

TOTEMS

Executive Summary

Introduction

TOTEMS is an innovative NFT game that combines the excitement of card-based battle mechanics with the allure of NFT-based digital asset ownership. Drawing inspiration from the popular digital games Axie Infinity and Final Fantasy VII and highly successful card games Magic the Gathering and Pokemon, TOTEMS introduces unique gameplay elements, a native token called TTM, and a carving process for creating new TOTEMS. The game's core revolves around strategic 4v4, 6v6, or 8v8 matches using TOTEMS, each belonging to one of ten categories with distinct strengths and weaknesses and crafting items and companions to bolster stats for a match.

The game encourages repeated plays through unlocking aspects of the game, such as crafting, variation in gameplay provided through totem skill and strategy development via item and companion cards, leader boards and the unveiling of new tribes and story elements post-initial release.

Overview

Story

In a world just beyond the veil of the ordinary, lies the ethereal realm of Totem's Harmony. Unseen by most, it is a vibrant cosmos where mystical tribes of Totems - Naiad, Gelid, Nomad, Terra Guardia, Emberkind, Talpian and Astral Mystic - each representing an elemental facet of nature, dwell in their enchanting realms.

Six diverse individuals stand as the exception to this unseen reality. Chosen by fate, these unique individuals bear an innate mystical connection with their respective Totem tribes. They are tasked with a mission to chart the eight realms of their Totem tribes, a challenge that serves as a test of their courage, resourcefulness, and adaptability.

Alongside their Totems, they are accompanied by companions from the Synergids family. These companions, integral to the player's journey, bolster them in battle with their unique abilities and assist in managing their lands, enhancing their strengths, and minimising their weaknesses. Each realm explored, each companion recruited, and each Totem challenged brings them closer to achieving personal harmony and unlocking their true potential.

Yet, as they delve deeper into their quest, a grave revelation awaits them. A ninth realm, known as Oblivion's Expanse, exists - a desolate land consumed by a ceaseless war. Two powerful and unseen Totem tribes - the shadowy Umbrites and the radiant Luminarae - reside in this expanse, their long-lasting conflict threatening to fracture the harmony of all realms.

The ultimate goal shifts from achieving personal harmony to establishing a grand harmony encompassing all the tribes, including those in the bleak expanse. The player must broker peace between the Umbrites and Luminarae and put an end to the centuries-old conflict.

This mission demands more than brute strength; it requires an understanding of the very essence of the Totem's Harmony - embracing the coexistence of all elements, acknowledging the symbiosis between light and darkness, truth, and illusion.

In Totem's Harmony, the six chosen individuals embark on a path that will not only lead them to discover their true selves but also hold the key to mending the rift in Oblivion's Expanse. Through their actions, they aim to bring about a new era of peace, unity, and harmony in a world invisible to the unchosen, yet crucial for the existence of all.

Categories

TOTEMS come in eight different categories, known as Tribes, each with unique abilities and characteristics:

1. Aeronauts - Known for their speed and agility, Aeronauts can evade ground-based attacks, making them strong against Talpians. However, their low defence makes them vulnerable to accurate, long-range attacks from Astral Mystics.
2. Naiads - Skilled in aquatic combat, Naiads dominate in watery environments. They have a significant advantage against Emberkind, as their water-based abilities extinguish fire attacks. However, Gelid can freeze their watery habitat, diminishing Naiads' effectiveness.
3. Gelid - Masters of cold environments, Gelid can freeze opponents and manipulate the battlefield. They are strong against Naiads but have a disadvantage against Emberkind, as their ice-based abilities can be melted by fire attacks.
4. Nomads - With their stealth and mastery over sandy terrains, Nomads can launch powerful surprise attacks. They excel against Terra Guardia TOTEMS by using sandstorm abilities to disrupt their connection to nature. Aeronauts, however, can evade their ground-based tactics.
5. Terra Guardia - Drawing strength from nature, Terra Guardia TOTEMS can control plant life and heal their allies. They are potent against Astral Mystics, as they can disrupt their technology-based abilities with natural forces. Nomads pose a threat to them, as they can alter the terrain and disrupt their nature-based powers.
6. Emberkind - Wielding the power of fire, Emberkind can cause massive damage with their scorching attacks. They hold an advantage against Gelid but are weak against Naiads, as their fire-based abilities can be extinguished by water attacks.
7. Talpians - Experts at tunnelling and ground-based combat, Talpians can undermine opponents' defences. They excel against Astral Mystics, as they can avoid their long-range attacks by staying underground. Aeronauts, however, can evade their ground-based assaults.
8. Astral Mystics - Equipped with advanced technology and long-range attacks, Astral Mystics can strike from a distance. They have an advantage against Aeronauts due to their accuracy, but their technology is vulnerable to the nature-based abilities of Terra Guardia TOTEMS.

