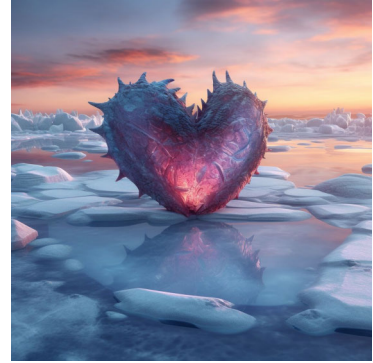
The Baby Dragon is the youngest and cutest of all of the TCG Dragon's and is free to everyone who creates a TCG account. This Dragon has an option to stay and play on your TCG World property or to join you in exploring the world. When players join TCG they have the ability to choose from one of the four regional Baby Dragons. These include an Asia, East, Forest or North regional Baby Dragon. These Baby Dragons can be fed various foods from TCG (fish and fruit harvested from farms) which might make your pet do some exciting moves and emotes.



How to claim your Baby Dragon

The Player will have to complete a Quest to find Dragon items and visit some of the Wonders inside TCG World to complete tasks to see the Magical Birth of your Baby Dragon. Once your Baby Dragon is born, it will start at level 0 and greet you, then give you a Tutorial on how to look after it and level it up. You need to get the Baby Dragon to level 10 to be able to mint it.

To level up the Baby Dragon past certain levels, the player must complete in-game quests along with the daily tasks. These in-world quests will require collecting dragon essence, bones, blood, etc.



Leveling Up

A Baby Dragon starts at level 0, and it gains 1 level every 3 days if daily tasks are completed. The maximum level attainable in 30 days is 10 levels. The baby dragon can be minted as an NFT at level 10.

Once your Baby Dragon reaches level increments of 10 (20, 30, 40, and so on) the neglect cannot fall below each increment with the maximum level at 120.

Besides being able to mint the NFT at certain levels there will other possible rewards. Some possible rewards may be emotes, accessories, and at the max level access to the VIP Baby Dragon Cave, a small boost in DCC stats, and a Baby Dragon go-kart.



Baby Dragon Leveling Up System

You can place up to 4 Baby Dragons into the 4 game "Slots" to start leveling a max of 4 at a time.

Points accumulation

Feeding: +25 points per meal, maximum 4 meals per day (100 points).

Water: +50 points per drink, maximum 2 drinks per day (100 points).

Sleep: +5 points per hour, minimum 8 hours per day, maximum 10 hours per day (40–50 points).

Bathing: +50 points per bath, maximum 1 bath per day (50 points).

Play time: +25 points per 10-minute walk, maximum 2 walks per day (50 points).

Points reduction for Neglect

Feeding: –25 points per missed meal.

Water: –50 points per missed drink.

Sleep: –2 points per hour of missed sleep, capped at –20. Additional penalty of –20 points if gone over 10 hours of missed sleep per day. Points start reducing at the start of the last 10hrs of day.

Bathing: –25 points per day without a bath after the first 2 days.

Play time: –10 points per missed walk, up to 2 missed walks per day (–20 points).

Maximum points a user can lose per day is 285 points. A baby dragon passes out when any of its parameters (food, water, sleep, or bathing) reach 0 points.

Level points

Each level requires 1,000 points to progress. The user can accumulate a maximum of 350 points per day (100 food, 100 water, 40–50 sleep, 50 bathing, and 50 play time).

LEVEL 10	LEVEL 20	LEVEL 30	LEVEL 40	LEVEL 50	LEVEL 60
MINT NFT	NFT	NFT	NFT	NFT	NFT
LEVEL 70	LEVEL 80	LEVEL 90	LEVEL 100	LEVEL 110	LEVEL 120
NFT	NFT	NFT	NFT	NFT	NFT-MAX

The Baby Dragon can be minted as an NFT at level 10.

Once the Player Levels their first Baby Dragon up to Level 10, it will unlock the Second Baby Dragon Slot to complete the Quest of collecting Dragon Items (including Dragon Bones) and visiting key Dragon Locations including Dragon Island and the Dragon Nests and the Volcano to see the birth of their second Baby Dragon.

Revival Center

After 10 days of complete neglect, the Baby Dragon will need to be revived at a revival center. The revival consumes 200 points from the accumulated level points. If you have 0 points, you will need to search for items within world to make a potion that can be handed into the revival center.

Once the Baby Dragon enters the Revival Center, it will take 6 hours to revive. In this time your Baby Dragon is locked.

Dragon Nest Revivals

To reduce the time to only 2 hours, you can have the Baby Dragon revived at a Dragon Nest, but will cost a fee in \$TCG2. Funds received to utilise this feature will go into a pool and distributed to Dragon Nest holders at the end of each month, providing the pool is over \$1,000 USD.

Holders of a Dragon Nest can have their Baby Dragon revived in their own nest for free and takes 2 hours to revive.

Conditions and Rules

You cannot transfer or buy a higher level Baby Dragon to unlock each quest. Quests are time locked and level locked.

To unlock the next Baby Dragon quest, the previous Baby Dragon **MUST** have been earned through finishing the previous Baby Dragon Quests and not purchasing a higher level Dragon.

Baby Dragon 1	Baby Dragon 2	Baby Dragon 3	Baby Dragon 4
Open an account and complete quest	Baby Dragon 1: Level 10	Baby Dragon 1: Level 20	Baby Dragon 1: Level 30
	Complete quest	Baby Dragon 2: Level 10	Baby Dragon 2: Level 20
	+30 Days minimum	Complete quest	Baby Dragon 3: Level 10
		+60 Days minimum	Complete quest
			+90 Days minimum

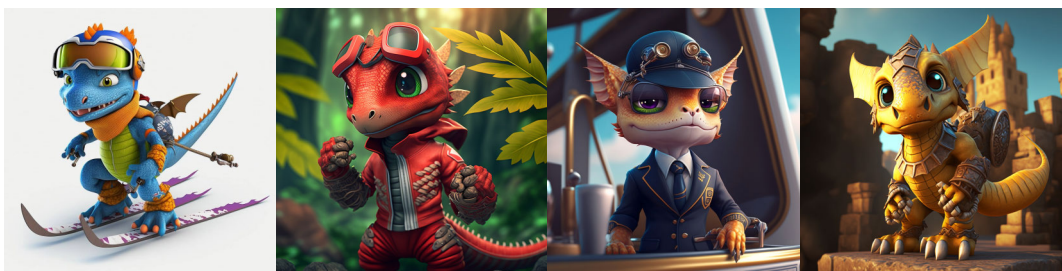
A purchased Baby Dragon can be leveled up to its maximum level, but it cannot be used to unlock other Baby Dragon Quests.

Tier 1: Hunter Dragon

The Hunter Dragon or Tier 1 Dragon is a cute but strong little Dragon that only requires one DCC NFT to activate. This Dragon joins you on your Adventures within TCG World and helps the Player by seeking and battling Sprites.



These Hunter Dragons or Tier 1 Dragons can obtain accessories through crafting or by purchasing items within the Dragon Market Place with Dragon Gold. These will be interchangeable allowing full customization of the Hunter Dragon. Some examples of the accessories are in the images below. (Images are for reference only and are not final designs).



Tier 2: Raider Dragon

The Raider Dragon or Tier 2 Dragon has grown into a strong Dragon who is able to carry the player on its back. This allows the player to explore the world on Dragon back for fun or to seek Regional Artifacts which is unique to this in-game Dragon alone.

The Raider Dragon or a Tier 2 Dragon, requires 2 Dragon Cave Club (DCC) NFTs to be activated.

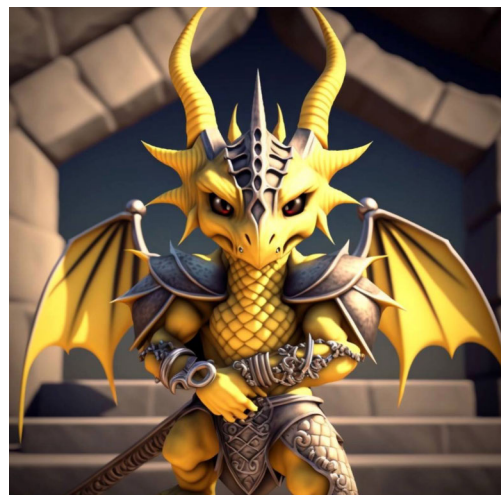


Tier 3: Two Legged Battle Dragon

At this tier the player can transition from your Avatar and become the in-game Battle Dragon.

The Battle Dragon or a Tier 3 Dragon needs four Dragon Cave Club (DCC) NFTs to be activated. This is a Fighting Dragon that has Attacking, Defensive and Special skills to battle and compete with other Battle Dragons in Arenas and Tournaments. These will be divided into several different weight classes depending on their Dragon Combination Rarity Score; these include Feather Weight, Light Weight, Middle Weight, and Heavy Weight. An Open Battle class will also be available for all Battle Dragons to enter. They will fight in a Turn Based Battle System, so the player will have to choose their moves wisely.

A Battle Training Mode will be available for all players within TCG World, regardless if they have a DCC NFT or not.



Tier 4 : Flying Dragon

At this tier the player can transition from your Avatar and become the in-game Flying Dragon.

The Flying Dragon or a Tier 4 Dragon needs eight Dragon Cave Club (DCC) NFTs to be activated. The Player is able to transition into being the Flying Dragon to explore TCG World from above giving a unique and fast way to travel in the Metaverse. The Flying Dragon will also have in flight skills to help during aerial events, players will have to use their skills wisely as they drain from the Dragon's Element Pool which regenerates over time.



Tier 5 : Mythic Dragon

At this tier the player can transition from your Avatar and become the in-game Mythic Flying Dragon.

There will be 40 Mythic Flying Dragons (Tier 5) and each region will have 10 dragons. These can be obtained in three different ways:

1. The top ten ranked DCC NFTs (per ranknft.io) will be automatically classified as Mythic Flying Dragons.
2. Collecting the Full Flush TCG Traits and placing them in the slots will also create a Mythic Flying Dragon. This method will be limited by the lowest quantity trait the TCG Mouth which has 22 total mouths. After excluding the #2 ranked dragon with the TCG Mouth that leaves only 21 available to serve as part of the possible Full Flush set.
3. The other 9 Mythic Flying Dragons can be obtained during the nesting month each year for the next 9 years.

Like the Flying Dragon the Player is able to transition into the Mythic Flying Dragon to explore TCG World from above giving a unique and fast way to travel in the Metaverse. The Mythic Flying Dragon will also have in flight moves to help during Races, so the Player will have to use their moves wisely as they use up a Lava Pool which slowly regenerates.



In-Game Dragon Activation Tier 1-5

The in-game Dragons are activated after all the slots are filled with the right number of DCC NFTs for the specific in-game Dragon (1 for Hunter Dragon, 2 for Raider Dragon, 4 for Battle Dragon, and 8 for Flying Dragon).

The slots must remain full to have continued use of the in-game Dragons. If any DCC NFTs are removed or sold they will need to be replaced for the in-game Dragon to become active again.

If all 8 Dragon slots are filled with DCC's then Tier 1-4 in-game dragons are available for the Player. However, only one can be used at one time, and the Tiers need to be locked in and cannot be changed for 7 days with TCG receiving fees for each unlocking and re-locking of Dragon Tiers.

Each Dragon Slot will be as follows:

- DCC Slot 1- will be the Chief Alpha Dragon (used for all Tiers)
- DCC Slot 2- will be the Deputy Beta Dragon (used for Tier 1-2)
- DCC Slot 3-4- will be the two Enforcer Gamma Dragons (Tier 1-3)
- DCC Slot 5-8- will be the four Support Squad Delta Dragons (Tier 1-4)

If the Player has more than 8 Dragons and wishes to access all of the Tiers instead of waiting a week for each change, they can make all In-game Dragons and lock in the relevant DCC's for each Dragon Tier.

The Mythic Dragons are activated by three options:

- Placing the Top Ten in the Mythic Slots
- Placing up to 10 DCC NFTs which contain all TCG traits in the Combination in the Mythic Slots
- Placing one DCC NFT and a Mythic Egg in the Mythic Slots

The Players Profile will show a Dragon Badge, the highest Dragon Tier level and the highest DCC Rarity Score, for example; a player with a Tier 4 Flying Dragon will be shown as John Smith 4  274.75. See Below.

2. Dragon Rank System

Each DCC has a Rank and Rarity Score associated with it determined by its traits and will fit within a Rarity Group (See table below). Some extra utilities will be unlocked by holding higher ranks.

The DCC ranks are most accurately shown on RankNFT.io,
<https://ranknft.io/collection/tcg-world-dragons>

Rank	DCC NFT Rarity	DCC NFT Rarity Scores
Rank 1-10	Mythic Dragons	26506.25 - 278.66
Rank 11-100	Legendary Dragons	276.94 - 222.02
Rank 101-500	Epic Dragons	213.83 - 116.17
Rank 501-2000	Rare Dragons	116.09 - 66.32
Rank 2001-5000	Uncommon Dragons	66.31 - 53.09
Rank 5001-10000	Common Dragons	53.09 - 37.23

Each DCC NFT will receive Gold based on these ranks. The Dragon Gold can be hoarded like good Dragons love to do or it can be used to exchange for rewards and upgrades from one of four Dragon Marketplace Vendors; Dragon Trainer, Dragon Fitter, Dragon Vendor or Dragon Trader.

All DCC NFTs Dragon Gold within a Dragon Combination to make a Tier 2-4 Dragon, will all be combined with bonuses in sections below to form an in-game Dragon Gold Total (Tier 4 – Flying, Tier 3 – Battle, Tier 2 – Raider, and Tier 1 – Hunter Dragon).

In-game Dragon Rarity for Raider, Battle and Flyer Dragons will be determined by the Dragon combinations Rarity Score. Each individual DCC NFTs rarity score from ranknft.io will be added up to determine its in-game Dragon rarity and therefore Dragon Gold (See the Tables Below).

Please visit <https://swapsea.eu/tcgdragons/> to calculate the scores of your Dragon combination/s.

Baby Dragon's do not have any rarity.



Tier 1 Hunter Dragon's



Hunter Dragon Rarity	Rarity Score
Legendary Dragons	220+
Epic Dragons	116.1+
Rare Dragons	66.32+
Uncommon Dragons	53.099+
Common Dragons	37.23+

Tier 2 Raider Dragon's



Raider Dragon Rarity	Rarity Score
Legendary Dragons	336+
Epic Dragons	183+
Rare Dragons	120+
Uncommon Dragons	90+
Common Dragons	74+

Tier 3 Battle Dragon's



Battle Dragon Rarity	Rarity Score
Mythic Dragons	See Mythic Section
Legendary Dragons	504+
Epic Dragons	275+
Rare Dragons	220+
Uncommon Dragons	196+
Common Dragons	148+

Tier 4 Flying Dragon's



Flying Dragon Rarity	Rarity Score
Mythic Dragons	See Mythic Section
Legendary Dragons	1008+
Epic Dragons	550+
Rare Dragons	440+
Uncommon Dragons	392+
Common Dragons	296+

2.1 Dragon Attribute Points

The Tier 1–5 in-game Dragons will have a max set point for each rarity of Dragon specific to each Tier. The player will be able to allocate these points to different attributes for their chosen Regional in-game Dragon which will have its own unique strengths and weaknesses.

All Dragons will start with 10 points which they can allocate to their desired strategy. The rest of the Attribute points must be earned through in world activities to reach the maximum set points available for the rarity class of the Dragon.

For example, a Legendary Battle Dragon will start with 10 Attribute points and through in world battling it will gain XP and level up to give the player access to more Attribute points to allocate.

3. Tier 1 – Hunter Dragon

The Tier 1 Hunter Dragon will receive points to allocate to abilities to help battle sprites. These include Speed, Attack, Intelligence and Defence. The abilities will have a max of 25 points each, so the Player will have to allocate the points wisely, and can only be used for the one in-game Dragon and not saved to allocate to another.

Speed

How quickly a Dragon will fill their turn pool.

Adding points to this will increase the Battle Dragon's number of turns. A Dragon with speed of 20 will have twice as many turns as a Dragon with 10.

Attack

How much damage is delivered to the opponents Health Points.

Adding points to this will increase attack damage.

Intelligence

How accurate the Dragon/Sprites moves and abilities are.

Adding points to this will increase the probability of an attack or ability landing or producing a special/extra effect to the opponents.

Defense

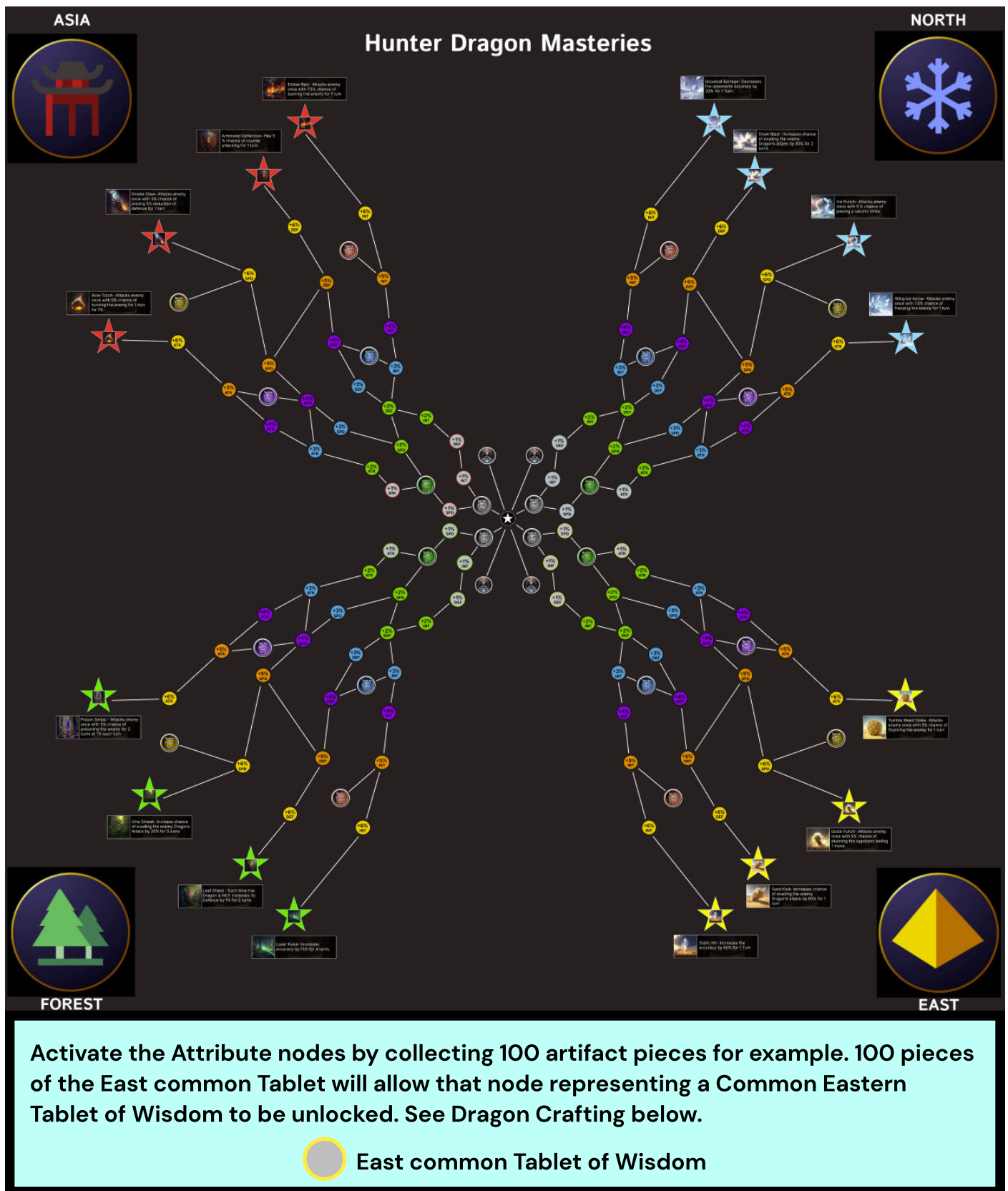
Increases the resistance to incoming attacks.

Max Set Points

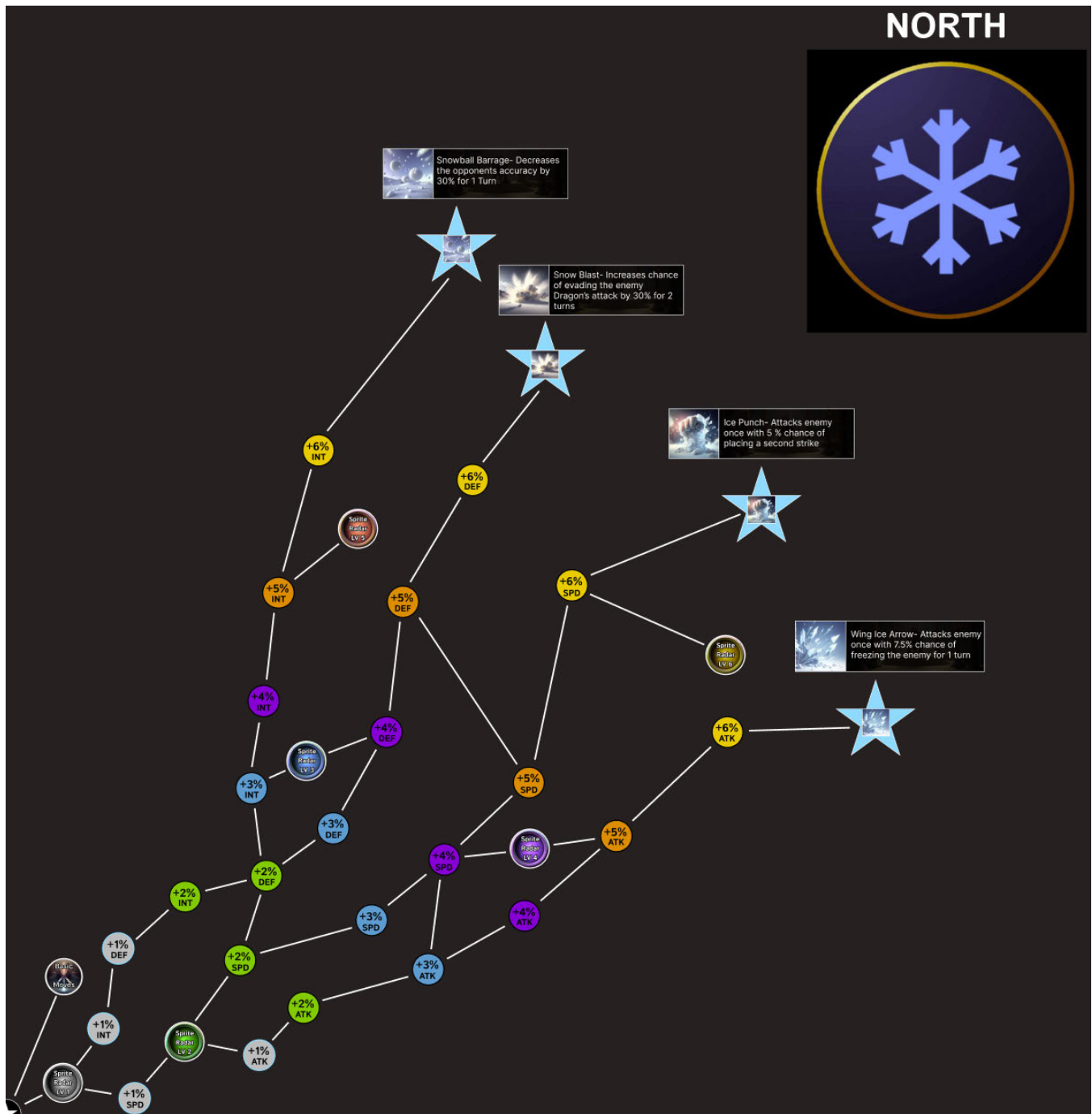
The Max Set Point of Attribute points is determined by the Dragons rarity as shown in the table below. For example a common Hunter Dragon starts on 10 attribute points but can only ever spend 20 due to its rarity.

