



# DRAGON WAR

— THE ALLIANCE OF ERAGARD —





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# VISION & MISSION

Like many blockchain enthusiasts out there, with an open mind and technology-embracing mindset, we believe that blockchain in general and NFT Games, in particular, are not just short-term trends, **it will change the game for many years to come.**

More than that, also as true gamers, we believe that in the short term the market and trend may fluctuate, but the true game will be there, growing stronger, stable, determined, and ultimately sustainable.

Nowadays, a few months after the Axie Infinity phenomenon, there are many so-called "NFT Games" being created almost every day, but most of them are:

## 1 LACK OF QUALITY IN TERMS OF GAME EXPERIENCE

- Lack of good gameplay.
- Missing inspiring stories.
- Low quality arts (graphic and sound effect).

## 2 ON THE BLOCKCHAIN SIDE

- Unsustainable economy.
- Clumsy experience with scalability and gas fees problem.

Therefore, our mission is to create the best and most sustainable turn-based strategy game that allows players to earn value while enjoying and having a great gaming experience with it.



# GAME DESCRIPTION



WHEN THE BEST TURN-BASED STRATEGY GAME OF ALL TIME  
MEETS THE BEST NFT GAME ON THE FASTEST BLOCKCHAIN

# GAME DESCRIPTION

Dragon War is the best in class **Turn-based Strategy & Play to Earn Game on Solana Blockchain** which combines together the best gameplays and features from Heroes of Might and Magic and Axie Infinity. Plus:

- ❖ Stunning 2D Graphics and animations.
- ❖ Balance in earning mechanisms.
- ❖ Inspiring stories.

To make sure people playing the game can earn values while enjoying and having a great gaming experience with it.

In this game, you can Buy Heroes, Summon Dragons, build your Kingdom to form an army to battle with NPCs in PVE Modes, with other players in PVP Modes or fight for glorious victory at a large scale in Massive Online Battlefield or Guild Wars.

While enjoying the great gaming experience with the game, you can also earn token rewards from various activities ingame. And with the Marketplace, users can trade their NFTs with other users to get token benefits.



# STORYTELLING

## ERAGARD, WHERE STORIES BEGIN

A very long time ago, in the Eragard World, there were 4 dominant races who is **Human, Elf, Wizard, and Orc**. Over thousands of years, they kept engaging with each other in endless conflicts and wars.

In an utterly desperate attempt to win the war, Magna the Wizard cast a forbidden spell of resurrection, causing the **Lord of Destruction - Morgoth** to be reborn after being imprisoned for thousands of years. The gate connecting the world of Eragard and hell was opened.

Wherever the Lord of Destruction - Morgoth's army went, every stronghold and village of the Kingdom was severely destroyed.



# GEVA - THE GOD OF CREATION

“

AMIDST THE DARKEST OF  
TIME, A NEW LIGHT  
APPEARED, “UNITED AND  
SAVED ERAGARD BY THE  
DIVINE POWER OF  
DRAGONS”, STATED  
LOUDLY BY THE GEVA -  
GOD OF CREATION.

”

With that new dominance, all the  
Races are now united under the  
same banner “The Alliance of  
Eragard” as the last hope of  
bringing back peace to mankind.



# FOUR DOMINANT RACES



HUMAN



WIZARD



ELF



ORC



# HEROES



Back

## Characters



11 ELF

EXP : 220/230

|                         |             |
|-------------------------|-------------|
| ◆ BONUS DRAGONS ATTACK  | 12% (8.0%)  |
| ◆ BONUS DRAGONS DEFENSE | 21% (14.0%) |
| ◆ BONUS DRAGONS HEALTH  | 12% (8.0%)  |

### ABILITIES

SKILL PROFICIENCY: +3% OF CASTING RATE OF DRAGON SKILL

### ➤ ITEM EQUIPMENT SYSTEM

Heroes can equip items such as helmets, armor, and sword... to increase their Stats.

### ➤ HERO ABILITY SYSTEM

Each Hero will have its unique Abilities that can be used in the battle.