In addition to these 8, Umbrite and Luminarae Tribes residing in Oblivion's Expanse are accessible by completing the story campaign or by purchasing (associated items and companions will not be unlockable in-game until Oblivion's Expanse has been completed).

These categories are designed to interact with one another in a strategic, rock-paper-scissors-style hierarchy. The strengths and weaknesses of each category depend on the current in-game season, encouraging players to adapt their teams and strategies for maximum effectiveness.

Art

TOTEMS as the main NFT will have a completely unique look compared with both traditional PFPs and the blockchain in general. There will be a focus on providing strong art which players and non-players alike can appreciate and use outside of the game as a PFP. Each image will be designed with similar proportions and elements which tie them together, allowing owners to create their own sub-collections, known as stacks. Art will be in a largely symmetrical detailed vector style.

Style Influences Board





Similarly to Magic the Gathering, art for companion and item cards will be undertaken by a variety of artists and will therefore be in a range of styles.

Seasonal Play

Each season, one Totem category will have a prevailing strength, making Genesis TOTEMS (or subsequent generations created using only one type of Totem) more valuable. This system motivates players to rebuild their teams to stay competitive in the ever-changing game environment.

Seasons will also incorporate a leaderboard ranked on the amount of XP gained over the period, allocating elemental resources, exclusive season cards and TTM prizes to champions at the end of each season, encouraging repeat playing.

Combining Categories

While Genesis TOTEMS and single-category teams may have advantages during specific seasons, combining categories in the carving process can yield powerful and versatile new TOTEMS. These hybrid TOTEMS can help players stay competitive throughout the year, adapting to different season dynamics and adding an extra layer of strategy to the game.

The Carving Process

To create new TOTEMS, players must engage in the carving process. This process involves using four parent TOTEMS, each contributing characteristics to the resulting offspring. Each parent

Totem can participate in the carving process up to six times, ensuring a diverse gene pool and promoting strategic breeding choices.

Resources

The carving process requires resources that players can gather through gameplay, such as participating in battles, completing quests, and trading with other players. These resources will be used to fuel the carving process, and their scarcity will add value to the resulting TOTEMS.

Resources are also critical in-game for the crafting of item cards, and creation of compounds (used for forging items of greater complexity), which enhances gameplay, adds depth to strategy and provides a source of revenue for players wishing to trade items on the marketplace. Crafting can be unlocked via Adventure mode and is only available via ownership of specific land types.

In addition, each carve will cost some TTM, the sum of which escalates depending on the number of previous carves completed with that TOTEM:

Totem Carve Count	Total TTM
1	130.00
2	180.00
3	280.00
4	430.00
5	680.00
6	1080.00
7	1730.00
8	2780.00

Inheritance

Each offspring Totem will inherit traits from its four parent TOTEMS, resulting in unique combinations of abilities and characteristics. The precise inheritance mechanism will be based on a genetic algorithm, ensuring a diverse and unpredictable range of Totem abilities.

Game Modes

Adventure Mode

In Adventure Mode, players will embark on a single-player journey against computer-controlled opponents. The game will have a peaceful and exploratory feel, with aesthetics inspired by Omno and Tearaway.

