



DRAKONS SCROLL

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The Founders



CRIS



ALLAN



JP



RACHELLE



TRIXIA

The Team behind **Drakons** were once office buddies turned lifelong friends.

They're no graduates from Ivy-League Universities, nor have received accolades or worked with Forbes Top 100 Digital Companies. But their skills, dedication, innate talents and years of creative and tech experience, can outmatch some of the Goliaths in the industry.

At the core of their formative years as employees, technology-driven tools have always been their primary foundation. From creating Oracle-based RDBMS enterprise solutions to Geographic Information Systems (long before Google Maps was born) were among the key work functions that they've dealt with for almost 14 years. With each individual bearing their own unique skillsets, the 5 founding members decided to take a leap of faith, and formed Zynappse, a tech company focusing on app and cloud based solutions in 2014.

Cris stands as their Chief Executive and probably the genius among all, being the most knowledgeable and continues to pro-actively learn all the latest tech developments related to the business. His early work years in geo-mapping systems in Japan, has inspired him to go back to the country and help set the foundation for local governments to adapt the same platform. Nowadays, Smart Contracts is his favorite thing to do.

Allan has always been the biggest nerd in their group, with a funny bone always sticking out. He's their analytics and programming expert, and a brilliant coder who can study them in a flash and make the best programming innovations and implementations. There is nothing this guy can't learn when it comes to coding.

Trixia is the creative genius. Not only does she provide the form and color to their ideas, she gives life to it. Her imaginative and artistic side, honed by years of advertising and multimedia work from both creative agencies and technology companies has given their projects the visuals they've always aspired. Just check out the Drakons.IO and see for yourself!

Based in Singapore, JP has been their anchor in all security and technical requirement protocols. He stands as the team's CTO, and is in charge of the most delicate part of the business.... Handling the overall security and welfare of their cloud databases. With his massive experience and cloud, security and top of the line IT certifications, Drakons is well secured in his capable administration.

Last but not least, is Rachelle. A marketer and business development manager by profession, she also stands as the researcher, writer, and the most difficult trial customer to please who stands in as their number one critic of all work developed, aka quality control, aka queen bee. They have a rule, before any system, asset or product is tested or released, it has to pass her stringent and discerning judgment first, before it goes out..... or else... She is also the crazy idea maker and Drakons project is one of those ideas.

Fast forward to 2018, 4 years after founding Zynappse, the team saw a new and exciting technology called Blockchain and decided to be part of it. Rachelle was one of the first who stumbled upon CryptoKitties, and fell immediately in love with it! It has been one of their inspirations behind Drakons, and they can't thank them enough for pioneering blockchain games.

With this new concept in mind, they drove themselves to make the concept of blockchain more acceptable, interestingly fun and easy to understand, and they have never ceased to evolve ever since.

Their goal is to introduce the beauty of blockchain technology to a great number of people by educating them through Drakons. They believe that something so abstract should be made easy and fun, and from there, they hope for Drakons to evolve into something more than a game... but a way to enjoy life with technology.

The team loves to listen and collaborate, be it with a startup like them, or even established companies who are willing to create wonderful and amazing collaborations. Synergy has always been a core belief of the team, so they are opening Drakons to be enjoyed and developed by the community of Drakon Masters and Supporters. So if you have a wonderful idea, go ahead and give them a call and explore these exciting developments, together, as they aim to bridge blockchain adoption to the world using one Drakon at a time.

JOIN THEIR JOURNEY. #BEADRAKONMASTER!

Abstract

Blockchain is unquestionably an innovative creation of Satoshi Nakamoto. Although nobody knows whether Nakamoto is just a pseudonym of a person or a group of people, blockchain has evolved into something greater, and bigger than its initial purpose. Blockchain has provided both developers and end-users more than what meets the eye.

Among the great things that blockchain has brought to us are cryptocurrencies. They have been dominating the headlines for the past few years and have spurred the creation of various applications, among which are crypto-collectibles or digital collectibles, referred to as “**non-fungible tokens (NFTs)**.” Non-Fungible Tokens (NFTs) are used to identify something in a unique way.

Drakons.IO is one of the systems that took advantage of the power of cryptocurrencies by introducing its Drakons as non-fungible tokens or NFTs. These Drakons have value equivalent to an **ERC-721 token** or a regular cryptocurrency like the Ethereum coin. The Drakons.IO smart contract is built on the Ethereum blockchain which securely records all Drakons.IO transactions, implementing how to allow these NFTs to be managed, owned, and traded.

The Drakons created are beautiful, but they are also scarce. Once a Drakon is created there is only one copy of each existing in the blockchain. They cannot be duplicated, copied or reproduced, and only represent one and only one Drakon asset in the blockchain.



Similar to real world collectibles like trading cards, jewelries, shoes, bags, paintings, and other treasures, a Drakon has value and may increase over time depending on many factors. A Drakon Master may be able to perform a lot of things such as siring, breeding and selling their Drakons via the secure blockchain transactions.

The Drakons at Drakons.IO are also indestructible as they are forever stored on the Blockchain, giving owners a secure history of its trade, as well as any changes on its cryptocurrency values.

Drakon **collectors** may buy and own their Drakons according to the Basic Elements: Air, Earth, Fire, and Water, or by the different elemental gems: Sapphire, Emerald, Ruby, and Pearl. If you are planning to engage your Drakons in battle, better check out their battle statistics wisely. Each Drakon is unique with its own DNA signature that will not be duplicated within its environment.

Drakons can sire other Drakons in the market, or a Drakon Master can breed their own Drakons to sell with other players or users in Drakons. Since it is an **ERC-721 token**, the Drakons you are selling will also be available in other NFT market place like Opensea, Rarible, the like.

Aside from their scarcity and indestructibility, Drakons.IO developed these Drakons to not just be a crypto collectible for collectors, but to utilize these Drakon NFTs into a gaming asset to also target the gamers through the introduction of the battle arena.

The Battle or Play Mode is for **gamers** to play, upgrade, train and battle with Drakons anytime and anywhere using desktop and smartphones. In the future, there will also be a mobile application.

Players of Drakons.IO may choose their own avatars based on available Drakons user character, or they may also upload their own image for a more personal experience.

Another way to increase a Drakon's value and skills is by upgrading or purchasing additional boosts, accessories or skins, which will help strengthen a Drakon's ability on the battlefield to defeat other Drakons. Every battle won will also allow a Drakon Master to be rewarded with orbs in order to increase their Drakons' Rune Level and unlock more magic skills.

A Drakon Master's goal is to master all these Drakons by playing against, and defeating, competing Drakons in the Battle Arena. The Drakons Battle Mode is

available in 4 game modes to cater to different levels and player types. The current game modes are Classic, Ranked, Challenge and the Ultimate Battle.

There will also be regular tournaments in the Battle Arenas of Drakons.IO. As you master your way up the Drakons Leaderboard, you will earn several loots like boosts, shards, and gems, which you may use inside the platform to boost your Drakon, gift to another Drakon Master, or in the future, purchase a Drakon and other game assets. These gems will also be tradable to Drakon Tokens, called “**Drakoins**”.

Drakoins will be the game’s official utility token, which will be rewarded to hardworking Drakon Masters whenever they perform Drakon activities such as breeding, siring, buying of Drakons, and topping Drakons Leaderboards.

Aside from collectors and gamers, Drakons.IO will also introduce another form of player in the future. They are the “**spectators**” who may choose sides prior to the battle/game mode. Spectators may be collectors or gamers whose Drakons may not necessarily be on the battlefield, but still want to join the game by supporting the side of the prospective winning Drakon. Spectators will need to register for a joining fee for them to be allowed to side with a particular Drakon Master and witness a particular spectacle. Should the chosen side of the spectator win the battle, s/he will be able to share the prize of the winning Drakon or Drakon Masters. This feature will be available during special tournaments and other invitational games.

Drakons.IO is a crypto collectible and a game site, but we want to raise it to another level by also making it a **platform for Crypto Artists** to showcase their NFT creations. We realized the importance of artwork in creating a realistic and enjoyable experience inside a game, and likewise, how important they are to collectors. We will open Drakons to Crypto Artists to collaborate with us in the creation of NFTs and other Drakon Assets which they can sell separately as a crypto art in other platforms while giving it life in Drakons as a game asset.

We want to create a new breed of collectors who collect NFTs or crypto art for the sake of art or beauty and give the art a greater purpose. Imagine buying an NFT that you can visually enjoy, and at the same time use it in an enjoyable game. We want to create a win-win scenario between Drakons as a platform, the Crypto Artists who creates the Crypto Arts or NFTs, and the collectors who we can convert to would-be players.

This model has already been tested in Drakons.IO with the collaboration with <https://mycryptogemx.xyz>, an independent NFT creator creating “GEMX” or gems. These Gemx was utilized inside Drakons.IO as a game asset by using them to power up or increase a Drakon’s attack move. So, following this model, various crypto artists can now showcase their work and see it have another utility in-game.

Drakons is also welcome to “**collaborators**”, wether they promote another entity/brand or use our NFTs in another game or vice versa. The former has been done in Drakons several times with the minting of the limited edition Drakons. We have designed Drakons to suit another company’s vision or requirements and branded them with badges showcasing their logos.

We also understand that there are collectors who are not really gamers, they may be “spectators”, or, giving them another purpose inside Drakons, they would be our “**lenders**”. Drakon lenders will be those users who own Drakons but aren’t exactly gamers don’t have the time to play; they can just “lend’ their Drakons to another Drakon Master for a fee.

So, if you are any of the following, this game is for you!

1. **Collector** - who loves beautifully designed and unique NFTs on Dragons or Drakons.
2. **Gamer** - who is competitive, enjoys a strategy card based game on Dragons or Drakons and wants to play and earn rewards at the same time.
3. **Spectator** - who are not gamers but wants to speculate on battles and choose sides.
4. **Artist** - who can create NFTs that can be used inside Drakons as game assets
5. **Lender** - who owns a Drakon and is willing to lend it to be used by other Drakon Masters in the battle arena.
6. **Collaborator** - Another entity who wants to promote their brand through Drakons or a similar game where our NFTs can co-exist.

We want Drakons to be a platform for everyone, for every user type, and to be as inclusive as possible. We don’t mind if you are new in the blockchain space, so long as you are willing to take the journey with us, hence our tagline “**BeADrakonMaster!**”, as you have to be one to be able to experience all the things that Drakons is offering.

INTRODUCTION

Our world is filled with “collectors.” Our ancestors used to collect things and exchange them for food, clothing, or anything that could make living easier. Some people collect out of sentimentality like old photographs, love letters, coins, and other mementos that remind us of a person, a place, a time or a feeling. Some collect because of an affinity or interest. Some collections are treated as valuable, things that can be used, and over time, could be resold at a higher cost. A win-win scenario.

Platforms to collect, sell, and exchange also evolved through time, from the flea markets and the brick and mortar establishments to the e-commerce stores. On the same note, the way we pay also evolved from the barter of goods and the payment of gold and jewelry to fiat and credit card payments.

Similarly, our world loves games and playing. We love to play and it has certainly evolved from battles in arenas, hunting birds, knight jousts, and arcades, to family consoles. In the past decades, you would have needed to purchase a console to play a game, but now most of the games are made online and free to download. Games are also no longer confined inside the four corners of a room. In fact, gamers are now interacting with other gamers instantly, anytime and anywhere across the globe. Games evolved to cope up with generations; the generation of the “patients”, the “instants”, and those who have an 8 second attention-span.

In recent years, blockchain emerged with “non-fungible tokens”; a new platform in the gaming world emerged, where games now exist to make using fiats and cryptocurrencies more easier, faster, secured and available by any means.

We now welcome a new breed of players born from the blockchain world. These are people who are no longer limited to just gamers who play, but now even collectors can now take part in this interesting world of non-fungible crypto collectibles. Gamers, as well as collectors, are now sharing a common ecosystem and are enjoying interacting with one another.

Even marketplaces and museums were created in the blockchain: to showcase NFTs and games catering to crypto artists, enthusiasts, collectors, and players. All types of people co-exist in this one ecosystem called blockchain.

Taking all these in consideration, and to make the world of Drakons more interesting, we will introduce a new type of user, and we call them “spectators”.

These are the quiet collectors waiting for a good purchase, or a part of the crowd who wants to be entertained with a battle. Spectators can also be collectors, gamers, or just guests who want to join the Battle Arena while sitting and watching the Drakons battle it out.

As a collector, we know that you want something beautiful, unique, and scarce. You see potential and want to take care of something for a long time. As a gamer, you want something useful and powerful, something that can bring you forward to achieve an objective and reign supreme in the game. As a spectator, you want to see your imagination realized, you want to experience the same excitement and the same thrill but behind the scenes or at the comfort of your seat.

And there are also times where you can't get enough of your Drakons and before you realize it, you have collected more than you can manage. Everything is just so beautiful that you have hoarded a big lot. But the thing is, you really don't want to part with your precious collection. Thus, another user type is born: we will be giving you an option or the power to lend your Drakon to another Drakon Master by becoming a Drakon Lender.

We also believe that the Drakons ecosystem should evolve game-wise and design-wise so we are opening the game to cater to collaborators and contributors who can provide us game assets or allow NFTs to co-exist in various platforms.

So in Drakons.IO, a whole new world for gamers, collectors, spectators, lenders, and collaborators who love and are fascinated with dragons, or Drakons can now be explored. Players can collect their favorite Drakons and at the same time, enjoy through various facets like breeding, siring, selling, lending, and playing.

We always believe in co-existence so we are opening our doors to any possible integrations with anyone, be they a nobody or a somebody.

The founders of Drakons.IO also believe in the magic of Drakons and captured their beauty and power into an ecosystem where creativity is made to shape reality. The only limits are your imagination.

So there's no time to waste, join us and **#BeADragonMaster!**



A ΔRAKONS ORIGIN STORY...

Drakon (*drakôn δράκων*) is the ancient Greek name of a Dragon. Like dragons, Drakons are the magnificent and magical inhabitants of the world in Drakons.IO.

Drakons.IO is a blockchain-powered collectible and strategy game site made for dragon lovers and followers to collect, breed, sire, trade, and play with digital dragons known as Drakons. So if you love dragons the way we do, Drakons is the site for you!

Unlike the mythical dragons, these Drakons exist in today's world and they are created to exist forever and at your command in the blockchain. Their history and progress remain in the crypto-collectible world even if you sell or trade them. These Drakons are kept and recorded using the **Ethereum blockchain**.

As a Drakon master, you have 100% power and control over your Drakons. Each Drakon is equivalent to an **ERC-721 token** or a regular cryptocurrency like the ether, which you can transfer or sell to other players.

These Drakons were all created and carefully designed by Drakons artists, inspired by a story written by a 12-year old boy. As a young teenager, this boy loves to read and like a lot of us, is enchanted by dragons. So after reading several articles about dragons, despite his little knowledge about blockchain and crypto-collectibles, he wrote the story that became an inspiration for the whole team. The game of Drakons evolved from this story which serve as our guide and direction. And so, enjoy his short story.

“A long time ago, a meteor crashed into Earth. The meteor contained special elements, which came from another planet.

Over millions of years, the elements evolved into what is known today as a Drakon, a mystical being with special capabilities believed to help or bring chaos to mankind. The reason why we can't find them is because these Drakons only appear when they choose to, to people they feel with compatibility or like-mindedness or to people who can tame them.

The Drakons evolved to suit their new environments. Some Drakons evolved to swim, and use water to their advantage. They became Water Drakons. These Drakons were first discovered by the Chinese. The Water Drakons then spread to Japan and other parts of Asia. Water Drakons are blue. They are said to be playful and protective of their habitat.



Drakons possess

Other Drakons evolved to fly faster and longer. They became Air Drakons.

These Drakons were first discovered in ancient Greece, but later spread across Europe. Air are yellow or grey. They are said to

great wisdom. They are a symbol of travellers, and will be likely to help out a passerby.

Some Drakons also evolved to use the earth to their advantage. Earth Drakons run faster than other types of Drakons. Earth Drakons were discovered inside a forest in India, they appear in green and brown. They are said to bring regenerating rains. Earth Drakons are the most common type of Drakons.



Elsewhere in Europe, the Vikings discovered a new type of Drakon in Great Britain. These Drakons evolved to use fire to their advantage. They became Fire Drakons. Fire Drakons can breathe fire and are more powerful than other Drakons. Fire Drakons come in red, orange or yellow. Some rare ones are also black. They are said to represent evil. They are extremely powerful and creative. They usually hide in caves. They are the most dangerous among Drakons.



There are still more types of Drakons, like the Frost Drakon, a Drakon which lives in the southmost part of the world, where the waters turn to ice. The Ice Drakon is an evolution of the Water Drakons. Ice Drakons are said to be blue or white. They have extremely powerful healing powers.

There is also a rumored Drakon called the 'Metal Drakons'. Said to live underground, they are an evolution of the Fire Drakons and the Earth Drakons. It is still unsure whether or not this interesting Drakons exists. They are believed to have advanced technology and are robotic in form. They are said to control everything through electricity.

Japan was where the Metal Drakon was first discovered. The Metal Drakons are the newest of the Drakons and said to be silver, bronze or gold form. They have very hard scales and are powerful. They are said to be warriors.



While Asian Drakons are not dangerous, European Drakons are more dangerous and deadly. Both kinds of Drakons can be tamed by bringing them their food of choice.

Water Drakons like fish and other seafood. Fire Drakons are carnivorous, they like all types of meat so that's why one must be careful in these types of Drakons.

Air Drakons also like meat, but unlike Fire Drakons, Air Drakons eat bird meat like chickens, turkeys, geese or ducks.

The Earth Drakons eat fruits, and their favorite are sherbet berries, a fruit similar to blueberries. This is perhaps the reason why they were first discovered in India as sherbet berries grow abundantly in that place.

Frost Drakons, like the Water Drakons, eat fish, frozen fish for that matter. It is believed that the Metal Drakons do not eat at all but they love collecting shiny things like silver, bronze and gold. They also love hoarding gems and other jewels.

All these Drakons are lead by a Drakon King who wears a crown he guards extremely. The crown holds half of all the precious gems that each Drakon hold and with the crown combines all Drakon powers. It is also believed that the Dragon King holds both magic and chaos. He is so powerful that he can appear in any form and can even turn people into Drakons or the other way around. Whoever wears the crown controls all Drakons."

-RedJAR
Sept 2018



Elemental Stones and Orbs



Like most of us, the Drakons are fond of collecting precious stones or anything that has value. They hoard these precious and shiny objects and keep them safe from anyone. These valuable objects are not just an ornamental collection to these Drakons but they give Drakons its powers or energy so the more they have these stones, the more powerful a Drakon would be. Orbs are the Drakon's power or energy pills. It is harnessed at the habitat or environment it belongs to. Each Drakon type or element has its **Elemental Stones that gives Orbs** to guard and keep. You have to battle in the arena if you want to earn orbs for your Drakons.

TO CONTINUE ON THE DRAKONS STORY...



The **Air Drakons** guard a **Flying Sapphire** that floats on top of the highest mountain peak hidden by the thick clouds. The flying sapphire produces **Sapphire Orbs** which allow Air Drakons to fly up to great altitudes and in great lengths without getting weary. Perhaps this is the reason why the Air Drakons

are
gain
The
control
balance against



have the highest intelligence as they were able to gain knowledge from travelling across the world.

The flying sapphire allows the Air Drakon to control the wind or anything gaseous, they bring the scorching heat of the sun.

The orbs also gives them power to bring chaos in the form of tornadoes and storms.