### ➤ STATS DEVELOPMENT

Players have the flexibility to develop their Hero in the way they want.

# DRAGONS

## ELEMENT ADVANTAGES



## CLASSES

Warrior, Support, Tanker, Mage, and Ranger. Dragon Elements and Classes will decide which ability or skill card that Dragon can use.

## RARITY OF BODY PARTS

6 body parts with 5 different rarity variations will decide the Stats of the Dragon (Attack, HP, Speed, Crits, Dodge,...)

BACK DRAGONS

KABERUS #34 WARRIOR

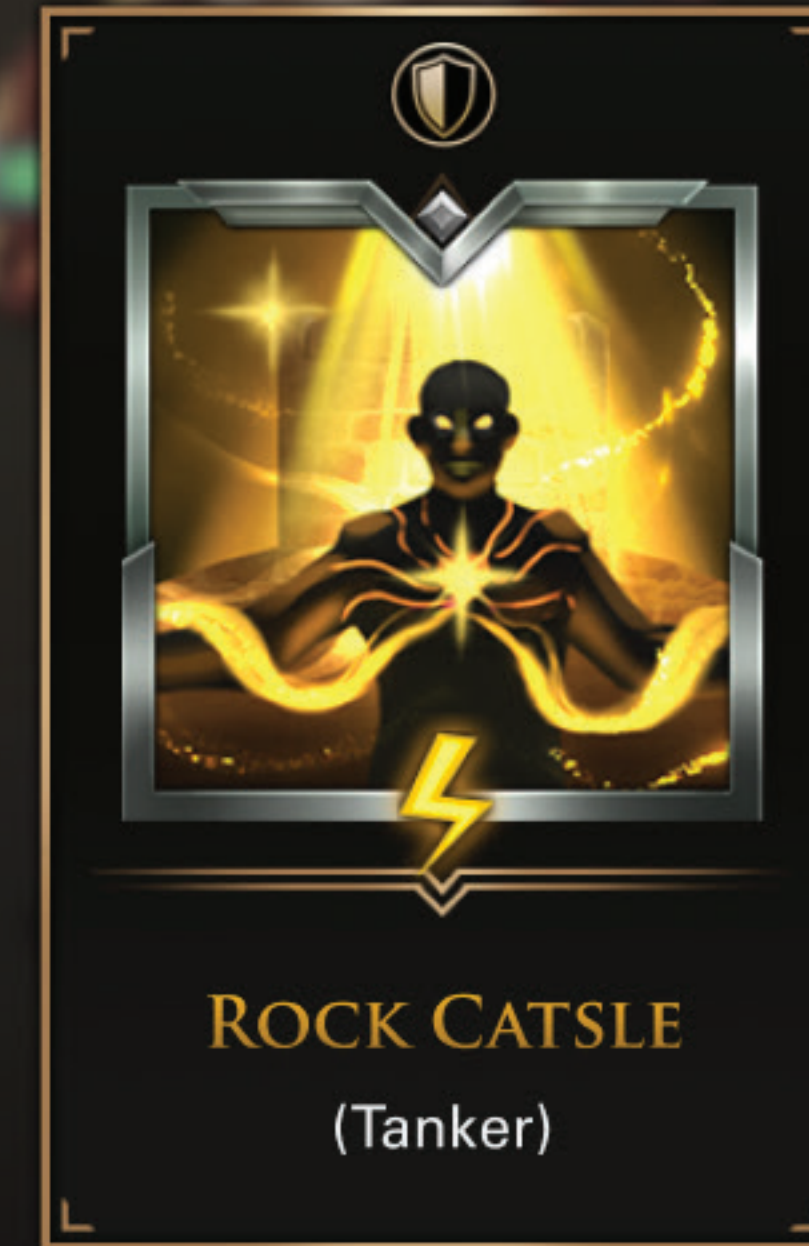
| STAT    |         |          |     |
|---------|---------|----------|-----|
| HEALTH  | 60 (+7) | SPEED    | 13  |
| ATTACK  | 24 (+3) | CRITICAL | 12% |
| DEFENSE | 13 (+3) | DODGE    | 6%  |

RARITY BONUS

CRITICAL BONUS : 4%

OVERVIEW SKILL BODY PARTS UPGRADE

# SKILL & ABILITY CARDS



## ❖ DRAGON CLASS SPECIFIC CARDS

Each dragon of Warrior, Support, Tanker, Mage, and Ranger Class can play with a different specific set of ability or skill cards.