This mode will feature various challenges and quests, allowing players to earn rewards, resources, and TTM tokens while honing their skills and strategies.

Player vs. Player (PvP) Mode

Player vs. Player (PvP) Mode allows players to compete against one another in 4v4, 6v6, or 8v8 matches. In PvP mode, players can put their skills to the test, gain ranks, and earn TTM tokens and other rewards based on their performance.

TTM Native Token

Tokenomics

The game's economy is based on the deflationary TTM token, which serves as the primary in-game currency. Players can earn TTM by participating in matches, completing quests, and through various in-game activities. A portion of each TTM transaction will be burned, gradually reducing the token supply and increasing its value over time.

Utility

TTM tokens can be used to purchase new TOTEMS, acquire resources for the carving process, and participate in special events. Players can also use TTM tokens to access premium content, enter tournaments, and trade with other players in the marketplace. The wide range of utilities for TTM tokens ensures their demand and value within the game ecosystem.

Premium Content: TTM tokens can be used to unlock premium content, such as:

1. Exclusive Totem Skins: Unique and limited-edition skins for TOTEMS, allowing players to customise their team's appearance.
2. Special Quests: Access to challenging and rewarding quests with higher TTM token and resource payouts.
3. VIP Tournaments: Entry into exclusive tournaments with valuable prizes and the opportunity to compete against skilled players.
4. Early Access: Priority access to new features, game modes, and content updates, allowing premium members to experience them before the general player base.

These premium content options add value and exclusivity to the TTM token, incentivising players to accumulate and utilise the tokens within the game.

Token Distribution

The TTM token supply will be capped, with a fixed percentage allocated for various purposes. A detailed token distribution plan ensures a fair and balanced economy:

1. Player Rewards: 40% - Allocated for players participating in battles, completing quests, and engaging in other in-game activities.
2. Development: 25% - Funds reserved for game development, improvements, and maintenance.
3. Marketing: 15% - Budget for marketing campaigns, partnerships, and promotions to grow the game's user base and brand.

4. Community Initiatives: 10% - Set aside for community-driven events, content creation, and player support initiatives.
5. Team & Advisors: 10% - Reserved for the development team and advisors as compensation for their work and expertise.

Deflationary Mechanism

A portion of each TTM transaction, such as trading and carving, will be burned, creating a deflationary effect on the token supply. This mechanism ensures that the value of TTM tokens increases over time as demand grows and the token supply decreases.

Conclusion

TOTEMS is an engaging and dynamic NFT game that combines captivating card-based battle mechanics with a robust token economy. With its strategic gameplay, diverse Totem categories, and innovative carving process, TOTEMS offers a unique experience for players to immerse themselves in an ever-changing world. The deflationary TTM token, with its diverse utilities and carefully planned distribution, ensures a sustainable and vibrant in-game economy, making TOTEMS a standout title in the NFT gaming space.

Project Detail

Story

Totem Tribes

Aeronauts

Aeronauts are the ingenious engineers of the Totem world, specialising in the art of flight and aerodynamics. Descended from the most skilled avian creatures, these resourceful TOTEMS have devoted themselves to the study of advanced aeronautical design, allowing them to become masters of the skies.

Their exceptional flying abilities stem from their keen understanding of the principles of flight, as well as their innate agility and speed. The Aeronauts have used their engineering prowess to optimise their bodies, making them lightweight and streamlined while maintaining their structural integrity. Their sharp eyesight allows them to spot resources from great distances, and their ability to navigate complex air currents is unparalleled.

Although their engineering expertise has granted them remarkable flight capabilities, their lightweight bodies come at the cost of lower defence, making them vulnerable to hard-hitting opponents. Aeronauts are known for their love of invention, and they can often be found tinkering with intricate gadgets and flying contraptions. They take great pride in their creations, showcasing their work at grand exhibitions and airshows, where they inspire awe and admiration from fellow Totem tribes.