The **Earth Drakons** guard a **Green Emerald** hidden in the roots of an unknown tree that bears the sweetest Drakon fruits. The Emerald produces **Emerald Orbs** which

enables the Earth Drakon to run faster than other types of Drakons. It also allows them to summon regenerating rains to make any soil instantly fertile. However, the orbs also give Earth Drakons the power to bring forth earthquakes, landslides and avalanches.



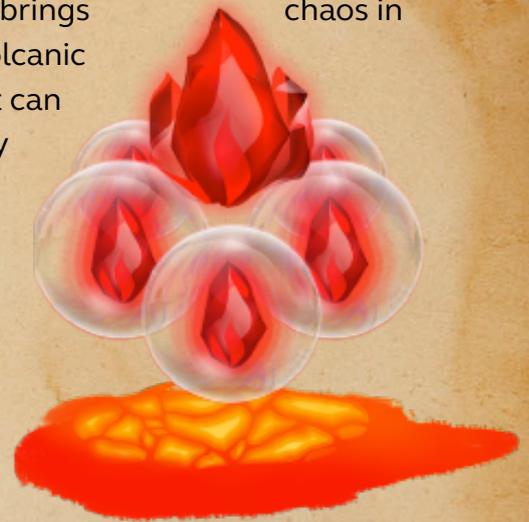


the air.

It also gives them great power to brings
the form of fire, heat waves and volcanic
eruptions.
even boil



The **Fire Drakons** guard a massive Ruby believed to be in the color of blood hidden in the core of an angry volcano. The **Blood Ruby** produces **Ruby Orbs** which allows the Fire Drakon to control the sun in order to light the world and bring heat to balance the cold air. It is so powerful that it can water, melt ice and dry



When necessary, these powers allows them to brings chaos in the form of tsunami and tidal waves.



The **Water Drakons** guard a giant pearl which is believed to be the mother of all pearls, it is hidden in the deepest trench of the sea. This **Mother Pearl** allows the Water Drakons to be master swimmers and to control all water forms and provide a bountiful catch for friendly fishermen. They have the full command of the water element and use them to heal and protect.





The **Frost Drakons** protect an **Icy Diamond** clearer than any other diamond, hidden in the coldest place on Earth. Frost Drakons are said to be the evolved version of the Water Drakon inheriting its healing and regeneration powers at a greater scale. The diamond produces **Diamond**

Orbs

and
living



which allows the Frost Drakons to preserve to heal all manner of things while bringing

balance against the heat of the sun. The orbs also gives it power to summon chaos in the form of anything cold and freezing causing snow, frostbites, blizzard, and the like.



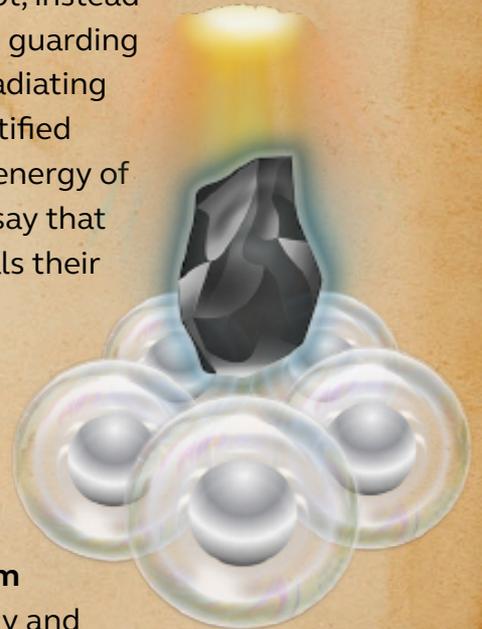
The **Metal Drakons** are a special lot, instead of stones, they are believed to be guarding a giant **titanium** which holds a radiating core that contains a rare, unidentified element that is said to have the energy of a



nuclear reactor. Rumors say that aside from giving metals their great strength, the titanium is also changes shape and

magical! It color; opening portals across time, and allowing Metal Drakons to travel across the universe.

As the newest of Drakons, its titanium nuclear ball is not a gem but a new breed of element that produces **Titanium Orbs** which allows the Metal Drakon to control technology and electricity, create magnetic fields, lightning and even nuclear explosions. The titanium ball gives the Metal Drakons its great strength and power, so powerful as they can control and hold other elements.



All these orbs are earned from battling other Drakons. These Orbs can be used to level-up your Drakon's Rune level, which unlocks more skills. Harness all orbs and empower your Drakons!

Collecting DRAKONS

The hobby of collecting involves a lot of effort and activity, including maintaining or keeping the items that are of interest to the collector. They say that for those people who collect, the value of their collections are not really monetary in nature, but more emotional or sentimental.

For instance, there are collections that allow people to relive their childhood or a period or to a time they feel strongly about. To others, their collections help them ease insecurity and anxiety. And some collect just for the thrill of it. For these collectors, collecting is a quest, a lifelong pursuit which can never be completed. This is exactly what you're going to feel in collecting Drakons from Drakons.IO. This will definitely be a never-ending pursuit of the best Drakon that you can buy, keep, breed, sire, and play with.

ENTER "THE DRAKONS"

So what really are these **Drakons** anyway?

A Dragon is defined as a large, serpentine legendary creature, resembling giant snakes. There have been so many variations and interpretations of Dragons depending on where you are or what you've heard. They differ in forms and sizes. Some have wings, some don't. Some have legs and some are great swimmers. Some are even said to be magical.

There are so many legends and beliefs about Dragons that are known across the world, though they are most popular in Western and Asian cultures. They also hold a symbol of good fortune in some cultures and are even part of ancient beliefs or religions.

Although it is not clear when or where stories of dragons first emerged, the huge, flying serpents were described at least as early as the age of the ancient Greeks and Sumerians. For much of history, dragons were thought of as being like any other mythical animal: sometimes useful and protective, other times harmful and dangerous.

Indeed, these mythical creatures have a long and rich history in many forms and continue to occupy our popular culture from literature, movies, TV shows, anime, games, and many more. There might even be one dragon knickknack in your house hiding somewhere.

Who wouldn't want to become that hero who was able to tame and train a Dragon? Wouldn't it be cool to be like Merlin the Wizard, the famed Grand Master in the Arthurian Legends who was able to fight alongside a Dragon or to be regarded as the Mother of Dragons like Daenerys Targaryen in the Game of Thrones?

This Dragon fascination has enthralled us, and we are not immune. In fact, we are greatly captivated by their mystery, their magic, and their power.

As it happens, the meaning of the word Drakon in Greek is Dragon. Hence, we named all the wonderful dragon creatures in Drakons.IO as Drakons. Most of our Drakons are young or baby Drakons that depict the charming and attractive side of the Drakons as opposed to the usual harmful and dangerous image of dragons. We aren't saying that we will be confined by these cute creatures; they are simply what we will be showcasing in Drakons at the moment. The more dangerous types will be considered in the near future, maybe Drakons could have an "Arch Enemy", which would sure be interesting.

Technically, these Drakons in Drakons.IO are non-fungible tokens (NFT) or simply put, crypto collectibles. Each Drakon is a representation of a unique token in the Ethereum blockchain.

In fact, every Drakon has its unique features and attributes to differentiate it from other Drakons. One Drakon in Drakons.IO has its own collection of different components which are programmatically assembled together to create a masterpiece of a cute, charming, and lovable Drakon.



DRAKON ANATOMY & DNA

In the world of Drakons, all Drakons are digitally developed using different features, identified by the components that comprise a Drakon. There are at least 14 components, which were personally drawn by artists to give each Drakon its unique trait and personality.

These components include **at least 14 parts:**

DRAKON ANATOMY

Horn



Spikes Head

Eyes



Eyes Outlines



Eyebrows



Mouth



Head



Spots Head

Wings



Body



Spots Body

Tail



Spikes Tail



Spots Tail

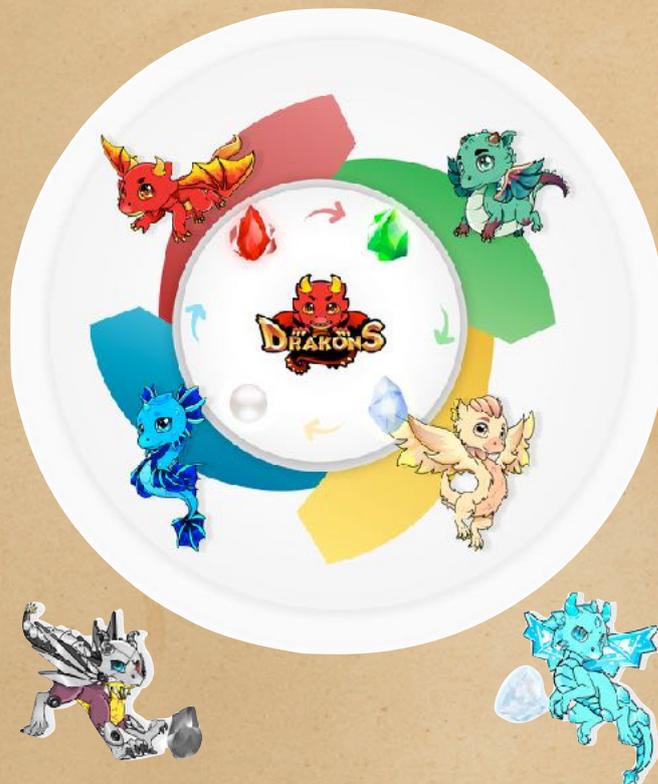
Every Drakon is digitally assembled using a combination of components that has unique codes. This means that every Drakon has a unique combined code which acts as its DNA. Like human DNA, several Drakons share several DNA strands but at the same time, no two Drakons will ever have exactly the same DNA.



And all these components are being digitally assembled to create a new unique Drakon. And no Drakon will ever have the same combined components in Drakons with the exception of the Drakons issued Limited Edition.

DRAKON ELEMENTS

In Drakons.IO, there are different Drakons that you can collect. They are generally categorized by their element. As mentioned in the story, Drakons are classified based on the habitat where they evolved from. Right now, there are six (6) elements: **Air**, **Earth**, **Fire**, and **Water** as the basic four elements, and two (2) that are believed to be more powerful and stronger, the **Frost** and **Metal** Drakons.



These elements also generally define the strength of each Drakon in their ecosystem. For instance, there are Drakons under a specific element that are, by default, stronger than Drakons from another element. Hence, Drakons from a specific element could be weaker than the Drakons from another specific element.

ART BEHIND THE DRAKONS

Drakons are beautifully and uniquely hatched in the Drakons Marketplace where they are first released by the Drakon Keepers of Drakons.IO.

Each part of the Drakon as well as all other assets used in Drakons.IO are meticulously crafted from hours of conceptualization, manual sketching, design studies, revisions and the actual design execution by various digital artists as an expression of both their imagination and inspiration from various Dragon stories.

Drakon components are distinctly designed with consideration to their elements, colors, and parts. For instance, the applied colors of Earth Drakons are different compared to those of Fire Drakons.

These Drakon components are then programmatically assembled in the Drakons blockchain to give birth to a unique and original art (Drakon) that we ensure to be without any copies and replicas.

Every Drakon is a product of combined brilliance of designer imagination and dynamic programming algorithms to assemble a high quality art that you can buy, collect, sell or upgrade depending on your aesthetic taste or preference, so it's best to discover every Drakon from each element.



Aside from the Drakon itself, the Rare and Limited Edition Drakons also come with a specially designed platform and unique badges to display a collaboration edition/occasion, logo and year the specific Drakon was released.

This is a limited edition "2020 Chinese New Year Drakon" to celebrate the occasion. It is a Chinese inspired Water Drakon which was made available in 4 colors: Red, Blue, Purple and Pink.

It has its own badge: 2020 CNY Edition, and a unique CNY inspired platform.

Prior to becoming “Drakons”, we even toyed with the idea of naming it “Block Dragon Z” but we don’t want people to be confused with Dragon Ball Z, so we eventually decided with the Greek name, “Drakons.” The design of the Drakons have undergone a lot of changes before becoming the Drakons we know right now.



Every Drakon release undergoes careful design, planning, and execution. We make sure that you are getting a beautifully designed NFT that is “Art in itself”, and when you use it in the Drakons.IO platform, it transforms into a game asset exemplifying the attributes of a mythical dragon that is fearless, magical, and can be a battle warrior or companion. Below is an example of a simplified Drakon Art Development of the “Nifty Pride Drakon.” These are the first ever Elite Frost Drakons released in the market (with the exception of those released in Beta) and made in collaboration with Nifty Pride.

The number of design concept variations and improvements always depend on design approvals and color variations:



CHOOSING YOUR DRAKONS

We can say that not all Drakons are created equal. There are different factors you can consider in choosing or buying a Drakon:

- 1) **Elements** - Drakons are available in the Basic Elements: Earth, Water, Air, and Fire, or represented by the different elemental stones: Emerald, Pearl, Sapphire, and Ruby, which are assigned to each Drakon element.

In addition, Drakons released 2 special elements, the Frost with the Diamond Stone and Metal Drakons with the Titanium element. Frost Drakons are considered as Elite Drakons while the Metal Drakons are Legendary Drakons. So among the 6 elements, the Frost and Metal Drakons are the rarer kind.



- 2) **Drakon ID Number** - The Drakon ID Number is the order of a Drakon's origin or creation in Drakons.



Drakon 001 is the Alpha Drakon, belonging to the Celestial Drakons, where all other Drakons originated and evolved from. The Drakon ID Number is perhaps the best indicator to find the oldest of Drakons as the lower the ID Number is, the closer you are to the Celestials.

The lowest possible number you can find in the marketplace or in Drakons right now is Drakon #201 and above, as Drakons #200 below are the Celestial Drakons which are yet to be released.

The Drakon ID Number is usually the default name of your Drakon. In this example, the Drakon ID of this Dapp Stats Drakon is number of **5543**

- 3) **Generation** - Generations are your Drakons' genealogy. Generation 0 are the first breed of Drakons released in the Drakons Marketplace by Drakon Keepers.



When you breed or sire your Drakon with another Drakon, their offsprings will be marked as being Generation 1, 2, and so forth.

The rule of course is the lower the generation is, the rarer that Drakon is.

In this example, this Fire Drakon is **Generation 0**. If this Fire Drakon was sired or bred, its offspring will be a Generation 1 Drakon

- 4) **Rarities** - As of writing, Drakons released the following Drakon rarities:

- a. **Rare** - The Rare Drakons will be made available to all 6 elemental Drakons, but the distinction will be on their rare parts/ attributes or colors which may have special abilities or produced in very limited numbers just like this featured Pink Rare Water Drakon, only 1/1 of this type exists in Drakons. A limited number of these Rare Drakons with rare designs or parts will soon be released.

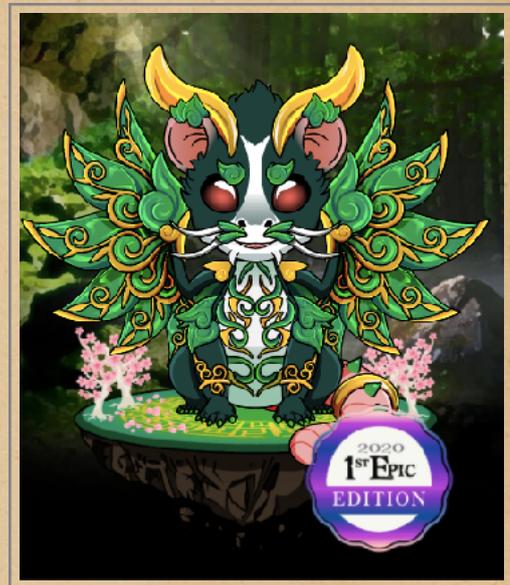


There is also a chance that you may get a Rare Drakon that is also Legendary Drakon or Elite or a Limited Edition. You should be on the lookout for these as they are more rare and precious Drakons. You will sometimes see these on badges. Here is an example: The Nifty Pride Edition was released with a Silver Badge. A rare one is usually in Gold.



Rare Badge (Gold) vs. Basic Badge

- b. **Epic** - The Epic Drakons are released in limited quantities and in special designs. Epic Drakons are powerful Drakons having a skill or card move unique to them. Epic Drakons are, more often than not, unbreedable. Example of these Drakons is the Epic Earth Rat, the first ever Epic Edition of Drakons to commemorate the 2020 Year of the Rat. This Epic Drakon has a card move called "Plague Bite" which is unique and can only be used by this Drakon type and edition.



- c. **Elite** - Elite is the official classification of Frost Drakons as they are more powerful than the basic elemental Drakons inheriting the evolved powers of the Water Drakons. These Drakons are very hard to defeat in the arena as they have super self healing powers.



d. **Legendary** - Legendary is the official classification of Metal Drakons as they are more powerful than the basic elemental Drakons and the strongest among all elements. These Drakons only appear once or twice a year in the Drakons world and in very limited quantities.



e. **Celestials** - The Celestials are the Ancestral Drakons of all Drakons in Drakons.IO. They are the origin of Drakons and they have Drakon ID # 1-200. The Celestials are unique breed of Drakons, only 1/1 will ever be released. They have higher ASI attributes than the 6 existing elements and they can only be defeated in battle by 5 or more rare or special Drakons. These Drakons are not awakened in the Drakons world yet and only time will tell when these Drakons would make their first appearance.

5) **Limited Editions** - These are specially designed Drakons released in limited editions. These Drakons are created in collaboration with another person or organization that are commonly used for promotions. The Limited Editions are also created to commemorate a feat, an event or even occasions like Christmas, Valentines, and Halloween, etc.



This is a collaboration made with <https://www.nagemon.com/>. It is a Japanese inspired Water Drakon and was made available in 3 colors: Gold, Bronze, & Silver.

These limited editions have unique badges that indicate the edition/occasion or the company/individual made in collaboration with, as well as the year it was released.

Another example is the WRLD Drakon, aside from it being a Limited Edition, the WRLD Drakon release is the first Crypto Philanthropy Project of Drakons.IO and The Worlds A Mine (<https://themine.me/>).

50% of the weekly sales of this Drakon benefitted the Frontliners and Children under UNICEF New Zealand, it raised 8.45 ETH or 1871.63 USD. The WRLD Drakon is special as it is both a Limited Edition, a Crypto Philanthropy Project, and also an Epic Drakon with a unique card move called "Counter Gale."



6) **ASI Attributes** - if you are considering a Drakon for battle, it is good to note that the higher its ASI is, the higher probability that your Drakon will perform well in the arena. This is in consideration of course on how well you use these innate Drakon skills to your advantage by strategizing its skill moves in the arena. Every Drakon has an ASI indicator and the highest is the Perfect ASI Drakons. If you see this "Perfect" Badge then that Drakon holds the highest attribute for its type and level.



The Drakon below is an example of a Perfect ASI.

Heart icon	37,250 / 37,250	PERFECT badge	
Agility icon	33	Strength icon	58
Intelligence icon	33		
Fire icon	745	Ice icon	620
Lightning icon	990	Thunder icon	495
Wind icon	10%	Water icon	10%

DRAKONS in the Block

DRAKONS GENERATED AS OF OCTOBER 2020						
DRAGON TYPE	AIR	EARTH	FIRE	WATER	FROST	METAL
						
GENERIC	519	752	747	506		
FROST						127
METAL						
HALLOWEEN						
2019				20	10	
2020		40	40			
CHRISTMAS						
2019	35	35	35	35		
CHINESE NEW YEAR						
2020				150		
EPIC RAT						
2020		280				
Mutant		30				
VALENTINES						
2020	80	50	80	90		
PYRO						
V1 - 2020			155			
Owner copy			2			
V2 - 2020			101			
NAGEMON						
Rare - Teal				1		
Rare - Sakura				1		
2020				160		
EASTER						
2020		65				
EPIC WRLD						
Owner copy	1					
2020	101					
INFINITY GROUP						
Halloween 2020					20	
Legendary Metal 2020						28
Elite Frost 2020					39	
DAPP STATS						
2020			76			
NIFTY PRIDE						
2020					40	
TOTAL PER ELEMENT	736	1252	1236	963	109	155

DRAKONS MARKET

The Drakons Marketplace or Market (<https://www.drakons.io/marketplace>) is where you can purchase all Drakons and Drakon Boosts as officially produced and released by the Drakon Keepers (Drakons.IO). This is the place where you can access all new Drakons for the first time before it becomes available to other NFT markets and resellers.