Hunter Dragon Rarity	Attribute Points
Legendary Dragons	30
Epic Dragons	27
Rare Dragons	24
Uncommon Dragons	22
Common Dragons	20

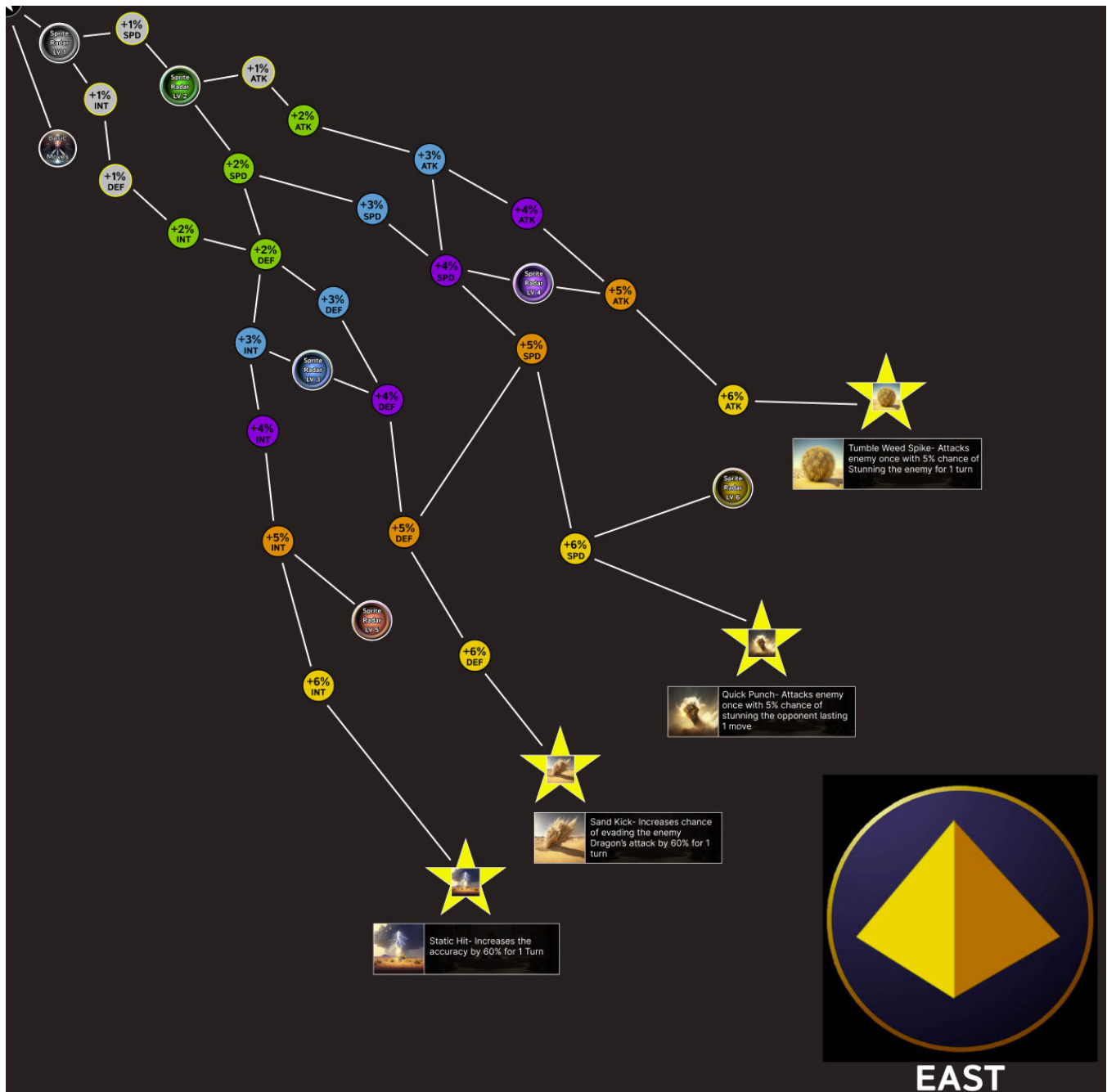
3.1 Hunter Dragon Mastery Tree



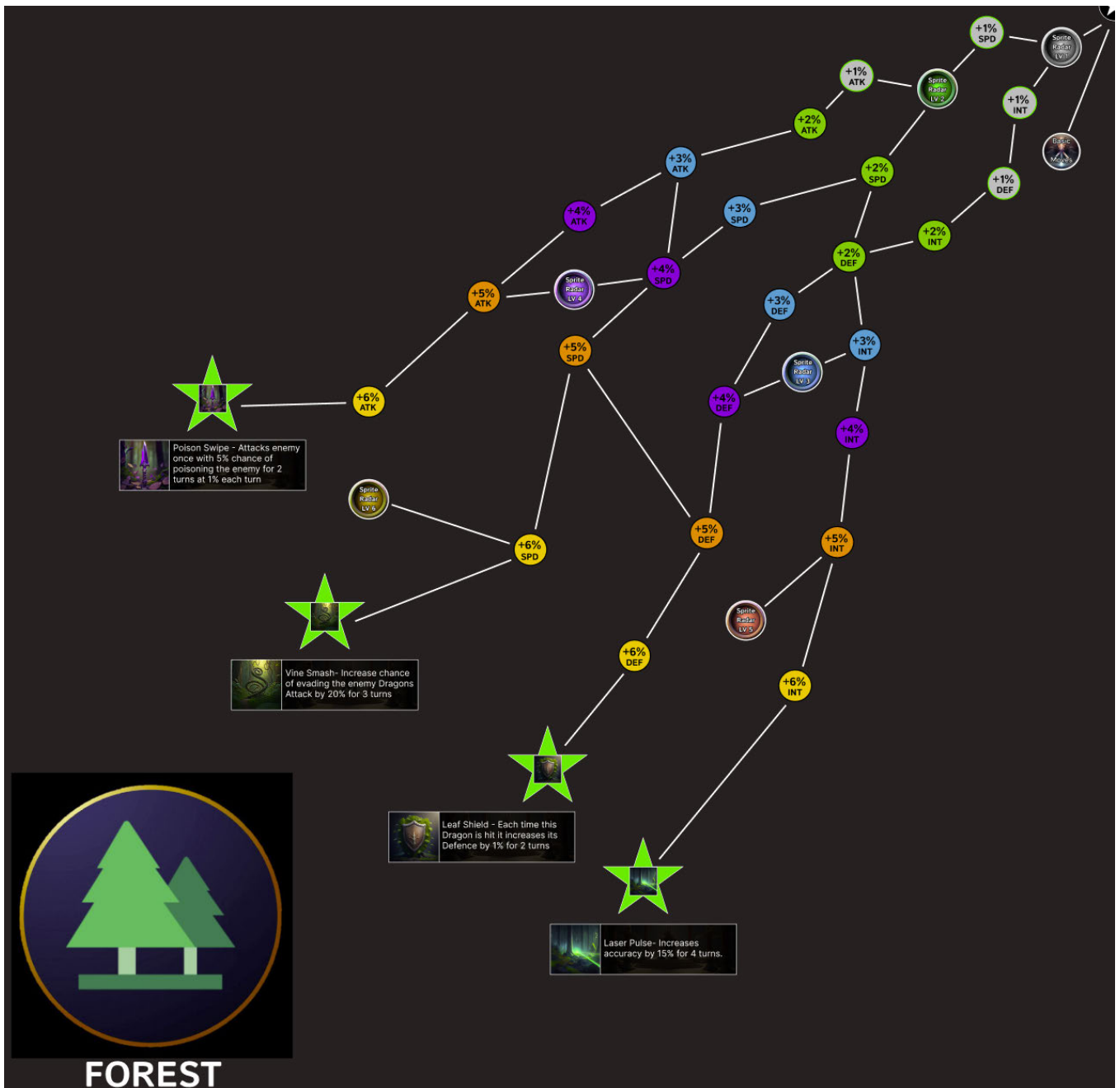
3.1.2 North Hunter Dragon Mastery Tree



3.1.3 East Hunter Dragon Mastery Tree



3.1.4 Forest Hunter Dragon Mastery Tree



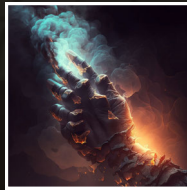
3.2 Hunter Dragon Battle Moves

	Asia	East	Forest	North	Turn Refresh
Speed Move	Smoke Claw- Increased chance of evading the enemy Attack by 30% for 2 turns	Quick Punch- Attacks enemy once with 5% chance of stunning the opponent lasting 1 move.	Vine Smash- Increase chance of evading the enemy Attack by 20% for 3 turns	Ice Punch- Attacks enemy once with 5 % chance of placing a second strike.	1
Level 1	+1% Increased Evasion	+1% Damage Increase	+1% Increased Evasion	+1% Damage Increase	1
Level 2	+1% Increased Evasion	+1% Damage Increase	+1% Increased Evasion	+1% Damage Increase	1
Level 3	+1% Increased Evasion	+1% Damage Increase	+1% Increased Evasion	+1% Damage Increase	1
Level 4	+1% Increased Evasion	+1% Damage Increase	+1% Increased Evasion	+1% Damage Increase	1
Level 5	+1% Increased Evasion	+1% Damage Increase	+1% Increased Evasion	+1% Damage Increase	1
Attack Move	Blow Torch- Attacks enemy once with 5% chance of burning the enemy for 1 turn for 1%.	Tumble Weed Spike- Attacks enemy once with 5% chance of Stunning the enemy for 1 turn.	Poison Swipe - Attacks enemy once with 5% chance of poisoning the enemy for 2 turns at 1% each turn.	Wing Ice Arrow- Attacks enemy once with 7.5% chance of freezing the enemy for 1 turn	3
Level 1	+1% Damage Increase	+1% Damage Increase	+1% Damage Increase	+1% Damage Increase	3
Level 2	+1% Damage Increase	+1% Damage Increase	+1% Damage Increase	+1% Damage Increase	3
Level 3	+1% Damage Increase +1% chance of burning the enemy	+1% Damage Increase +1% chance of stunning the enemy	+1% Damage Increase +1% chance of poisoning enemy	+1% Damage Increase +1% chance of freezing enemy	3
Level 4	+1% Damage Increase	+1% Damage Increase	+1% Damage Increase	+1% Damage Increase	3
Level 5	+2% chance of burning the enemy	+2% chance of stunning the enemy	+2% chance of poisoning the enemy	+2% chance of freezing enemy	3
Defence Move	Armoured Deflection- Has 5 % chance of counter attacking for 1 turn.	Sand Kick- Increases chance of evading the enemy's attack by 60% for 1 turn.	Leaf Shield - Each time this Dragon is hit it increases its Defence by 1% for 2 turns.	Snow Blast- Increases chance of evading the <u>enemy's</u> attack by 30% for 2 turns.	3
Level 1	+1% on chance of counterattack	+1% Increased Evasion	+1% on defence per hit	+1% Increased Evasion	3
Level 2	+1% on chance of counterattack	+1% Increased Evasion	+1% on defence per hit	+1% Increased Evasion	3
Level 3	+1% on chance of counterattack	+1% Increased Evasion	+1% on defence per hit	+1% Increased Evasion	3
Level 4	+1% on chance of counterattack	+1% Increased Evasion	+1% on defence per hit	+1% Increased Evasion	3
Level 5	+1% on chance of counterattack	+1% Increased Evasion	+1% on defence per hit	+1% Increased Evasion	3
Intel Move	Ember Rain- Ember Rain- Increases Accuracy by 20% for 3 turns.	Static Hit- Increases the accuracy by 60% for 1 Turn.	Laser Pulse- Increases accuracy by 15% for 4 turns.	Snowball Barrage- Decreases the Enemy's accuracy by 30% for 1 Turn.	
Level 1	+1% Accuracy Increase	+1% Accuracy Increase	+1% Accuracy Increase	+1% Decrease in Enemy's Accuracy.	5
Level 2	+1% Accuracy Increase	+1% Accuracy Increase	+1% Accuracy Increase	+1% Decrease in Enemy's Accuracy.	5
Level 3	+1% Accuracy Increase	+1% Accuracy Increase	+1% Accuracy Increase	+1% Decrease in Enemy's Accuracy.	5
Level 4	+1% Accuracy Increase	+1% Accuracy Increase	+1% Accuracy Increase	+1% Decrease in Enemy's Accuracy.	5
Level 5	-1 Turn refresh	-1 Turn refresh	-1 Turn refresh	-1 Turn refresh	5

3.2.1 Asia Hunter Dragon Battle Moves



SPEED-



Smoke Claw - Increased chance of evading the enemy's Attack by 30% for 2 turns

ATTACK-



Blow Torch - Attacks enemy once with 5% chance of burning the enemy for 1 turn for 1%

DEFENCE-



Armoured Deflection - Has 5% chance of counter attacking for 1 turn

INTELLIGENCE-

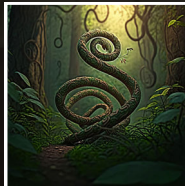


Ember Rain - Increases Accuracy by 20% for 3 turns

3.2.2 Forest Hunter Dragon Battle Moves

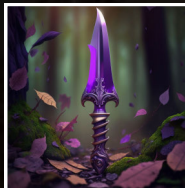


SPEED-



Vine Smash - Increase chance of evading the enemy's Attack by 20% for 3 turns

ATTACK-



Poison Swipe - Attacks enemy once with 5% chance of poisoning the enemy for 2 turns at 1% each turn

DEFENCE-



Leaf Shield - Each time this Dragon is hit it increases its Defence by 1% for 2 turns

INTELLIGENCE-



Laser Pulse - Increases accuracy by 15% for 4 turns.

3.2.3 East Hunter Dragon Battle Moves



SPEED-



Quick Punch - Attacks an enemy once with 5% chance of stunning the opponent lasting 1 move

ATTACK-



Tumble Weed Spike - Attacks an enemy once with 5% chance of Stunning the enemy for 1 turn

DEFENCE-



Sand Kick - Increases chance of evading attacks by 60% for 1 turn

INTELLIGENCE-



Static Hit - Increases hit accuracy by 60% for 1 Turn

3.2.4 North Hunter Dragon Battle Moves

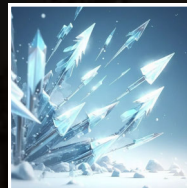


SPEED-



Ice Punch - Attacks enemy once with 5% chance of placing a second strike

ATTACK-



Wing Ice Arrow - Attacks enemy once with 7.5% chance of freezing the enemy for 1 turn

DEFENCE-



Snow Blast - Increases chance of evading the enemy's attack by 30% for 2 turns

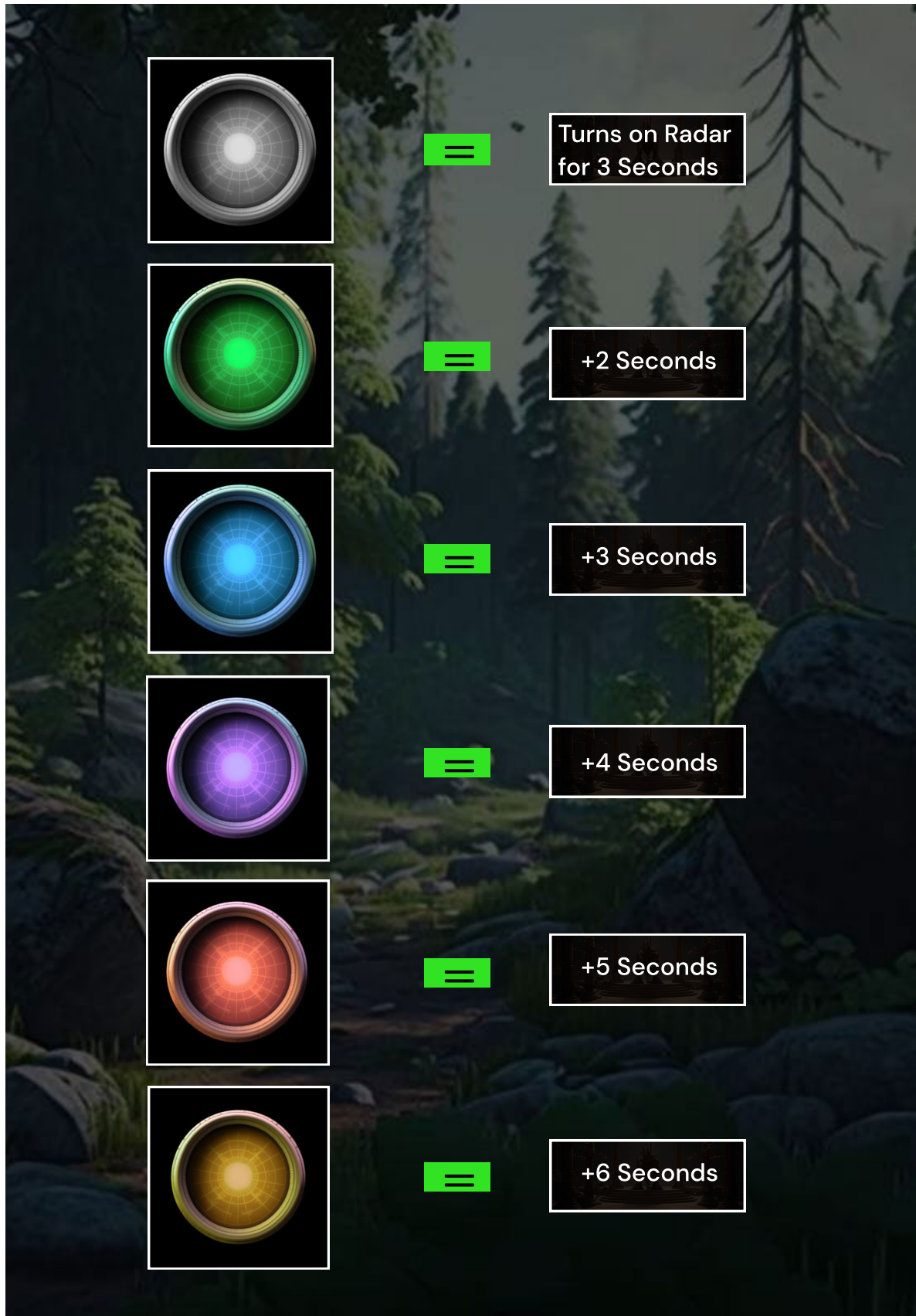
INTELLIGENCE-



Snowball Barrage - Decreases the opponents accuracy by 30% for 1 Turn

3.3 Hunter Dragon Sprite Radar

The Hunter Dragon will have access to a Sprite Radar, which will indicate towards the closest Sprite. The level, rarity and upgrades determine the radars efficiency such as the amount of time the Radar is active for and the cool down period between each activation. See Image Below.



4. Tier 2 – Raider Dragon

The Tier 2 Raider Dragon will receive points to allocate to abilities to help in its movement around the map. These include Speed (SPD), Stamina (STA), Boost (BST) and Agility (AGL). The abilities will have a max of 25 points each, so the Player will have to allocate the points wisely, and can only be used for the one in-game Dragon and not saved to allocate to another.

Speed

Adding points to this will increase the base speed of the Dragon.

Stamina

Size of stamina pool, used for sprints and tricks.

Adding points to this will increase the pool of stamina to allow more Sprints and Tricks

Sprint Speed

Adding points to this will increase the speed of the Dragon while sprinting.

Agility

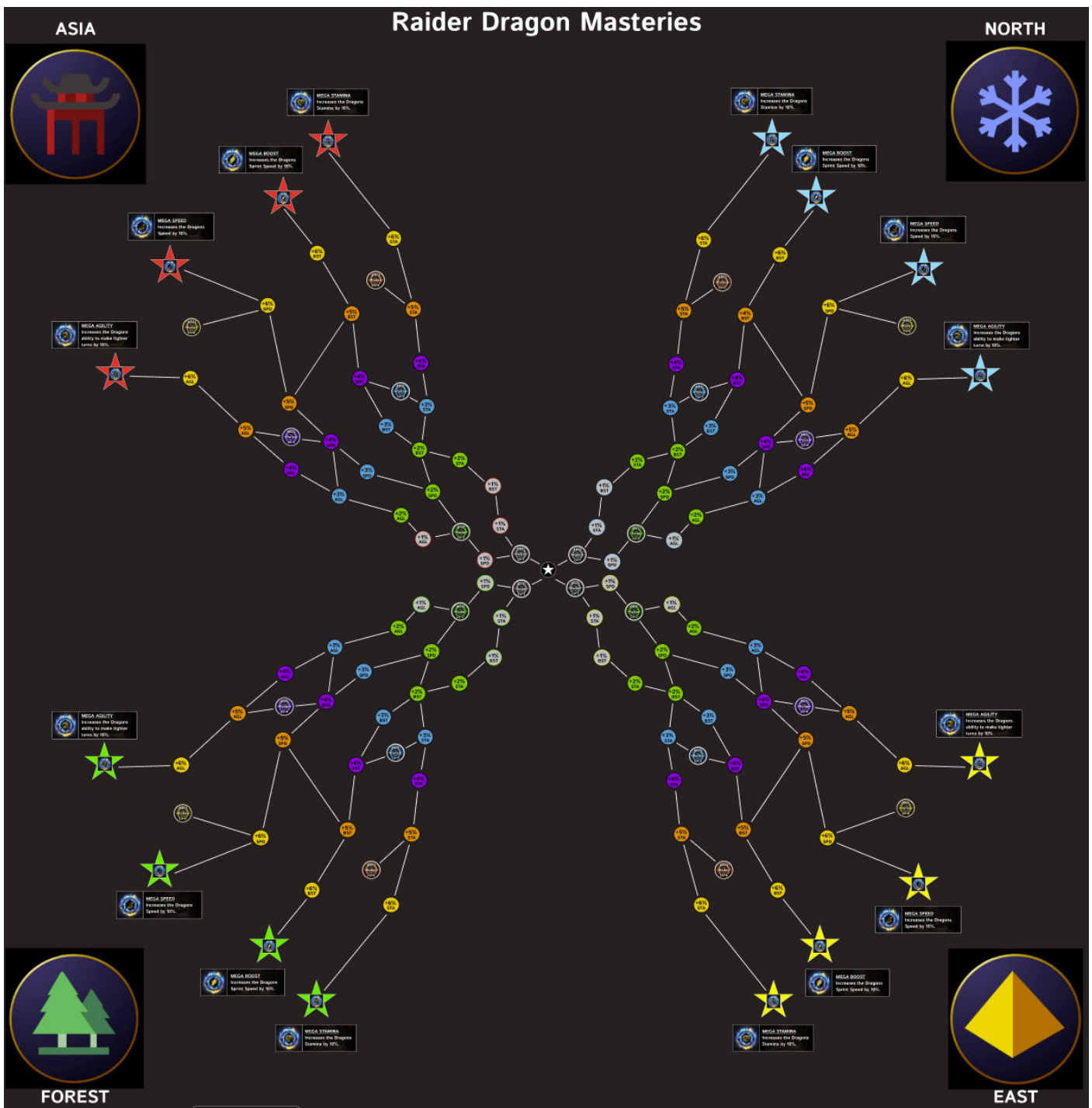
How tight the dragon can turn; Adding points to this will increase the dragons ability to make tighter turns.

Max Set Points

The Max Set Point of Attribute points is determined by the Dragons rarity as shown in the table below.

Raider Dragon Rarity	Attribute Points
Legendary Dragons	50
Epic Dragons	47
Rare Dragons	44
Uncommon Dragons	42
Common Dragons	40

4.1 Raider Dragon Mastery Tree

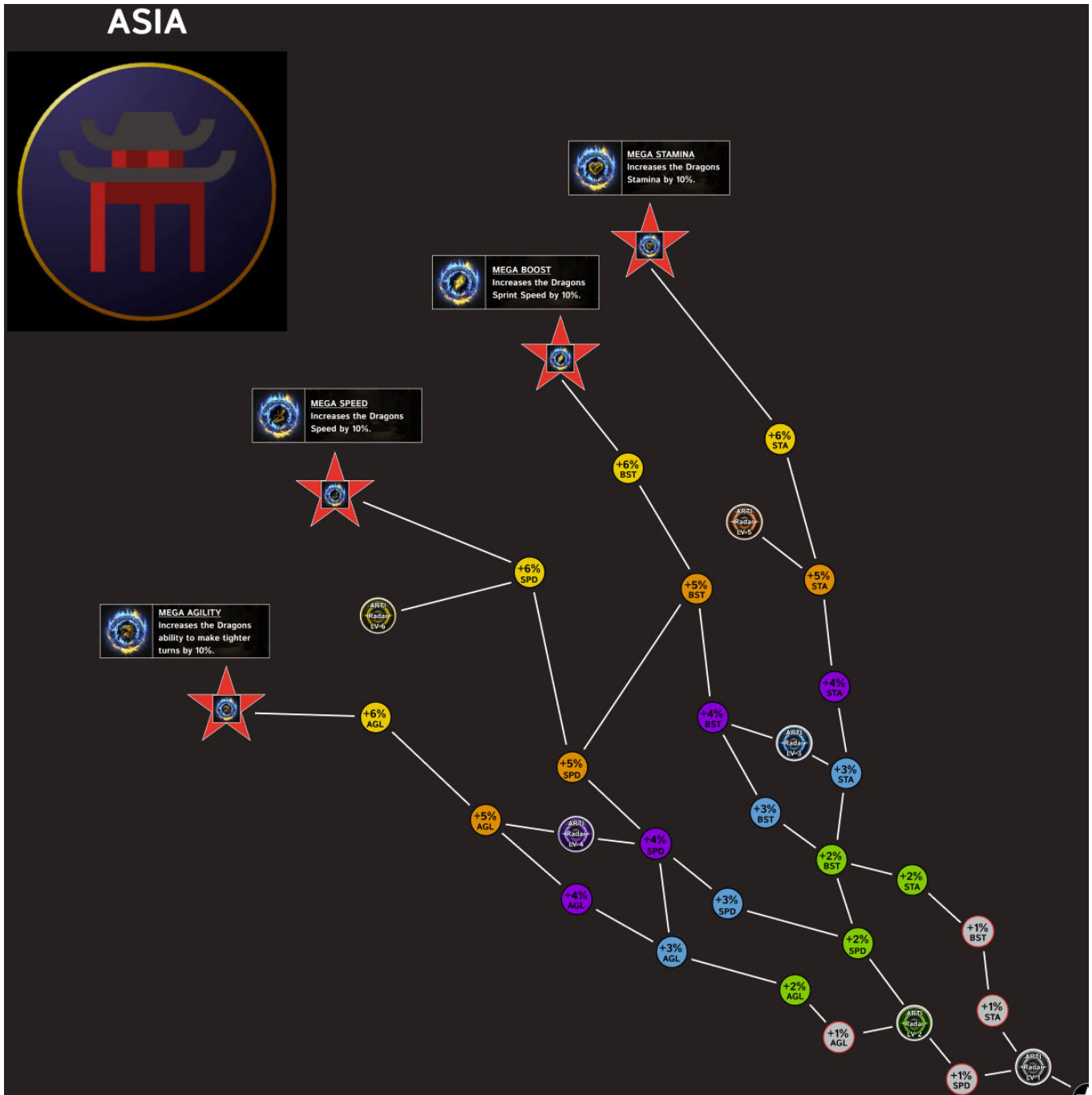


Activate the Artifact nodes by collecting 100 x of the artifact pieces for example. 100 pieces of the East common Tablet will allow that node representing a Common Eastern Tablet of Wisdom to be unlocked. See Dragon Crafting below.