Naiads (Sea + Water)

Naiads are the fearless female navigators of the vast seas and deep oceans of the Totem world. They originate from the primordial waters that once covered the planet, gradually evolving into skilled sailors and divers. Their strong connection to the ocean grants them exceptional swimming abilities, with bodies adapted for both speed and agility in the water.

Over generations, the Naiads have become experts in maritime navigation, utilising their intimate understanding of ocean currents and weather patterns to guide them on their voyages. Their innate ability to communicate with aquatic creatures has made them formidable allies in underwater battles, employing powerful water-based attacks and special moves.

Despite their aquatic prowess, the Naiads face challenges when confronting opponents who wield the power of electricity, making them susceptible to electric-based attacks. Their strong sense of adventure and curiosity has led them to explore the farthest reaches of the seas, mapping uncharted territories and discovering hidden treasures.

Their love for the ocean has fostered a deep sense of camaraderie among the Ocean Explorers, who work together to protect their watery domain from threats both foreign and domestic. They celebrate their bond with the sea through traditional festivals and rituals, paying homage to the majestic depths that have shaped their identity.

Gelid (Ice)

Gelid are the mighty behemoths of the frozen tundra and icy landscapes in the Totem world. They were born from the heart of the coldest regions on the planet, where they have endured and

thrived amidst the harsh elements. Their immense size and thick layers of insulating fur or blubber have made them exceptionally resilient to the frigid temperatures.

Over time, the Gelid have developed a unique affinity with ice, wielding its power to unleash chilling attacks and create impenetrable barriers in battle. Their strong physical attributes grant them high stamina and defence stats, making them formidable opponents.

However, the Gelid's cold-adapted bodies are more susceptible to heat-based attacks, leaving them vulnerable to opponents that wield the power of fire. The Gelid have a deep respect for the frozen environment they inhabit and are fiercely protective of its delicate balance.

Bound by their shared love for the icy realms, the Gelid have formed tight-knit communities, working together to overcome the challenges of their harsh surroundings. They celebrate the beauty of their frozen domain through elaborate ice sculptures and elaborate ceremonies, paying tribute to the ancient glaciers and snow-capped mountains that have shaped their existence.

Nomads (Desert)

The Nomads are the ever-adaptable wanderers of the Totem world, constantly roaming the vast deserts and arid plains in search of resources and adventure. They are descendants of ancient TOTEMS who thrived in the harshest conditions, surviving on scarce resources and battling against the relentless forces of nature.

Over generations, the Nomads have developed a unique set of skills and abilities that enable them to endure the most extreme environments. Their adaptive nature has granted them high resilience, with powerful defences that allow them to withstand the onslaught of the elements and their opponents.

In battle, the Nomads employ a combination of sand and wind-based attacks, manipulating the very elements of their environment to confound and overpower their adversaries. Their mastery of desert survival has given them an acute understanding of the importance of resource conservation, making them experts in energy management during combat.

While their adaptability and resilience are impressive, the Nomads face challenges when confronting aerial opponents, as their primarily ground-based attacks struggle to reach those who take to the skies. The Nomads' strong sense of community and resourcefulness has led them to form close-knit groups, working together to survive and thrive in the unforgiving desert landscapes.

These wandering tribes celebrate their shared heritage and connection to the desert through age-old rituals and ceremonies, honouring the sand-swept dunes and the relentless winds that have shaped their identity and honed their abilities.

Terra Guardia

Terra Guardia are the devoted protectors of lush woodlands and dense jungles in the Totem world. Their deep bond with nature began long ago when they were entrusted with the responsibility of safeguarding the delicate balance of the forest ecosystem. Over generations, these TOTEMS have developed a profound understanding of their environment and cultivated an unwavering commitment to the preservation of their verdant home.

Their strong affinity with nature has granted them well-rounded stats and an innate ability to harness the elemental forces of the forest. The Verdant Wardens have learned to communicate

with the flora and fauna, allowing them to work in harmony with their surroundings and to heal and restore the natural world.