Buying Drakons from the Market is as easy as buying items from any online or e-commerce store. Two requirements are needed:

- 1) You have to **#BeADragonMaster** first, so you must **Register** in the Drakons.IO Website. See Getting Started (<https://www.drakons.io/gettingstarted>) to know how you can successfully signup an account in Drakons. Creating an account is **FREE**.
- 2) Since Drakons are NFTs or crypto-collectibles, instead of regular money you have to use **ETHER** cryptocurrency or Drakons' own token, the **Drakoin (DRK)** should you wish to purchase a Drakon or any boost available in Drakons Market.

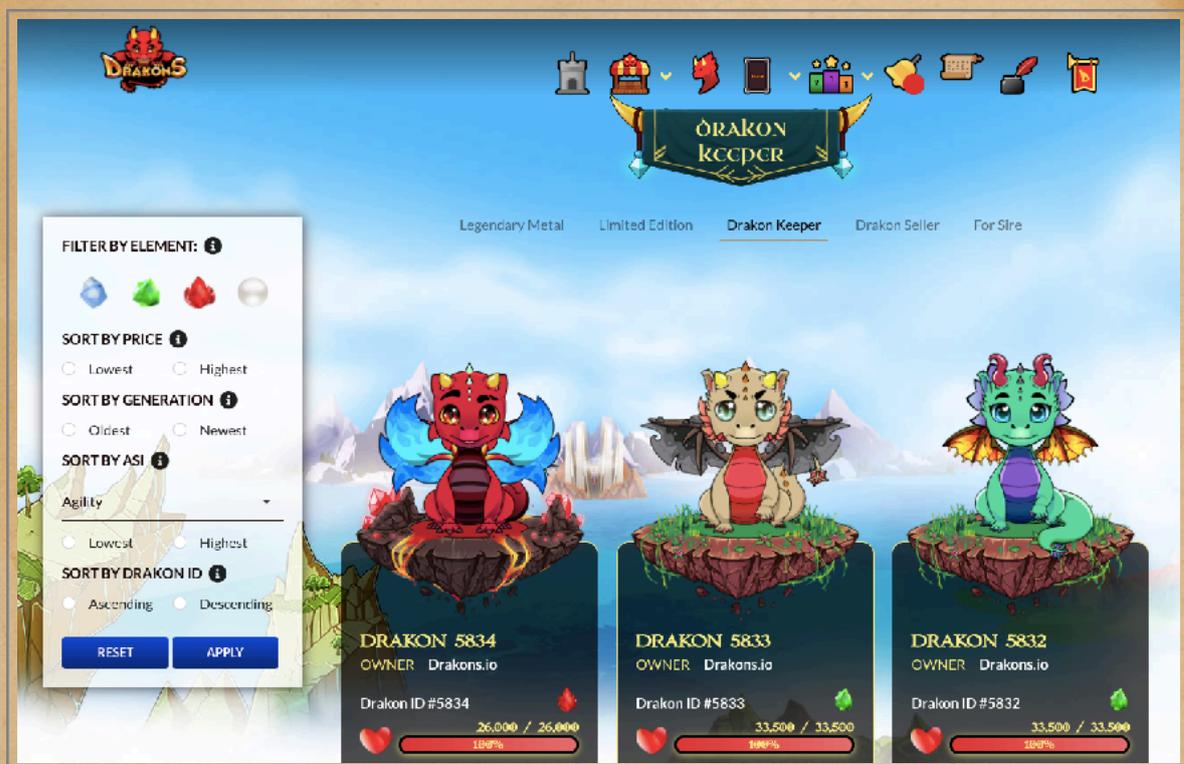
It is highly recommended that you install Metamask, Trust, Enjin or any reputable crypto wallet with deposited ether, preferably Google Chrome or Mozilla Firefox. Then, open Drakons.IO in the dApp browser for access.

MARKET ACTIVITIES

As a Drakon Master, you can perform the following activities inside the Market:

- 1) **Buy Drakons** (<https://www.drakons.io/marketplace>) - allows you to select, filter and buy Drakons that are:
 - a. **Legendary** (<https://www.drakons.io/marketplace/legendary-metal>) - this is the secret portal where Metal Drakons will appear first once they are available again. Because of their rarity, these Drakons only make an appearance in Drakons once or twice a year. At the moment, all Metal Drakons are sold out in Drakons' own Marketplace.

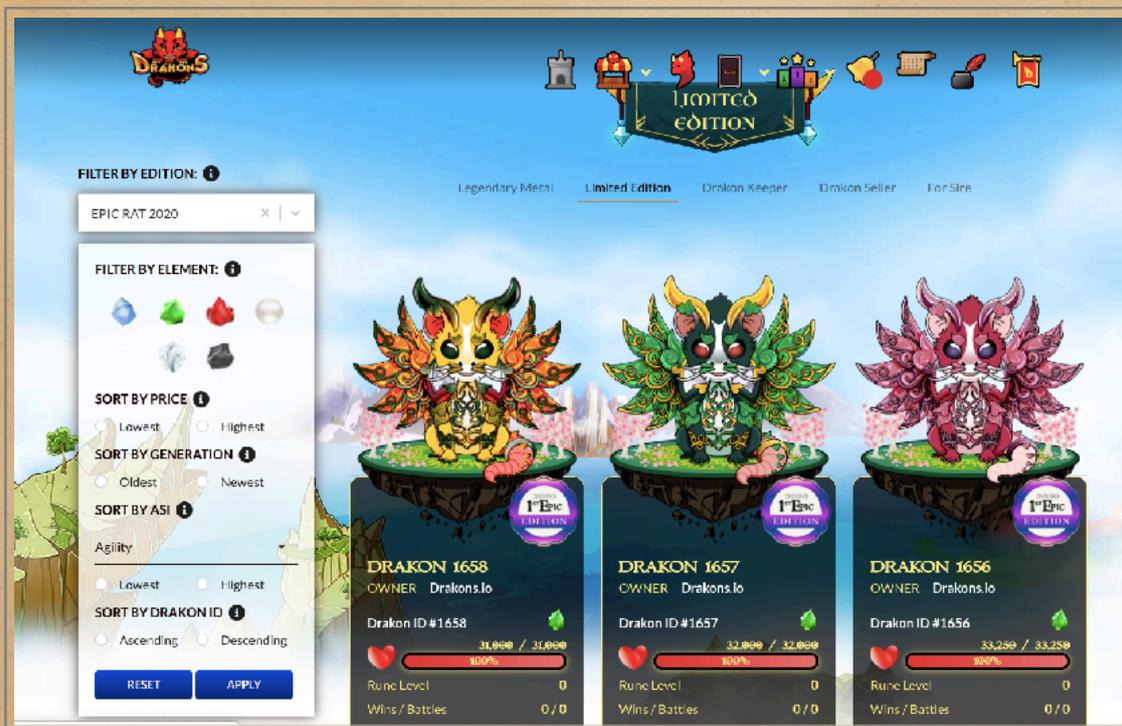
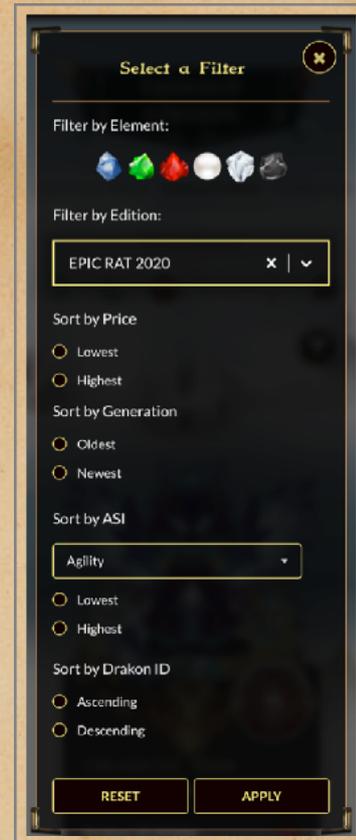
- b. **Limited Editions** (<https://www.drakons.io/marketplace/limited-edition>) - where specially designed Drakons created in collaboration with another person or organization, or Drakons created to commemorate an event, will be available for buying. These Drakons have unique badges that indicate the edition/collaboration and year it was created.
- c. **Drakon Keeper** (<https://www.drakons.io/marketplace/drakon-keeper>) - where newly hatched Drakons as produced by Drakons.IO are first made available for purchase.



- d. **Drakons Seller** (<https://www.drakons.io/marketplace/sellers>), these are Drakons sold by various Drakon Masters or players of Drakons.IO. You may find different generation Drakons in here or, if in luck, a levelled up and experienced Drakon or even a rare limited edition for a good price.
- e. **Drakon for Sire** (<https://www.drakons.io/marketplace/sires>), these are Drakons that are offered for siring with a minimal fee by various Drakon Masters or players of Drakons.IO.

2) **Filter Drakons** - the Drakon Marketplace has a special filter that allows the selection of Drakons based on the interest of the buyer, the collector or the Drakon Master. For example, in the Limited Edition as seen in the image below, you may apply any of the following filters provided:

- Select the Limited Edition Group
- Filter by Element
- Sort by Price (Lowest, Highest)
- Sort by Generation (Oldest, Newest)
- Sort by ASI (Lowest, Highest)
- Sort by Drakon ID (Ascending, Descending)



3) **Buy Boosts** - allows you to select, filter and buy Boosts like:

- a. **Food** (<https://www.drakons.io/marketplace/food>) - This is the marketplace where all Drakon Food may be purchased. When a Drakon battles in Ranked and the Ultimate Battle Arena, their HP levels or Health Points are affected after each battle.



After each Ranked Battle, a Drakon's HP will regenerate at 1% every 5 minutes. On the other hand, the Ultimate Battle Arena has a different set of rules. Drakons that were sent to Ultimate Battles will never regenerate and will be stuck at their HP status after every battle, so Drakons that fight in both arenas will need food to replenish their HPs.

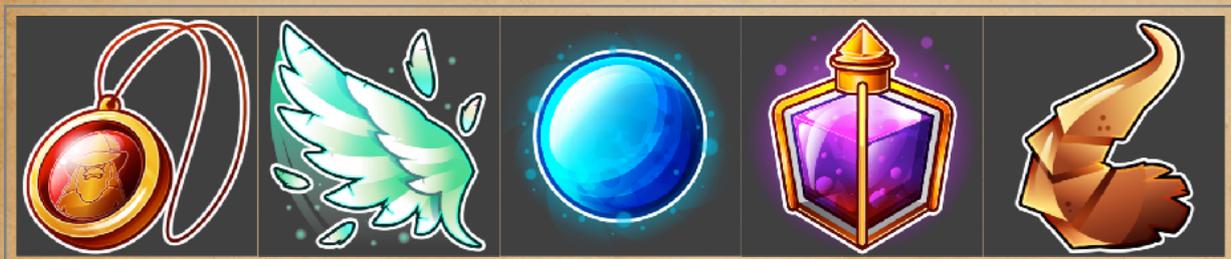
Each Drakon type will have its corresponding food for HP replenishment, and these foods shall be available in the market in the following quantities: **10%, 25%, 50% and 100%** as seen on the Earth Drakon Food example.



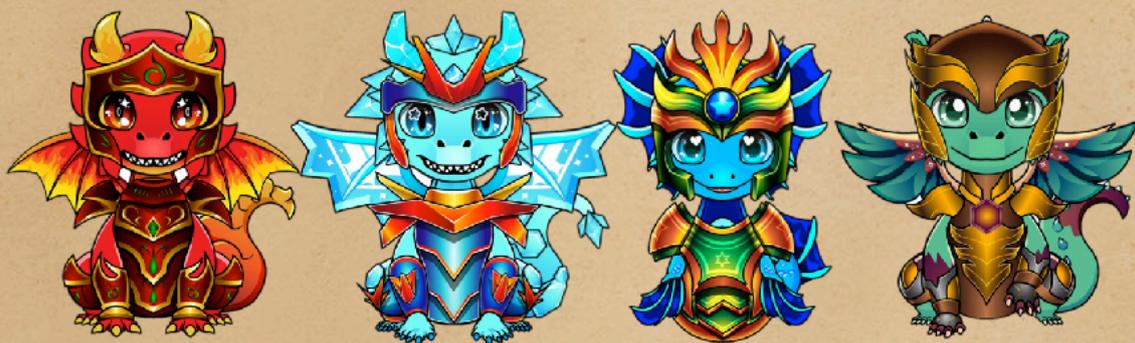
Details on Food Boosts were discussed on <https://medium.com/@drakons.io/boosts-after-boosts-after-boosts-b5dcd57d80f>

- b. **Accessories** (<https://www.drakons.io/marketplace/accessories>) - This is the marketplace where specially designed Drakons accessories or wearables will be made available for purchase. The wearables will help boost a Drakon's Agility, Speed, and Intelligence (ASI), or aid them in battle. More of these feature will be discussed in a Drakons Medium (<https://medium.com/@drakons.io>) blog soon.

Below is a sample of Drakon Accessories that will soon be implemented in Drakons.

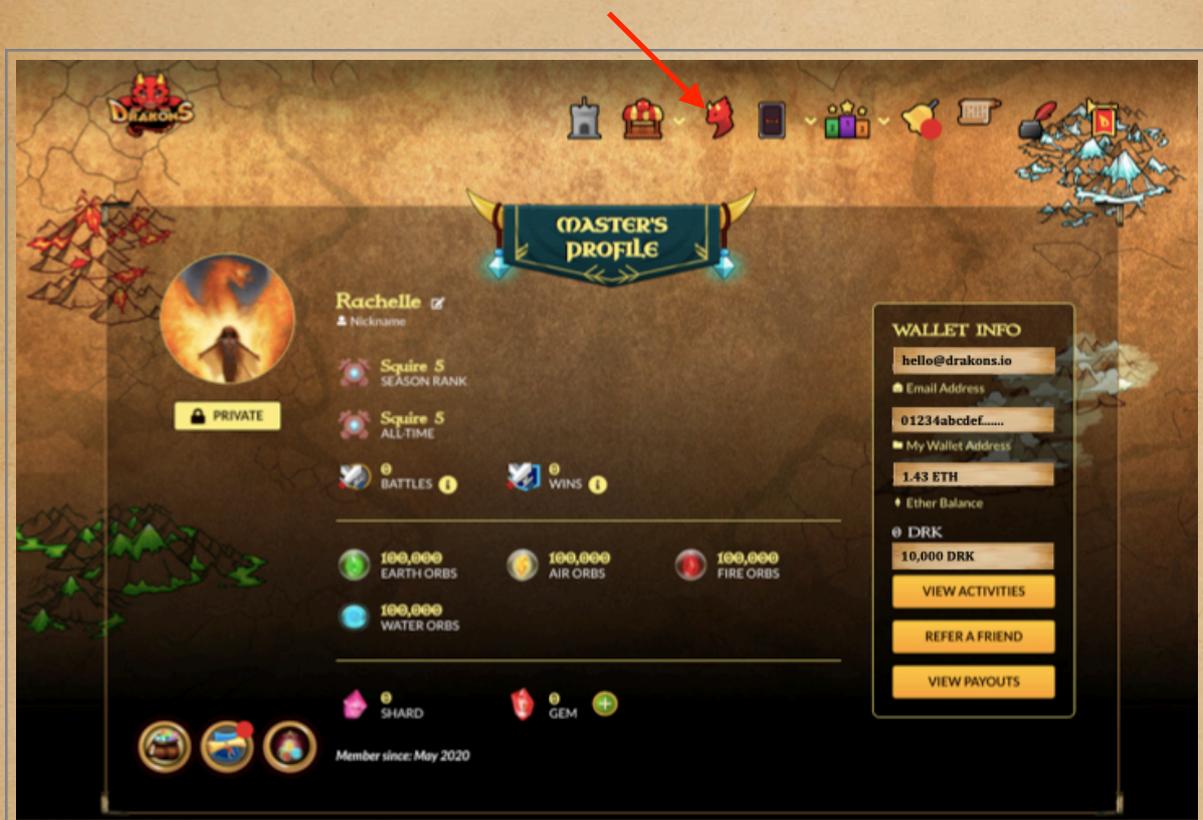


In the future, boosts like Drakon Armor will also be made available with specific functions and capabilities for the Drakons. Here is a sample of how Drakons would look like wearing Armor.

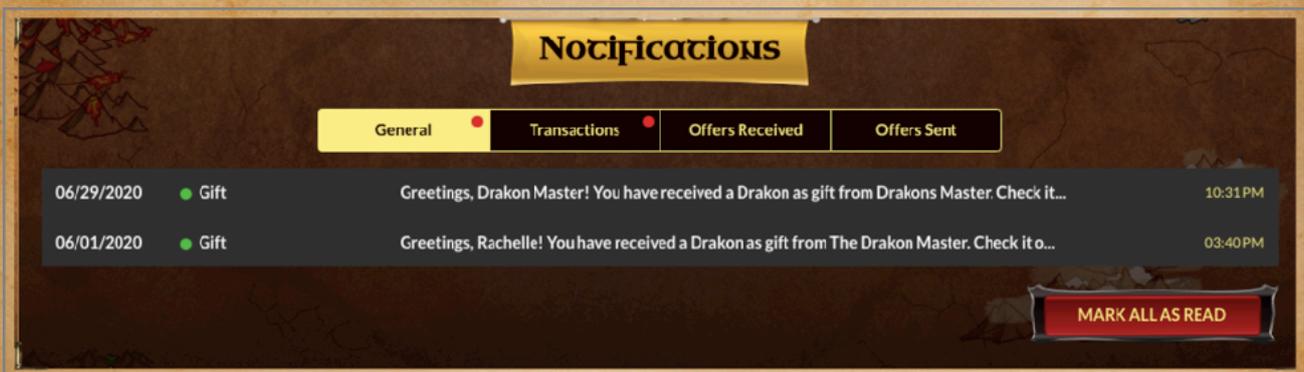


My DRAKONS

My Drakons (<https://www.drakons.io/dashboard>) is the Dashboard of every Drakon Master. This is represented by the Red Fire Drakon icon on top of the page as seen above. The Dashboard is the main control panel of Drakon Masters where they can see all their information and can perform all types of Drakon activities such as:

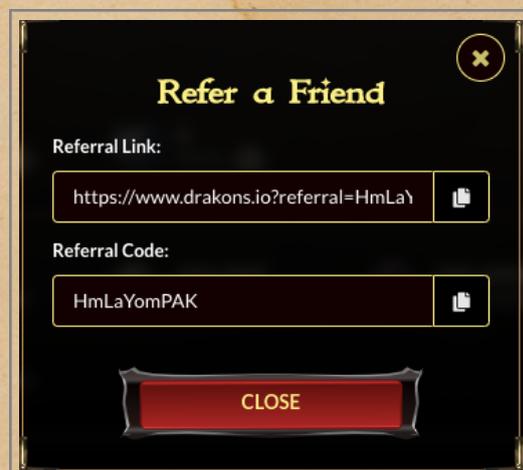


- 1) Set a **Nickname** which will be your Drakon Master Name inside Drakons.
- 2) See your **Wallet Information** (Email, Wallet Address, Ether Balance, DRK Tokens)
- 3) View **Activities** or where you will see **Notifications** on all your Drakons' Activities.
 - a. **General** - This is where you will receive General Messages from Drakons.