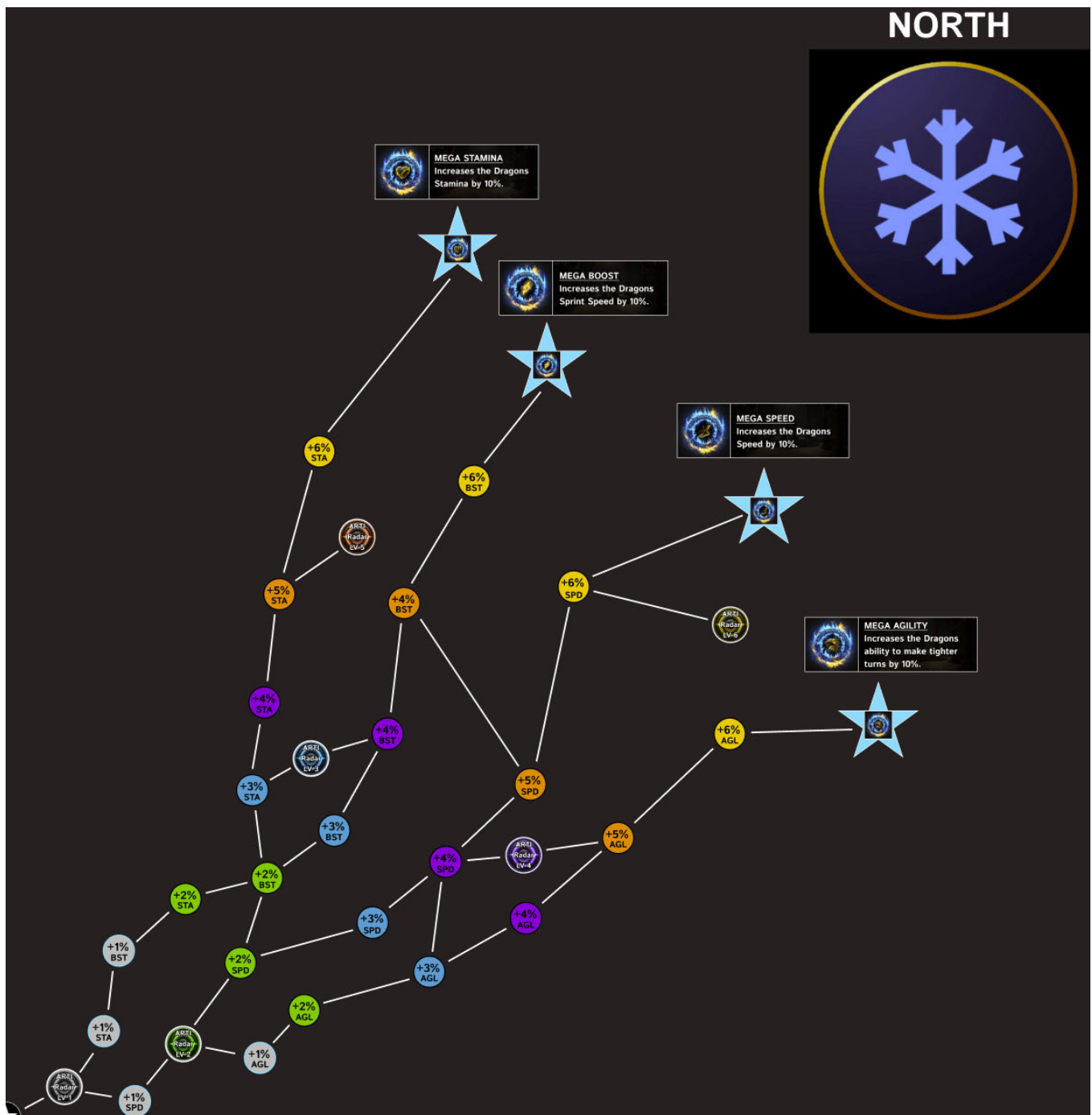


East common Tablet of Wisdom

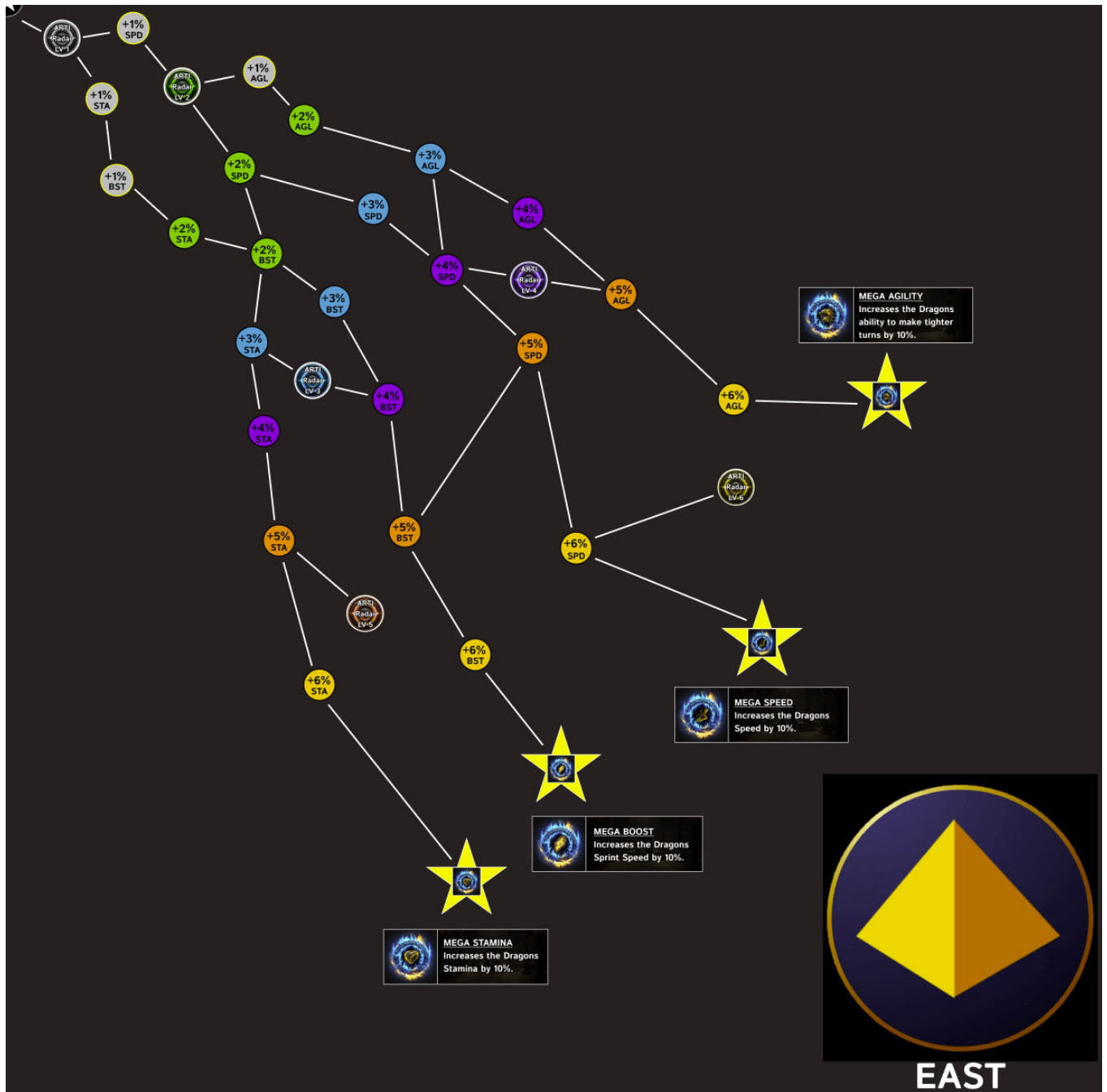
4.1.1 Asia Raider Dragon Mastery Tree



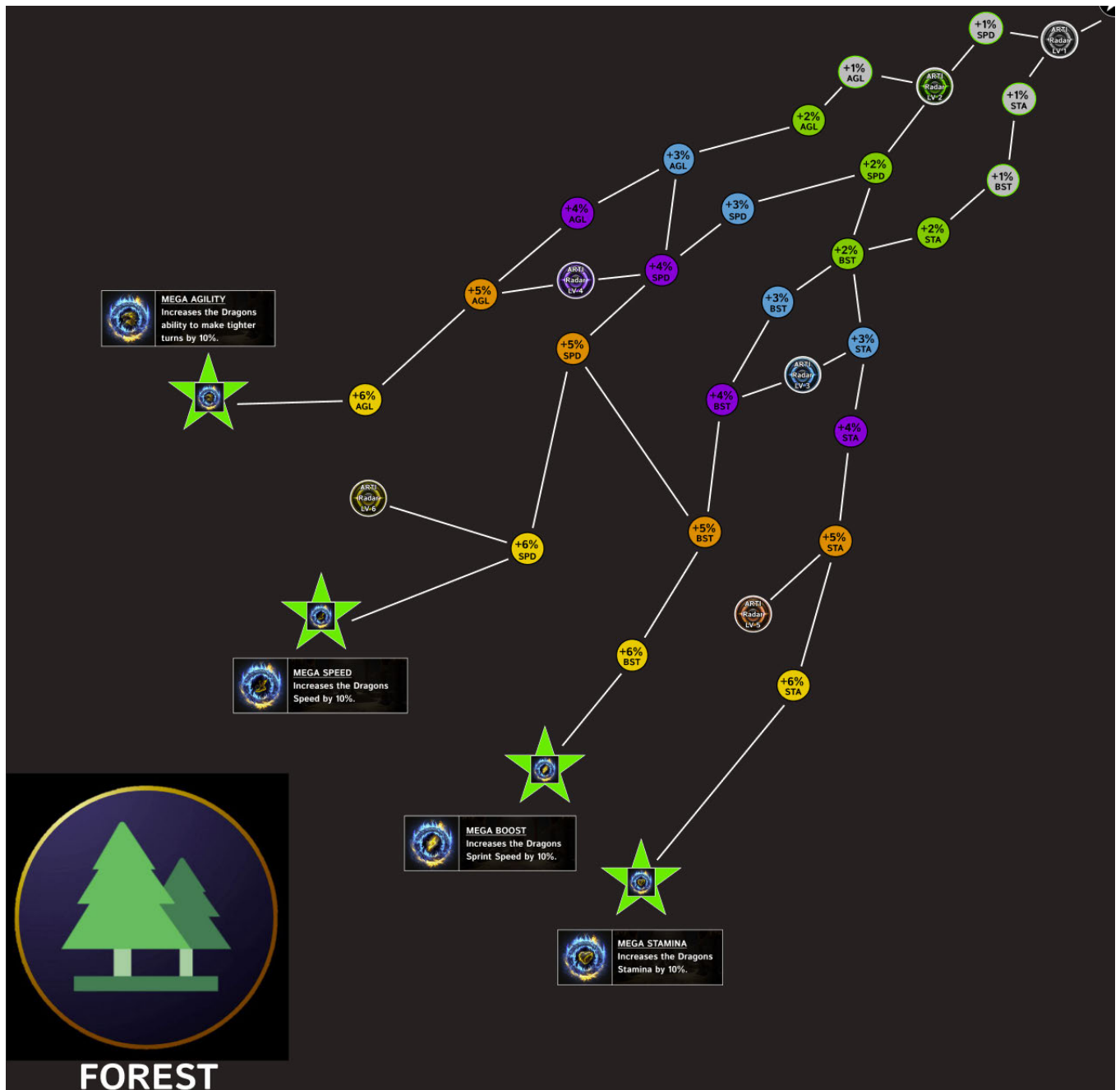
4.1.2 North Raider Dragon Mastery Tree



4.1.3 East Raider Dragon Mastery Tree



4.1.4 Forest Raider Dragon Mastery Tree

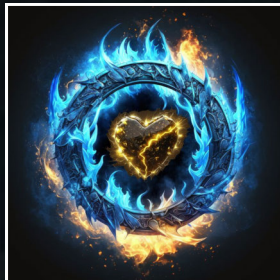


4.2 Raider Dragon Mega Attribute Enhancements



Mega Speed

Increases the Dragons Speed by 10%.



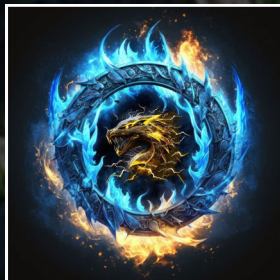
Mega Stamina

Increases the Dragons Stamina by 10%.



Mega Boost

Increases the Dragons Sprint Speed by 10%.

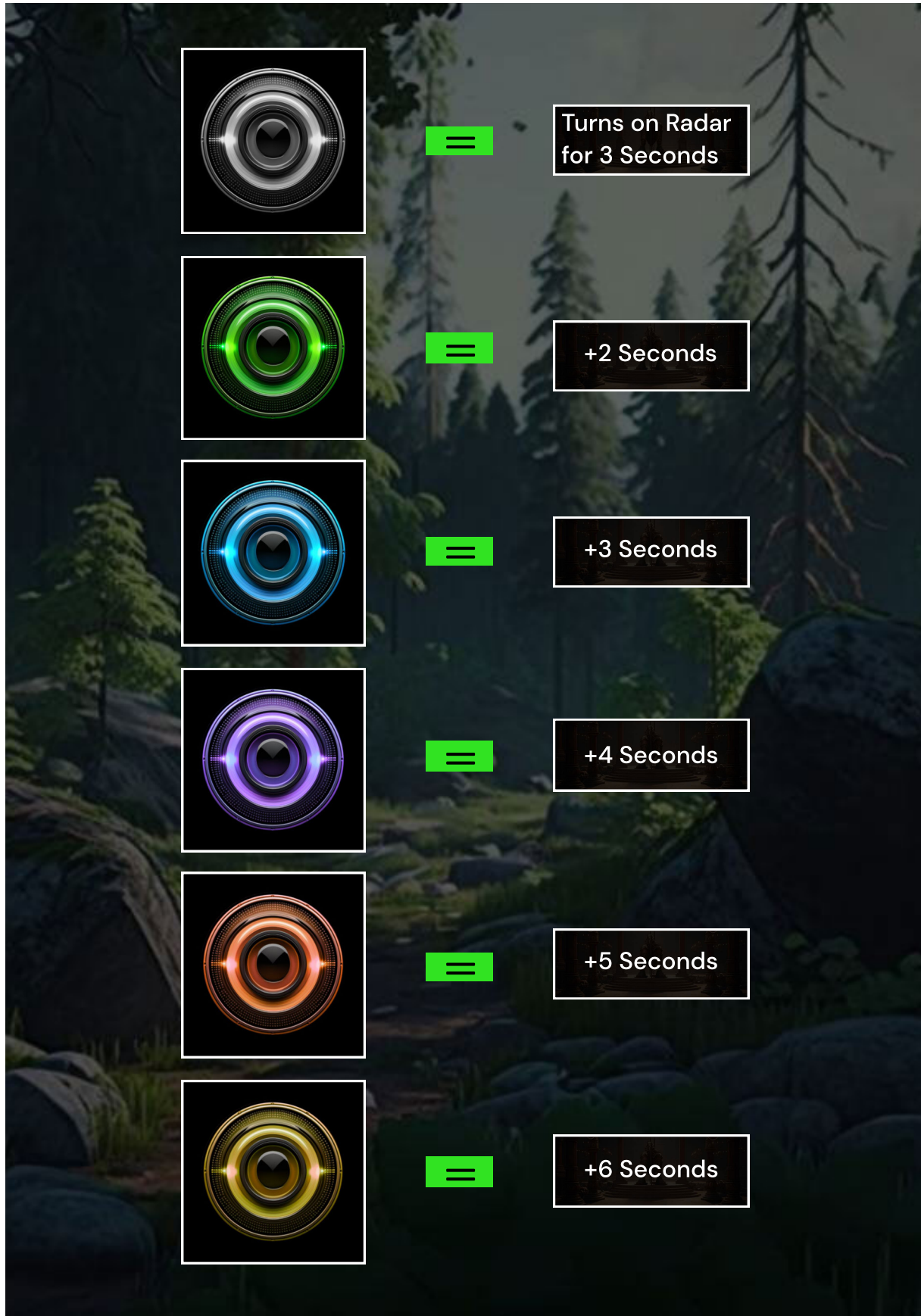


Mega Agility

Increases the Dragons ability to make tighter turns by 10%.

4.3 Raider Dragon Artifact Radar

The Raider Dragon will have access to an Artifact Radar, which will indicate towards the closest Artifact. The level, rarity and upgrades determine the radars efficiency such as the amount of time the Radar is active for and the cool down period between each activation. See Image Below.



5. Tier 3 – Battle Dragon

The Tier 3 Battle Dragon will receive points to allocate to abilities to help battle other Dragons and Sprites. These include Health Points (HP) Speed (SPD), Attack (ATK) Defence (DEF), Agility (AGL), Intelligence (INT), Endurance (END) and Arcane (ARC). The abilities will have a max of 25 points each, so the Player will have to allocate the points wisely, and can only be used for the one in-game Dragon and not saved to allocate to another.

Health Points

How much damage a Dragon can take before being defeated. Adding points to this will increase the health points for the Battle Dragon.

Speed

How quickly a Dragon will fill their turn pool.

Adding points to this will increase the Battle Dragons number of turns. For example, a Dragon with speed of 20 will have twice as many turns as a Dragon with 10.

Attack

How much damage is delivered to the opponents Health Points.

Adding points to this will increase attack damage.

Defence

Increases the resistance to incoming attacks.

Agility

Adding points to this will increase the chance of evading attacks.

Intelligence

How accurate the Dragons moves and abilities are.

Adding points to this will increase the probability of an attack or ability landing or producing a special/extra effect on the opponents.

Battle Dragon Rarity

An important factor in determining the strength and ability of your Dragons is their rarity. TCG classifies its Dragons according to six levels of rarity. The Battle Dragons rarity is explained in the section Dragon Rank–Battle Dragon Rarity. For now the below chart shows the Max Set Point of Attribute points for each rarity.

- **Common (Grey):** Consists of the lower ranked Dragons from the DCC NFT collection, they receive 90 Attribute points. See below in the Dragon Rarity section.
- **Uncommon (Green):** These are mainly lower to middle ranked Dragons from the DCC NFT collection so they receive 92 Attribute points.
- **Rare (Blue):** Rare Battle Dragons contain ever increasing rarer Dragons from the DCC NFT collection so they receive 94 Attribute points.
- **Epic (Purple):** Epic Dragons in TCG World start to bring a more impressive set point of Attribute Points to allocate. They consist of much rarer dragons from the DCC NFT collection so they receive 97 Attribute points.
- **Legendary (Orange):** Are magnificently rare and strong Dragons. These exceptional Dragons bring game-changing set point of Attribute Points to allocate. They consist of much more incredibly rare Dragons from the DCC NFT collection so they receive 100 Attribute points.
- **Mythic (Gold):** As the most prestigious Battle Dragons of TCG World. These can only be won during the Battle Month for Dragons. There will only ever be 10 available and only the most valued warriors will stand a chance of owning one. They have the most impressive Attribute set point at 110 points.

The key takeaway is that grinding the Battle Arenas is essential to figuring out and mastering the correct combinations of Attribute Points and effective game strategies for your game play style, thus enabling you to better defeat the competition.

Battle Dragon Rarity	Attribute Points
Mythic Dragons	110
Legendary Dragons	100
Epic Dragons	97
Rare Dragons	94
Uncommon Dragons	92
Common Dragons	90

5.1 Battle Dragon Moves

	Asia	East	Forest	North	Turn Refresh
Speed Move	Smoke Punch- Attacks enemy once with 20 % chance of placing 20% reduction of defence for 1 Turn.	Fury of Fists- Attacks enemy once with 20% chance of stunning the opponent lasting 1 move.	Bio-Sphere Bash- Attacks enemy once with 30 % chance of placing 20% reduction of Speed for 2 Turns.	Ice Blade- Attacks enemy once with 20 % chance of placing a second strike.	1
Level 1	+5% Damage Increase	+5% Damage Increase	+5% Damage Increase	+5% Damage Increase	1
Level 2	+5% Damage Increase	+5% Damage Increase	+5% Damage Increase	+5% Damage Increase	1
Level 3	+5% Damage Increase	+5% Damage Increase	+5% Damage Increase	+5% Damage Increase	1
Level 4	+5% Damage Increase	+5% Damage Increase	+5% Damage Increase	+5% Damage Increase	1
Level 5	+5% Damage Increase	+5% Damage Increase	+5% Damage Increase	+5% Damage Increase	1
Attack Move	Lava Rain- Attacks enemy once with 25% chance of burning the enemy for 1 turn for 4%.	Forsaken wound- Attacks enemy once with 25% chance of Stunning the enemy for 1 turn.	Blades of Bane - Attacks enemy once with 50% chance of poisoning the enemy for 2 turns at 2% each turn.	Blizzard- Attacks enemy once with 25 % chance of Freezing the enemy for 1 turn.	3
Level 1	+5% Damage Increase	+5% Damage Increase	+5% Damage Increase	+5% Damage Increase	3
Level 2	+10% Damage Increase	+10% Damage Increase	+10% Damage Increase	+10% Damage Increase	3
Level 3	+5% Damage Increase +5% chance of burning the enemy	+5% Damage Increase +5% chance of stunning the enemy	+5% Damage Increase +5% chance of poisoning enemy	+5% Damage Increase +5% chance of freezing enemy	3
Level 4	+10% Damage Increase	+10% Damage Increase	+10% Damage Increase	+10% Damage Increase	3
Level 5	+15% chance of burning the enemy	+15% chance of stunning the enemy	+15% chance of poisoning the enemy	+15% chance of freezing enemy	3
Defence Move	Shield Retaliation- Has 60 % chance of counter attacking for 1 turn.	Dust Storm- Attacks enemy once with 15 % chance of the opponent missing the attack for 1 turn.	Gaia's Revenge- Each time this Dragon is hit it increases its Defence by 2% for 2 turns.	Iceberg Wall- Attacks enemy once with 30 % chance of placing a 20 % decrease in opponents Attack damage for 1 turn.	3
Level 1	+1% on chance of counterattack	+1% on chance of missing	+1% on defence per hit	-5% decrease of opponents attack damage	3
Level 2	+1% on chance of counterattack	+1% on chance of missing	+1% on defence per hit	-5% decrease of opponents attack damage	3
Level 3	+1% on chance of counterattack	+1% on chance of missing	+1% on defence per hit	-5% decrease of opponents attack damage	3
Level 4	+1% on chance of counterattack	+1% on chance of missing	+1% on defence per hit	-5% decrease of opponents attack damage	3
Level 5	+1% on chance of counterattack	+1% on chance of missing	+1% on defence per hit	-5% decrease of opponents attack damage	3
Intel/ Special Move	Fire storm- Attacks enemy once with 45% chance of burning the enemy for 1 turn.	Lightning Bolt- Attacks enemy three times with 50% chance of decreasing speed by 30% for 2 turns.	Laser beam- Attacks enemy once with 30% chance of poisoning the enemy for 2 turns.	Avalanche- Attacks enemy once with 45% chance of freezing the enemy for 1 turn.	
Level 1	+10% Damage Increase	+10% Damage Increase	+10% Damage Increase	+10% Damage Increase	5
Level 2	+10% Damage Increase	+10% Damage Increase	+10% Damage Increase	+10% Damage Increase	5
Level 3	+5% Damage Increase +5% chance of burning enemy	+5% Damage Increase +5% chance of burning enemy	+5% Damage Increase +5% chance of burning enemy	+5% Damage Increase +5% chance of freezing enemy	5
Level 4	+10% Damage Increase	+10% Damage Increase	+10% Damage Increase	+10% Damage Increase	5
Level 5	-1 Turn refresh	-1 Turn refresh	-1 Turn refresh	-1 Turn refresh	5

Healing	Essential Cure- Heals 20% of their max HP over 1 turn.	Vital Remedy- Heals 10% of their max HP over 2 turns.	Mother's Nurture- Heals 20% of their max HP over 1 turn.	Holy Salvation- Heals 10% of their max HP over 3 turns.	
Level 1	+2% heal of their max HP.	+1% heal of their max HP per turn.	+2% heal of their max HP.	+1% heal of their max HP per turn.	4
Level 2	+2% heal of their max HP.	+1% heal of their max HP per turn.	+2% heal of their max HP.	+1% heal of their max HP per turn.	4
Level 3	+2% heal of their max HP.	+1% heal of their max HP per turn.	+2% heal of their max HP.	+1% heal of their max HP per turn.	4
Level 4	+4% heal of their max HP.	+1% heal of their max HP per turn.	+4% heal of their max HP.	+1% heal of their max HP per turn.	4
Level 5	-1 Turn refresh	-1 Turn refresh	-1 Turn refresh	-1 Turn refresh	4
Agility	Deferred Strike- Increased chance of evading the enemy Dragons Attack by 30% for 2 turns	Rapid Bolt- Places a 60% chance of opponents attacks to miss the Dragon for 1 turn	Biota Blitz- Increased chance of evading the enemy Dragons Attack by 20% for 3 turns	Reaping Velocity- Decreases the enemy's accuracy by 30% for 2 turns	
Level 1	+1% Increased Evasion	+1% Increased Evasion	+1% Increased Evasion	+1% Decrease in Enemy's Accuracy.	3
Level 2	+1% Increased Evasion	+1% Increased Evasion	+1% Increased Evasion	+1% Decrease in Enemy's Accuracy.	3
Level 3	+1% Increased Evasion	+1% Increased Evasion	+1% Increased Evasion	+1% Decrease in Enemy's Accuracy.	3
Level 4	+1% Increased Evasion	+1% Increased Evasion	+1% Increased Evasion	+1% Decrease in Enemy's Accuracy.	3
Level 5	+1% Increased Evasion	+1% Increased Evasion	+1% Increased Evasion	+1% Decrease in Enemy's Accuracy.	3

Team Battles

There will be an option for team battles where 1-4 Players will be able to Battle together. Whether that is one person using multiple Dragons or several Players teaming up to compete against other teams, clans and guilds. This will unlock extra moves to affect the multiple enemies. See Battle Moves below.