As the guardians of the woodland realm, the Verdant Wardens have become skilled botanists and herbalists. They possess a vast knowledge of the forest's plants and their various properties, enabling them to create potent potions, remedies, and elixirs. This expertise has made them highly sought-after allies in times of need, and their healing powers are revered by other Totem tribes.

The Verdant Wardens are deeply connected to the cycles of nature, and they celebrate the changing seasons with time-honoured rituals and festivals. Their close relationship with the forest and its inhabitants has earned them the respect and admiration of their fellow TOTEMS, who look to them for guidance in matters of nature and its preservation.

Emberkind

Emberkind are the passionate and fiery TOTEMS that inhabit the volcanic landscapes and searing deserts of the Totem world. They trace their origins back to the primordial fires that once scorched the surface of their home planet. As the fires cooled and the world began to take shape, the Emberkind emerged from the smoldering ashes, carrying with them a spark of their fiery heritage.

Their connection to the ancient flames has endowed them with impressive offensive capabilities, boasting high attack and special attack stats. These fiery warriors can harness the power of fire and magma, unleashing devastating heatwaves and incendiary assaults upon their foes.

The Emberkind's affinity with fire has shaped not only their abilities but also their temperament. Their short-tempered nature is as unpredictable as the flames they wield, making them formidable opponents in battle. However, their fiery disposition has also made them susceptible to cooler heads, resulting in a weakness to water and ice.

Over time, the Emberkind have learned to channel their innate fire into creative pursuits, becoming master artisans, blacksmiths, and glassblowers. They have also developed a deep respect for the destructive potential of fire, making them cautious and responsible guardians of the volcanic regions they inhabit.

Bound by their shared heritage and passion for fire, the Emberkind have formed a tight-knit community, which values loyalty and camaraderie. They come together to celebrate their fiery origins during annual festivals, where they honour the ancient flames that gave them life and pay tribute to the ever-changing nature of fire.

Talpians (Underground)

Subterranean Nomads are the expert excavators and underground dwellers of the Totem world. They have evolved over generations to adeptly navigate the subterranean landscapes, skilfully burrowing through earth and rock. Their innate ability to dig tunnels and create vast underground networks has shaped their unique strengths and weaknesses.

The Subterranean Nomads' time spent beneath the surface has honed their physical endurance and resilience. Their powerful limbs and durable exoskeletons provide them with impressive defence and strength stats, allowing them to withstand the crushing pressure and abrasive environment of their underground homes.

However, their subterranean lifestyle has also left them vulnerable to certain elemental forces. Their bodies, adapted for a world of darkness and dampness, are less resistant to the scorching

heat of fire and the intense rays of the sun. This has made the Subterranean Nomads particularly susceptible to fire and light-based attacks.

As masters of the underground domain, these TOTEMS have developed a deep understanding of geology, mineralogy, and the hidden treasures that lie beneath the surface. They have learned to harness the rich resources of the earth, using them to craft tools, weapons, and intricate structures that showcase their refined engineering skills.

Their communal nature and shared love for the subterranean realm have brought the Subterranean Nomads together in tight-knit colonies, working cooperatively to excavate new tunnels and expand their intricate networks. Their unparalleled knowledge of the earth's secrets and their unwavering dedication to the preservation of their hidden world have earned them the respect and admiration of their fellow Totem tribes.

Astral Mystics

Astral Mystics are the celestial enthusiasts of the Totem universe, who were once devoted to observing the stars and the mysteries of the cosmos. As they studied the heavens, they became exposed to powerful cosmic energies, which forever altered their nature. This cosmic infusion granted them impressive speed and special attack stats, enabling them to harness the enigmatic forces of the universe in battle.

Despite their cosmic origins, the Cosmic Stargazers have lower defence and stamina, as their bodies have adapted to the ethereal nature of space rather than the more rugged conditions found on their home planet. Over time, the Cosmic Stargazers have developed a profound affinity for celestial events, such as meteor showers and solar eclipses. They love to gather and celebrate these cosmic occurrences, sharing their knowledge and passion for the stars with fellow Totem tribes.