- b. **Transactions** - This is where you will view all your breeding, siring and battle transactions inside Drakons.
- c. **Offers Received**- This is where you will view notifications from other Drakon Masters that offered to buy your Drakon/s.
- d. **Offers Sent**- This is where you will view notifications from the offers you made to other Drakon Masters for their Drakon/s.

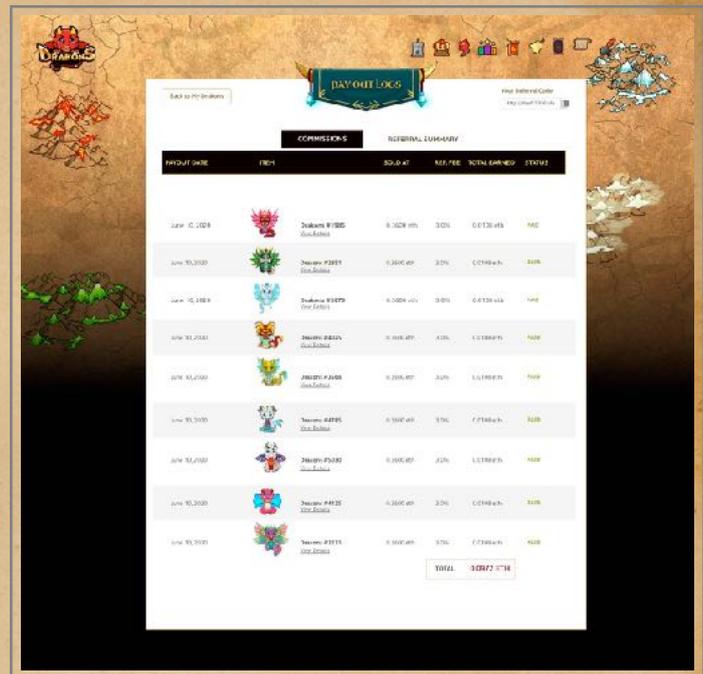
4) **Refer a Friend** - A Drakon Master may invite friends to #BeADrakonMaster and actually earn commissions by providing their referral link or referral code to his friend. Once the referred friend purchased a Drakon inside Drakons.IO Marketplace, a **3% commission** will be given to that Drakon Master.



5) View **Payouts** - This is where Drakon Masters can view their Commissions and Referral Summary.payouts from commissions on friend referrals. Payouts depending on amounts are released on a weekly or monthly basis.

a. **Commission** - This is where you will view details on commissions from friend referrals. It will provide the payout date, the Drakons or any item purchased inside Drakons Marketplace, the amount sold at, % of referral fee, total earned, and payout status.

b. **Referral Summary** - This is where you will view details on referred friend Drakons registration date, User Name, and the number of Drakons bought.

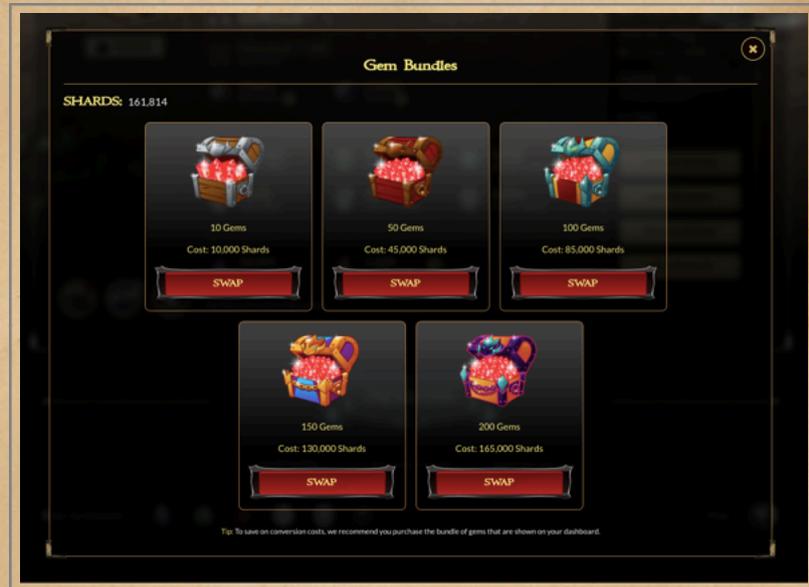


- 6) See your **Rank Level** in Season Rank and All-Time Rank as a Drakon Master.
- 7) See your **Overall Battles** and **Wins**.
- 8) See the number of **Orbs** per element you've accumulated
- 9) See the number of **Shards** and **Gems** you've earned

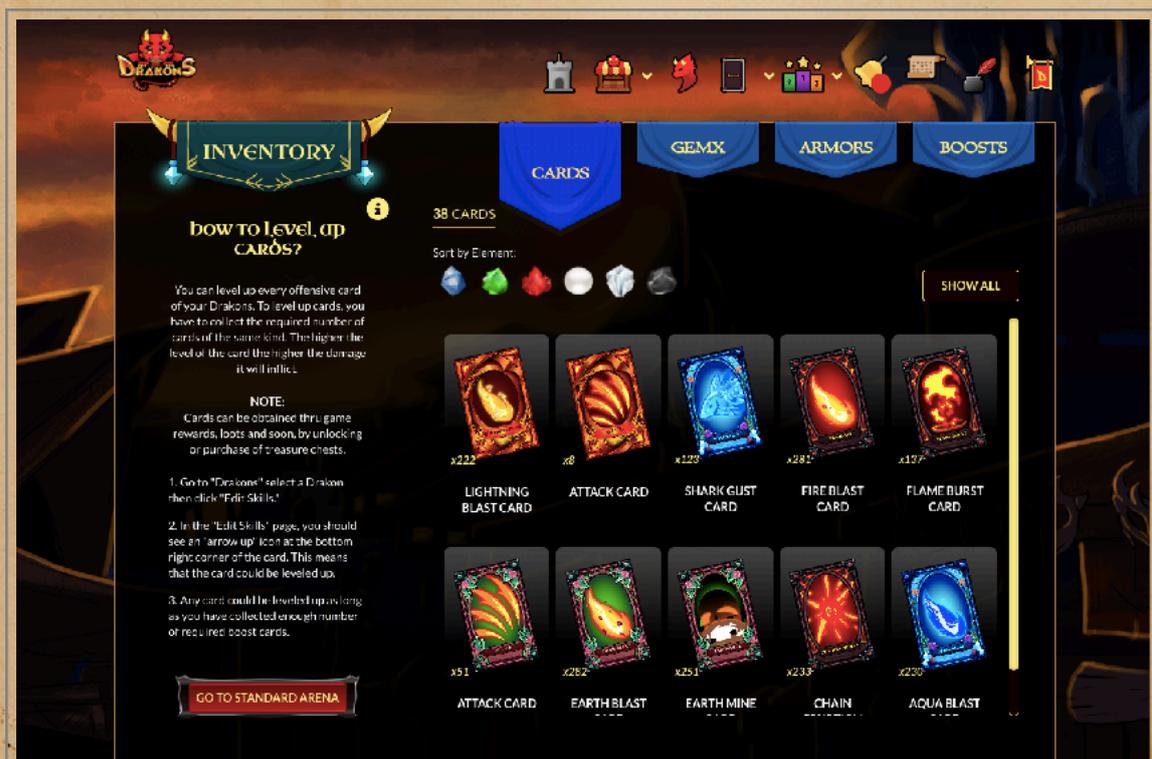


10) See the number of **Month & Year** of joining Drakons

11) The (+) button to **Purchase Bundles** - This is where you can **Swap Shards for Gems** or **Purchase Gem Bundles**



12) **View Inventory** - the Inventory is the storage of all the CARDS, GEMX, ARMORS & BOOSTS that are owned by the Drakon Master either by winning or purchasing it. It is represented by a "storage bag" icon.

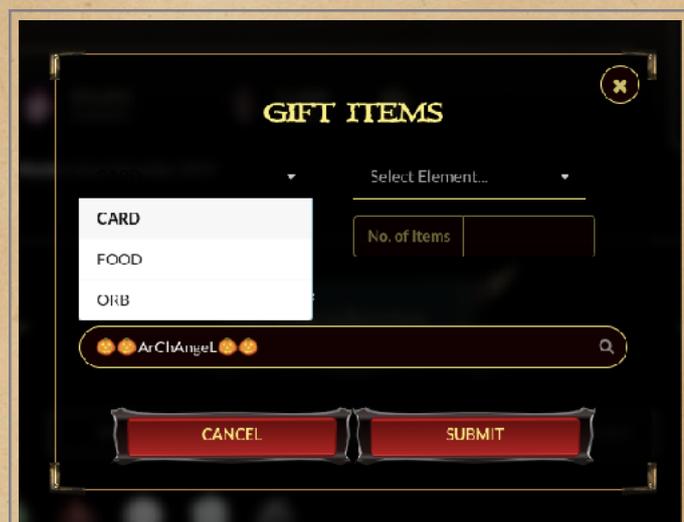


13) **Daily Task/Claim Reward** - There are Daily Tasks that a Drakon Master needs to accomplish every day inside Drakons, these



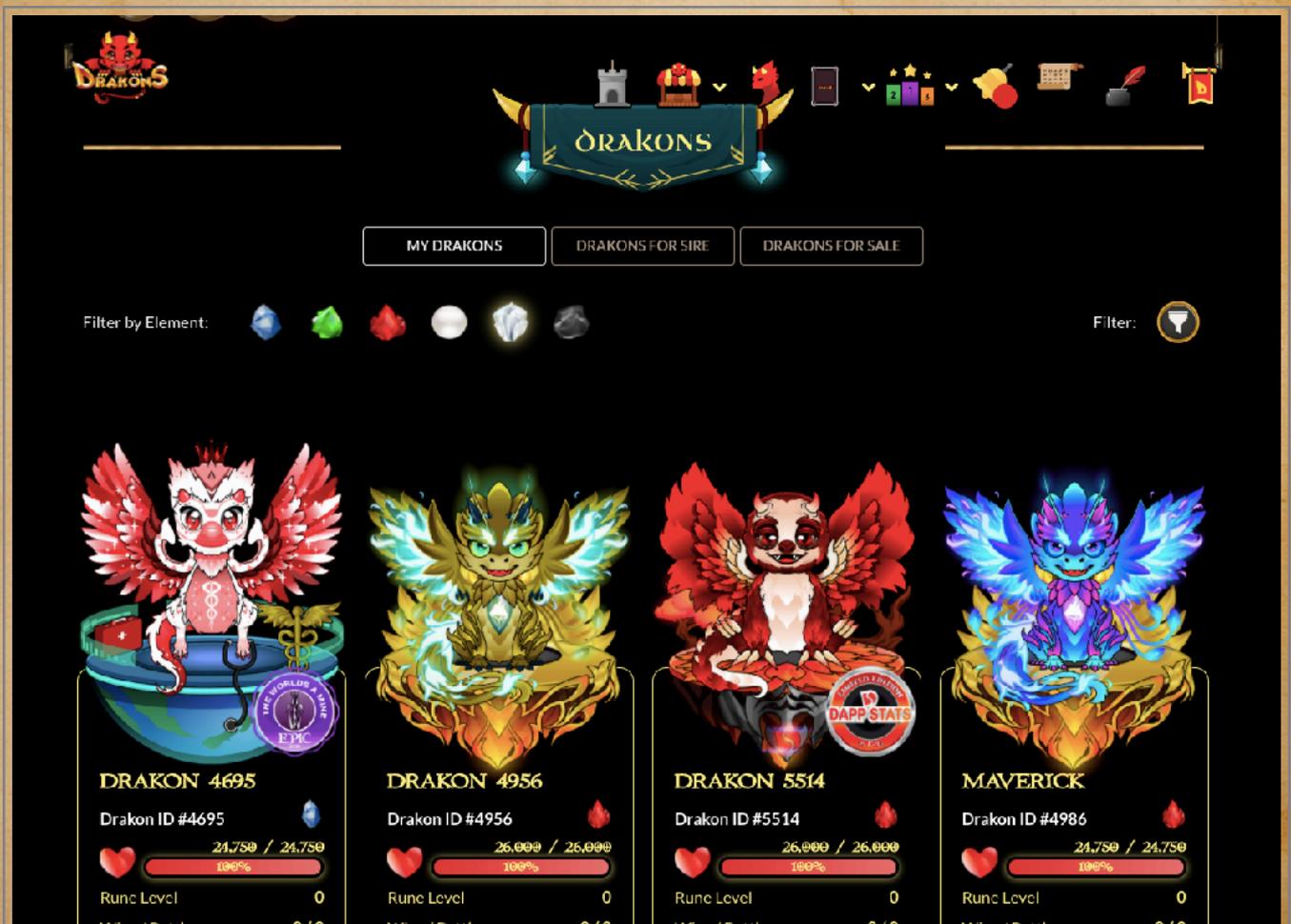
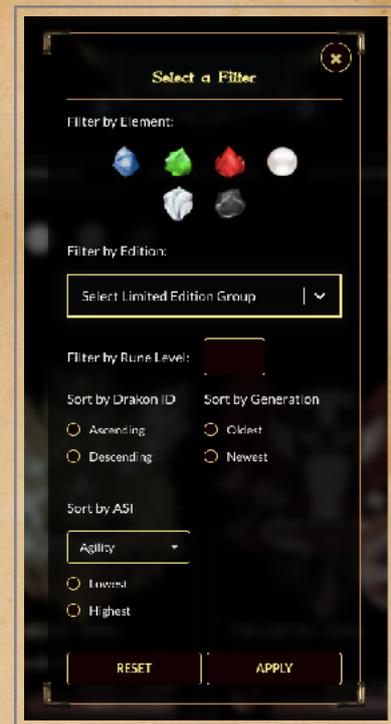
tasks are not required but are sort of a bonus activity for Drakon Master to earn rewards. Once a Daily Task is accomplished, a Drakon Master may claim their Daily Reward by tapping the “square academic hat and diploma” icon which represents an accomplishment of tasks; it will then display the reward to claimed.

14) **Gift Items** - This is where a Drakon Master can share battle loots to their friends by gifting them items such as CARD, FOOD & ORBS. Soon more items can be added here for gifting.

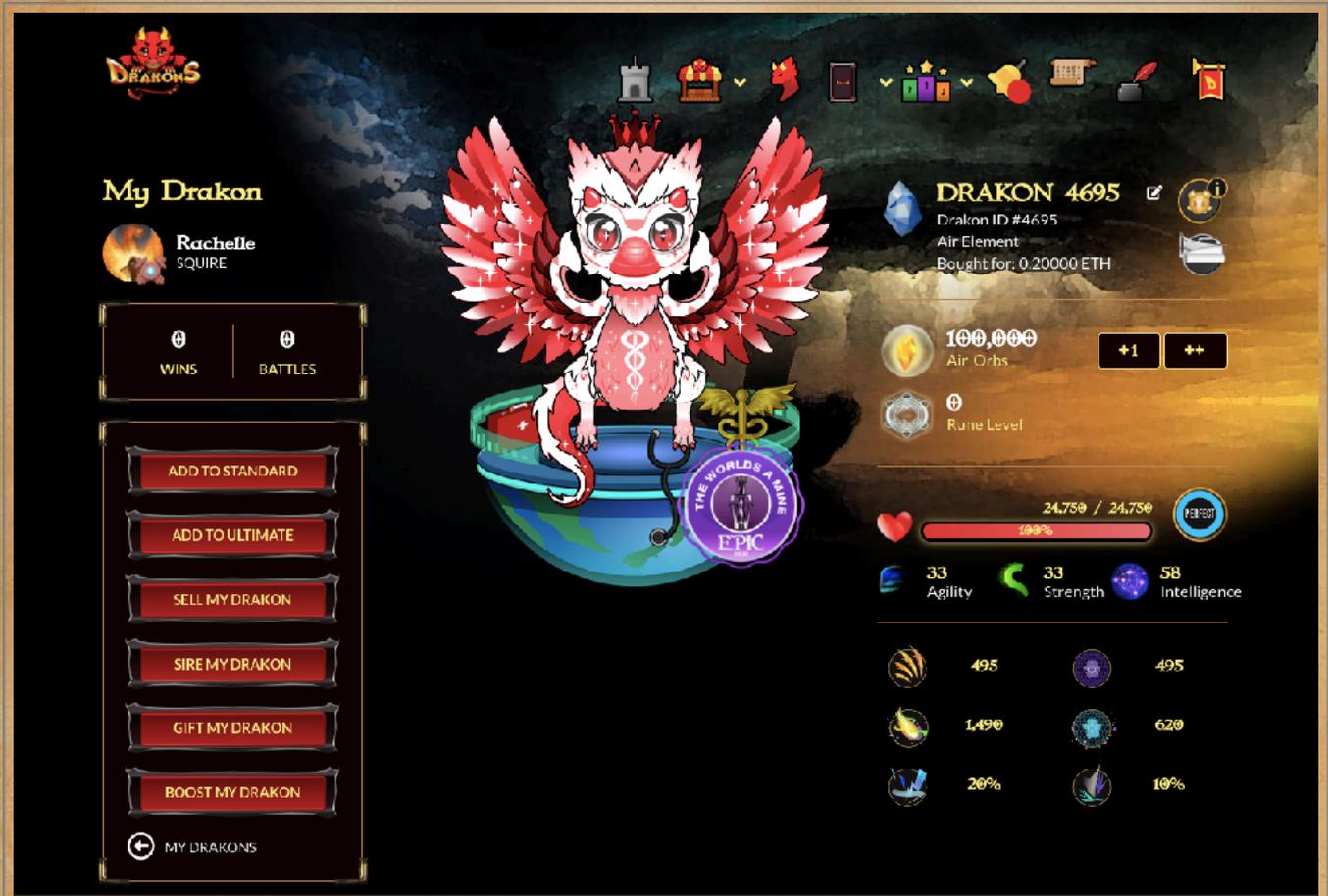


15) **Drakons** - This is located at the bottom of your dashboard, where you will see the collection of all the Drakons you own. There is a Filter Tool which helps you to filter your Drakons by Element, by Limited Edition, and by Rune Level. You may also sort it by Drakon ID, by Generation, and by ASI. You may also view Drakons:

- a. **My Drakons** - This is the inventory of all your Drakons that you own.
- b. **Drakons for Sire** - This is where you will see all the Drakons you sent for siring.
- c. **Drakons for Sale** - This is where you will see all the Drakons you posted for sale.