# CAMPAIGN MAP



## ❖ CAMPAIGN - STORY MODE

The Campaign mode is the first PVE mode in the Dragon War. With this game mode, Users can get a tutorial, defeat the Enemies through the game story and get various rewards, including the game's Token, Hero's exp,...

# PVE MODE - BATTLE



# ARENA PVP



BACK

ARENA



10 / 10

RANK 174



TO THE MOON  
POWER 482

DEFENSE TEAM

BATTLE LOG

RANKING



ARENA REWARD

SELECT AN OPPONENTS

(3 TIMES REMAIN)

REFRESH



NPC

LEVEL 20

POWER 528

RANK 89



NPC

LEVEL 20

POWER 530

RANK 104



NPC

LEVEL 20

POWER 526

RANK 121



NPC

# PVP MODE - BATTLE



# DRAGON UPGRADING



ACCOUNT

INVENTORY

MODIFICATION

HISTORY

CLAIM TOKEN

MAIL

CUSTOMER SERVICES

LOG OUT

FUSION

UPGRADE

COMBINE

RELEASE

DISMANTLE

EARTH RANGER DRAGON

LEGENDARY

PWR 3000



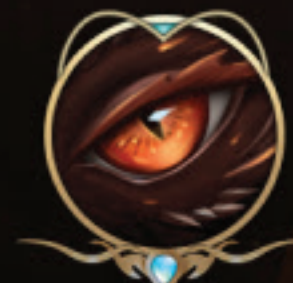
EPIC  
DMG 50



LEGENDARY  
DODGE 40



COMMON  
DODGE 40



UNCOMMON >> RARE  
STR 100 +15



UNCOMMON >> UNCOMMON  
SPD 15 +3



MYTHICAL  
HP 200



UPGRADE

300 300 300

ALL

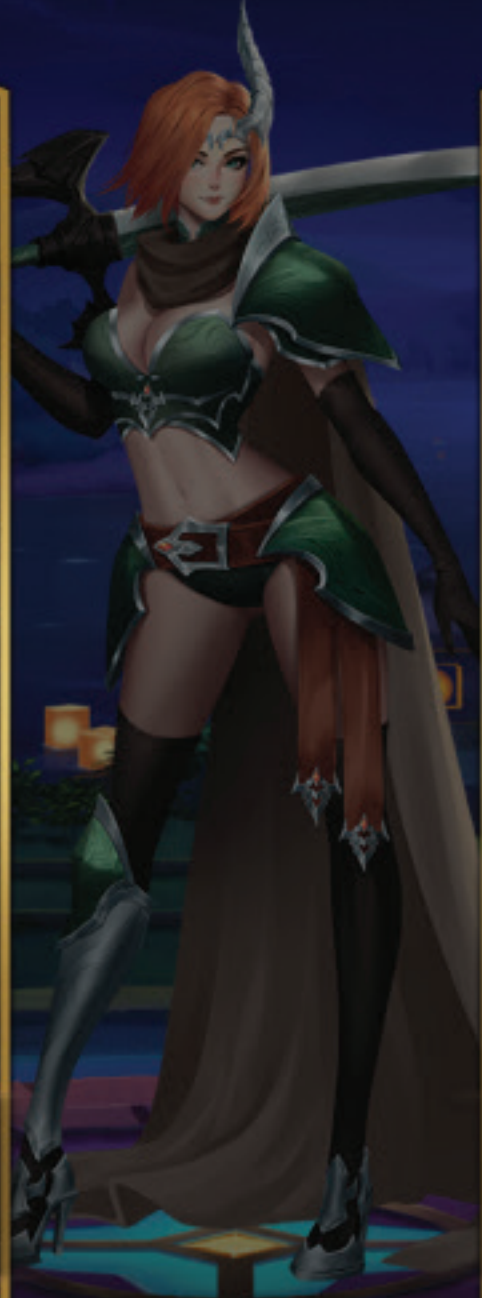




# BUILDING MODE

PLAYER'S NAME

99999 99999



ELEMENTAL SITE

RESOURCE SITE

ARENA

CAMPAIGN

END IN 28:16:45

DRAGONS INVENTORY MARKET QUEST EVENT MAIL CONSTRUCTION

# IN-GAME NFTs



## HEROES

Each hero will bring unique strength according to their Race.



## HEROES EQUIPMENT ITEMS

Coming soon: Helmet, Armor, Sword, Shield,...



## DRAGONS

Diverse dragons represent the power of Dragon War.



## SKILLS & ABILITY CARDS

Each Dragon will have a number of skill slots, according to its rarity.



## GENESIS CHEST

Great treasure of 5 mighty dragons, which has at least 1 Rare Dragon. The rarity is from Common to Rare and the elements are random.