Team Battle Attack	Fury of Fire- Attacks all enemies with a 10% chance of burning an opponent for 1 turn.	Thunderclap- Attacks all enemies.	Double bane- Attacks 1 opponent and receives and extra turn if the target is killed.	Uniting Assault- Attacks 1 enemy with 1 selected Ally for 1 turn.	
Level 1	+5% Damage	+5% Damage	+5% Damage	+5% Damage	5
Level 2	+5% Damage	+5% Damage	+5% Damage	+5% Damage	5
Level 3	+5% Damage	+5% Damage	+5% Damage	+5% Damage	5
Level 4	+5% Damage	+5% Damage	+5% Damage	+5% Damage	5
Level 5	-1 Turn refresh	-1 Turn refresh	-1 Turn refresh	-1 Turn refresh	5
Team Battle Boost	Scaled Synchronicity- Increase attack damage by 30% for all Allies	Desert Tornado- Decreases all enemies turn pools by 15% for 2 turns	Gaia's Revival- Revives and fallen Ally to 30% of max health points.	Glacial Shield- Increases the Defence of all Allies by 30% for 2 turns.	
Level 1	+1% damage increase	-1% turn pool of all enemies	+1% increase in health points	+1% defence increase	4
Level 2	+1% damage increase	-1% turn pool of all enemies	+1% increase in health points	+1% defence increase	4
Level 3	+1% damage increase	-1% turn pool of all enemies	+1% increase in health points	+1% defence increase	4
Level 4	+1% damage increase	-1% turn pool of all enemies	+1% increase in health points	+1% defence increase	4
Level 5	+1% damage increase	-1% turn pool of all enemies	+1% increase in health points	+1% defence increase	4

5.1.1 Asia Battle Dragon Moves



SPEED-



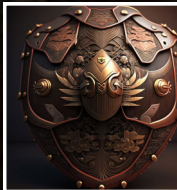
Smoke Charge - Attacks enemy once with 20% chance of placing 20% reduction of defence for 1 Turn

ATTACK-



Lava Rain - Attacks enemy once with 25% chance of burning the enemy for 1 turn for 4%

DEFENCE-



Shield Retaliation - Has 60 % chance of counter attacking for 1 turn

INTELLIGENCE-



Fire Storm - Attacks enemy once with 45% chance of burning the enemy for 1 turn

HEALING-



Essential Cure - Heals 20% of their max HP over 1 turn

AGILITY-



Deferred Strike - Increased chance of evading the enemy Dragon's Attack by 30% for 2 turns

5.1.2 Forest Battle Dragon Moves



SPEED-



Bio-Sphere Bash - Attacks an enemy once with 30% chance of placing 20% reduction of Speed for 2 Turns

ATTACK-



Blades of Bane - Attacks an enemy once with 50% chance of poisoning the enemy for 2 turns at 2% each turn

DEFENCE-



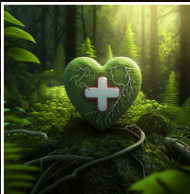
Gaia's Revenge - Each time this Dragon is hit it increases its Defence by 2% for 2 turns

INTELLIGENCE-



Laser beam - Attacks enemy once with 30% chance of burning the enemy for 2 turns

HEALING-



Mother's Nurture - Heals 20% of their max HP over 1 turn

AGILITY-



Biota Blitz - Increased chance of evading the enemy Dragon's Attack by 20% for 3 turns

5.1.3 East Battle Dragon Moves

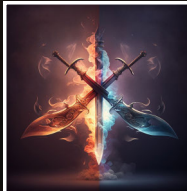


SPEED-



Fist of Fury - Attacks an enemy once with 20% chance of stunning thm for 1 turn.

ATTACK-



Forsaken Wound - Attacks an enemy once with 25% chance of Stunning them for 1 turn

DEFENCE-



Dust Storm - Attacks an enemy once with 15% chance of the opponent missing the attack for 1 turn

INTELLIGENCE-



Lightning Bolt - Attacks enemy three times with 50% chance of decreasing speed by 30% for 2 turns.

HEALING-



Vital Remedy - Heals 10% of their max HP over 2 turns

AGILITY-



Rapid Bolt - Places a 60% chance of evading attacks for 1 turn.

5.1.4 North Battle Dragon Moves



SPEED-



Ice Blade - Attacks an enemy once with 20% chance of placing a second strike

ATTACK-



Blizzard - Attacks an enemy once with 25 % chance of Freezing the enemy for 1 turn

DEFENCE-



Iceberg Shield Wall - Attacks enemy once with 30% chance of placing a 20% decrease in opponent's Attack damage for 1 turn.

INTELLIGENCE-



Glacial Glove - Attacks enemy once with 45% chance of freezing the enemy for 1 turn

HEALING-



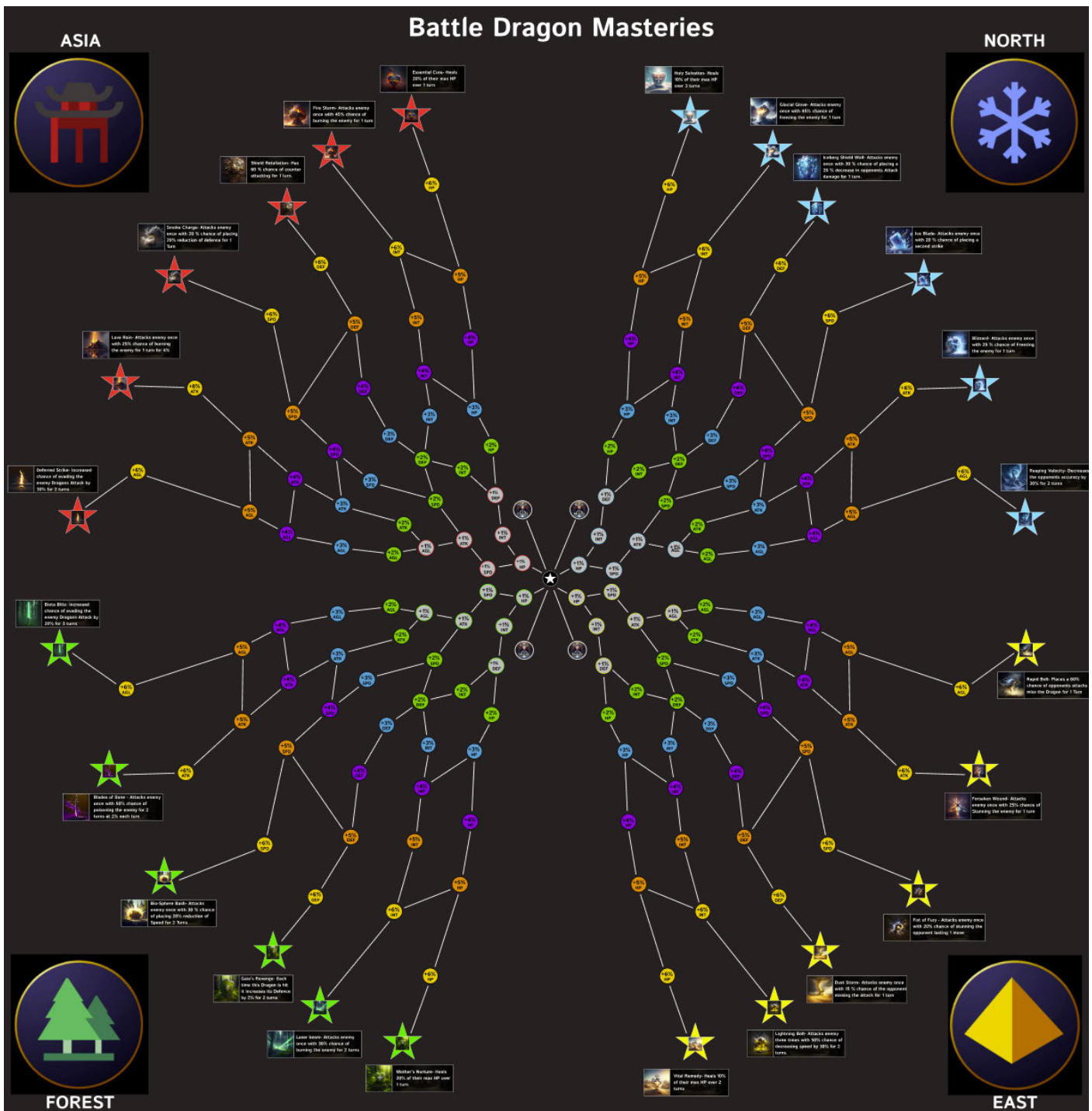
Holy Salvation - Heals 10% of their max HP over 3 turns

AGILITY-



Reaping Velocity - Decreases the opponent's accuracy by 30% for 2 turns

5.2 Battle Dragon Mastery Tree

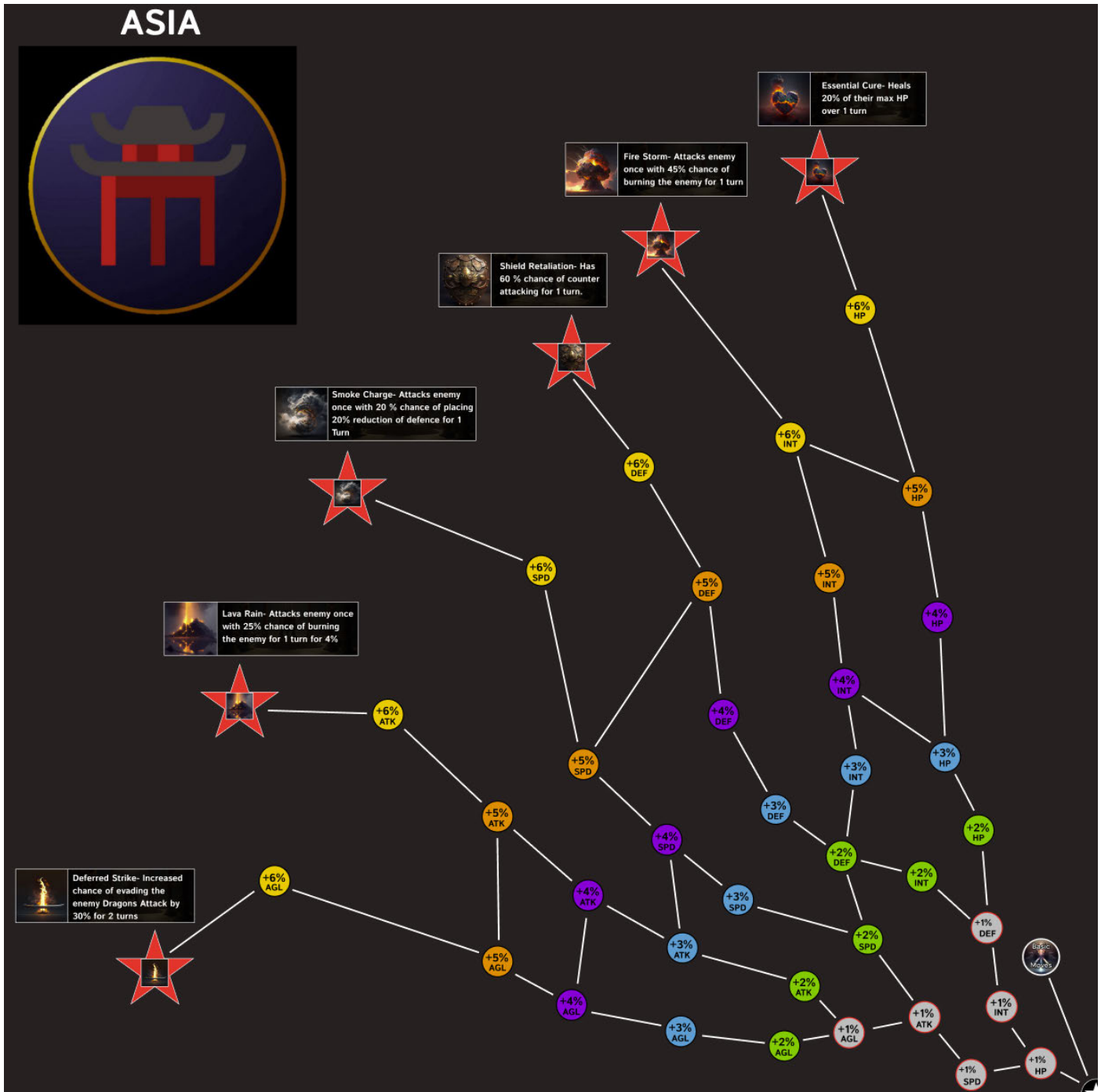


Activate the Artifact nodes by collecting 100 x of the artifact pieces. For example 100 pieces of the East common Tablet will allow that node representing a Common Eastern Tablet of Wisdom to be unlocked. See Dragon Crafting below.

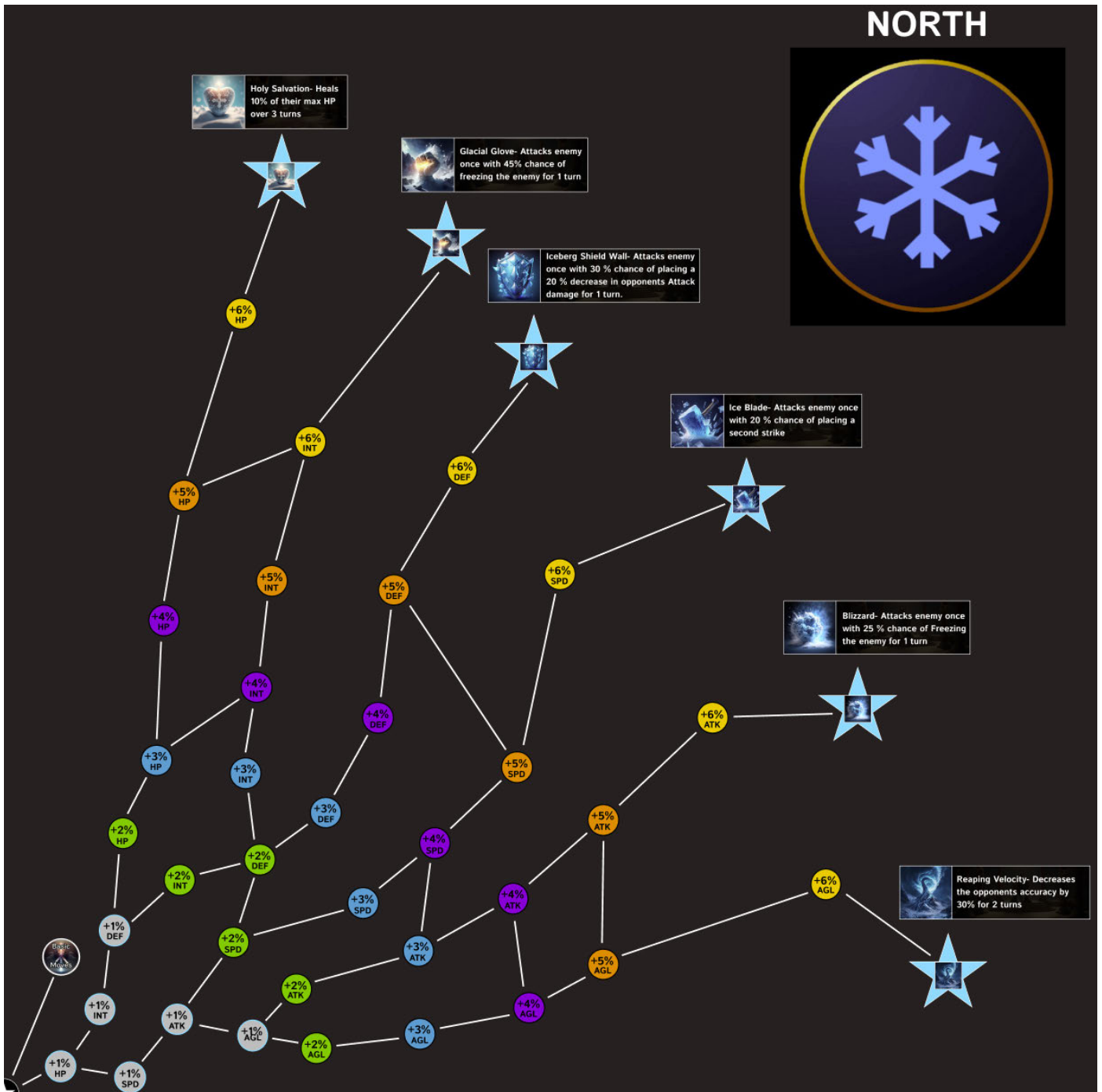


East common Tablet of Wisdom

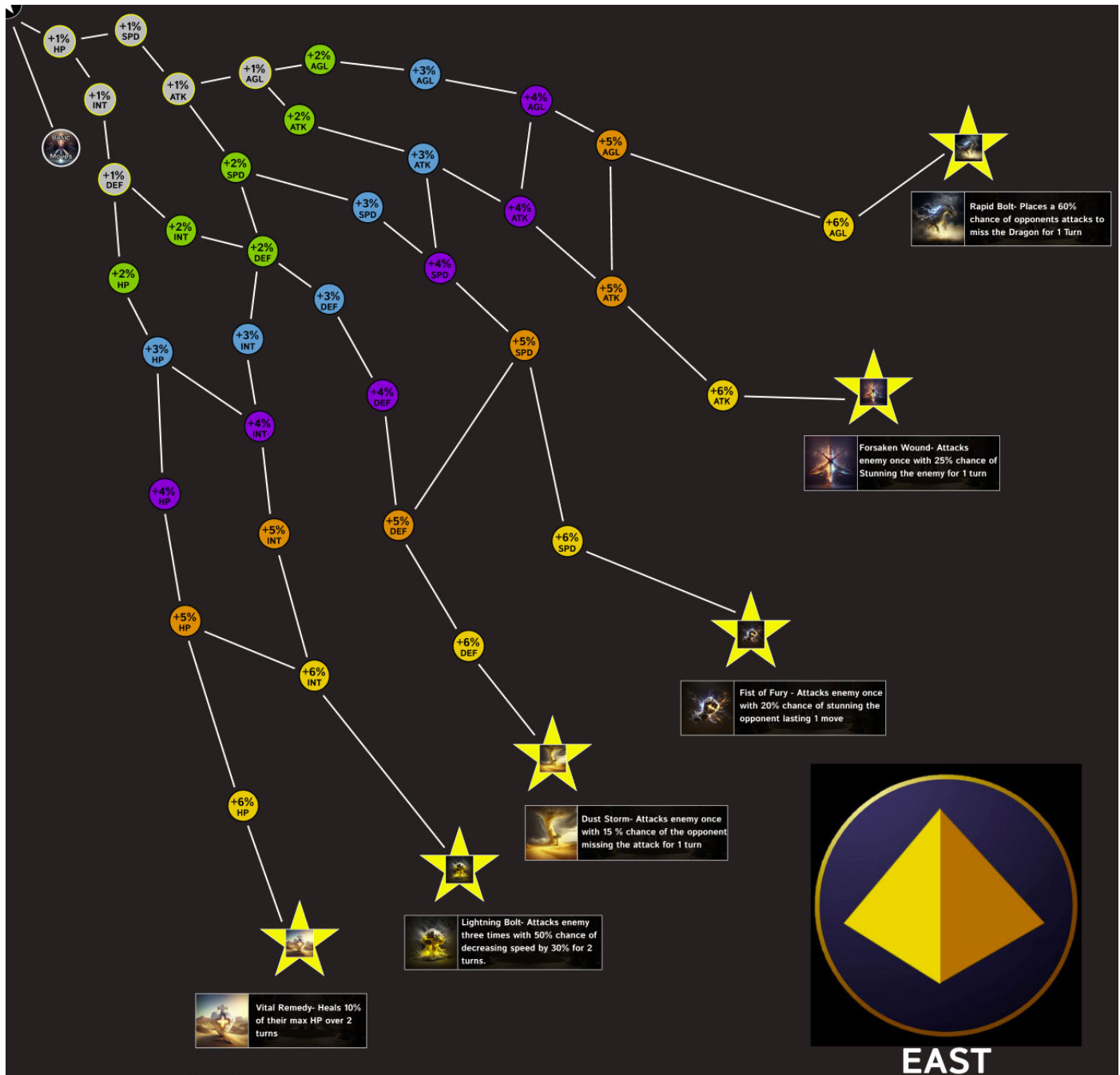
5.2.1 Asia Battle Dragon Mastery Tree



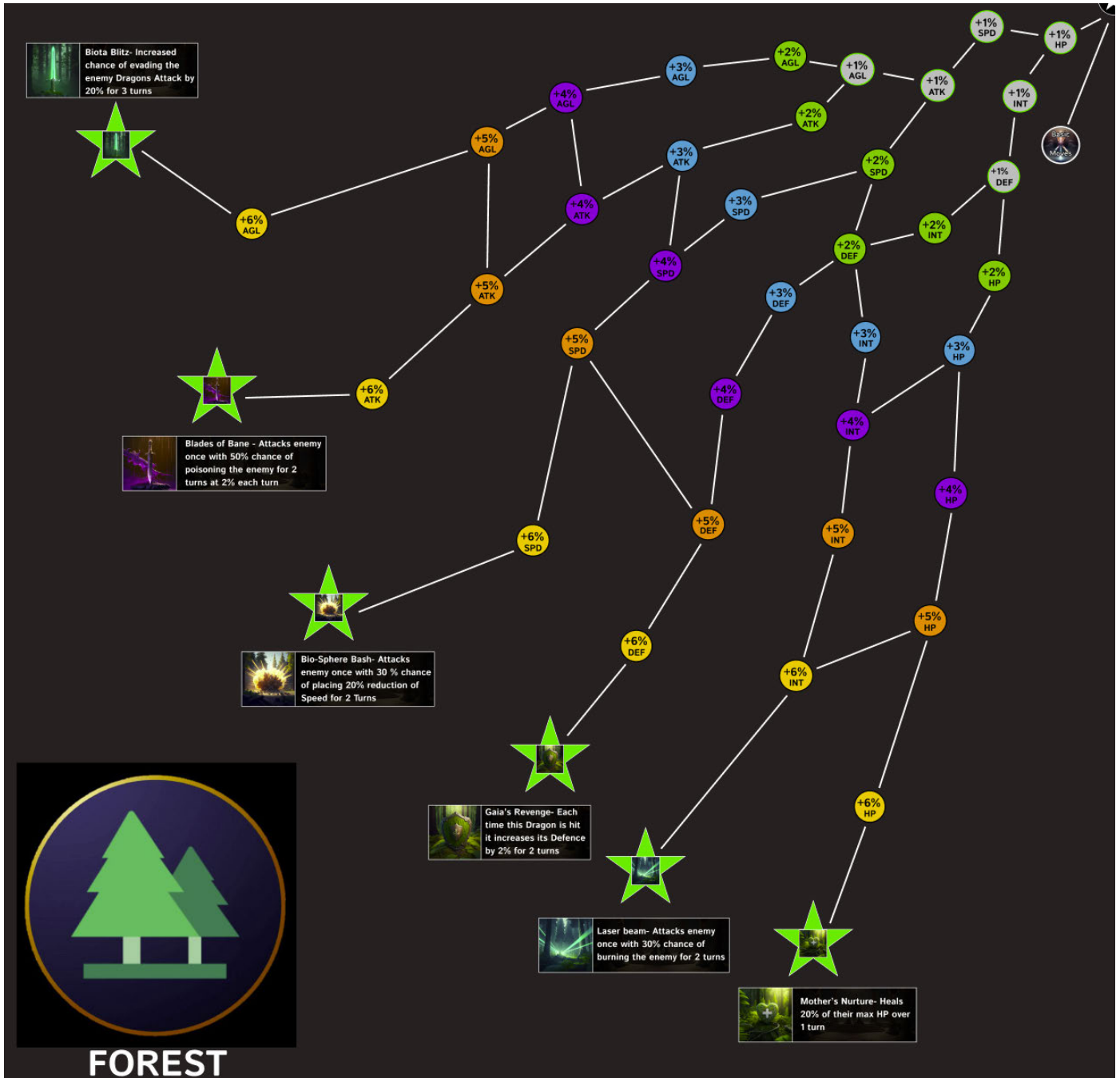
5.2.2 North Battle Dragon Mastery Tree



5.2.3 East Battle Dragon Mastery Tree



5.2.4 Forest Battle Dragon Mastery Tree



5.3 Battle Dragon Log

A Battle Log will be available which allows players to view their Battle history. This will allow players to review their battle tactics on the competitors they faced.