- 16) **Select a Specific Drakon or My Drakon** - From your Drakons collection, you may click/tap on a specific Drakon to give you a close up view of a specific Drakon and see its animated version with all its attributes:

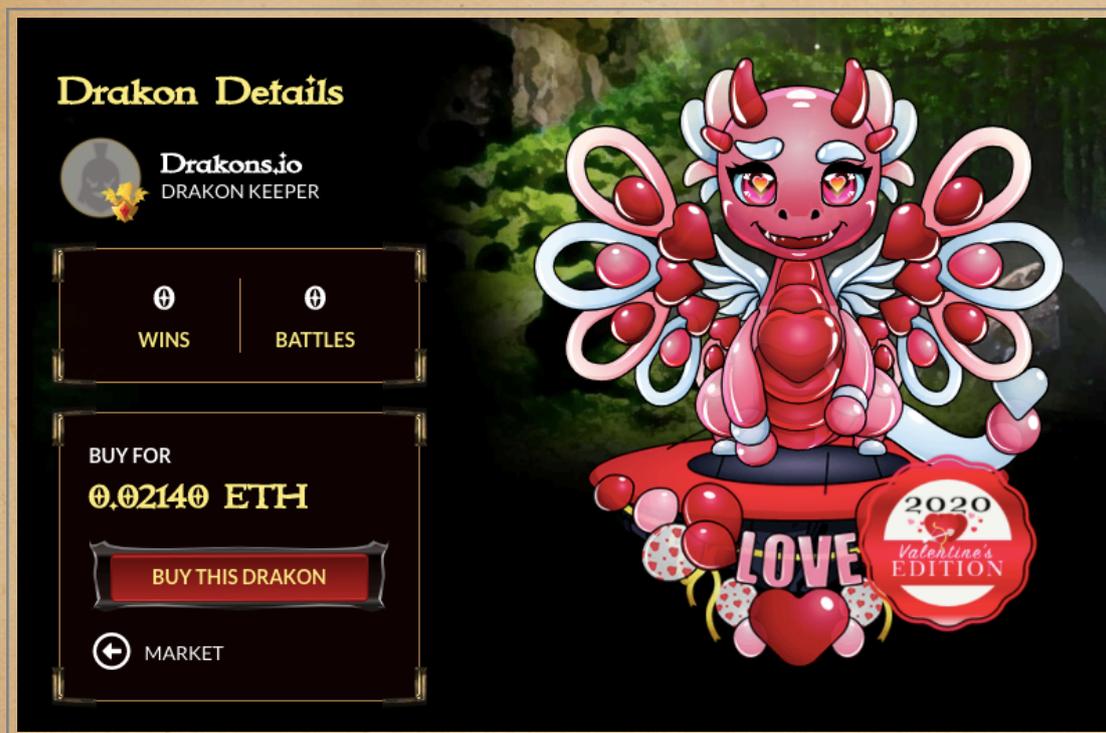


- Drakon ID** - This is the default name of your Drakon which you can edit to rename your Drakon. In the example below, the Drakon is named initially as DRAKON 4695.
- Number of Elemental Orbs** - Since the Drakon is an Air Drakon, the number of Air Orbs will be specified to show you the overall Air Orbs you have which is a helpful detail in case you wish to upgrade the Rune Level of your Drakon.
- Rune Level** - This is the current Rune Level of your Drakon. In this example, it is still at Rune Level 0. Beside it is a (+1) (++) button that allows you to level up its Rune Level.

- d. **Drakon Attributes** - This details the ASI and Health Points of the Drakon. The ASI is usually displayed in %, but in this example, it is a Perfect ASI Drakon, thus the Perfect ASI badge.
- e. **Wins** - This would indicate the number of victories this Drakon has achieved in battle.
- f. **Battles** - This would indicate the overall number of battles fought by your Drakon.
- g. **Action Buttons** - These are special buttons that allows a Drakon Master to initiate an action or command his Drakon by:
 - i) **Add to Standard** - This enables a Drakon Master to set up the Drakons' skills or card moves and/or send a Drakon to the Standard Arena.
 - ii) **Add to Ultimate** - This enables a Drakon Master to set up the Drakons' skills or card moves and/or send a Drakon to the Ultimate Battle Arena.
 - iii) **Sell My Drakon** - This enables a Drakon Master to post his Drakon for sale in Drakons Marketplace.
 - iv) **Sire My Drakon** - This enables a Drakon Master to post his Drakon for sire in Drakons Marketplace.
 - v) **Gift My Drakon** - This enables a Drakon Master to gift his Drakon to other Drakon Masters.
 - vi) **Boost My DRakon** - This enables a Drakon Master to boost his Drakon using Gemx, food boosts and other boosts.

Buying and Selling Drakons

Once you have chosen your preferred Drakon from the Marketplace, just click the “BUY THIS DRAKON” or “BUY FOR xAmount ETH” button to own your Drakon on the indicated amount or ether value and confirm payment via the Metamask dialogue box. Once the blockchain transaction is confirmed, your purchased Drakon will be added to My Drakons (your Drakon’s Dashboard).



Similarly, you may sell a Drakon by selecting the Drakon from your Dashboard and clicking “SELL MY DRAKON”. You need to indicate the Start Price in Ether Value and the Ending Price in Ether Value of our Drakon. The Starting Price is usually the highest price or current price the Drakon is being sold for upon selling it in the Market. Price decreases over a period or duration (in days) you wish the Drakon to be available for purchase in the Market. The End Price can either be the same price as the start value of the Drakon or the lowest price the owner offers the Drakon for its sale. Once the duration or period of sale expires, the Drakon will no longer be available for purchase.

FEES AND CHARGES

Value or costing an art, a thing, a feeling or experience is subjective. It can be based on a lot of factors. Drakons may be priced for their physical beauty (design, color, etc.), the experience or power of the Drakons in terms of game play, the amount it was purchased and upgrades made, or the affinity the owner has for their Drakons. In terms of pricing, there is no limit or ceiling in pricing your Drakon. Just like any art or thing of value, we deem it best that the owner is the best person to assess the value of the Drakons owned or the cost they are willing to receive to part ways with the Drakon owned.



Since your Drakons are securely kept in the Drakons.IO smart contract, any activity that requires changes on your Drakon's status, attributes or characteristics would require processing in the Ethereum network. The process like buying, breeding, etc. to be completed will entail the use of gas with counterpart minimal fees and charges.

In case you want to sell a Drakon, a **4% minimum fee** will be charged by Drakons.IO for every completed transaction.

BREEDING AND SIRING DRAKONS

Breeding is the process of producing a new Drakon between two Drakons owned by the same owner. Breeding at this stage is only possible within the same Drakon element. For example, in order to have a Fire Drakon, a player should own two Fire Drakons to mate, and you need to breed two Water Drakons to produce another Water Drakon, and so on and so forth.

The offspring Drakon will be born with at most four (4) features coming from either its parents. These features are randomly generated so there is no proportional or equal division of inherited features or attributes. An example would be that a new Drakon inherits the eyes, wings, and spots from his mother but only gets the color from the father, etc. Other offspring Drakon features will be formed from the Drakons database of attributes to create a unique and endearing Drakon with its own DNA code. This offspring Drakon is 100% unique, without any copies or replicas.

In case you do not intend to purchase another Drakon of the same element in order to reproduce, you may consider finding a sire for your Drakon in the Market.

If you are the Matron (Mother/Female) Drakon, you will need a Sire (Father/Male) Drakon to produce an offspring Drakon. In this process, your Matron Drakon gets to keep the offspring Drakon by paying a transaction fee set by the Sire Drakon Master as well as gas fees for blockchain processing.

On the other hand, you may also offer your Drakon for siring. You will define a sire transaction fee and make your Drakon available for siring in the Market. When your Drakon is hired for siring, you will receive the transaction fee you offered for sire services but you will not be able to keep the offspring Drakon.

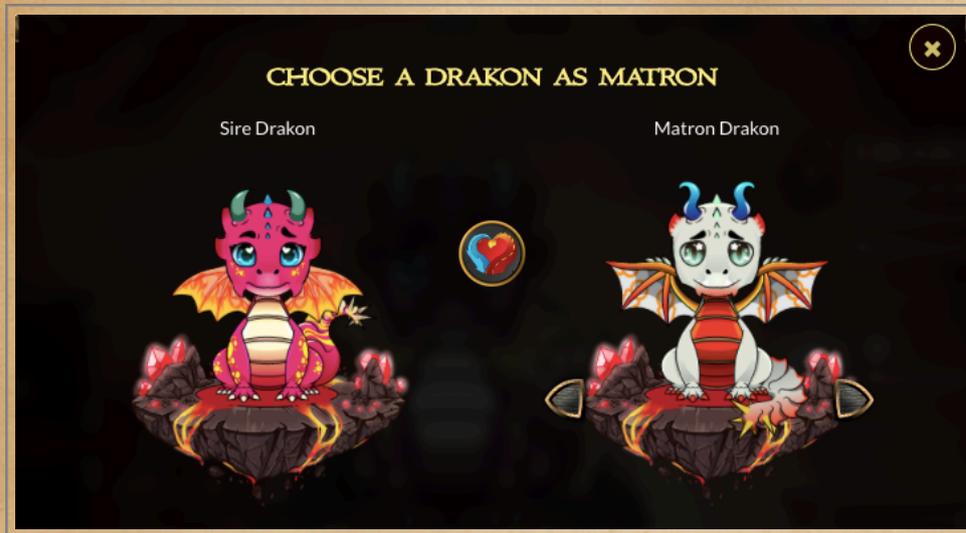
Again, just like Selling, there is no limit or ceiling in pricing the services of your Drakon especially if you believe that your Drakon owns better and rarer features than others.

Once the 2 Drakons have successfully mated together, the Matron Drakon will become Pregnant. A Drakon Egg will go to the **NEST** located at the bottom of a Drakon Master's "My Drakons Dashboard" (<https://www.drakons.io/dashboard>)

A new Drakon will hatch in exactly **8 hours** after mating.

BREEDING PROCESS

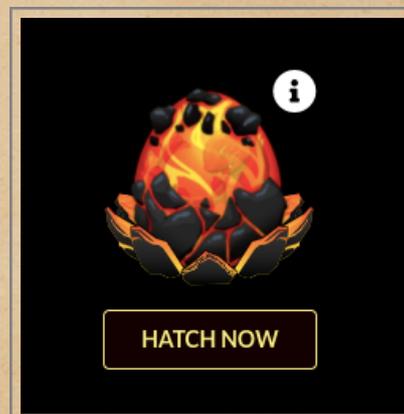
1) a sire drakon and a matron drakon will mate



2) an egg will appear in the drakon's nest



3) after eight hours, it will be ready to hatch



4) once a drakon master taps "hatch now," a new fire drakon will be born as a result of breeding

FEES AND CHARGES

In both breeding and siring activities, Drakons.IO collects a small amount as a minimum standard fee **starting at 0.007 ether**.

RULES IN BREEDING

Only Drakons of the same element can breed and sire together in the Drakons world.

Drakons are hermaphrodites as they do not have a specific genders, in the sense that its gender is interchangeable. A Drakon can be matron or a sire depending on the preference of the Drakon Master during breeding or siring process.

Drakons cannot mate with either their parents or siblings. They simply cannot breed together. Two Drakons born from the same mother cannot be chosen as partners and perform breeding. In the same way, the offspring Drakon cannot breed or sire either parent mother or father. This is not possible in the world of Drakons.

Pregnant Drakons cannot battle in the Arena as your Drakon is in a delicate condition. Similarly, you cannot sell a pregnant Drakon, you can only do this after it gives birth.

Some Drakons, especially Drakons with Rarities, do not breed, unless it was mentioned by Drakons that a limited breeding period will be opened at some time. The reason behind this is because we want to maintain the scarcity of these limited edition Drakons.

In case a limited edition is mentioned and announced to breed during its breeding season, the Drakon Master who owns one should not miss this window as it will never open again.



Drakon eggs

(l-r) air, earth, fire, water, frost & metal

The Battle Arena

Drakons is an idle game where the primary feature is based on game card strategies or how a Drakon Master arranges the skill sets of its Drakon in every arena and at a specific level to battle against another Drakon. Drakon Masters may leave their Drakons in a queue while awaiting for an opponent with the same level to match up against his/her Drakon.

Drakons is a platform for all types of users, and most especially to the gamer and the battle warrior in you. The Battle Arena is where you can see your Drakons display their skills to match up with other Drakons while playing in a virtual arena with strategic gameplay. It's also a chance to witness various Drakons battle and side with the mightiest in the arena.

The Arena allows a Drakon Master to send in as many Drakons as they want for battle. The Drakon collectibles will now become fighting Drakons, to be used as a game asset and based on its attributes and Rune Level, it will have various moves like attack, defend, and other special skill attacks. You may see a Drakon evolve to its full potential as their skills are harnessed and you learn to take advantage of their every move after every fight.

At present, Drakons have 2 Main Arenas that users can choose from:

- 1) **Standard Arena** (<https://www.drakons.io/battle>) - The Standard Arena allows a Drakon Master to send its Drakon/s in 3 Battle Modes:



- a. **Classic** - This is the battle arena where new squires can send their Drakons to practice their skills and experiment with different battle card setups without the risk of losing anything like ranks and Drakon HP.

At the same time, sending Drakons to battles in Classic Arena allows Drakon Masters to earn elemental orbs that would allow them to level up their Drakons. This arena is the perfect place to harvest orbs, because in every battle won in this arena, a Drakon Master may receive 10 to 15 orbs of its own Drakon's element and 4 to 9 orbs of the opponent's element. For every defeat, a Drakon Master may still receive 4 to 9 orbs of its own Drakon's element.



In Classic Arena, Drakons' HP are only virtually depleted. This means that HP is depleted only in battle, and will immediately be restored to its maximum level after the battle is finished. Hence, Drakons battling in the Classic Arena can be sent to battle again after the **“cooldown” time of 4 minutes.**

- b. **Ranked** - To participate in a Ranked battle, a Drakon Master must have won at least five (5) Classic Battles. Only Drakons with synced rune level 5 or higher can participate in Ranked battles.

A Drakons' HP gets depleted after battle in the Ranked Arena and needs to *regenerate with a rate of 1% every 5 minutes.* Drakons with HP lower than 50% of its maximum value will not be allowed to battle in this arena.



In terms of rewards, Drakon Masters receive more in this arena and depending on their leaderboard rankings in the Daily, Weekly, All-Time, and Season leaderboards.

Like in the Classic Battle Arena, Drakon Masters also receive instant rewards every after a Ranked Battle. For every battle won in this arena, a Drakon Master may receive 20 to 25 orbs of its own Drakon's

element and 8 to 13 orbs of opponent's element, plus other rewards such as card boosts. For every defeat, a Drakon Master may receive 8 to 13 orbs of their own Drakon's element.

Aside from orbs, 100 to 500 Drakons shards may also be part of the loots for every battle won in the Ranked Battle Arena

- c. **Challenge** - This is the PVP Game that allows a Drakon Master to issue a challenge fight in the Arena with competing players of their own choice, provided that their Drakon's have the same rune level. This means that a Drakon Master can play with their friends or any user they want to challenge for Battle.

The challenge battles don't count in the Drakon Masters' Battles and Wins statistics, but they are a great way to practice with a fellow Drakon Master and probably the fastest way to earn orbs that are needed to level up. In the Challenge mode, a Drakon Master can bet as many as 10,000 orbs as long as they have that in their Inventory. If the opponent accepts the challenge and loses, the winner will earn an instant 10,000 orbs.



THE ULTIMATE BATTLE

JOIN US NOW AT THE ULTIMATE BATTLE ARENA

- 2) **The Ultimate Battle Arena** (<https://www.drakons.io/ultimatebattle>) - The Ultimate Battle Arena is made for more experienced Drakon Masters as they compete for Ultimate Rewards provided daily after each battle.

For the initial iteration of the Ultimate Battle Arena, the following guidelines are set:

- A Drakon Master must have at least 10 victories from the Ranked Battle Arena.** This means that new squires have to tread the path from the Classic Battle Arena to the Ranked Battle Arena before participating in the Ultimate Battle Arena. This is to avoid new squires from being eaten alive by the powerful Drakons of experienced Drakon Masters.
- Only Drakons with synced rune levels 15, 20 and 25 are allowed to battle in this arena.** This is to avoid too much fragmentation and to quickly find a match among Drakon Masters.
- Only selected Drakon elements are allowed on each given Ultimate Battle day (4 AM to 4PM, UTC daily) , see schedule.**

DRAGON ELEMENTS ULTIMATE BATTLE SCHEDULE						
	AIR	EARTH	FIRE	WATER	FROST	METAL
UB DAY						
SUNDAY	✓	✓	✓	✓	✓	✓
MONDAY	✓	✓	✓	✓	✗	✗
TUESDAY	✗	✓	✓	✓	✓	✗
WEDNESDAY	✓	✓	✓	✗	✗	✓
THURSDAY	✓	✓	✗	✓	✓	✗
FRIDAY	✓	✗	✓	✓	✗	✓
SATURDAY	✓	✓	✓	✓	✗	✗

Battle Factors

Since Drakons is a strategy game, there are factors that should be considered in playing Drakons that affect the battle gameplay, and these are the following:

DRAKON ELEMENTAL ADVANTAGE

In Drakons.IO, there are six (6) elements: **Air**, **Earth**, **Fire**, and **Water** as the basic four elements, and two (2) that are believed to be more powerful and stronger, the **Frost** and **Metal** Drakons.



The elements of each Drakon define the strength of each Drakon in their natural habitat. As seen on the above image, Earth Drakons are, by default, strong against Air Drakons but weak against Fire Drakons, while Air Drakons are strong against Water Drakons but weak against Earth Drakons. Water Drakons are strong against Fire Drakons but weak against Air Drakons, and lastly, Fire Drakons are strong against Earth Drakons but weak against Water Drakons.

However, both Frost and Metal Drakons are by default, stronger than any other element. Though it doesn't assure them automatic victory in every battle against other elements, as strategies may be used like attack combinations, boosts, or upgrades in accessories and armor, and a lot more.

DRAKON TERRAIN ADVANTAGE

Drakons battle in various terrains based on the 6 Drakons elements. The battle terrain is randomly selected, and there is no way of knowing whether you will be advantaged or disadvantaged based on terrain.

In most cases, there is a high probability that 2 Drakons will battle on terrain-neutral environment or a terrain that is not the natural habitat of the battling Drakons. As seen below, these are 2 Earth Drakons in an Air Drakon Terrain.



In cases when the battle terrain compliments a Drakon Master's Drakon element, then that Drakon's leading attribute will be boosted. The leading attribute differs, like for example a Water Drakon's leading attribute is its HP, and for an Air Drakon it is going to be the magical attack. In this example where Water and Fire Drakons battle in water terrain, it is the Water Drakon that will get boosted.

DRAKON ASI ATTRIBUTES

Aside from its element, each Drakon in Drakons.IO also has features that characterize its unique ability and power as a Drakon. The values of these attributes are also dependent on the element of the Drakon and define the total power and strength of a Drakon.

These attributes are **Agility**, **Strength**, and **Intelligence**, and are collectively known as **ASI**.



The total ASI attributes of a Drakon have a default base value depending on its element, and these values are called **Chaos Points (CP)**. The ASI attributes are randomly generated per Drakon, and once it has been assembled, it will be deployed inside Drakons.IO's Smart Contract.

A Drakon's **Agility** is its speed and is perhaps the most important attribute as it affects all other attributes. High agility combined with an equally high Strength or Intelligence or Health makes a Drakon hard to defeat. **Strength** is the Drakon's power that affects health, defense and agility. **Intelligence** provides the Drakon's magical attacks that affects Attack Points, Defense Magic and Magic Attacks.

As a result of these combined attributes, each Drakon also has its overall **Health** attribute. The health of a Drakon defines its ability or endurance to survive in a battle or several battles. This means that the higher the health of a Drakon means the more battles it can join and complete. Of course, the victory in each battle may not always be dependent on which Drakon has the highest ASI attributes.