# EXPERIENCE, PLAY, AND EARN!

1

- ▶ SHARPEN YOUR TEAM  
ENTER THE BATTLE

2

- ▶ CLEAR IN MAP  
RANK IN ARENA

EASILY PLAYING,  
LIGHTLY EARNING

3

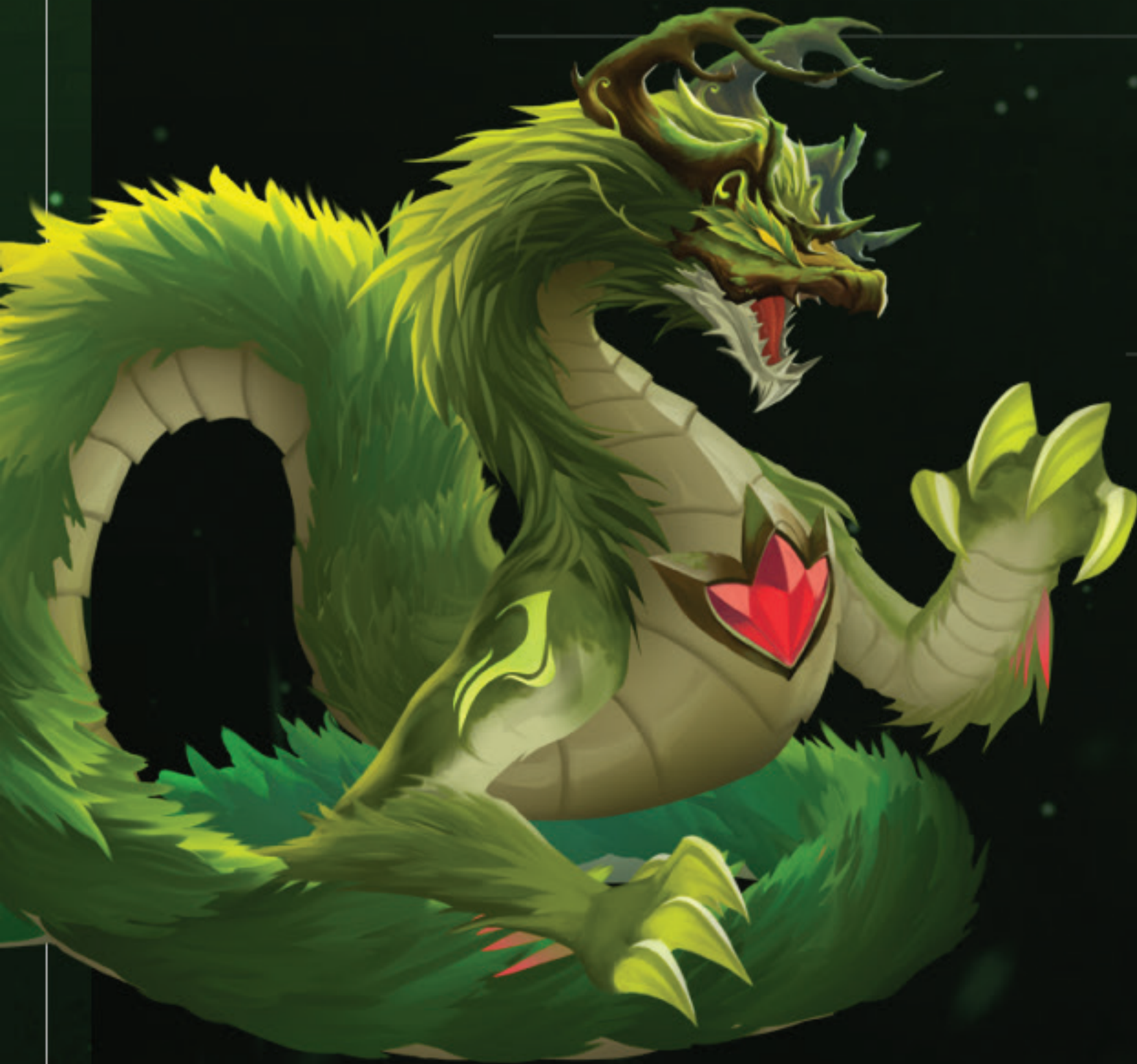
- ▶ STRENGTHEN YOUR  
DRAGONS

4

- ▶ TRADE YOUR NFTs  
ON MARKETPLACE

5

- ▶ COLLECT AND EARN!



# TOKENOMIC

## ❖ TOKEN \$DRAW

### ❖ MAX SUPPLY

 **1,500,000,000**

### ❖ USE CASES


- Play to earn and events.
- Purchasing for minting NFTs in-game, and gameplay entry fee.
- Trading NFTs on the Marketplace.
- Dragon Modification's Fee.
- Staking for Governance & Share Return (dividend).
- Land Management (TBU).

### ❖ CONTRACT ADDRESS

SPL (Solana): 48AEwauAHsJibyt3WqjQ  
6EoHnFBcnyHASfo7vB2eCXPS

## ❖ TOKEN \$ERA

### ❖ MAX SUPPLY

 **Unlimited**

### ❖ USE CASES

- Purchasing for minting in-game NFT asset.
- Char or item upgrading, Dragon Fusion or Breeding.
- Dragon Modification's Fee.
- Building Feature.
- Event or tournament participant fees.

### ❖ CONTRACT ADDRESS

SPL (Solana): Dg46mekhjFiKhCEG94  
wZyV1fsKLTyM98LeGfXPHGta7w



# GAME TOKEN FLOW



# ROAD MAP OF DRAGON WAR

## ALLIANCE OF ERAGARD

➤ Q1 2022 ◀