5.4 Battle Dragon Training Arena

The Training Arena is free to play Battling with Battle Dragons for all Players. No DCC NFTs are needed to participate.

It is a great area for Players to hone their battle skills before they enter the actual Battle Dragon Arena where 4 DCC NFTs are needed.

5.5 Battle Arena Tiers

All player's will receive medals for each win which will separate the Battle Dragon/s into different Tiers. Each Tier reached will grant a bonus for all Stats (HP, Speed, Attack, Defence, Agility, and Intelligence).

- Bronze Tier 1 is reached once the Player wins 100 Battles and will gain 2% bonus on all Stats.
- Silver Tier 2 is reached once the Player wins 500 Battles and will gain 4% bonus on all Stats.
- Gold Tier 3 is reached once the Player wins 1000 Battles and will gain 6% bonus on all Stats.
- Epic Tier 4 is reached once the Player wins 2000 Battles and will gain 8% bonus on all Stats.
- Legendary Tier 5 is reached once the Player wins 5000 Battles and will gain 10% bonus on all Stats.
- Mythic Tier 6 is reached once the Player wins 10000 Battles and will gain 20% bonus on all Stats.

See the image below.

Tier 1

Bronze



100 Battle wins
gives 2% bonus
on all stats

Tier 2

Silver



500 Battle wins
gives 4% bonus
on all stats

Tier 3

Gold



1000 Battle wins
gives 6% bonus
on all stats

Tier 4

Epic



2000 Battle wins
gives 8% bonus
on all stats

Tier 5

Legendary



5000 Battle wins
gives 10% bonus
on all stats

Tier 6

Mythic



10000 Battle
wins gives 20%
bonus on all stats

6. Tier 4 – Flying Dragon

The Tier 4 Flying Dragon will receive points to allocate to abilities to help increase the speed and handling of the Dragon for Dragon Racing. These include Speed, Stamina, Boost, Size, Agility and Aerodynamics. The abilities will have a max of 25 points each, so the Player will have to allocate the points wisely, and can only be used for the one in-game Dragon and not saved to allocate to another.

Speed

Base speed; Adding points to this will increase the base flight speed of the Dragon.

Stamina

Size of stamina pool, used for sprints and tricks; Adding points to this will increase the pool of stamina to allow more sprints and Tricks

Boost

Sprinting speed; Adding points to this will increase the Sprinting speed of the Dragon.

Size

Weight and mass of dragon; Adding points to this will reduce the weight, which in turn increases Speed and Stamina. For example a Mythic Level Size Bonus of 6% splits it into half for Speed and Stamina, 3% Speed Boost and 3% Stamina Boost.

Agility

How tight the dragon can turn; Adding points to this will increase the dragons ability to make tighter turns.

Aerodynamics

Bonus speed while flying against the wind, used for special skills. Adding points to this will reduce wind resistance and increase the speed.

Flying Dragon Rarity

An important factor in determining the speed and ability of your Dragons is their rarity. Currently, TCG classifies its Dragons according to six levels of rarity. The Flying Dragons rarity is explained in the section Dragon Rank–Flying Dragon Rarity. For now the below chart shows the Max Set Point of Attribute points for each rarity.

Flying Dragon Rarity	Attribute Points
Mythic Dragons	110
Legendary Dragons	100
Epic Dragons	97
Rare Dragons	94
Uncommon Dragons	92
Common Dragons	90

The max set point of Attribute points is determined by the Dragons rarity as shown in the table below.

- **Common (Grey):** Consists of mainly lower ranked Dragons from the DCC NFT collection so they receive 90 Attribute points. See below in the Dragon Rarity section.
- **Uncommon (Green):** These are mainly lower to middle ranked Dragons from the DCC NFT collection so they receive 92 Attribute points.
- **Rare (Blue):** Rare Flying Dragons contain ever increasing rarer Dragons from the DCC NFT collection so they receive 94 Attribute points.
- **Epic (Purple):** Epic Dragons in TCG World start to bring a more impressive set point of Attribute Points to allocate. They consist of much rarer Dragons from the DCC NFT collection so they receive 97 Attribute points.
- **Legendary (Orange):** Are magnificently rare and strong Dragons. These exceptional Dragons bring game-changing set point of Attribute Points to allocate. They consist of incredibly rare Dragons from the DCC NFT collection so they receive 100 Attribute points.
- **Mythic (Gold):** As the most prestigious and magnificent Flying Dragons of TCG World. There will only ever be 10 available and Two of them were given through the initial mint. Another 8 will be randomly won through the Nesting Month. One per year for the next eight years. They have the most impressive Attribute set point at 110 points.

If there is any take away from this it is vital to grind the Battle Arenas to learn the right combinations of Attribute Points and solid game strategy at to beat all your competitors.

For example a Legendary Flying Dragon starts on 10 attribute points and must earn XP (experience points) to unlock the other 90 points, for a total of 100 Attribute Points.

6.1 Flying Dragon Moves

	Asia	East	Forest	North
Close Range Attack	Flamethrower- Slows down opponent while being hit by the flamethrower by 50%. Uses up lava pool 25% per second.	Flamethrower- Slows down opponent while being hit by the flamethrower by 50%. Uses up lava pool 25% per second.	Flamethrower- Slows down opponent while being hit by the flamethrower by 50%. Uses up lava pool 25% per second.	Flamethrower- Slows down opponent while being hit by the flamethrower by 50%. Uses up lava pool 25% per second.
Level 1	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second
Level 2	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second
Level 3	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second
Level 4	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second
Level 5	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second
Mid-Range Attack	Laser beam- Slows down opponent while the being hit by the laser beam by 50%. Uses up lava pool 20% per second.	Laser beam- Slows down opponent while the being hit by the laser beam by 50%. Uses up lava pool 20% per second.	Laser beam- Slows down opponent while the being hit by the laser beam by 50%. Uses up lava pool 20% per second.	Laser beam- Slows down opponent while the being hit by the laser beam by 50%. Uses up lava pool 20% per second.
Level 1	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second
Level 2	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second
Level 3	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second
Level 4	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second
Level 5	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second
Long Range Attack	Fire Balls- Slows down opponent while the being hit by the Fire balls for 1 second. Uses up lava pool 25% per shot.	Fire Balls- Slows down opponent while the being hit by the Fire balls for 1 second. Uses up lava pool 25% per shot.	Fire Balls- Slows down opponent while the being hit by the Fire balls for 1 second. Uses up lava pool 25% per shot.	Fire Balls- Slows down opponent while the being hit by the Fire balls for 1 second. Uses up lava pool 25% per shot.
Level 1	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second
Level 2	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second
Level 3	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second
Level 4	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second
Level 5	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second	-1% lava pool usage per second

6.1.1 Flying Dragon Moves

The Flying Dragon will have in flight moves to help during Races, Player's will have to use their moves wisely as they drain from a limited resource Pool which slowly regenerates. The three attacks are; Flamethrower (Close Range), Laser eyes (Medium Range) and Fire Balls (Long range).



Flamethrower- Opponent's hit by the flamethrower are slowed by a percent. Uses up lava pool by a % per second.



Laser beam- Opponent's are slowed while being hit by the laser beam. Uses up lava pool by a % per second.



Fire Balls- Slows down opponent while the being hit by the Fire balls per second depending on Level. Uses up lava pool % per shot.

6.1.2 Flamethrower Upgrades



Flamethrower LV 1 - Opponent's attacked by the flamethrower are slowed by 10% while being hit. 20% resource drained per second.



Flamethrower LV 2 - Opponent's attacked by the flamethrower are slowed by 20% while being hit. 20% resource drained per second.



Flamethrower LV 3 - Opponent's attacked by the flamethrower are slowed by 30% while being hit. 20% resource drained per second.



Flamethrower LV 4 - Opponent's attacked by the flamethrower are slowed by 40% while being hit. 20% resource drained per second.

6.1.3 Laser Beam Upgrades



Laser Beam LV 1 - Opponent's attacked by the Laser Beam are slowed by 10% while being hit. 20% resource drained per second.



Laser Beam LV 2 - Opponent's attacked by the Laser Beam are slowed by 20% while being hit. 20% resource drained per second.



Laser Beam LV 3 - Opponent's attacked by the Laser Beam are slowed by 30% while being hit. 20% resource drained per second.



Laser Beam LV 4 - Opponent's attacked by the Laser Beam are slowed by 40% while being hit. 20% resource drained per second.