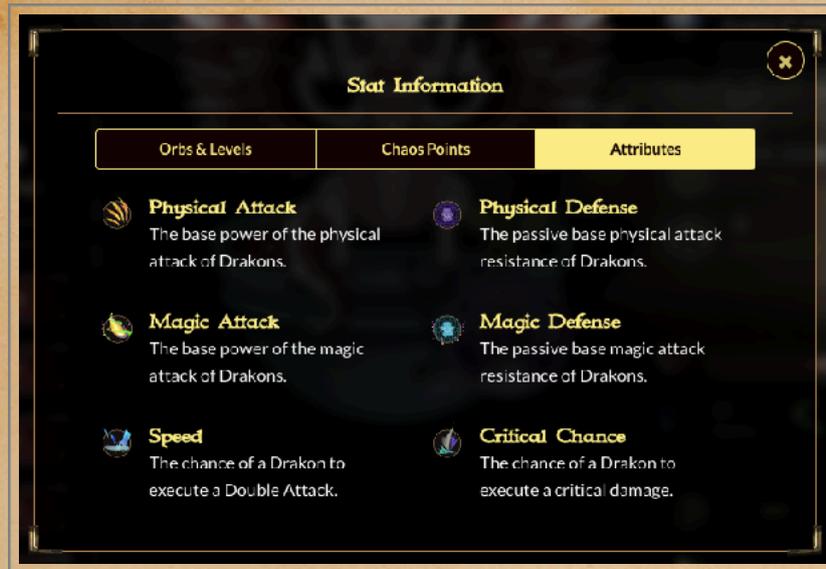
Moreover, the Drakon DNA, features and attributes are all stored in the Drakons smart contract inside the Ethereum blockchain. Hence, in the future, your Drakon will carry all its details even outside Drakons.IO.

DRAKON SUB-ATTRIBUTES

The Chaos Points are the actual damage points that your Drakon can affect its opponents and it defines the Drakon's overall **Health Points (HP)**, **Attack Points (AP)**, **Defense Physical (DP)**, **Defense Magic (DM)**, **Attack (A)**, **Magic Attack (MA)**, **Speed (S)** and **Critical Chance (CC)**.

Note that a Drakon's ASI increases as a Drakon Rune Levels Up. The Base ASI is the lowest ASI a Drakon can have and PERFECT ASI is the highest ASI a Drakon of a specific element in a specific Rune Level can have as its attributes. The following are the **ASI Chaos Points of all Drakons (starting at Level 0 or its birth level)**

<i>DRAKONS AGILITY, STRENGTH, INTELLIGENCE OR ASI</i>					
<i>ELEMENT</i>	<i>ASI</i>	<i>AGILITY</i>	<i>STRENGTH</i>	<i>INTELLIGENCE</i>	<i>TOTAL ASI</i>
<i>AIR</i>	<i>BASE</i>	<i>25</i>	<i>25</i>	<i>50</i>	<i>100</i>
		<i>33</i>	<i>33</i>	<i>58</i>	<i>124</i>
<i>EARTH</i>	<i>BASE</i>	<i>50</i>	<i>30</i>	<i>20</i>	<i>100</i>
		<i>58</i>	<i>38</i>	<i>28</i>	<i>124</i>
<i>FIRE</i>	<i>BASE</i>	<i>30</i>	<i>25</i>	<i>45</i>	<i>100</i>
		<i>38</i>	<i>33</i>	<i>53</i>	<i>124</i>
<i>WATER</i>	<i>BASE</i>	<i>25</i>	<i>50</i>	<i>25</i>	<i>100</i>
		<i>33</i>	<i>58</i>	<i>33</i>	<i>124</i>
<i>FROST</i>	<i>BASE</i>	<i>44</i>	<i>33</i>	<i>33</i>	<i>110</i>
		<i>52</i>	<i>41</i>	<i>41</i>	<i>134</i>
<i>METAL</i>	<i>BASE</i>	<i>33</i>	<i>44</i>	<i>33</i>	<i>110</i>
		<i>41</i>	<i>52</i>	<i>41</i>	<i>134</i>



Aside from its ASI attributes, there are also attributes that affect a Drakon's battle performance, these being:

- 1) **Physical Attack** - This refers to the base power of the physical attack or damage a Drakon can deliver against its opponent.
- 2) **Magic Attack** - This refers to the innate magic attack of the element a Drakon was born with. The 6 Drakon elements have different magic attacks unique to each element.
- 3) **Speed** - This refers to the chance of a Drakon to execute a double attack during battle.
- 4) **Physical Defense** - This refers to the passive base physical attack resistance of Drakons or how it can protect itself from receiving physical attacks (but this cannot protect a Drakon against magic attacks).
- 5) **Magic Defense** - This refers to the passive base magic attack resistance of Drakons or how it can protect itself from receiving magic attacks (but this cannot protect a Drakon against physical attacks).
- 6) **Critical Chance** - This refers to the critical chance that your Drakon can execute a critical damage against its opponent. This happens in random to any Drakon but the Legendary Metal Drakons have the highest probability of executing a critical damage attack than any other element in Drakons.

DRAKON SKILLS (CARD MOVES)

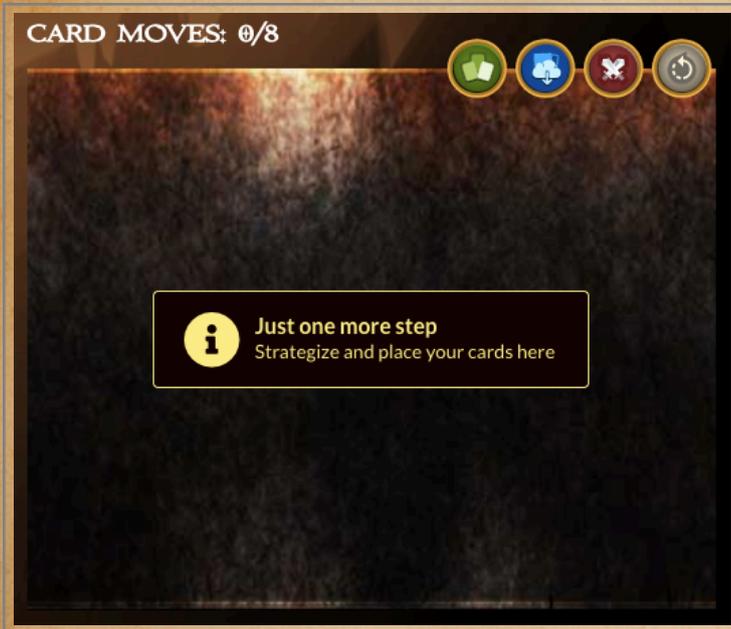
Drakon Skills refers to the attack, defense, and magic/skill moves of a Drakon that is used in the Arena. These skills are represented by a **Battle Card**, which has equivalent **Attack Points** depending on a Drakon's element and Rune Level. Each Drakon by default can employ 8 skills or 8 card moves in every battle.

To effectively arrange a Drakon's skill set, a Drakon Master should:

- 1) Select a Drakon from the Dashboard
- 2) Add a Drakon to the **Standard Arena**.
- 3) Arrange Card Moves by selecting cards from **Battle Cards Selection**.
 - a. **Take Note of the Attack Points.** The Attack Points are the value of cards allowed in every battle or hand. The number of attack points depends on 2 factors: the Drakon element and its Rune Level. Allowed attack points is shown in the upper right portion of the Battle Cards Selection. A Drakon Master must strategize on how to spend their Attack Points wisely. The more effective and strong a card/skill is, more Attack Points will be needed.



- b. **Select and Set up 8 Drakon Moves.** The card moves are categorized into the three (3) **Battle Actions: Attack, Defense and Skill (also known as Magic).**



Attack is the basic aggressive action of a Drakon, and it will entail a corresponding amount of damage to its opponent. **Defense** is the ability of a Drakon to evade attacks and protect itself. Once a Drakon's defense is up, the enemy Drakon's Attack or Magic moves will only affect your Drakon slightly.

But Drakons also have special skills or what we call the **skill or magic attack**. A Drakon's magic attack is innate to the element it was born with.

- c. **Strategize and Deploy 8 Drakon Moves**

To battle with another Drakon, a Drakon Master should allow their Drakon to make **8 Drakon Moves**. There will be a lot of strategizing by deciding which move goes first or goes best against a certain Drakon in relation to its skill sets, elemental and environmental advantage. After choosing the battle card combinations, the Drakon Master may now decide to **“Send to Battle”** their Drakon.



4) Explore Card Moves Action Buttons



load card
template

save
cards

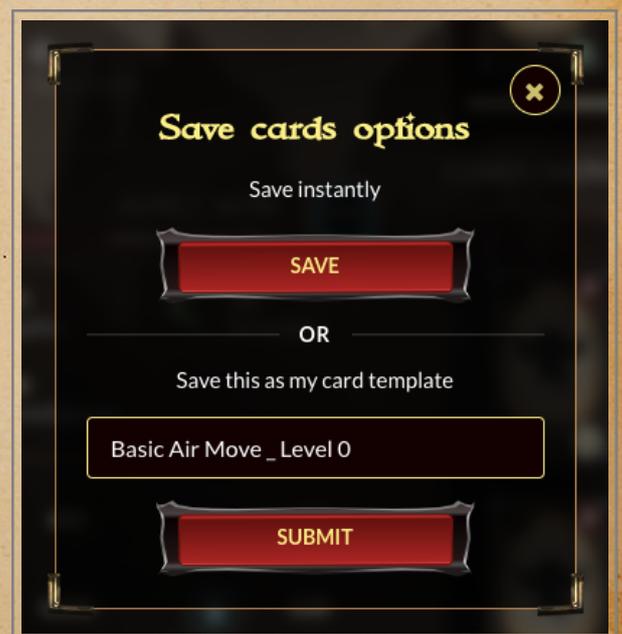
send to
battle

reset

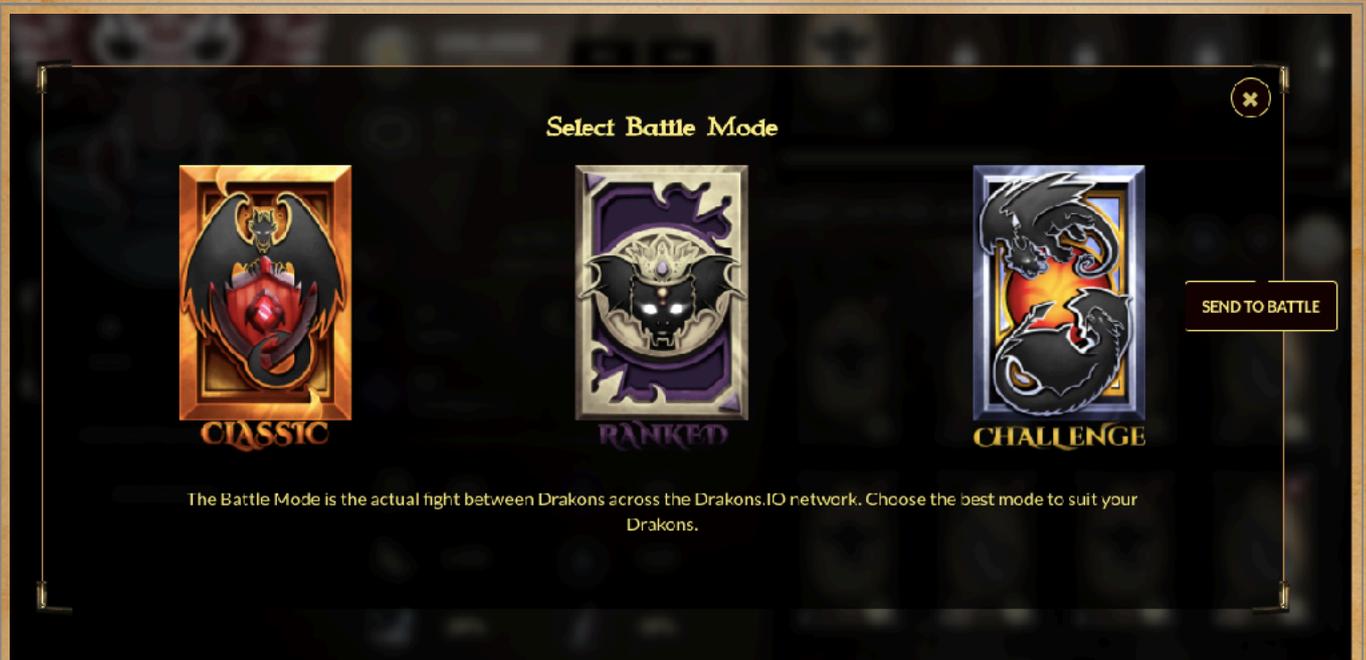


a. **Load Card Templates.** This allows you to load Card Moves you have saved. This is helpful in setting up cards for future battles and Drakons. You will just have to retrieve a card strategy and use it on another similar Drakon

b. **Save Card.** This allows you to save a particular Card Move or Card Strategy for future use. This is helpful if you want to save different card moves and strategies that may come handy in every battle, and it also saves you time for future set up in case you have a legion of Drakons in your inventory.



- c. **Send to Battle.** Sends your Drakon to the Arena in your Battle Mode of Choice



- d. **Reset.** This simply resets and empties your card setup to start anew.

5) Unlock Card Skills

As you level up your Drakons' Rune Level, it will receive additional skills or unlock new cards. A Drakon at its Birth Rune Level 0 only has 1 Magic card skill, 1 Basic Attack and 1 Defend Move or skill. It will unlock a new skill at Level 5 and the next 5 increments.

SEE SUCCEEDING ILLUSTRATIONS OF DRAKONS CARD MOVES PER ELEMENT.

AIR DRAGON CARD MOVES



Attack

Basic attack for your drakon



Defense

Basic defend that lessens the damage of an enemy



Wind Blast

A magic skill that allows Air Drakons to use the force of wind against its enemy.



Suction

A magic skill that allows Air Drakons to create a vacuum in the air which causes an explosion and damage to its enemy.



Zephyr Blade

A magic skill that allows the Air Dragon to attack its enemy with powerful blades of wind causing devastating damage.



Breeze Blow

A magic skill that allows the Air Dragon to summon and blow powerful winds causing severe damage to its enemy



Chain Puff

A magic skill that allows Air Drakons to distort the air around itself causing major damage to its enemy.

EARTH DRAGON CARD MOVES



Attack

Basic attack for your drakon



Defense

Basic defend that lessens the damage of an enemy



Earth Blast

A magic skill that allows the Earth Dragon to use the force of the earth or land against its enemy.



Magnetic Ball

A powerful magic skill that allows Earth Drakons to use its mental power to magnetize the ground so enemies cannot move or cross causing devastating damage to its enemy.



Stoning

A magic skill that allows the Earth Dragon to hurl thousands of rocks to its enemy



Earth Mine

A magic skill that allows Earth Drakons to detonate the ground to explosion causing severe damage to its enemy.



Earthquake

A magic skill that allows the Earth Dragon to tremendously shake the grounds of the earth causing eruption and and major damage to its enemy.

FIRE DRAGON CARD MOVES



Attack

Basic attack for your drakon



Defense

Basic defend that lessens the damage of an enemy



Fire Blast

A magic skill that allows Fire Drakons to use the force of fire against its enemy.



Chain Eruption

A magic skill that allows Fire Drakons to harness the force of fire and cause a wide explosion to attack a target from a distance causing devastating damage.



Magma Flare

A magic skill that allows Fire Drakons to send rolling magma balls to its enemy causing major explosions that inflict a significant damage.



Burning Scratch

A magic skill that allows Fire Drakons to generate fire on both its claws to immediately attack and burn its enemy causing severe damage.



Flame Burst

A magic skill that allows Fire Drakons to cast fiery flames to torch its enemy.

Water Drakon Card Moves



Attack

Basic attack for your drakon



Defense

Basic defend that lessens the damage of an enemy



Aqua Blast

A magic skill that allows Water Drakons to use the force of water against its enemy.



Suction

A magic skill that allows Air Drakons to create a vacuum in the air which causes an explosion and damage to its enemy.



Hydro Bomb

A magic skill that allows Water Drakons to use its mental power to cause tremendous water explosions causing devastating damage to its enemy.



Swirling Splash

A magic skill that allows Water Drakons to cast swirling waters on its target causing damage to its enemies while healing itself.



Shark Gust

A magic skill that allows Water Drakons to summon icy shark water hitting its target with major damage.

FROST DRAGON CARD MOVES



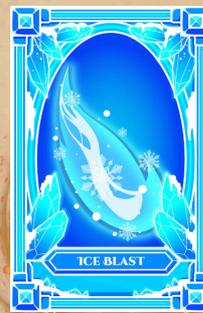
Attack

Basic attack for your drakon



Defense

Basic defend that lessens the damage of an enemy



Ice Blast

A magic skill that allows Frost Drakons to use the force of ice against its enemy.



Icicle Barrage

A magic skill that allows Frost Drakons to create a shower of crystal shards from the sky to attack its enemy.



Frozen Shot

A magic skill that allows Frost Drakons to freeze its target on the spot causing severe damage to its enemy.



Gatling Frost

A magic skill that allows Frost Drakons to summon a hail storm to attack its enemy and cause severe damage.



Arctic Rink

A magic skill that allows Frost Drakons to freeze the air around an enemy to restrict its movement and cause devastating damage.

Metal DRAGON CARD MOVES



Attack

Basic attack for your drakon



Defense

Basic defend that lessens the damage of an enemy



Wind Blast

A magic skill that allows Metal Drakons to use the force of lightning against its enemy.



Thunder Strike

A magic skill that allows Metal Drakons to create thunder strikes to attack its enemy.



Meteorite

A magic skill that allows Metal Drakons to summon a giant meteor covered in flames and cause devastating damage to its enemy.



Tesla Cannon

A magic skill that allows Metal Drakons to deliver a powerful attack of electric cannons against an enemy inflicting major damage.



ThunderStorm

A magic skill that allows Metal Drakons to harness string electric energies to immobilize its enemy inflicting severe damage.

6) Use your Drakons Cards/Skills Wisely.

Drakons is a strategy game where you will win some and lose some. You need to know your Drakons' skills and set it up against a particular Drakon or depending on the strategy of your opponent. It is best to balance all cards: Attack, Defense, and Magic Cards, and the key is to always change moves to surprise your opponents.

Learn how your Drakon can achieve rage attacks, double attacks and inflict critical damages and other strategies as published in <https://medium.com/@drakons.io/getting-started-with-drakons-io-battles-strategies-5ffe4ff0823f>

7) Use Epic Cards to your Advantage

There are rare and special card moves that is unique to an Epic Drakon, and these are called Epic cards that only a particular Epic Drakon can use. It is what makes them Epic, after all. To date, there are 2 available Epic card moves: the Epic WRLD Drakon's Counter Gale Move and the Epic Rat's Plague Bite. The 2 cards can be unlocked at Rune Level 24.

The Epic Rat Earth Drakon's **Plague Bite** is a powerful move which spreads disease that infects and weakens its enemy Drakons' defenses 3 consecutive times. It causes a Status Effect of Infect per Turn.



Since there is an Infection Card move, a counterpart move was designed to counter the Epic Rat Earth Drakon's Plague Bite and this is the Epic WRLD Drakon's **Counter Gale** move. It is a Magic Attack that damages the enemy while purifying the Drakon from any status effects. It immunizes itself from being petrified, stunned, electrified or from being Infected by a plague bite.



If you own an Epic Drakon, use their card moves to your advantage. However, since these cards are strong and effective, they also cost 5 Attack Points each, so Drakon Masters should strategize their card moves wisely and make sure they do not go to waste by being stunned or blocked.

8) Review your Battles

Once a Drakon is sent to battle, it will be matched up with a same-level Drakon from another Drakon Master and you will be given a battle result. You will see this in the Battle History below the Arena.

However, since Drakons is an Idle game, there is often a queuing time involved in battles so patience is key.