- Core System: Hero, Dragon, Body Parts, Skill, Campaign Map
- Game mode: PvE (Passive Turn-base)
  - Testnet Launch
    - IDO
  - Marketplace

## STRIKE BACK

➤ Q2 2022 ◀

- Buiding, Resources, Farming system
- Dragon & Body parts: Upgarde, Fusion, Combine, Release, Dismantle
- Game mode: PvP (Passive Turn-base)
- More contents: Map Chapters, Dragons, Skills, Rarity level...

## CIVIL WARS

➤ Q3 2022 ◀

- PvE additional modes & features:
  - Treasure Hunting
  - Dragon Hunting
  - Boss Raid
- Hero's Equipment System
  - Mobile version
  - Staking

## STRIKE BACK

➤ Q2 2022 ◀

- Intial NFT Offering
- Mainnet Launch
- 2nd in-game Token: ERA

## CIVIL WARS

➤ Q3 2022 ◀

- Game mode: PvP (Active Turn-based)
- PvP Tournament

## THE ERAVERSE

➤ Q4 2022+ ◀

- Eragard Metaverse - The Eraverse
  - Land & Kingdom
- Game mode: Massive Online Battlfield (Multiplayer PvP)
  - World map: Guild Wars

# MILESTONES



## ➤ EXCLUSIVE EPIC DRAGON

- 1000 NFTs SOLD OUT in 5 mins on Magic Eden.
- Dragon War entered the top 47 NFT collections with the highest trading volume in 24 hours on the Solana network.