6.1.3 Fireball Upgrades



**Fire Balls LV 1 - Opponents hit by a fireball are slowed for 1s.
50% resource drained per shot.**



**Fire Balls LV 2 - Opponents hit by a fireball are slowed for 2s.
50% resource drained per shot.**

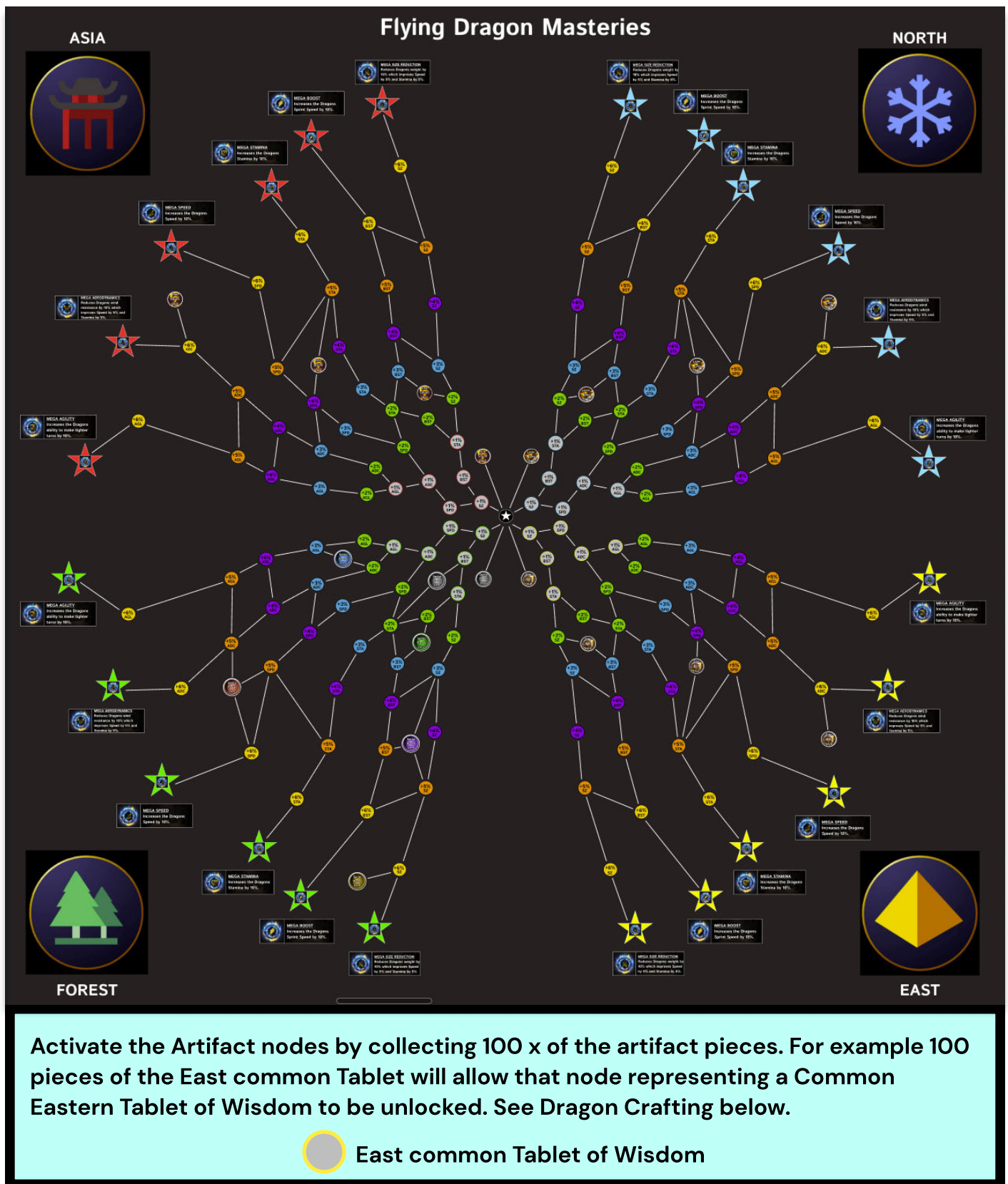


**Fire Balls LV 3 - Opponents hit by a fireball are slowed for 3s.
50% resource drained per shot.**

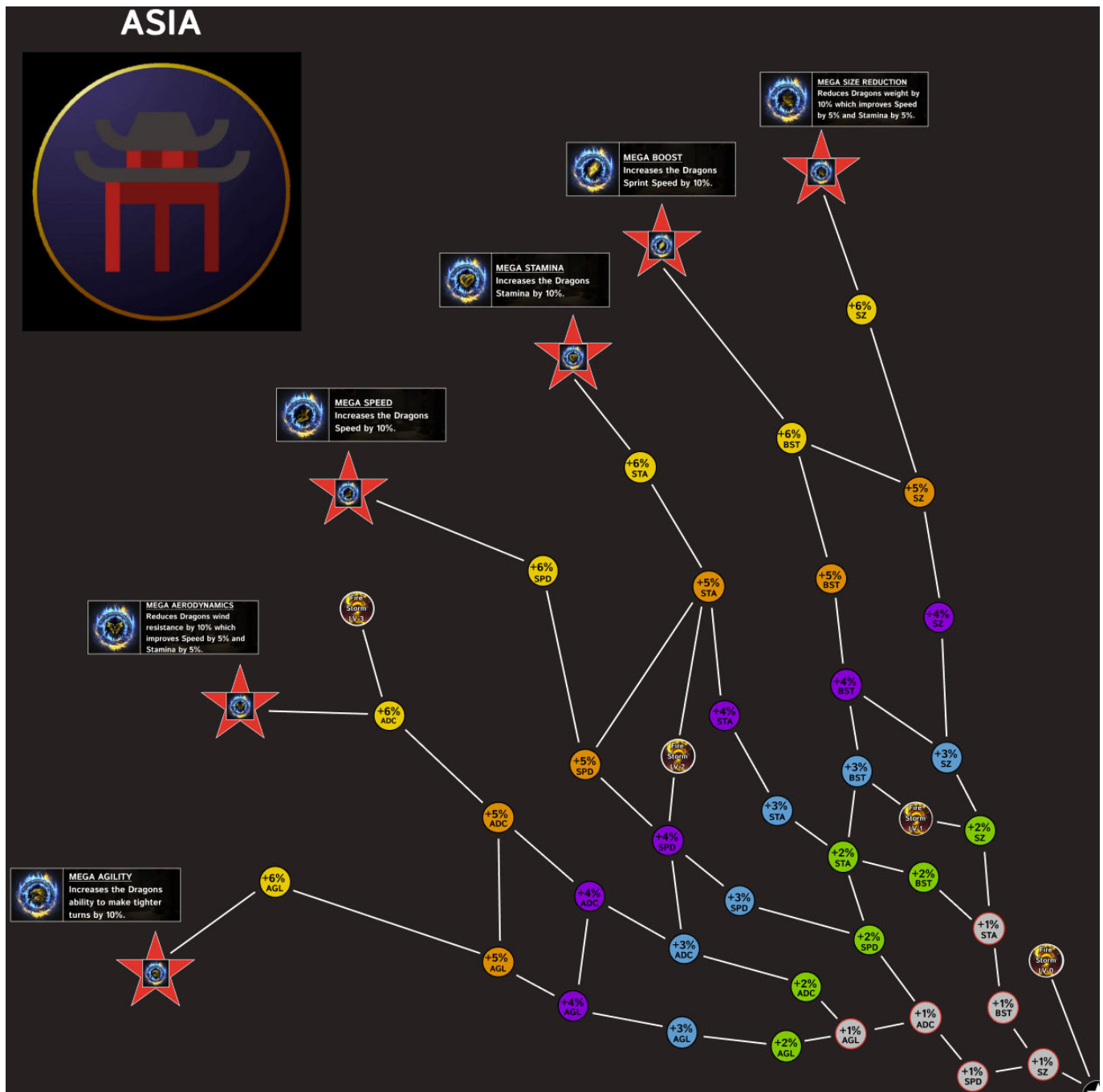


**Fire Balls LV 4 - Opponents hit by a fireball are slowed for 4s.
50% resource drained per shot.**

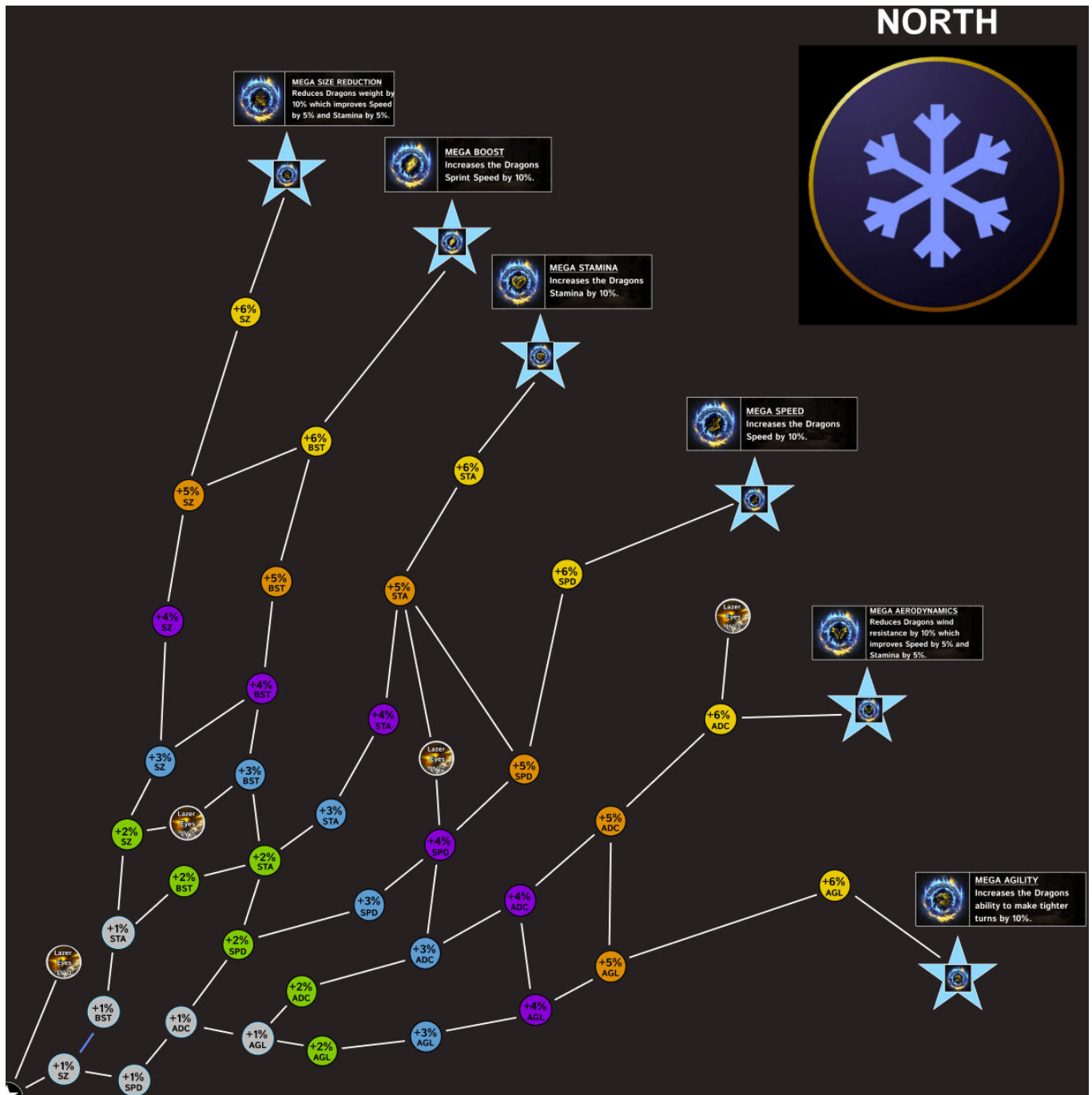
6.2 Flying Dragon Mastery Tree



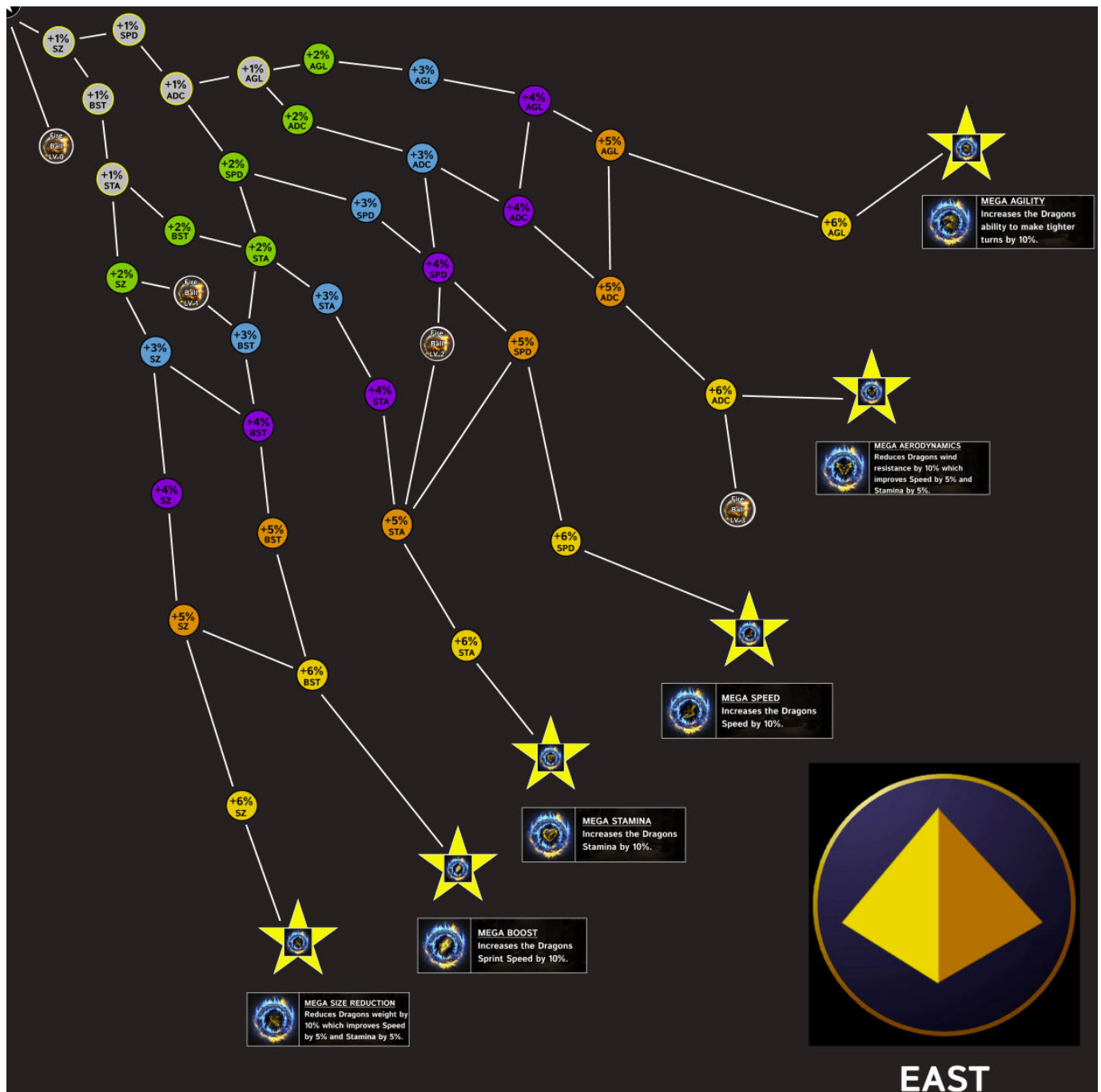
6.2.1 Asia Flying Dragon Mastery Tree



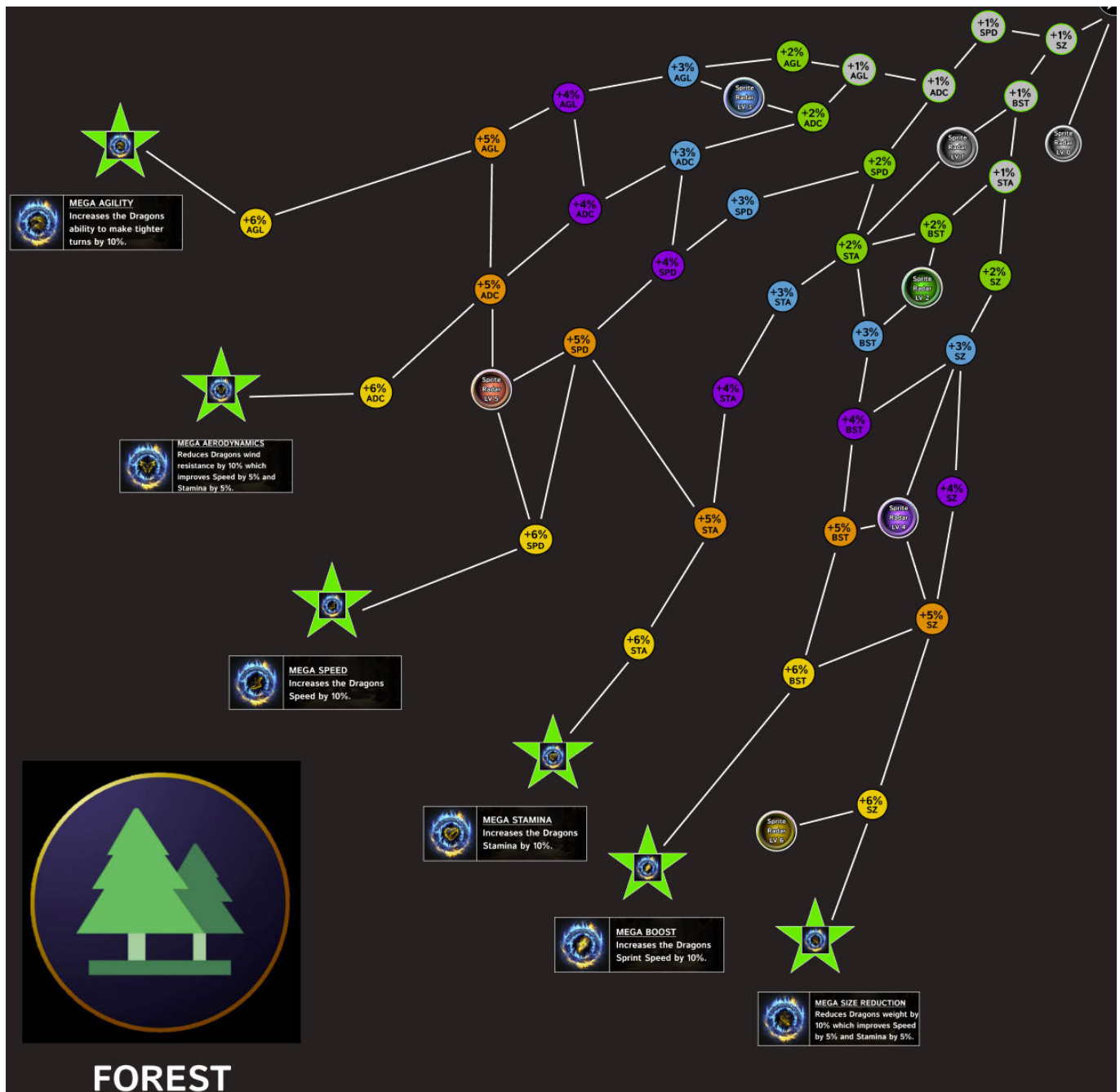
6.2.2 North Flying Dragon Mastery Tree



6.2.3 East Flying Dragon Mastery Tree



6.2.4 Forest Flying Dragon Mastery Tree



6.3 Flying Dragon Race Log

A Race Log will be available which allows players to view their Dragon's Racing history.

6.4 Flying Dragon Training Arena

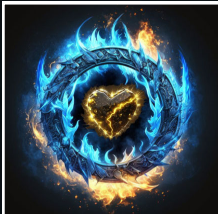
The Training Arena is a free for all players to fly on a Flying Dragon. No DCC NFTs are needed to participate. It is a great area for Players to test and try out their flying skills before they use an actual Flying Dragon in TCG World.

6.5 Flying Dragon Mega Attribute Enhancements



Mega Speed

Increases Dragon Speed by 10%.



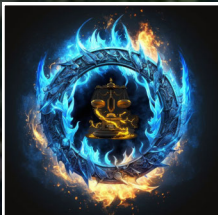
Mega Stamina

Increases Dragon Stamina by 10%.



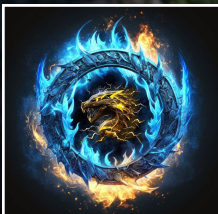
Mega Boost

Increases Dragon Sprint Speed by 10%.



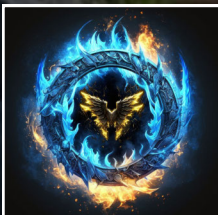
Mega Size Reduction

Reduces Dragon weight by 10% which improves Speed by 5% and Stamina by 5%.



Mega Agility

Increases Dragon ability to make tighter turns by 10%.

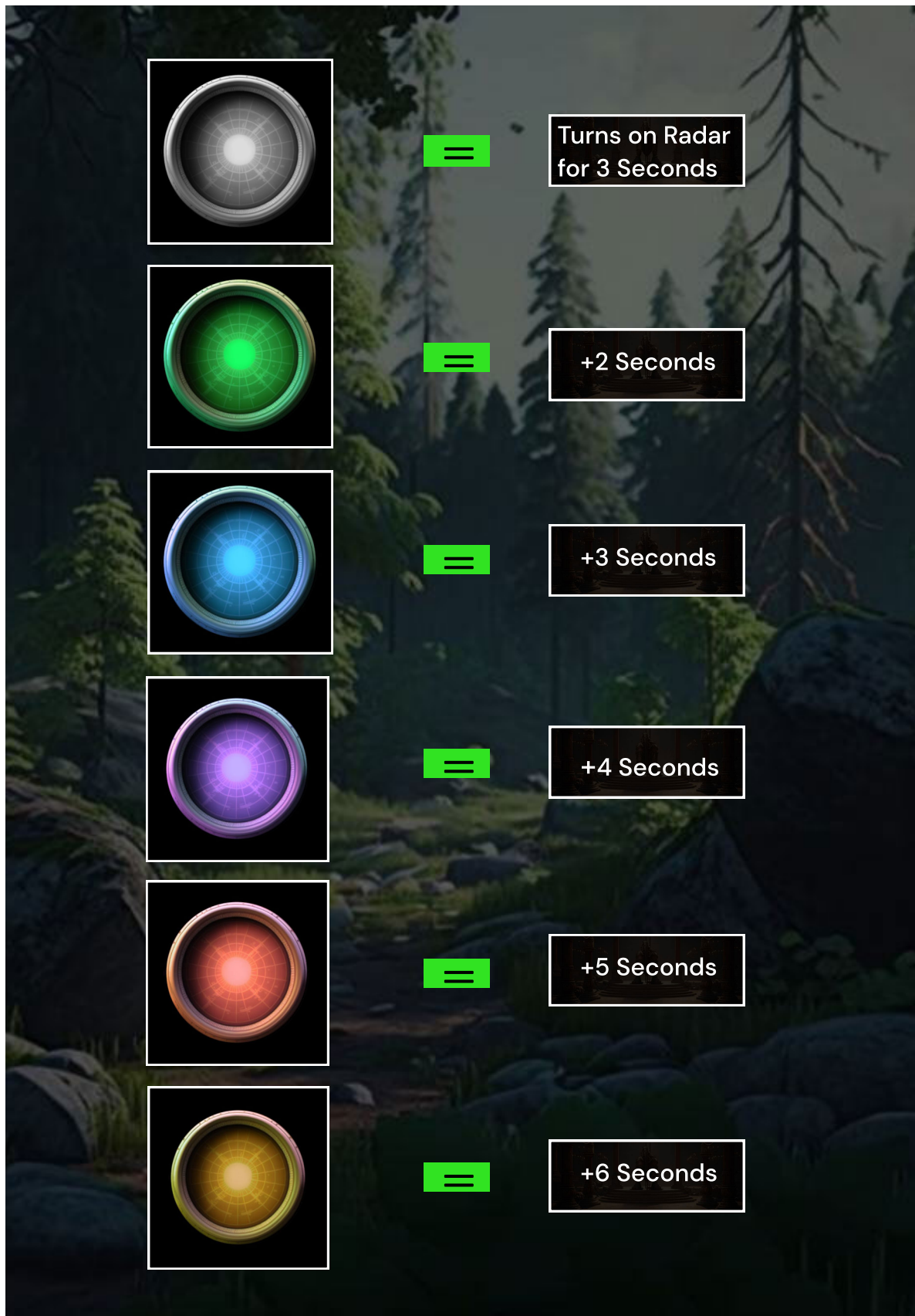


Mega Aerodynamic

Reduces Dragon wind resistance by 10% which improves Speed by 5% and Stamina by 5%.

6.6 Flying Dragon Sprite Radar

The Flying Dragon will have access to a Sprite Radar, which will indicate towards the closest Sprite. The level, rarity and upgrades determine the radars efficiency such as the amount of time the Radar is active for and the cool down period between each activation. See Image Below.



7. Dragon Crafting

Throughout the TCG World Metaverse many items and artifacts can be found, or purchased with Dragon Gold at the Marketplace or secondary sales through the TCG marketplace.

These items can be used to craft armour and artifacts to improve the base stats of the Dragon. For example, 100 pieces of common Crystal Shards combine to create one Common Crystal Cluster, 100 pieces of common Scroll pieces combine to create one Common Scroll, 100 pieces of the common Plant combine to create a Common Potion, 100 pieces of common Tablet combine to create a Common Tablet of Wisdom. Another alternative is to collect or buy as many common artifact pieces to covert to uncommon artifacts. For example, 10 x Common Crystal Clusters will combine to make 1 Uncommon Crystal Clusters. See images below.



(Images for reference only)

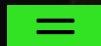
7.1 Armour Upgrades & Rarity

100x
Tungsten
Pieces



Mythic

100x
Titanium
Pieces



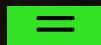
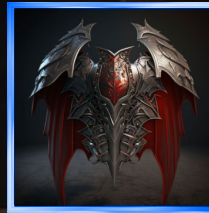
Legendary

100x
Gadolinium
Pieces



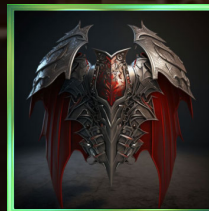
Epic

100x
Steel
Pieces



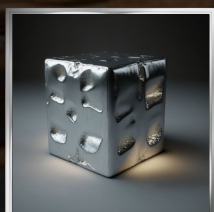
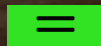
Rare

100x
Chromium
Pieces



Uncommon

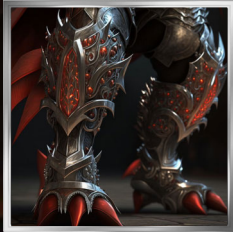
100x
Vanadium
Pieces



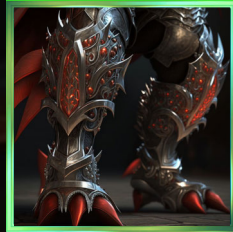
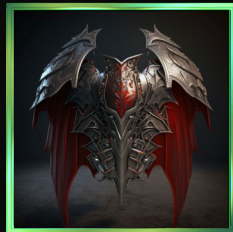
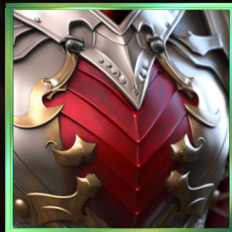
Common

7.1.1 Asia Armour Rarity

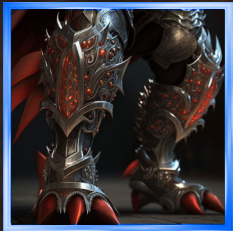
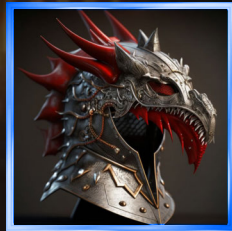
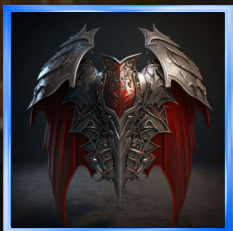
Common



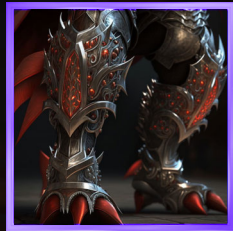
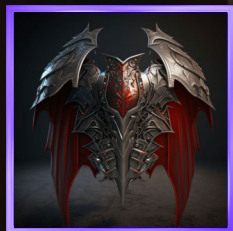
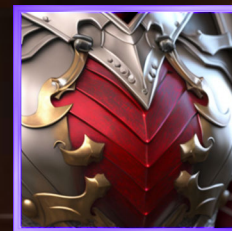
Uncommon



Rare



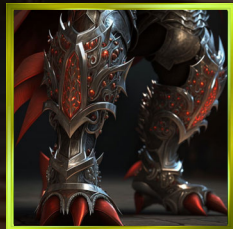
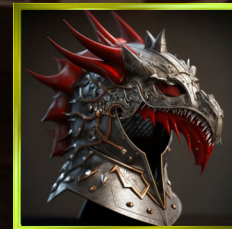
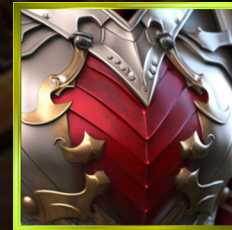
Epic



Legendary

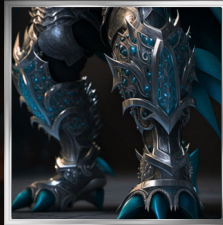
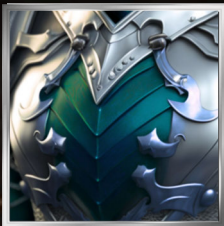


Mythic

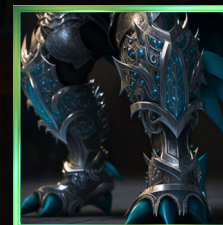
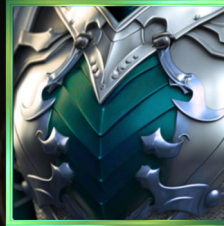


7.1.2 North Armour Rarity

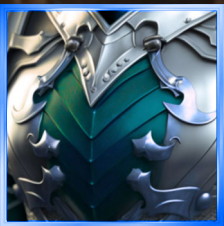
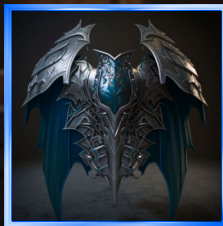
Common



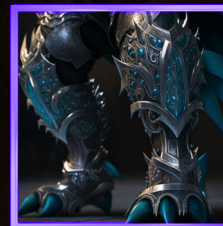
Uncommon



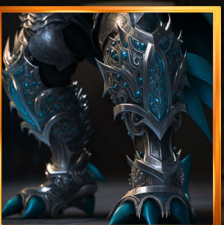
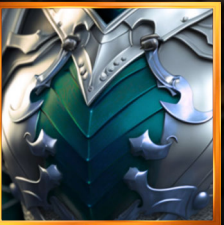
Rare



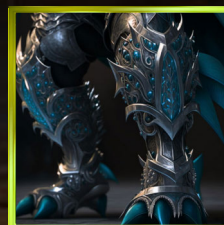
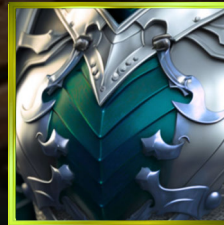
Epic



Legendary

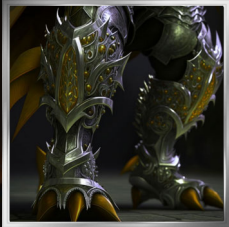
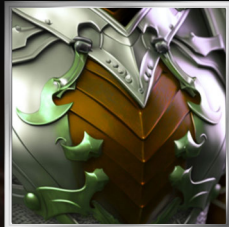


Mythic

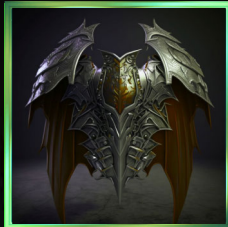
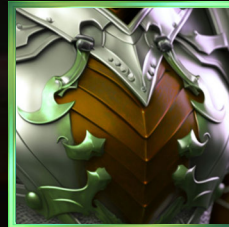


7.1.3 East Armour Rarity

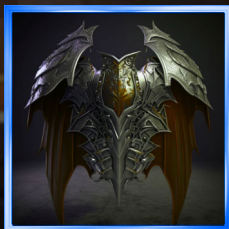
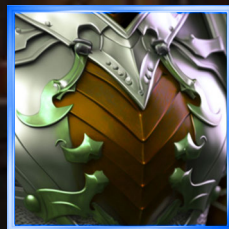
Common



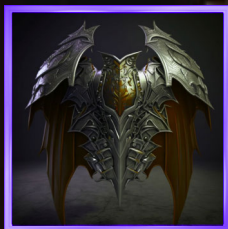
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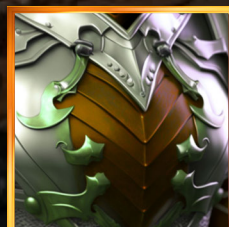
Rare



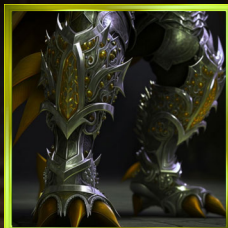
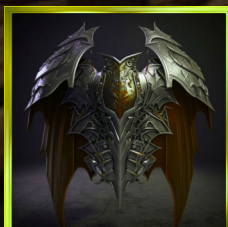
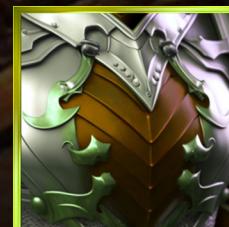
Epic



Legendary

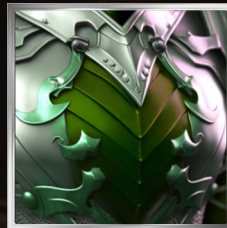


Mythic

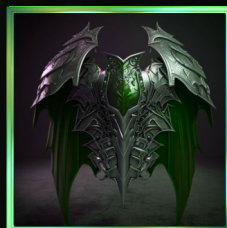
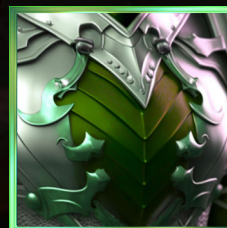