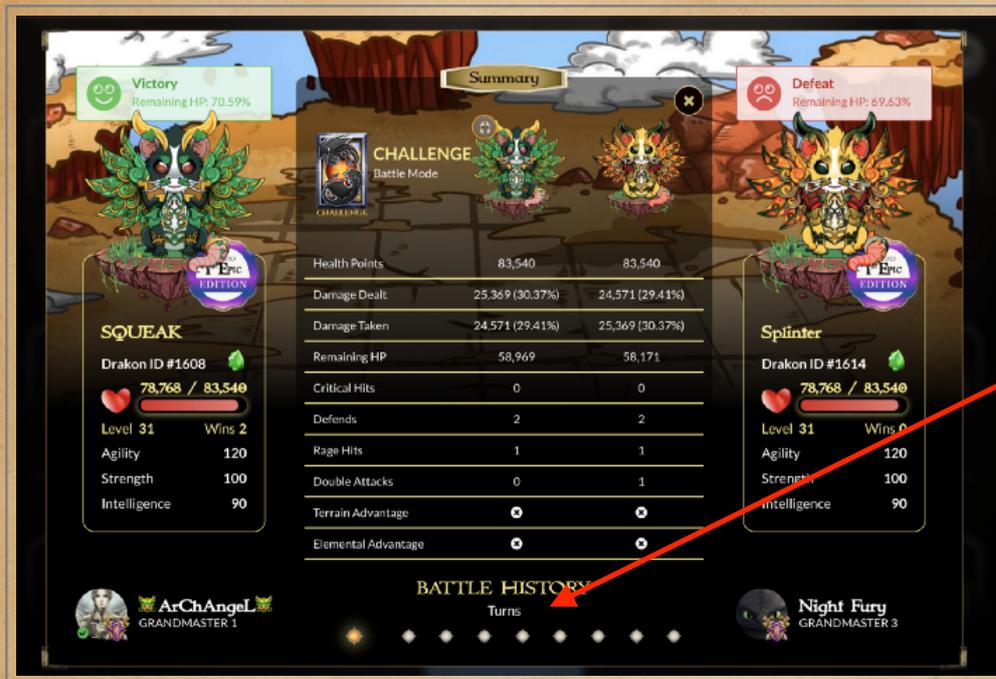


You can view a Battle History and analyze in the game result via:

- Battle Replay.** This is an animated video (with sounds) to watch your Drakon battle in action.



- b. **Battle View.** This displays the summary and statistics of how your Drakon won and the turn-by-turn view of card vs. card. The most important part is below the Battle History where turns are shown as it will give you an idea of how you won or lost at a certain hand. Sometimes you best learn by copying your opponent's move or countering their moves the next time.



these dots will show you the moves made per turn

This is a sample view of turns. It shows that both Drakons used the same card move of "stoning" on turn 1. The review of these turn-by-turn moves will give you a glimpse of your opponent's strategy or on how you won or lose a certain hand or battle.



THE ORBS



Drakons have elemental orbs produced by precious gems or elements. The Elemental Orbs are basically the energy pills of Drakons for them to use to increase their Rune Level. Each rune level requires a certain number of orbs to reach the next rune level. The higher your Drakon's rune level, the more orbs you have to collect, hence the more battles you have to conquer.

At first, your Drakon will start on Rune Level 0 or the birth level of a Drakon. To power up your Drakon to Rune Level 1, you will need at least 10 orbs with the same element as the Drakon that you want to power up. Next, you will need at least 12 orbs to power up to Rune Level 2, then 15 orbs to Rune Level 3, and so on. A 25% increase per level is applied for the required orbs for powering up. In order for you to collect orbs, you need to send your Drakon to battle.

When a Drakon wins a single battle, it gets rewarded with loots. These loots contain orbs. Depending on the result of the battle, you may receive different sets of orbs. If your Drakon is the winner, you will receive two sets of orbs, the first



set is the orbs for the element of your Drakon which won the battle and the second set are orbs for the element of the opponent Drakon. In case your Drakon lose the battle, you will still only be receiving orbs for our Drakon's element.

The more you win battles, the more you'll be able to collect orbs. And when you have enough Orbs, you'll be able to Level Up your Drakons to unlock its skills or card moves.



THE RUNE LEVEL

The Rune Level defines the overall power of our Drakons. This means that the higher its Rune Level is, the more powerful the Drakon becomes. Thus, Agility, Strength and Intelligence also increase together with your Rune Level.

And aside from its ASI, other Drakon attributes such as its magic attacks and magic defense and allotted Attack Points per battle/hand also increases. Levelling up a Drakon's Rune Level will also unlock its other skills or card moves.

these 2 buttons enables a drakon master to level up the rune level of a drakon



The Drakon in the example is at Rune Level 0 and a Drakon at its birth level starts with only one magic attack. To unlock more magic moves, a Drakon should level up at Rune level 5 and then at every 5th increment after, like level 10, 15, 20, and so on for it to unlock more Magic Attack Cards.

To Level up this Drakon to Rune Level 5, it needs 77 Fire Drakon Orbs and since there are enough orbs, we can level up this Drakon.



Once the Drakon is levelled up, it will unlock a new skill, and in this case, the Fire Drakon unlocked a new card move, "Flame Burst" which it can now use in its future battles.

BATTLE CARDS PER RUNE LEVEL

Below are the required Rune Levels of Drakons to unlock specific Card Moves or skills:

	LVL 0 ATK PTS 0 STATUS NA	LVL 0 ATK PTS 1 STATUS NA	LVL 0 ATK PTS 2 STATUS NA	LVL 5 ATTACK PTS 5 STATUS STUN	LVL 7 ATTACK PTS 3 STATUS Life Steal	LVL 12 ATTACK PTS 3 STATUS NA	LVL 12 ATTACK PTS 3 STATUS Reflect Damage	LVL 18 ATTACK PTS 3 STATUS Total Def	LVL 18 ATTACK PTS 4 STATUS NA	LVL 24 ATTACK PTS 7 STATUS NA	LVL 24 ATTACK PTS 5 STATUS Purify
	LVL 0 ATK PTS 0 STATUS NA	LVL 0 ATK PTS 1 STATUS NA	LVL 0 ATK PTS 2 STATUS NA	LVL 5 ATTACK PTS 4 STATUS PETRIFY	LVL 10 ATTACK PTS 3 STATUS NA	LVL 12 ATTACK PTS 3 STATUS Reflect Damage	LVL 15 ATTACK PTS 4 STATUS NA	LVL 18 ATTACK PTS 3 STATUS Total Def	LVL 20 ATTACK PTS 5 STATUS NA	LVL 24 ATTACK PTS 5 STATUS Infect/Turn	
	LVL 0 ATK PTS 0 STATUS NA	LVL 0 ATK PTS 1 STATUS NA	LVL 0 ATK PTS 2 STATUS NA	LVL 5 ATTACK PTS 5 STATUS BURN, STUN	LVL 10 ATTACK PTS 3 STATUS NA	LVL 12 ATTACK PTS 3 STATUS Reflect Damage	LVL 15 ATTACK PTS 4 STATUS NA	LVL 18 ATTACK PTS 3 STATUS Total Def	LVL 20 ATTACK PTS 7 STATUS NA		
	LVL 0 ATK PTS 0 STATUS NA	LVL 0 ATK PTS 1 STATUS NA	LVL 0 ATK PTS 2 STATUS NA	LVL 5 ATTACK PTS 4 STATUS HEAL/TURN	LVL 10 ATTACK PTS 3 STATUS NA	LVL 12 ATTACK PTS 3 STATUS Reflect Damage	LVL 15 ATTACK PTS 4 STATUS NA	LVL 18 ATTACK PTS 3 STATUS Total Def	LVL 20 ATTACK PTS 6 STATUS NA		
	LVL 0 ATK PTS 0 STATUS NA	LVL 0 ATK PTS 1 STATUS NA	LVL 0 ATK PTS 2 STATUS NA	LVL 5 ATTACK PTS 3 STATUS NA	LVL 10 ATTACK PTS 4 STATUS STUN	LVL 12 ATTACK PTS 3 STATUS Reflect Damage	LVL 15 ATTACK PTS 4 STATUS NA	LVL 18 ATTACK PTS 3 STATUS Total Def	LVL 20 ATTACK PTS 6 STATUS NA		
	LVL 0 ATK PTS 0 STATUS NA	LVL 0 ATK PTS 1 STATUS NA	LVL 0 ATK PTS 2 STATUS NA	LVL 5 ATTACK PTS 3 STATUS NA	LVL 10 ATTACK PTS 4 STATUS STUN	LVL 12 ATTACK PTS 3 STATUS Reflect Damage	LVL 15 ATTACK PTS 4 STATUS NA	LVL 18 ATTACK PTS 3 STATUS Total Def	LVL 20 ATTACK PTS 6 STATUS NA		

DRAKONS BOOSTS

We now know that not all Drakons are created equally, as there are Drakons with higher Agility, Strength, and Intelligence (ASI), which gives them a better chance to win more battles compared with low ASI Drakons. There are also Epic and Legendary Drakons that are more powerful than the 4 Basic Drakons, so to level the playing field and introduce another game changer in Drakons, we came up with **Drakon Boosts**.

Drakon Boosts are anything that helps a Drakon increase its chances in winning a battle. Boosts maybe in the form of cards, food, accessories or wearables.

At present, the following Drakon Boosts are available:

1) CARD BOOSTS

These boosts increase the damage effect of a specific card for a specific Drakon. It boosts the Drakon's offensive moves against its enemy.

Once applied to a particular Drakon, the boosted card move will permanently remain in the same Drakon and can neither be transferred nor shared with other Drakons.

Winning battles in the Ranked Arena is the primary way of receiving card boosts as rewards. Drakon Masters may also receive card boosts from Drakons giveaways, promos, and other activities in the future.

Read more about card boosts in <https://medium.com/@drakons.io/boosts-after-boosts-after-boosts-b0582128c0ea>



2) FOOD BOOSTS

These boosts will enable a Drakon to heal and instantly regenerate its Health Points so it will be in its optimum performance during a battle.

The Health Points or HP is the life of a Drakon and whenever it battles in the Ranked Arena and the Ultimate Battle Arena, its HP gets depleted depending on the actual damage taken from the battle. This HP regenerates with a rate of 1% every 3 mins, meaning if a Drakon loses 50% of its HP after a Ranked Battle, it will take around 150 minutes or 2 hours and 30 minutes for the Drakon to regenerate its HP to the full 100%. Drakons with less than 50% HP cannot be sent to any Ranked or Ultimate battle arena.

On the other hand, in the Ultimate Battle Arena, Drakons that are sent to battle will never regenerate and will be stuck at their HP status after every battle. So Food Boosts are important to Drakons to keep fighting in the arena.

The Food Boosts will be available for purchase soon in the Drakons Market Place. Every Drakon element has its applicable food boost and this is available in quantities of 10%, 25%, 50% and 100%.

To read more about food boosts in <https://medium.com/@drakons.io/boosts-after-boosts-after-boosts-b5dcd57d80f>



3) STONE BOOSTS

These boosts can instantly provide a boost similar to an elemental advantage of a Drakon. A Drakon with an elemental advantage against another Drakon can weaken the defenses of the disadvantaged Drakon by 20%. Stone Boosts in the future can provide more powerful boosts if matched with the right Drakon elements.

Stone Boosts can be used on any or all of your Drakons, meaning that you may use it with one Drakon then reuse the same Stone to another Drakon provided that you do not use them at the same time. There should always be a 1:1 Stone and Drakon ratio. After using a Stone in a battle, it will have a **5 minute “cooldown” status**, and only after this can a Drakon reuse the same Stone for battle.

In the meantime, the Stone Boost features a collaboration with **My Crypto Gemx**, the exclusive designer and distributor of My Crypto Gemx or Gemx which are blockchain assets (ERC 1155) or Non-Fungible Tokens (NFTs) that can be bought or traded separately as crypto-collectibles in Rarible and OpenSea market places. Drakon Masters who own Gemx may now use their NFTs inside the Drakons platform with a new purpose, from a collectible, this is now used as a game asset with a function of powering up Drakons.

We have observed that majority of players in the Ultimate Battle Arena do not bring their Drakons to battle without using Gemx to power them up as they have noticed how effective these boosts are in winning battles.

This collaboration is an introduction to the many more future collaborations with NFT Artists where created arts will be used as a game asset in Drakons.

To read more about stone boosts in <https://medium.com/@drakons.io/boosts-after-boosts-after-boosts-f138c96221bf>



Leaderboards

DRAKON MASTER POWER (DMP)

A Drakon Master's Leaderboard ranking shall be based on **Drakon Master Power or DMP**. DMP is computed based on an algorithm called **ELO**. ELO is a rating algorithm where the relative skill levels of players are calculated. It is widely used to rank players in many competitive games and even adapted for use in even for multiplayer competition in different variations.

In this rating algorithm, players with higher ELO rating have a higher probability of winning a game than a player with lower ELO rating. After each game, the ELO rating of players is updated based on a specific formula. When a higher rated player wins, only a few points are transferred from the lower rated player. However, if a lower rated player wins, transferred points from a higher rated player to the lower rate player are far greater.

We adapted and customized an ELO rating system for Drakons.IO, this is now the new rating algorithm that computes the Drakon Master Power or DMP. Hence, the higher the DMP of a Drakon Master, the higher his rank will be in the Leaderboard Arena. Beside are the ELO ranges across ranks:

DRAKON MASTER RANKINGS		
ELO SYSTEM		
RANK	MIN. ELO	MAX. ELO
SQUIRE 	0	500
SERGEANT 	501	1100
KNIGHT 	1101	1800
MARSHALL 	1801	2600
COMMANDER 	2601	3500
GRANDMASTER 	3501	4500

DAILY, WEEKLY, AND ALL-TIME LEADERBOARDS - RANKED BATTLES

In the **Daily Leaderboard**, the DMP resets every day, while in the **Weekly Leaderboard**, the DMP resets every week. The *Overall Leaderboard*, now called the **All-Time Leaderboard**, is the leaderboard that holds the history of high ranking DMPs and will never reset.

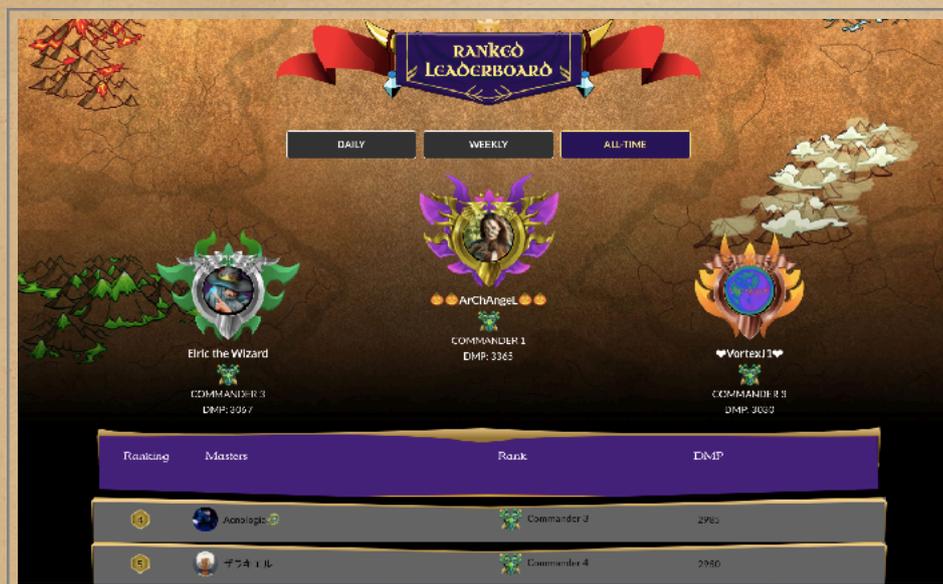


daily leaderboard



weekly leaderboard

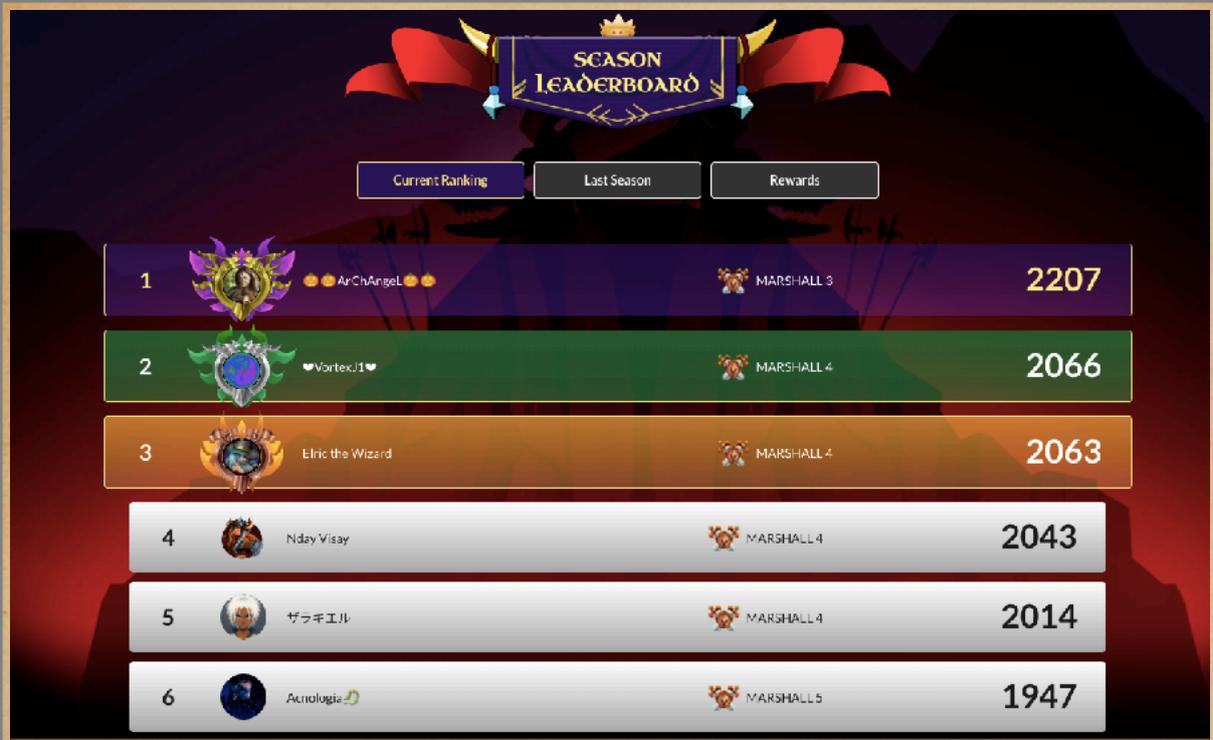
However, for the All-Time leaderboard, the idle Drakon Masters or those who have failed to battle in the Ranked Battle Arena for at least a month will be removed from the leaderboard and will have their DMP decreased. They will only be returned in the leaderboard when they battle again in the Ranked Battle Arena. The deducted DMP, however, will no longer be added back. Hence, they will need to earn the lost DMP back again by winning ranked battles.



all-time leaderboard

SEASON LEADERBOARD

The **Season Leaderboard** is a leaderboard that ranks Drakon Masters based on their performance within a season. The current configuration of a season is a month which means that the Season Leaderboard resets every month, and all Drakon Masters who played within that season will be rewarded with different items. All Drakon Masters will receive rewards depending on their rank at the end of every season. Even Squires will receive rewards as long as they ended the season with at least 100 DMP.



Rank	Avatar	Name	Title	Score
1		ArChAngel	MARSHALL 3	2207
2		Vortex1	MARSHALL 4	2066
3		Elic the Wizard	MARSHALL 4	2063
4		Nday Visay	MARSHALL 4	2043
5		ザラキエル	MARSHALL 4	2014
6		Acrologia	MARSHALL 5	1947

Rewards

Drakons is a play-to-earn game in the sense that whenever Drakon Masters battle and becomes victorious, they earn battle loots such as orbs, card/food boosts, shards and gems. All these battle loots can be gifted to fellow Drakon Masters or in the future, will be traded in the Drakons Marketplace or any other Marketplace outside Drakons.