## ➤ IDO

- Sold out successfully ATH 4x.
- 2000+ holders.
- Raised 270K\$+.
- Volume trading 230K\$+.

## ➤ MORE THAN 50 ARTICLES WROTE ABOUT DRAGONWAR

## ➤ RAISE \$1.5M FROM 10+VC, 40+ VENTURES AND BACKERS & PARTNERS

## ➤ GENESIS CHEST

- 1000 Chests have been sold.

## ➤ MAINNET

- 500 DAU.
- 3000 Registered users.
- 3000 Weekly new App Downloads.

## ➤ COMMUNITY

- 16065 Members in Discord.
- 67815 Members in Telegram.
- 78.9K Followers on Twitter.
- 141K Followers on Facebook.

## ➤ 50+ KOLS AND COMMUNITIES HAVE MENTIONED DRAGON WAR

# POSITIVE FEEDBACK FROM USERS



Muschin 57 09/08/2022

I have been playing the game for a long time. My feeling about the game is the meticulousness, the detail. With the dragons from the Exclusive Epic Dragon collection, I ranked quite high in the game. Recently, the game has launched a new Fusion, Combine feature. I have tested and found the upgrade success rate is very attractive, surely in the near future there will be many powerful dragons born. However, it is still not possible to find Gold at the moment because Resources have not been released yet. I think it is better if they come out at the same time because Gold is needed for upgrade. Perhaps you see this as a way for players to reduce their impatience. Also I wish there were more skill and sound effects.



[t.me/dragonwarglobal](#) & [t.me/dragonwarann](#)

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Josh 57 Hôm qua lúc 00:56

**My experience on Dragon War**

- When I first saw this game this game on twitter, I was astonished by its posts and video trailers. I immediately played the open-test version and became one of the top players that has a highest cleared map on campaign. As I'm playing through open-test, I've encountered a lot of bugs and typographical errors in-game, reported all of it and became top 6 as a bug hunter. And now as the mainnet has released, I knew this project possesses very high potential (even though I'm still encountering some bugs). I knew that the team was very proactive and will solve all the issues as fast as they could. And I also want to say that I am very happy that our moderators were very helpful, approachable and compassionate for players like us. And for that, I am grateful to have found and met the Dragon war community and will continue to support it as much as I can. ❤️

👍 3 🗨️ 3 🙌 3



[t.me/dragonwarglobal](#) & [t.me/dragonwarann](#)

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Broken Beast 57 Hôm qua lúc 22:19

After playing the game for a while, I initially realized that this is a highly promising game, so I invested 3 accounts even though I still couldn't claim the token at that time. And time has proven me right, now I can claim tokens and get my capital back. This is a good game, diverse skills, dragons, elements... Next time there are some more attractive features that will surely attract more people. I hope the game will take advantage of it being cheap, beautiful, and fast.



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Tinker Belly Dance 57 09/08/2022

I have very good experience in previous version. After this game update, everything is beautiful like: the background when hitting the new Arena, the ERA token is born, the fusion, combine.. features are released. I'm very satisfied except for the fact that it takes longer to log in than before, and there are many errors that I never had before. With the enthusiasm of the community, I hope you will quickly fix these bugs to keep players excited about the game. Anyway, this is a good NFT game. I have a lot of faith in the Dragon War team



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There are some of the most favorite feedback because they're not only informative, but they are also super useful to Dragon War. We always treat our players' feedback as our pointer, giving us the right direction to keep moving forward towards our goal.



# ADVISOR INFORMATION



**IAN CHAN**

- 28 years as a Tech solution leader in many sectors later in Blockchain & Crypto in Singapore.
- CIO of IBDTechnology Pte Ltd.
- Interviewed by Channel News Asia & BBC on the Blockchain & Crypto topics.