7.1.4 Forest Armour Rarity

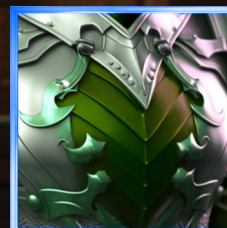
Common



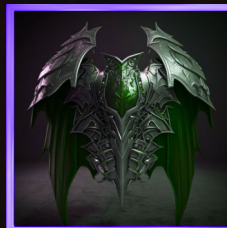
Uncommon



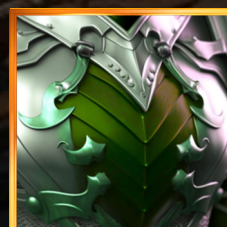
Rare



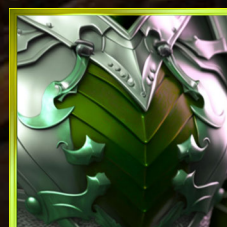
Epic



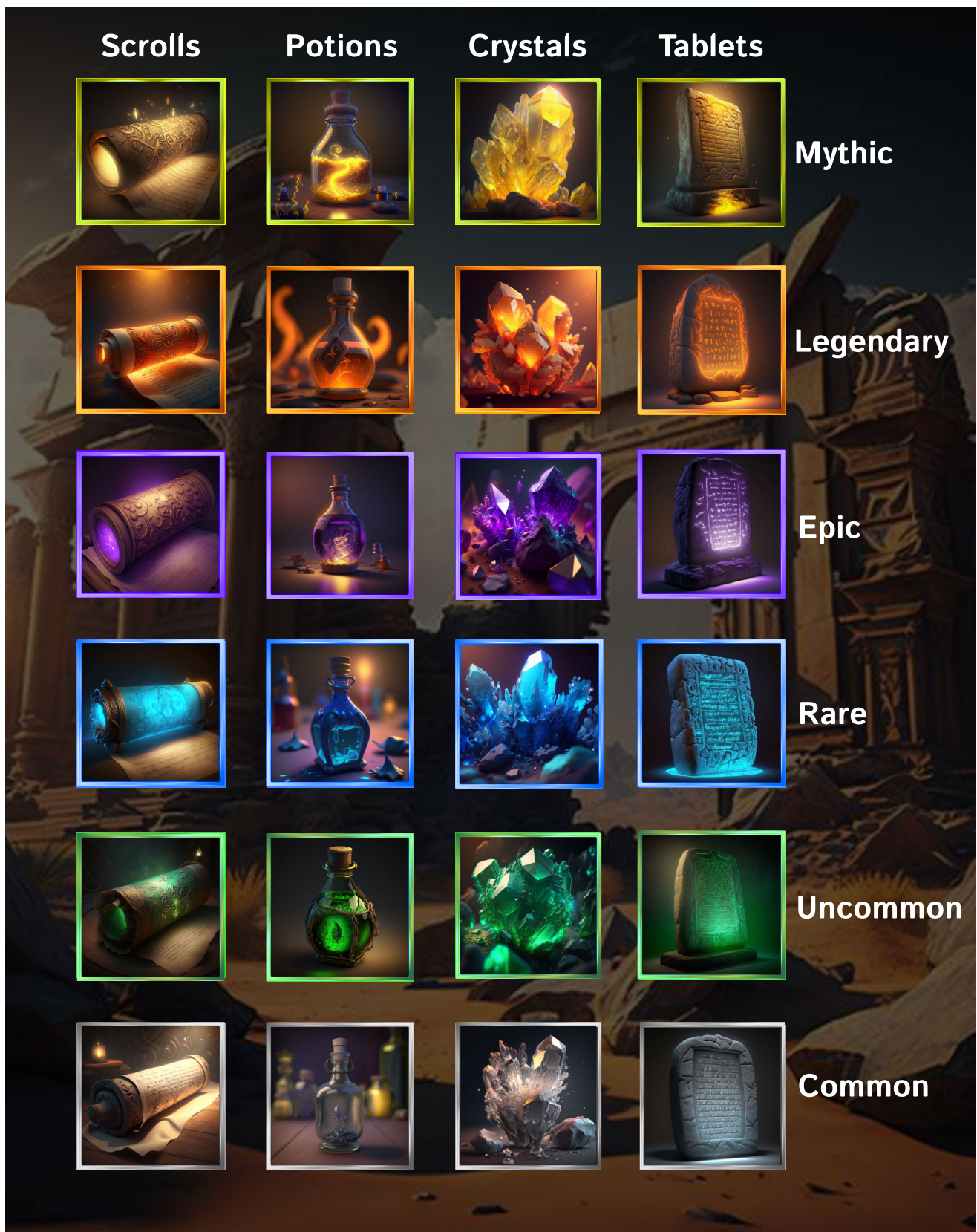
Legendary



Mythic



7.2 Artifacts & Rarity



7.2.1 Asia Sacred Scrolls

100x
Pieces



=



100x
Pieces



=



100x
Pieces



=



100x
Pieces



=



100x
Pieces



=



100x
Pieces



=



7.2.1 Asia Sacred Scroll Upgrades

3x
Scrolls



=



5x
Scrolls



=



5x
Scrolls



=



10x
Scrolls



=



10x
Scrolls



=



100x
Pieces



=



7.2.3 Forest Potion Brews

100x
Pieces



=



100x
Pieces



=



100x
Pieces



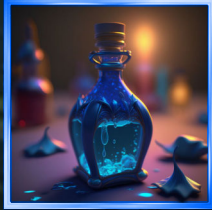
=



100x
Pieces



=



100x
Pieces



=



100x
Pieces



=

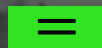


7.2.4 Forest Potion Brew Upgrades

3x
Potions



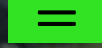
5x
Potions



5x
Potions



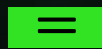
10x
Potions



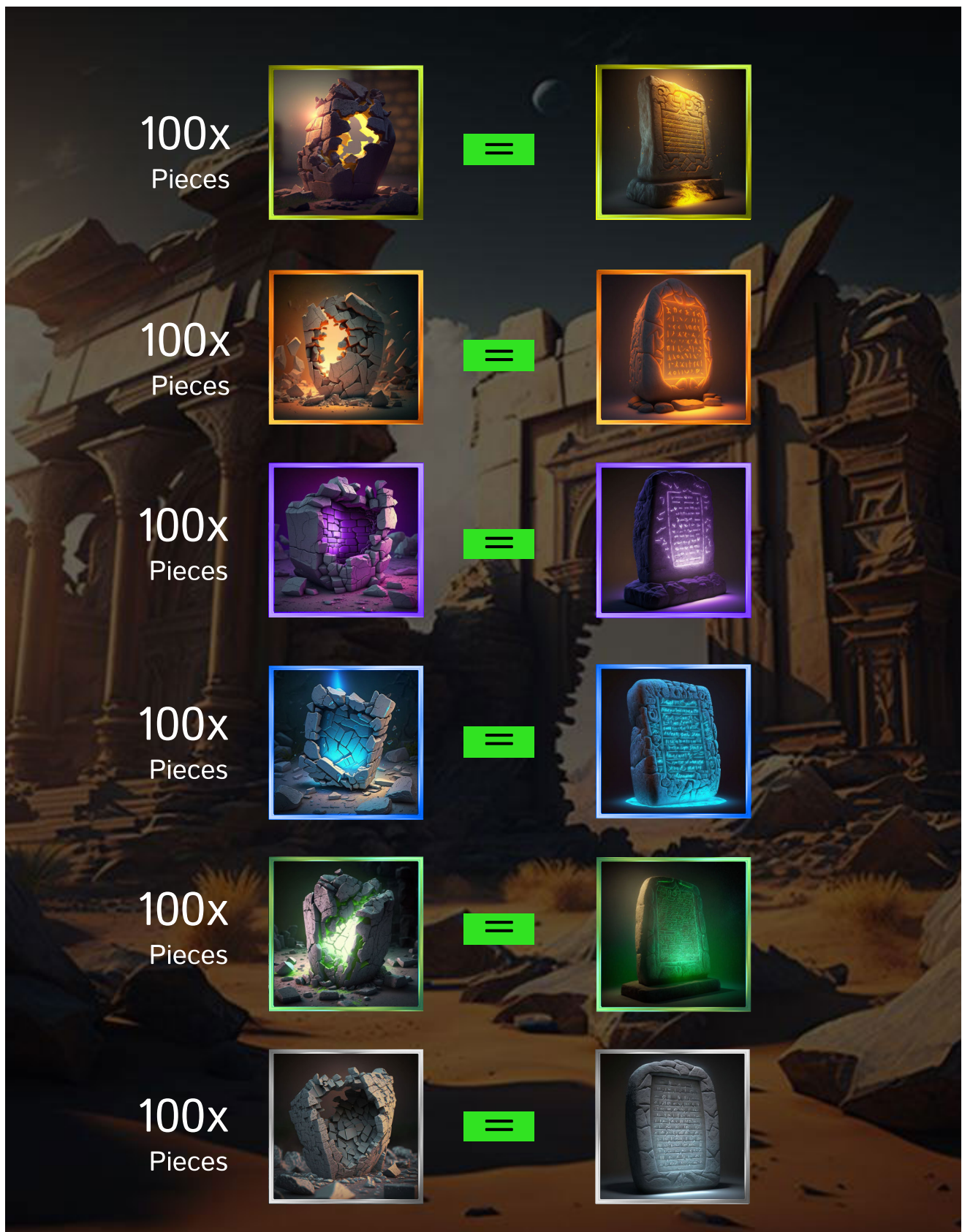
10x
Potions



100x
Pieces



7.2.5 East Tablets of Wisdom



7.2.6 East Tablet of Wisdom Upgrades

3x
Tablets



=



5x
Tablets



=



5x
Tablets



=



10x
Tablets



=



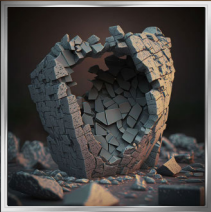
10x
Tablets



=



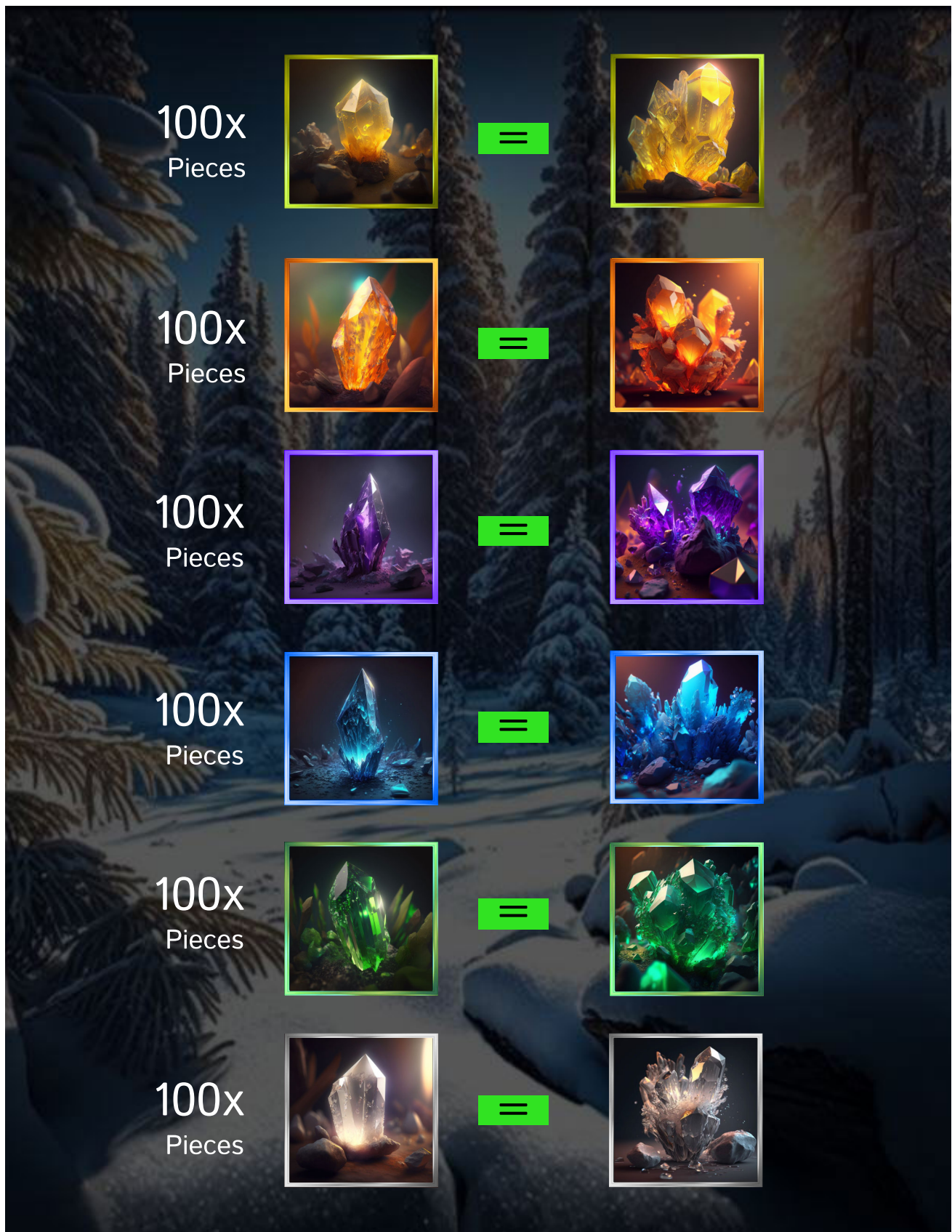
100x
Pieces



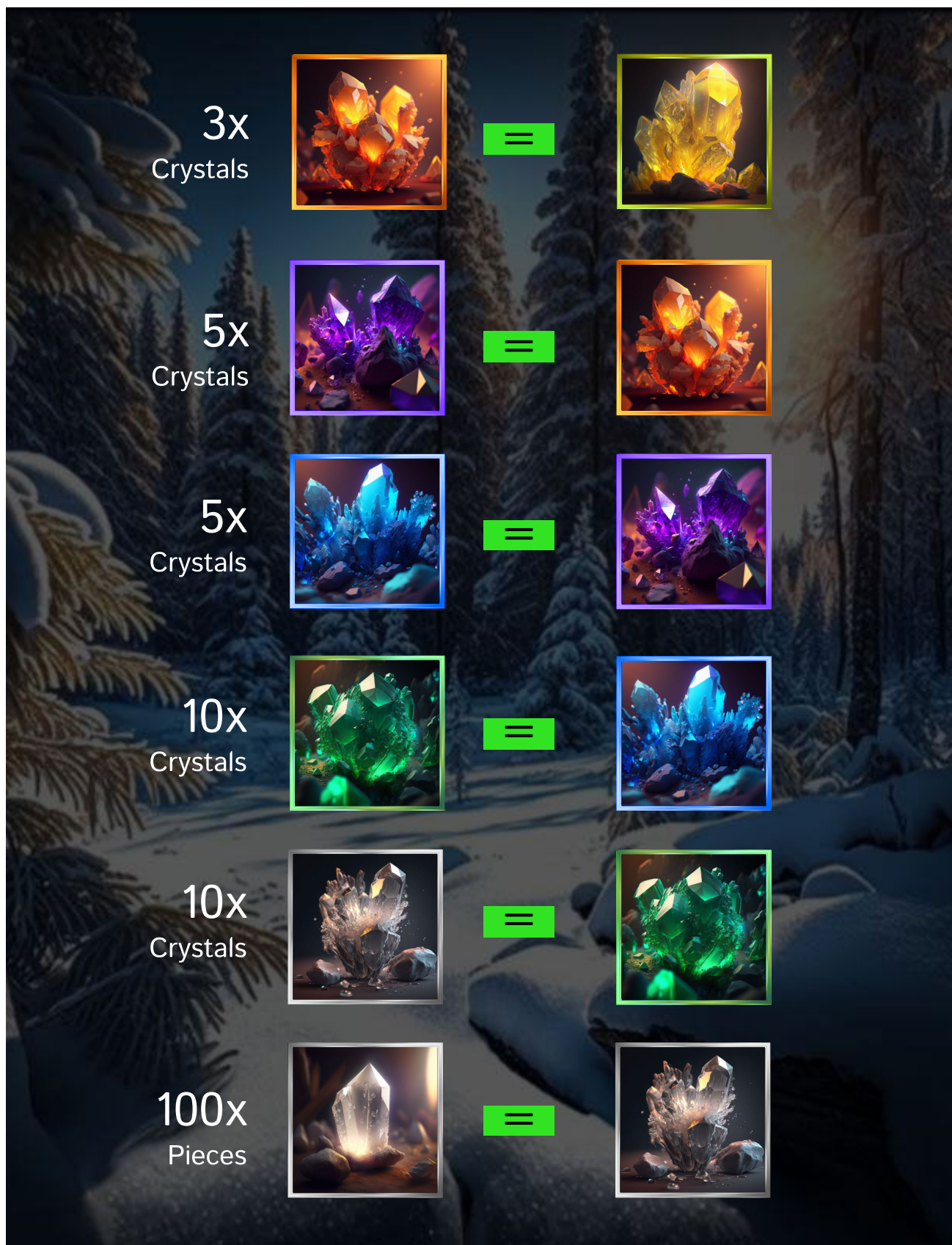
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7.2.7 North Crystal Clusters



7.2.8 North Crystal Cluster Upgrades



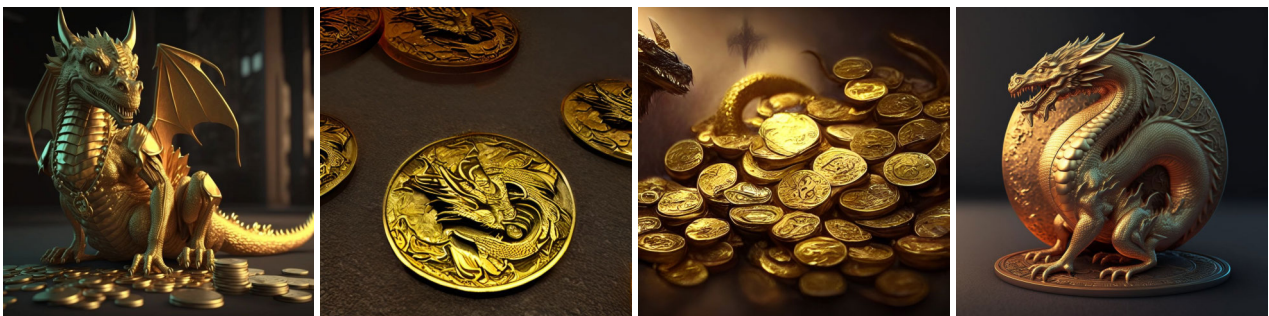
8. Dragon Gold

Dragon Gold is a unique in game currency generated by the DCC, as Dragons love to build their gold hoard. Players can collect the gold each month from their DCC which can be spent at one of the traders in the Dragon Marketplace. However, the Dragon Gold can only be spent on the in-game Dragon the DCC NFT is linked to.

Items sold by the merchants range from items found in the four regions, consumables, materials used for crafting recipes, articles of clothing for avatars, decorative items for plots, as well as many unique and seasonal items.

DCC amount, Total 10,000	DCC Ranking	Ranking Rarity	Base Gold Per Month	12 Month Gold Earnings
5000	10000 - 5001	Common	50-120g	600-1440g
3000	5000 – 2001	Uncommon	125-150g	1500-1800g
1500	2000 – 501	Rare	155–180g	1860-2160g
400	500 - 101	Epic	185-210g	2220-2520g
90	100 - 11	Legendary	215-240g	2580-2880g
10	10 - 1	Mythic	243-270g	2916-3240g

Dragon Gold is an in-game asset with no financial value and cannot be traded or gifted. Dragon Gold will not be for sale. Items bought with gold can be traded on the secondary market as long as the item is not account or player bound.



8.1 Dragon Gold Items

Metals and Artifacts can be purchased using Dragon Gold at the Dragon Marketplace or the Secondary Marketplace on TCG World for the person to fuse or craft to make a complete item.

The alternative is to find each of the items in the region that they come from. For Example, the Forest region the player can find herbs to craft into potions, the North would involve finding Crystal Shards to make the complete Crystal Cluster, in Asia it would be discovering pieces of the scroll to put back together, and the East would involve finding sections of the Tablets of Wisdom.

There will be also be varying quality of Metals available to create the Armour Rarity wanted in the Dragon Marketplace to to fuse into the complete Armour. See images below subject to change.



9. Dragon Traits & Sets

The DCC collection consists of 10 trait sets, these include TCG, Zombie, King, Platinum, Wizard, Gold, Silver, Bronze, Normal and Military/Military (Some DCC have a misspelled Military/Military which fall under the same trait).

Within these sets some have two features on the arms such as folded arms and holding an object. For example, the Wizard set contains a Wizard Arms folded and a Wand being held. Both of these features are considered a part of the Wizard set.



9.1 Wild Card Trait Sets

A Wild Card Trait Set bonus will be applied to an in-game Dragon that has features from one Trait Set regardless if there are repeat features from a Trait Set such as multiple Silver arms. Each Trait Set will receive different amounts of Dragon Gold depending on the rarity (See table below).

Each In-Game Dragon type has different requirements to receive the Wild Card Trait Set bonus.

A Battle Dragon (Four DCC NFTs) will receive the Wild Card Trait Set bonus if they have four or more features from the same Trait Set.

A Flying Dragon (Eight DCC NFTs) will receive the Wild Card Trait Set bonus if they have eight or more features from the same Trait Set.

A Mythic Dragon (One DCC NFT) will receive the Wild Card Trait Set bonus if they have eight or more features from the same Trait Set.

WILDCARD TRAIT SET	BATTLE DRAGON GOLD	FLYING DRAGON GOLD
TCG	200	400
Zombie	50	100
King	50	100
Wizard	50	100
Military	50	100
Platinum	50	100
Gold	25	50
Silver	25	50
Bronze	25	50
Normal	12.5	25

For example... Player has 8 Dragons for a Flying Dragon, with Player's DCC combination there are 8 Gold Traits; 2 Gold cards, 2 Gold Horns, 1 Gold Skin and 3 Gold Backgrounds.

Multiple Sets can be made from the players DCC NFT combinations.

9.2 Full Flush Trait Sets

A Full Flush Trait Set bonus will be applied to an In-Game Dragon that has all the traits from one set . Unlike the wild card trait sets where you must have one from each. These can include several identical traits within the Dragon Combination. Each set will receive different amounts of Dragon Gold due to the rarity.

For example, multiple Silver arms.

Each In-Game Dragon type has different requirements to receive the Trait Set bonus.

A Battle Dragon (Four DCC NFTs), Flying Dragon (Eight DCC NFTs), or a Mythic Dragon (One DCC NFT) will receive the Natural Card Trait Set bonus if they have the full Trait Set (All traits within the Trait set).

Multiple Sets can be made from the players DCC NFT combinations.

FULL FLUSH TRAIT SET	BATTLE DRAGON GOLD	FLYING DRAGON GOLD
TCG	1000	1000
Zombie	200	200
King	200	200
Wizard	200	200
Military	200	200
Platinum	200	200
Gold	100	100
Silver	100	100
Bronze	100	100
Normal	50	50

9.3 Rare Feature

A Dragon Combination that contains two or more of the TCG features or laser eyes (rarest for the eye Trait Group) a Rare Feature bonus of 100 Dragon Gold per month will be applied. These can include TCG Arms, TCG Background, TCG Suit, Laser Eyes, TCG Frame, TCG Cap, TCG Horns, TCG Necklace, TCG Mouth, TCG Eyes, TCG Cards, and TCG Skin.

This can be achieved with one DCC NFT; therefore, all in-game Dragons (Tier 1-5) can receive the bonus. (Dragon Gold is Subject to change).

Players who hold a DCC NFT with a Dragon Suit will receive access to a Corporate Box in a Location TBA. If the player also has the DCC NFT with the suit trait in their Dragon combination within the in-game Dragon they will receive a special Dragon Suit Skin.

9.4 Misfit Trait Bonus

A "Misfit" bonus will be granted to a Flying or Battle in-game Dragon that has any of the misfit features that don't belong to any other Trait Set. These can include several identical features within the Dragon combination. For example; multiple Laser eyes, Dragon Breath, Green backgrounds and so on. See the Misfit Table below.

In-game Flying and Battle Dragons have different requirements to receive the misfit bonus.

A Battle Dragon (Four DCC NFTs) will receive the misfit bonus if they have four or more traits from the misfit set. They will receive 12.5 Dragon Gold per month.

A Flying Dragon (Eight DCC NFTs) will receive the misfit bonus if they have eight or more traits from the misfit set. They will receive 25 Dragon Gold per month. (Dragon Gold subject to change)

TRAIT GROUP	BACKGROUND
Background	Gradient Teal Blue
Background	Gradient Red Yellow
Background	Pink
Background	Green
Background	Grey
Background	Red
Background	Yellow
Eyes	Laser
Jewellery	Nose Ring Blue
Jewellery	Nose Ring King
Jewellery	Nose Ring Fire
Jewellery	Nose Ring Cross
Jewellery	Nose Ring Colourful
Jewellery	Nose Ring Triangle
Mouth	Fire Breathe
Mouth	Cigar
Object	Tridant
Object	Goblet
Object	Dragon Egg

9.5 Error Card

Any in-game Dragon that has a DCC NFT error "**Military**" Skin will receive 25 Dragon Gold per DCC NFT per month. Multiple Error cards can be held inside the in-game Dragon to receive the bonus for each error card.

NOTE: All Dragon Gold Monthly Rewards are subject to change in order to find a balanced system for Players. The Objective is to reward people who have invested Large sums for Quality Dragons but NOT making it Pay to Win, so the everyday player can also have fun and enjoy playing in TCG World.

9.6 Trait Set Tables

TRAIT GROUP	TCG TRAITS
Arms	TCG
Background	TCG
Clothes	Suit
Eyes	TCG
Frame	TCG
Hat	TCG Cap
Horns	TCG
Jewellery	TCG Necklace
Mouth	TCG
Object	TCG Cards
Skin	TCG Skin

TRAIT GROUP	WIZARD TRAITS
Arms	Wizard Folded
Arms	Wizard
Background	Wizard
Clothes	Cape
Eyes	Wizard
Frame	Wizard
Hat	Wizard
Horns	Wizard
Jewellery	Wizard Necklace
Mouth	Pipe
Object	Wand
Skin	Wizard

TRAIT GROUP	ZOMBIE TRAITS
Arms	Zombie Folded
Arms	Zombie
Background	Zombie
Clothes	Rags
Eyes	Zombie
Frame	Zombie
Hat	Rag
Horns	Zombie
Jewellery	Zombie Necklace
Mouth	Zombie
Object	Organ
Skin	Zombie

TRAIT GROUP	KING TRAITS
Arms	King Folded
Arms	King
Background	King
Clothes	Robe
Eyes	King
Frame	King
Hat	Crown
Horns	King
Jewellery	King Necklace
Mouth	King
Object	Scepter
Skin	King

TRAIT GROUP	MILITARY TRAITS
Arms	Military Folded
Arms	Military
Background	Military
Clothes	Armour
Eyes	Military
Frame	Military
Hat	Helm
Horns	Military
Jewellery	Military Necklace
Mouth	Military
Object	Crossbow/Sword
Skin	Military
Skin	Military

TRAIT GROUP	PLATINUM TRAITS
Arms	Platinum Folded
Arms	Platinum
Background	Platinum
Eyes	Eyepatch
Frame	Platinum
Hat	Pirate
Horns	Platinum
Jewellery	Platinum Necklace
Mouth	Platinum
Object	Platinum Cards
Skin	Platinum

TRAIT GROUP	GOLD TRAITS
Arms	Gold Folded
Arms	Gold
Background	Gold
Frame	Gold
Hat	Santa
Horns	Gold
Jewellery	Gold Necklace
Mouth	Gold
Object	Gold Cards
Skin	Gold

TRAIT GROUP	SILVER TRAITS
Arms	Silver Folded
Arms	Silver
Background	Paint Silver
Frame	Silver
Hat	Beanie
Horns	Silver
Jewellery	Silver Necklace
Mouth	Silver
Object	Silver Cards
Skin	Silver

TRAIT GROUP	BRONZE TRAITS
Arms	Bronze Folded
Arms	Bronze
Background	Bronze
Frame	Bronze
Hat	Straw (Bronze)
Horns	Bronze
Jewellery	Bronze Necklace
Mouth	Bronze
Object	Bronze Cards
Skin	Bronze

TRAIT GROUP	NORMAL TRAITS
Arms	Normal Folded
Arms	Normal
Background	Paint Blue
Eyes	Normal
Frame	Normal
Horns	Normal
Jewellery	Nose Ring Black
Mouth	Tongue Out
Object	Normal Cards
Skin	Normal

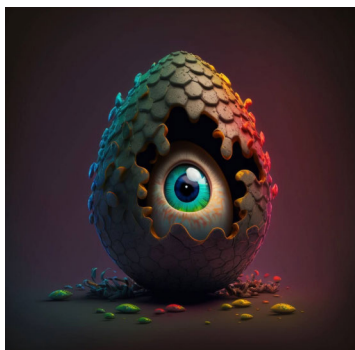
10. Dragon Eggs

Each DCC NFT will receive a Dragon egg as reward for the Holders. These eggs will contain the DNA from the DCC and will therefore contain the same rarity.

The Dragon Eggs can be opened to receive special rewards or they can be sold on TCG Marketplace. The rarity will determine the quality of rewards and prizes the Player receives when the Egg is opened.

The following years the Player can Nest the DCC during the Mythic nesting month to receive another egg or if they are lucky a Mythic egg to create a Mythic Dragon for the First Nine Years.