The most valuable rewards are given by the end of each season in Ranked Games or daily in the Ultimate Battle Arena, and these are Shards and Gems.



Shards can be exchanged to Gems and Gems can be exchanged to Drakoin Tokens, the in-game token of Drakons. Once exchanged to Drakoin Tokens, Drakon Masters will then be able to use it in Drakoin defi staking platform to earn more or exchanged it to an equivalent Ether coin.



The initial exchange rate will be 1:1, meaning that Drakon Masters receiving 1,000 gems at the end of each Ultimate Battle day would have assets that can soon be converted to 1,000 Drakoin Tokens. Those who would be receiving shards will also have the opportunity to swap their shards to gems and these shards would have an initial exchange rate of 1000 shards to a gem.

SEASON REWARDS

The Season Rewards are given after season or a month.



ULTIMATE BATTLE ARENA (UBA) REWARDS

The UBA Rewards are given daily as it closes or at 4PM, UTC . Gems are awarded to the #1 Drakon Master and up to the other 9 Drakon Master equivalent to half of his DMP. In the example below Drakon Master Ded11y has 892 as the Top 1 so those below him up to Drakon Master Elessar547 will receive Gems equivalent to their rank, while those below Elessar547 will be given shards and other consolation prizes.

Current Ranking		Previous Winners	
1	 Ded11y	892	
2	 Eric the Wizard	790	
3	 ArChAngel	532	
4	 Elessar547	496	
5	 ザラキエル	437	
6	 Night Fury	408	
7	 CRYPTOTAZ	360	

Here is an example of what the Top Player usually receives on a daily basis in the UBA, so you can imagine if you can collect this much everyday.

REWARDS

- 1,000 Gems
- 1 Magnetic Ball Card
- 2 Big Food Bundles
- 2 Normal Food Bundles
- 1 Small Food Bundle

CLOSE

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DRAKONS Achievements Unlocked!

MILESTONES OF DRAKONS

- July 2018**
- A Dragon inspired DAPP idea was born (NFT Collectibles)
 - Initial design and inspiration of Dragon-inspired NFTs
 - Initial Dapp Name: BlockDragonZ
- August 2018**
- Game type conceptualization: Strategy Game Cards
- September 2018**
- Finalization of Game Name: DrakonsChain to “Drakons”
 - Finalization of Drakons graphic design looks
 - The Drakons Origin Story by RedJar
- October 2018**
- Design of Drakons parts and attributes based on story: 6 Elemental Drakons
 - Development of a Strategy Card Game based on story of 6 Elemental Drakons (ASI, Health)
- December 2018**
- Start of all Asset Development: 6 Elemental Drakons (Cards, Terrain, Game buttons, moves. etc.)
 - Start of all Game Copies Development
- January 2019**
- Start of Web Front End and Backend Development of Drakons.IO in TestNet (Ethereum)
 - Development of Drakons Marketplace with Buying Functionality
- April 2019**
- Development of Drakon Master Rankings

- Development of Battle Game Modes: Classic, Ranked & PVP
- Development of Battle Leaderboards
- June 2019** - Development of Drakons Breeding and Siring Functionality
- July 2019** - Major Internal QAT of all functionalities
- September 2019** - Creation of Drakons Discord (<https://discord.com/invite/n9ZVQvv>) and other social media
 - Invitation for Private Beta (Test Net)
- October 2019** - Private Beta to Invited Users/Testers - Test Net
 - First Limited Edition Launched in Private Beta: 2019 Halloween Edition (Water and Frost Drakons)
- November 2019** - First Drakon Tournament in Private Beta - Test Net
- December 2019** - 1st Medium Publication: The Team Behind Drakons (<https://medium.com/@drakons.io/the-team-behind-drakons-7a131d98888e>)
 - LIVE! <https://www.drakons.io/> launched in Ethereum Main Net (Open Beta) with Marketplace and Battle Feature
 - Launched the 2nd Limited Edition Drakons - 2019 Christmas Edition in 4 Elements (<https://www.drakons.io/marketplace/limited-edition?type=christmas2019>)
- January 2020** - 2nd Medium Publication: Drakons, you say? A Drakon Origin Story by RedJar (<https://medium.com/@drakons.io>)
 - Drakons listed in Opensea and SpiderDex
 - Launched the 3rd Limited Edition Drakons - 2020 CNY Edition Water Drakons (<https://www.drakons.io/marketplace/limited-edition?type=cny2020>)
 - Launched the 4th Limited Edition Drakons and The 1st EPIC Drakons - Epic RAT Earth Drakons (<https://www.drakons.io/marketplace/limited-edition?type=epicrat2020>)

February 2020

- Enabled Breeding/Siring feature of Drakons
- Drakons launched in Opensea (<https://opensea.io/assets/drakons>) and SpiderDex
- 3rd Medium Publication: Part 1 Getting started with Drakons.IO: Basics about Drakons (<https://medium.com/@drakons.io/getting-started-with-drakons-io-84cf5d7986e0>)
- 4th Medium Publication: Part 2 Getting started with Drakons.IO: Battles and Strategies (<https://medium.com/@drakons.io/getting-started-with-drakons-io-battles-strategies-5ffe4ff0823f>)
- Launched the 5th Limited Edition Drakons - 2020 Valentine Edition in 4 Elements (<https://www.drakons.io/marketplace/limited-edition?type=valentines2020>)

March 2020

- Released of the first Drakons Special Defense Card Move - THE AEGIS (available to all Drakon Elements)
- Launched the 6th Limited Edition Drakons - Pyro (Fire) themed Drakons; it was also Drakons first collaboration with another company: Pyro Network. These fire Drakons are soldout in Drakons Marketplace.
- Buying/Selling Drakons using \$PYRO and \$WGM are made available in Opensea
- Launched Drakons Gacha in Nagemon

April 2020

- Partnership with Grow your Base
- Launched the 7th Limited Edition Drakons - Easter Edition Earth Drakons (<https://www.drakons.io/marketplace/limited-edition?type=easter2020>)
- Opened 1-Week Breeding Season for Pyro Drakons
- Released the the new Card Move for Air Drakons- SOLAR WIND
- Featured in DappStats YouTube Channel - DappStats presents Drakons with Elric the Wizard (<https://youtu.be/TSuTT3pZGLY>) and (<https://youtu.be/SsDGVYKECGk>)
- Drakons Telegram was born (<https://t.me/DrakonsIO>)

May 2020

- Featured in DappStats YouTube Channel - DappStats presents : Drakons with Elric the wizard and Arena team battle contest (<https://youtu.be/nX-lyT-0oNA>) and (<https://youtu.be/vw20bzczo2Q>)
- 1st Drakon Masters Tournament - Fire Drakons vs Water Drakons (Team Water won)
- Featured in DappStats YouTube Channel - DappStats presents Drakons with Elric the Wizard <https://youtu.be/nX-lyT-0oNA> and <https://youtu.be/vw20bzczo2Q>
- Launched the 8th Limited Edition Drakons - Nagemon Water Drakons; it was also Drakons 2nd collaboration with another company: Nagemon & HB Wallet (<https://www.drakons.io/marketplace/limited-edition?type=nagemon2020>)
- Released the Daily Task Feature in Drakons for Drakon Masters to Earn Orbs after each battle
- Launched the 9th Limited Edition Drakon and The 2nd EPIC Drakon - WRLD Drakons release. (<https://www.drakons.io/marketplace/limited-edition?type=epicwrlld2020>) It is also Drakons 3rd collaboration: The Worlds A Mine (<https://themine.me/>). The project is also the first Crypto Philanthropy Project of both companies where 50% of the week sales of this Drakon benefitted the Frontliners and Children under UNICEF New Zealand, it raised 8.45 ETH or 1871.63 USD.

June 2020

- Released the Epic Attack Card Move for Epic Rat Drakons - PLAGUE BITE
- Featured in DappStats YouTube Channel - DappStats presents Drakon's Elric reveals new move on epic rat and release of world drakon (<https://www.youtube.com/watch?v=KKoSduCZuV4>)
- Launched the 10th Limited Edition Drakons - Pyro V2/ Fire Drakons (<https://www.drakons.io/marketplace/limited-edition?type=pyro2020v2>)
- Released the Referral program in Drakons Site for Drakon Masters
- Launched the 1st Legendary Metal Drakons which are already soldout in Drakons Marketplace (<https://www.drakons.io/marketplace/legendary-metal>)

July 2020

- Released the Epic Attack Card Move for WRLD Air Drakons - COUNTER GALE
- Open 1-Week Breeding Season for WRLD Drakons
- Launched the 11th Limited Edition Drakons - Nifty Pride Drakons (<https://www.drakons.io/marketplace/limited-edition?type=niftypride2020>). The Nifty Pride Drakons are currently soldout in Drakons Marketplace. This is also Drakons' 4th collaboration: Nifty Pride Foundation (<https://twitter.com/niftypride>).
- Launched the 12th Limited Edition Drakons - DappStats Drakons (<https://www.drakons.io/marketplace/limited-edition?type=dappstats2020>). This is also Drakons' 5th collaboration: DappStats (<https://www.dappstats.com/>).

August 2020

- Featured in BITCOINLIVE YouTube Channel - (<https://www.youtube.com/watch?v=jFLu7NaMuzk>)
- Released HP Boost or food for Drakons that gives instant HP recovery to Drakons
- 5th Medium Publication: Boosts after boosts after boosts PART 1: On Card Boosts and many more... (<https://medium.com/@drakons.io/boosts-after-boosts-after-boosts-b0582128c0ea>)

September 2020

- Introduced SHARDS and GEMS which can be collected and won from the different activities inside Drakons.
- Launched the use of Gemx to power up Drakons. This is the first integration of another NFT (<https://www.mycryptogemx.xyz/>) inside Drakons. It is also Drakons 6th collaboration: MyCryptoGemx.
- Implemented a new Ranking Protocol for Drakon Masters: Drakon Master Power (DMP) using ELO system
- Launched the latest battle arena: The Ultimate Battle Arena
- Introduced Season Leaderboard for Ranked Arena
- 6th Medium Publication: Boosts after boosts after boosts PART 2: On Food Boosts and many more... (<https://medium.com/@drakons.io/boosts-after-boosts-after-boosts-b5dcdb57d80f>)

- 7th Medium Publication: Boosts after boosts after boosts PART 3: On Stone Boosts and many more... (<https://medium.com/@drakons.io/boosts-after-boosts-after-boosts-f138c96221bf>)

- 8th Medium Publication: The Drakons Leaderboards & Rewards: Daily, Weekly, All-Time, Season & Ultimate Leaderboards(<https://medium.com/@drakons.io/the-drakons-leaderboards-rewards-532f021d3e42>)

- 9th Medium Publication: Drakons: The Ultimate Battle Arena: Ultimate Battle with Ultimate Rewards! (<https://medium.com/@drakons.io/drakons-the-ultimate-battle-arena-8cc8e3307f36>)

- Featured in BITCOINLIVE YouTube Channel - (<https://www.youtube.com/watch?v=jFLu7NaMuzk>)

October 2020

- Released the Special Attack/Defend Card Move for all Drakons - SPECULAR REFLECTO

- Featured in BITCOINLIVE YouTube Channel - (<https://www.youtube.com/watch?v=IALm574OW4Y>) and (<https://www.youtube.com/watch?v=cSxqeKL3iWM>)

- Launched the 13th Limited Edition Drakons - Halloween 2020 Edition (Fire and Earth Drakons)

- Release of this White Paper :)

The Path of the DRAGON MASTERS

ROADMAP OF DRAKONS

1. DRAKOIN TOKEN (Q4 2020)

Drakons own utility token that will allow Drakon Masters to purchase loots and other game assets inside Drakons. It will also allow them to unlock special capabilities like minting Drakons game assets.

The Tokens will also be utilized in Drakons Referral Program where transactions such as siring, breeding, battles, etc. will also yield additional share in the form of Drakons Gems that could be converted to Drakoin tokens to the referrer.

2. DRAKONS ELITE DRAKONS (Q4 2020)

The release of the Frost Drakons, the elite and powerful breed of Drakons that inherited the evolved power of Water Drakons.

3. DRAKONS SIDE CHAIN (Q4 2020 - Q1 2021)

Drakons will utilize a sidechain to scale its game assets for faster blockchain transaction processing and improve game play.

4. DRAGON MASTER KEY (Q2 2021)

The Drakon Master Key is a special access feature, depending on your Drakon Master Rank and Drakon Tokens will allow you to access different capabilities in Drakons as a Drakon Master, such as the “Blacksmith Ability” or the creation of weapons that you can use or resell inside the Drakons Marketplace, and many more.

5. ARMORS (Q1 2021)

Drakon Armors will be additional NFTs inside Drakons. An ERC-1155, Drakons armors will be available to be minted for Drakon Masters with specific rank levels.

These armors will serve as additional assets to a Drakon to boost its powers such as defenses and attacks.

Minting these armors requires a specific rank level and specific amount of Drakoin tokens for a Drakon Master to achieve. And once minted, these armors will be included in Drakon Masters inventory and could be equipped to any Drakon before any battle. Drakon Armors could also be sold in the future in Drakon Masters marketplace or could be traded with other items using Drakoin tokens.

6. ACCESSORIES (Q1 - Q2 2021)

There will be at least 25 new Drakons Accessories that can soon be bought in Drakons Marketplace. These are additional accessories that can be equipped on a Drakon before any battle. Drakon Accessories will be new NFTs inside Drakons World. As ERC-1155, Drakon Masters could also mint and/or buy these accessories and can be stored in their Inventory. Like the other boosts, these accessories could be used to boost specific powers of a Drakon.

These Drakons accessories can only be bought and/or minted by Drakon Masters through the use of tokens depending on their achievements and/or rank level.

7. RARE DRAKONS (Q2 2021)

Drakons will release a new breed of the Elemental Drakons with rare parts and in rare colors in very limited numbers.

8. DESIGN YOUR OWN DRAKONS (Q2 2021)

An upcoming feature, Design Your Own Drakons is more like a Do It Yourself Drakons platform inside Drakons World where a Drakon Master can use the existing components of Drakons and assemble them to their liking.

This means that Drakon Master can soon select the body that they want, its color and combine it with the wings, eyes, horns, spots, etc. that they want. This assembled Drakon can then be minted and owned by the Drakon Master.

And as an additional personal touch and identification to the Drakon, the Drakon Master can also upload an image for the badge of the new

Drakon. This badge will then be part of the Drakon and will be shown in the battle arenas and logs.

Only Drakon Masters with specific achievements and ranked would be able to mint Drakons and using their Drakoin token, they can then buy and own these personalised Drakons.

9. DRAKONS FOR LOAN (Q2 2021)

Drakons for Loan is a future feature in Drakons where Drakon Masters can put their extra Drakons for loan. Like the current feature of selling Drakons in the Marketplace, putting a Drakon on loan also allows the Drakon Master to lend his Drakon/s to a prospective Drakon Borrower for a minimal fee at a short period of time.

10. ARTISTS EDITION CARDS (Q2 2021)

Crypto Artists and NFT creators are unstoppable and talented, an asset in the world of blockchain, flourishing it with their artistic creations and smart contracts. Their NFTs or digital assets are beautiful and a worthy crypto collectible in itself. But what if these NFTs, aside from it being a collectible art could also be used as powerful tools or a game asset in a decentralized application like Drakons.

So as a future feature inside Drakons, artists could soon be able to express their artistic imaginations in a form of Drakons inspired cards. These cards will be available in a separate marketplace inside Drakons where collectors can mint and buy using Drakons token. Moreover, aside from just collecting these cards, Drakon Masters could also use them as special cards to boost their Drakons powers. And these cards will be usable inside all battle arenas and could be equipped to any Drakons that matches certain conditions. And all these will be available to members as ERC-1155 that in the future could also be utilised as other NFTs outside Drakons.

11. SPECTATOR MODE (Q3 2021)

Watch a scheduled tournament or battle of Drakons in action, take your side of winners using your Drakoin Tokens and receive a reward if your guess is right.

12. DRAKONS QUEST (MOBILE APPLICATION) (Q3 2021)

Play Drakons in real time and complete quests to earn more rewards. Drakons in Mobile will enable you to train your Drakons by doing mini games, collect more rewards and collectibles to unlock special game features.

13. PLANET DRAKONA (Q4 2021)

Drakons actually lived in a Planet called Drakona before they came to Earth. Drakon Masters will have the ability to purchase and build their Drakon habitat for their Drakons where themes will be available in different elements.

14. DRAKON COMPANIONS (Q4 2021)

Drakons will have the ability to summon special companions in its battle or training with the introduction of special companions or characters inside Drakons.

15. THE AWAKENING OF THE CELESTIAL DRAKONS (Q4 2021)

Drakons did not just evolve out of nothing and were not just created without any basis. In fact, there is a very interesting story about Drakons, how they came about and how they evolved to their current forms.

The Celestial Drakons could be considered as the ancestors of all Drakons in Drakons World. These Celestial Drakons are extremely powerful compared to the ordinary Drakons in Drakons. However, even the gods must learn how to train their demigods. In the battle against the Celestial Drakons, Drakon Masters must form a team of five (5) to battle against the Celestial Drakon that will be available to battle with them.

Mechanics and conditions will soon be released about the battle against the Celestial Drakons. One thing is for sure: battling against Celestial Drakons will cost a team a certain amount of tokens. But, winning against Celestial Drakons will also bring more rewards and gifts each member of the team.

The best part in this feature? A Drakon Master may also own a Celestial Drakon. How? We'll soon reveal the details. What you should know is that owners of the Celestial Drakons will also have a share on the total collected fees from all the teams who challenged the Celestial Drakon.

16. THE ARRIVAL OF THE HUNTERZ (Q4 2021)

The second Book of Drakons tells the story of the Celestials and once these Celestials are awakened, another breed of creatures known as the Hunterz will complete the Drakons Story.

The Hunterz are the known nemesis and arch enemies of Drakons so expect a more fierce and dangerous looking creatures to appear and battle your Drakons.

17. HOUSE OF DRAGON MASTERS (Q4 2021)

In every game, sometimes the most interesting part is creating a clan or group that you can play and/or practice with. In the near future, Drakon Masters can also form their own clan or group, known as a HOUSE. A House of Drakon Masters may consist of different Drakon Masters from different ranks with variety of resources in their individual inventories. As a member of a House, a Drakon Master can borrow digital assets from other Drakon Masters from the same House. In fact, even Drakons could be borrowed and be used to battle in different battle arenas. Assets such as armors, accessories and other boosts can then be shared by all the Drakon Masters in the same House.

As part of this enhancement in Drakons.IO, soon there will be Battles Of Houses where a House of Drakon Masters can attack other Houses and steal their resources and other assets inside the House.

Tournaments against Houses will also be conducted in the future with greater rewards and prizes.

However, creating Houses will not be free. There will be certain conditions before a Drakon Master can start creating a house and inviting members. In the process, tokens will be required to create a House and accept different Drakon Masters to join.

18. DRAKON MASTERS MARKETPLACE (Q1 2022)

As of now, the only marketplace inside Drakons.IO is the main marketplace being managed by the Drakons team. But, as part of the roadmap inside Drakons, Drakon Masters can soon register as merchants inside a decentralised marketplace inside the Drakons World. This marketplace is where Drakon Masters can showcase and sell different digital assets including, but not limited to, their Drakons, orbs, cards, food, accessories, armors and more.

This means that all the rewards that a Drakon Master earns from battles may also be sold in this marketplace where transactions can only be done using the Drakons token.

All these future features will significantly improve the World of Drakons. All of these will be requiring Drakons Tokens as part of the internal currency that shall be used in all transactions.