**ALVIN NG**

- 20 years in the areas of Data Analytics, Business Intelligence, and Performance Management on Solution Architect and Project Management from Oracle, Hyperion.
- Co-founder of Just Analytics, Consulting firm in Singapore.



**MINH DO**

- CEO & Co-founder at Imba, the studio behind 2 popular NFT Games Heroes & Empire, Kawaii Islands.
- Co-founder at Suga Group.



**THI TRUONG**

- Founder of Icetea Labs.
- Creator of GameFi.org and Red Kite.
- Thi is also the incubator of several high-profile gaming and metaverse projects.

*\*There are currently 40 members dedicating to this awesome Game. Due to member privacy preferences, the list shown here does not mean to include the whole team.*

# CORE TEAM



**HUY VAN**

**Execution Lead**

- 12 years as an IT Solution Consultant, Solution Architect, Project Manager, and Entrepreneur.
- Co-founder, Former Director of Solution Delivery of Scanomi, Singapore.
- Delivered solutions for Unilever International, Temasek Holding Group, GE Healthcare, Razer, Accor Hotel Group, FedEx APAC..
- Bachelor of Engineering in Computer Science, HCMC University of Technology.



**HUNG NGUYEN**

**Tech Lead (Game Dev)**

- 12 years in Software & Game Development as Full-stack developers with strong technical & management skills.
- Language: Java, Python, Nodejs, Golang, C#, C++, Design Pattern, System Architect
- Devops: AWS, Azure, Google Cloud, Docker, Kubernetes,...
- DB: Mysql, Postgres, SQL Server, Mongodb, Redis
- Frameworks, libraries: Django, Spring, Expressjs, Fiber, Elastic search/cache, Unity, Cocos2dx...
- Co-founder at Engalab, Riomatic game studio
- Bachelor of Engineering in Computer Science, HCMC University of Technology.



**PHUC VO**

**Tech Lead (Blockchain)**

- 12+ years of experience in developing cutting-edge engineering solutions with a wide range of GIS, 3D, websites, software, mobile, VR/AR, blockchain, games, and technology features.
- Energetic CTO with 5+ years of experience and proven leadership skills.
- Founder of Inotech Vietnam with 8+ years of working with tech startups.
- Master of Science (M.S.) in Computer Science - KANGWON NATIONAL UNIVERSITY

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# CORE TEAM



**HUY NGUYEN**

**Game Design Leader**

- 15 years of experience as QC Leader, Game Design Leader, and Product Manager.
- Extensive experiences in Strategic games (Tam Quoc Chi, Thuan Thien Kiem, Nam De 1-2-3).
- Former Founder of Co Non-Game Studio, Creator of Nam De 1-2-3.



**TRAM DO**

**HR & Ops Manager**

- Over 4 years as Talent Acquisition Specialist in the multiple industries and Operation Manager.



**VINH NGUYEN**

**Project Manager**

- 12 Years in software development with strong leadership and management skills.
- 4+ Years of experience in Delivery Management, Project Management (Waterfall, Agile), and Product Management at FPT Software
- Co-Founder of XBean Games, a well-known games studio in Vietnam
- Certifications:
  - PMI Agile Certified Practitioner (PMI-ACP)®
  - Google IGA 2019
  - Bachelor of Engineering in Computer

*\*There are currently 40 members dedicating to this awesome Game. Due to member privacy preferences, the list shown here does not mean to include the whole team.*

# CONTACT



## TELEGRAM:

- Thuan: @trangminhthuan (Marketing manager)
- Thi: @scarlettdo (Partnership specialist)
- Nhi: @uyennhi28 (Community executive)
- Huy: @Huyvtq (CEO & Co-founder)
- Phuc: @vohongphuc (Co-founder)

## HEATMOB Co., LTD






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# SOCIAL CHANNELS

## FOLLOW US ON SOCIAL MEDIA

-  <https://discord.com/invite/kFU mz U6 nCH>
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-  <https://www.youtube.com/c/DragonWar102>

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