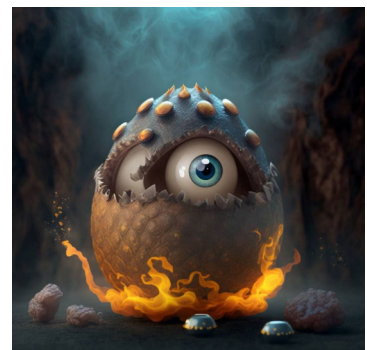
Common



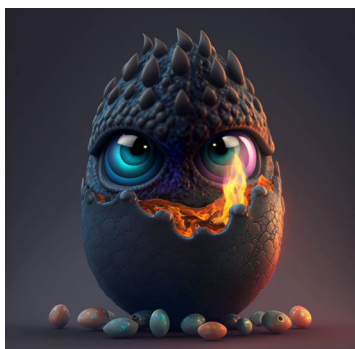
Uncommon



Rare



Epic



Legendary



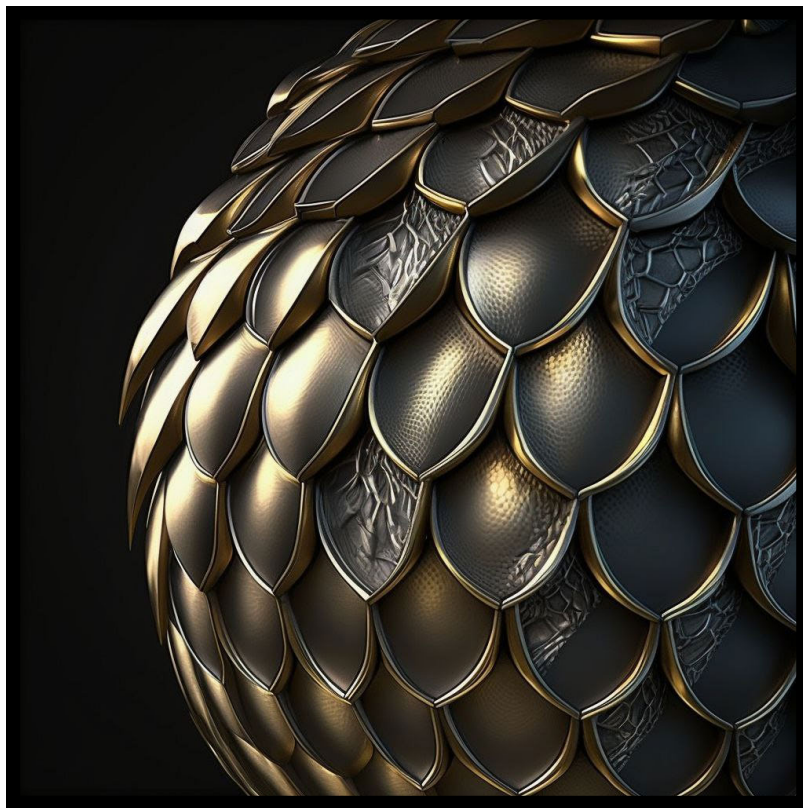
Mythic



(Images for reference only. Subject to change)

10.1 Dragon Scales

The Dragon Scales can be found all through out TCG World and will be used by players for crafting recipes and various quests to be determined. Some utilities may include but are not limited to crafting accessories such as necklaces and armor or access to specific in-game quest and tasks.



11. Dragon Nesting

The Ancient Dragon Ancestor called Makaras (Sea Dragons) once originated from Lakes, Rivers and Oceans and that DNA is still strong in the Top 500 ranked Dragons of the Dragon Cave Club (DCC). These dormant Ancient Bloodlines can be unlocked when the Top 500 Dragon begins Nesting.

The Player can select from a range of Nesting Time Periods; example, 2 Months, 4 Months, or 6 Months. During these periods of nesting Players must perform weekly tasks to keep the Nesting Dragon happy.

The Time period combined with the Dragon rarity (Mythic, Legendary or Epic) will determine the chances of receiving a Mythic, Legendary, Epic, Rare, Uncommon or Common Makaras. (Table percentages subject to change).

Dragon Rarity	Breeding Period	% Mythic	% Legendary	% Epic	% Rare	% Uncommon	% Common
Mythic	2 Months	10	30	30	20	0	0
	4 Months	20	40	40	0	0	0
	6 Months	80	20	0	0	0	0
Legendary	2 Months	5	5	10	30	40	10
	4 Months	10	30	30	20	10	0
	6 Months	50	50	0	0	0	0
Epic	2 Months	1	4	5	20	40	30
	4 Months	5	10	40	30	10	10
	6 Months	30	30	40	0	0	0

11.1 Makara (Sea Dragon)

Makaras allow the Player to ride upon their back when traveling in the water to become Masters of the Seas, while exploring TCG world. The Mythic Makara allows the player to swim and walk/run on land. The rarity of the Makaras determine the size and the max set point of attribute points which will help the Makaras cruise through the water. These include Speed, Stamina, Boost and Agility. The attributes will have a max of 10 points each, so the Player will have to allocate the points wisely, and can only be used towards the one Makara and not saved to allocate to another.

All Makaras will start with 5 points where they can allocate to their desired strategy. The rest of the Attribute points must be earned through in world activities to reach the maximum set points available for the rarity class of the Makaras. For example, a Legendary Makara will start at 5 Attribute points and through in world flying it will gain XP and level up to give the player access to the Attribute points to allocate.

Makara Rarity	Attribute Points
Mythic	30
Legendary	27
Epic	23
Rare	20
Uncommon	17
Common	14

The DCC NFTs that are Nesting to receive a Makara can also be in a slot for an In-game Dragon.

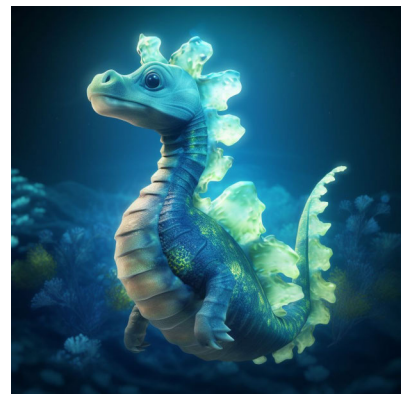
Common



Uncommon



Rare



Epic



Legendary



Mythic



(Images for reference only. Subject to change)

11.2 Makara Moves

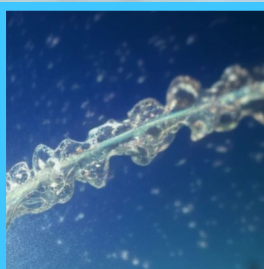
The Sea Dragon will have in water race moves to help during Races, Players will have to use their moves wisely as they drain from a limited resource Pool which slowly regenerates. The two attacks are; Bubble Burst (Short Range) and Water Blast (Medium Range) .



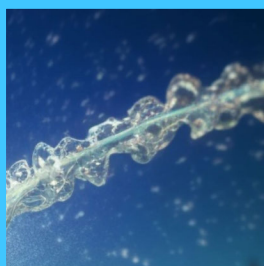
Bubble Burst LVL 1 - Opponents hit by the Bubble Burst are slowed by 10% while being hit. Uses up water pool by 20% per second.



Bubble Burst LVL 2 - Opponents hit by the Bubble Burst are slowed by 20% while being hit. Uses up water pool by 20% per second.



Water Blast LVL 1 - Opponents hit by the Water beam are slowed by 10% while being hit. Uses up water pool by 10% per second.



Water Blast LVL 2 - Opponents hit by the Water beam are slowed by 20% while being hit. Uses up water pool by 30% per second.

11.3 Mythical Nesting Month

The Mythic Nesting Month is a Special event held on the month of September. During this month all Non-Mythic Dragons can enter the Nesting process to have a chance at producing a Mythic Egg.

The Mythic Dragon Egg will be randomly dropped to one of the Non-Mythic Dragons. One Mythic Dragon egg will be won every year for 8 years.

Mythic Dragons will not be able to produce a Mythic Egg. To be eligible the Dragon must be nesting During the Mythic Nesting Month and perform their weekly tasks to keep their Dragon Happy. All other Dragons who do not receive the Mythic can produce a Dragon Egg every year which will have rewards and prizes within.

Once a Dragon wins the Mythic Egg, that Dragon can no longer produce the Mythic Egg again. The Egg can be sold or used with a DCC and activate the Mythic Flying Dragon.

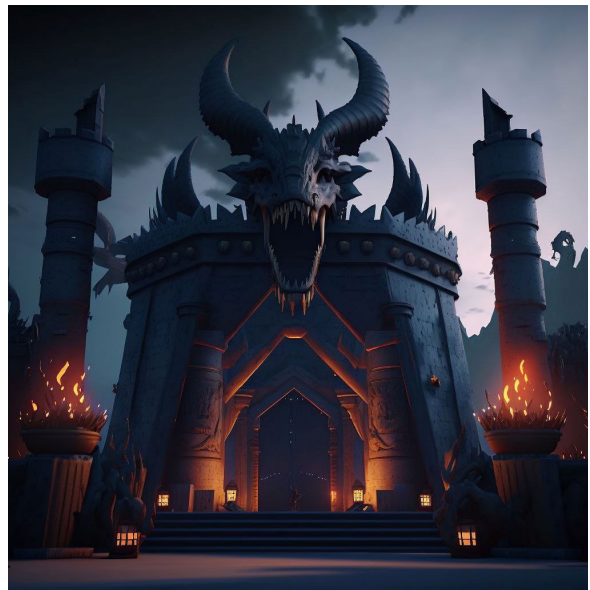
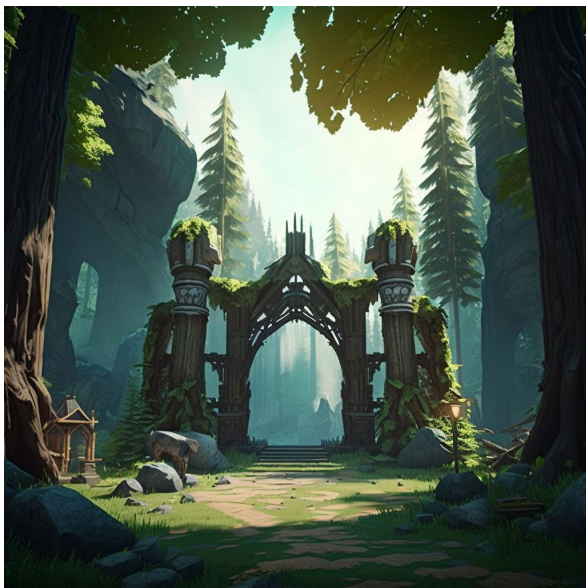
The Nesting DCC NFT can also be a part of an In-game Dragon.



(Images for reference only)

12. Dragon Battles

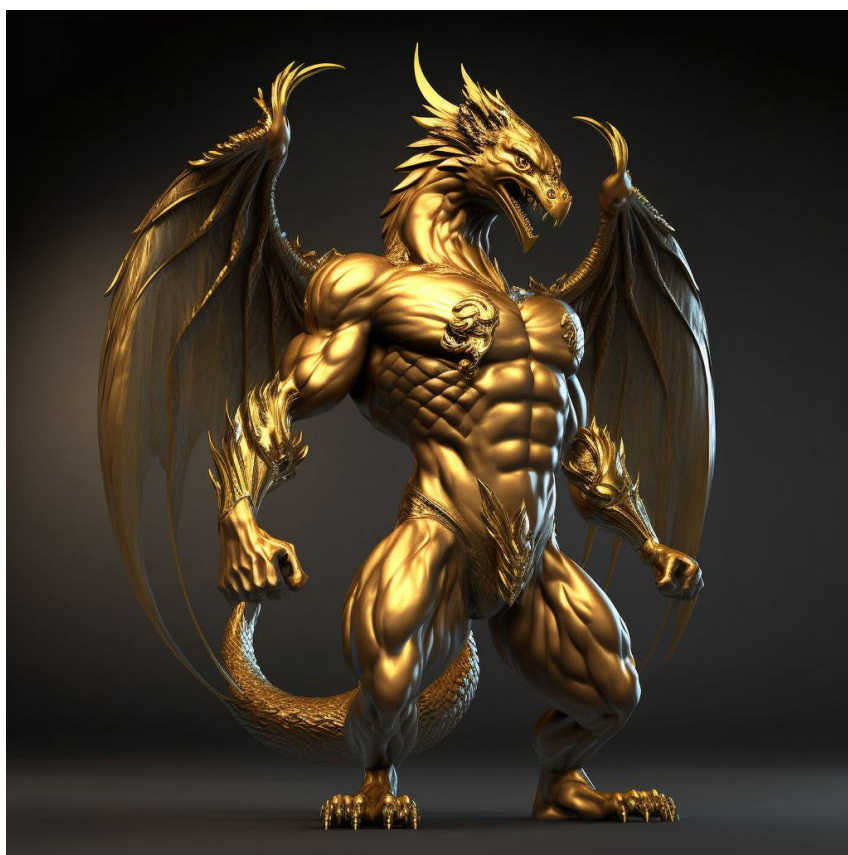
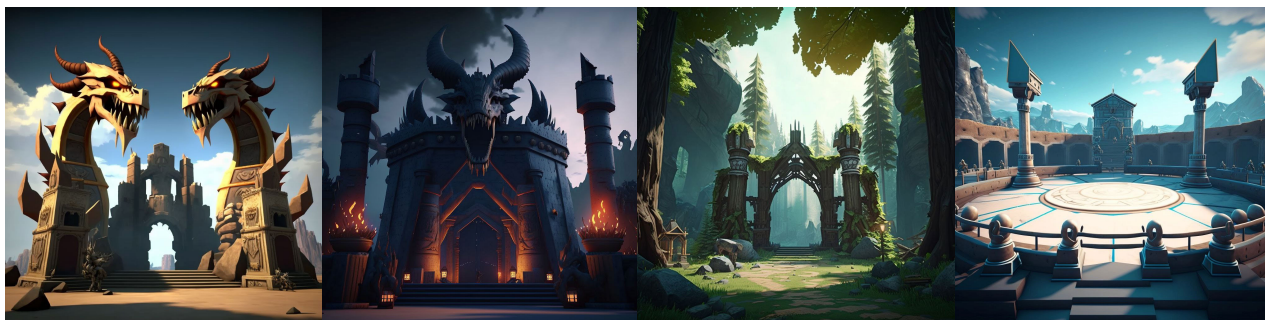
The Tier 3 Battle Dragon will receive points to allocate to abilities to help battle other Dragons and Sprites. These include Health Points (HP) Speed (SPD), Attack (ATK) Defence (DEF), Agility (AGL), Intelligence (INT). The abilities will have a max of 25 points each, so the Player will have to allocate the points wisely, and can only be used for the one in-game Dragon and not saved to allocate to another.



(Images for reference only)

12.1 Mythical Battle Month

During the first five years, two Mythic Battle Dragon's will be won per year, for a total of 10 Battle Dragons. These will be divided into two Battle Classes of Legendary and Mythic Battle Badges; depending on the Players Battle Log Wins. A Legendary Class will need 5000 Battle wins on the Players Battle Log, while the Mythic Class will need 10000 Battle wins on the Player's Battle Log to enter the Mythic Battle Month. The winner of each division will receive a Mythic Battle Dragon NFT.



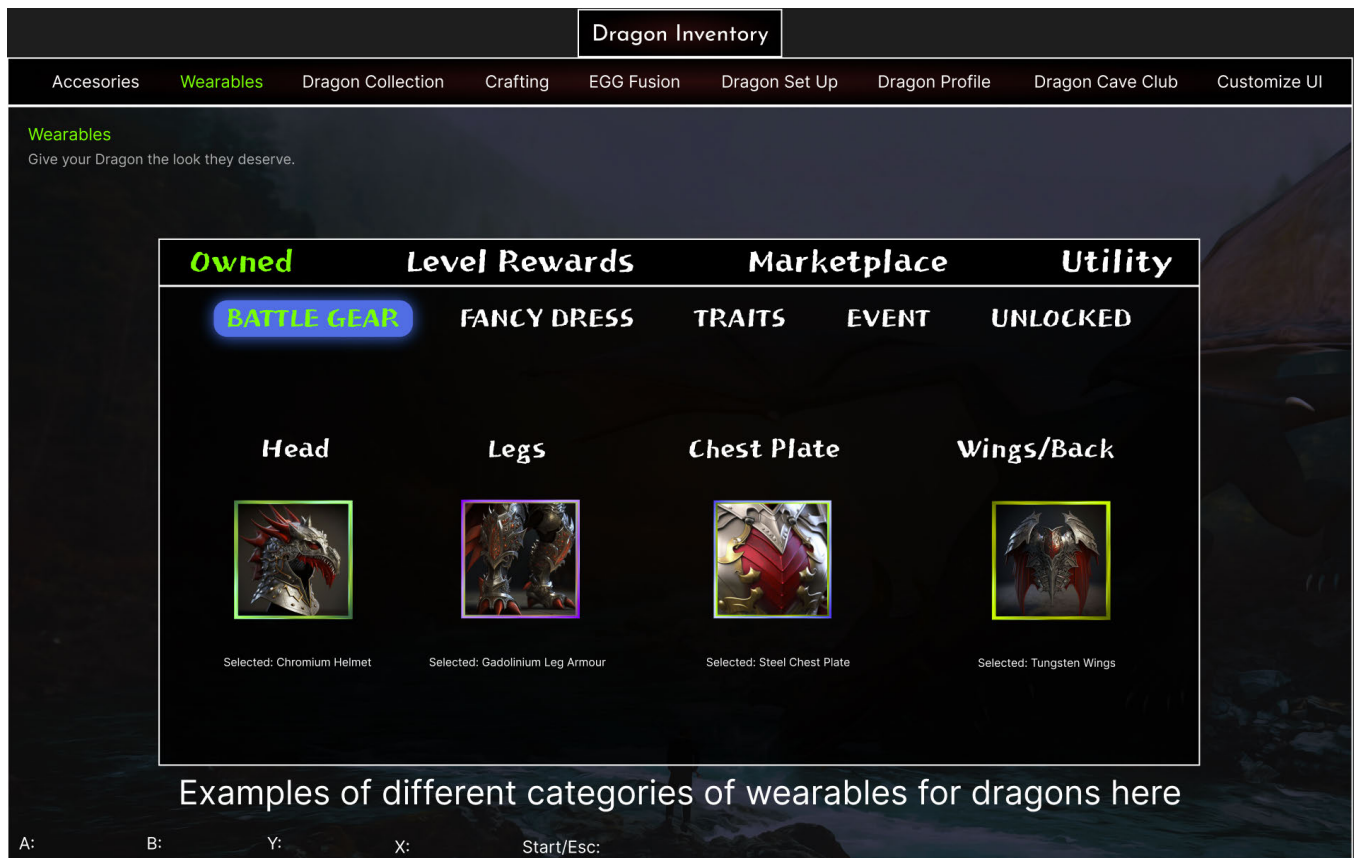
(Images for reference only)

13. Dragon Customisation

All in-game Dragons (Tier 1-5) are dynamic and fully customisable.

The DCC NFTs used for in-game Tier 2-4 (Flyers, Battlers and Raiders) are interchangeable in their Dragon Combinations, allowing players to obtain better ranked dragons to improve their Dragon Gold for exchanging for upgrades and also improving their Dragon Gold Score on their name tag and the Dragon Gold Score board.

Players will also have access to a Dragon Customiser (for in-game Dragons) which allows them to personalise their dragon by selecting a wide variety of skins, wearables and accessories to create their own unique look for Tiers 1-5. (Images below for reference only).



(Images for reference only)

14. Dragon Island

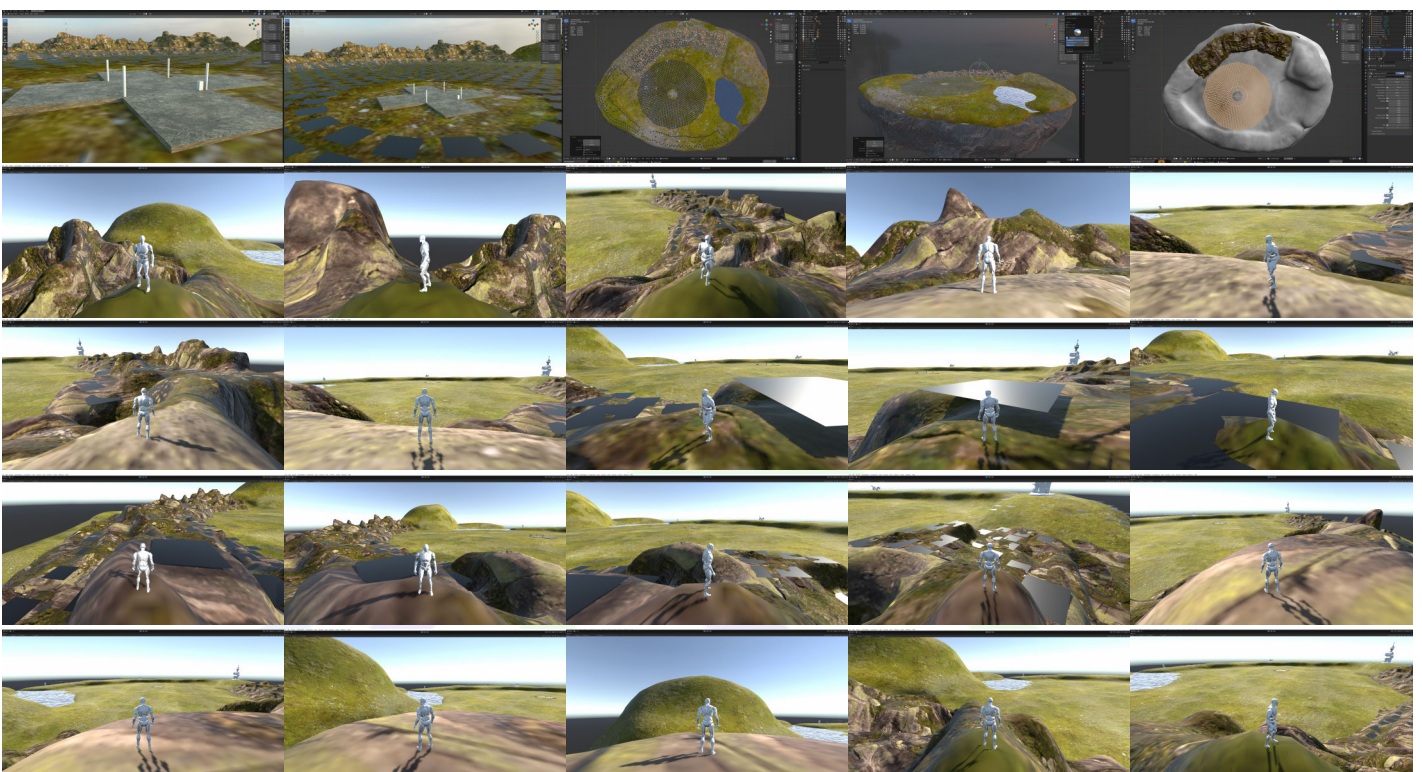
All Top 2000 Ranked Dragons (Mythic, Legendary, Epic and Rare) will receive a Dragon Nest on Dragon Island.

The Top 100 and the remaining 8 Mythic DCC NFTs will have Dragon Nests with mountain top views around the edge of the Island, with the King being at the Peak.

The rest of the top 500 will receive Dragon Nests around the edge of the Island.

The Dragon Portal will be in the centre of the Island with the higher ranks closest to rank 2000 will be near the hub and move outwards as the Rank decreases.

Dragon Nests are bound to the original DCC NFT and when the Dragon is exchanged the deed and access to the Nest goes with it. Dragon nests will also contain utility, one of which includes but not limited to regenerative powers to help heal fighting Dragons after battles, this will also include options to Rent the nests for their Utility to other Players within TCG World. (Subject to Change)



(Work In Progress)

15. Dragon Rentals

Players can choose to lease their Battle and Flying Dragons to other TCG World users so they can experience the in-game utility and have a chance to earn.

These in-game Dragons will be featured on the Asset Rental section of the Marketplace where users can view the Dragons Accessories, Attacks, Speed and other relevant Statistics.

There will be a Dragon Rental Industry Standard (DRIS) for the Price of Dragon Rentals per hour and per day. The owner of the NFT decides the hourly or daily rental fee (that is equal to or above the DRIS).

Once the renter chooses the Dragon they want, the duration of the lease can then be selected. Renters are then required to pay the total rental fee upfront in TCG2 with TCG receiving a 5% Fee. Once the TCG2 tokens have been received in the smart contract, only then will the renter be given access to the In-game Dragon.

The Marketplace will offer tiered listing options for greater exposure. Prices in the Image Below are examples and not final.



FREE TCG World listing	BASIC TCG World listing BUSD \$10	STANDARD TCG World listing BUSD \$25	PREMIUM TCG World listing BUSD \$50
Your listing displayed on Marketplace	All FREE features + Highlighted	All BASIC features + Top Ad Detailed Description 4x Photos	All STANDARD features + Featured Marketplace Home Page Ad Title Extra 6x Photos (10 total)
			
Preview	Preview	Preview	Preview

Your ad will be live for 30 days.
*Based on average results across all categories compared to Free ad

(Images for reference only)

16. Summary

The 10,000 Dragon Cave Club (DCC) are NFTs that were minted on the Ethereum blockchain and usable in TCG World Metaverse for the use of in-game dragons.

This collection can be purchased via OpenSea
<https://opensea.io/collection/tcg-world-dragons>

We look forward to seeing you in the TCG World Metaverse.



Disclaimer.

The information within this TCG DCC Whitepaper is subject to change. Some images are AI generated concepts. Our 3D modellers and animators will develop the final versions which are subject to change.

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