Their ongoing quest to understand the universe and unlock the secrets of the cosmos has led the Cosmic Stargazers to explore distant galaxies, bringing them into contact with unknown civilisations and creating deep bonds with their fellow interstellar travellers.

Oblivion's Expanse

Once a certain number of players have completed the one player Story / Adventure Mode, or a certain amount of time has passed, the 9th Realm will be revealed to all and 2 new tribes of TOTEMS unveiled along with new cards, companions, elements and lands, ensuring longevity and giving players a reason to come back.

Battle System

Skills, Strengths and Weaknesses

To create a balanced and strategic battle system for TOTEMS, skill points are assigned across the following categories: Attack, Defence, Speed, Special Attack, Special Defence, and Stamina. These categories will have unique implications in battle, and each Totem category will have different strengths and weaknesses and be particularly effective and susceptible to other specific tribes based on their lore:

Aeronauts

Strengths: High Special Attack and Speed

Weaknesses: Lower Defence and HP

- Strongest against: Terra Guardians (due to their ability to fly and stay out of reach from ground-based attacks)
- Weakest against: Astral Mystics (their ethereal powers can hinder Aeronauts' flight and target their lower defences)
 - Attack: Moderate
 - Defence: Low
 - Speed: High
 - Special Attack: Moderate
 - Special Defence: Low
 - Stamina: Moderate

Naiads

Strengths: High Special Defence and HP

Weaknesses: Lower Attack and Speed

- Strongest against: Emberkind (water is effective in extinguishing fire, and their high Special Defence helps resist Emberkind's fiery attacks)
- Weakest against: Gelid (the cold environment can freeze water, making Naiads more vulnerable to their icy attacks)
 - Attack: Moderate
 - Defence: Moderate
 - Speed: Moderate
 - Special Attack: High
 - Special Defence: Moderate
 - Stamina: Moderate

Gelid

Strengths: High Defence and Stamina (HP)

Weaknesses: Lower Special Attack and Speed

- Strongest against: Naiads (the power of ice can freeze water, giving Gelid an advantage)
- Weakest against: Emberkind (their cold-adapted bodies make them susceptible to heat-based attacks)
 - Attack: Moderate
 - Defence: High
 - Speed: Low
 - Special Attack: Moderate
 - Special Defence: High
 - Stamina: Moderate

Nomads

Strengths: High Defence and Special Defence

Weaknesses: Lower Special Attack and HP

- Strongest against: Talpians (their high Defence and Special Defence can withstand the fast, agile attacks of the Talpians)

- Weakest against: Aeronauts (Nomads have difficulty reaching airborne opponents, making it harder to land attacks)
 - Attack: High
 - Defence: Low
 - Speed: High
 - Special Attack: Moderate
 - Special Defence: Low
 - Stamina: Moderate

Terra Guardia

Strengths: Balanced stats across all categories

Weaknesses: No specific strengths

- Strongest against: Astral Mystics (their strong connection to nature and balanced stats allow them to resist the ethereal powers of Astral Mystics)
- Weakest against: Aeronauts (their ground-based abilities are less effective against flying opponents)
 - Attack: Moderate
 - Defence: Moderate
 - Speed: Moderate
 - Special Attack: Moderate
 - Special Defence: High
 - Stamina: High

Emberkind

Strengths: High Attack and Special Attack

Weaknesses: Lower Defence and Special Defence

- Strongest against: Polar Titans (their heat-based attacks can exploit the cold-adapted bodies of Polar Titans)
- Weakest against: Ocean Explorers (their fiery attacks are less effective against the water-based abilities of Ocean Explorers)
 - Attack: High
 - Defence: Moderate
 - Speed: Moderate
 - Special Attack: High
 - Special Defence: Low
 - Stamina: Moderate

Talpians

Strengths: High Speed and Evasiveness (no base points for Evasiveness)

Weaknesses: Lower Defence and Strength

- Strongest against: Astral Mystics (their agility and speed can outmanoeuvre the slower, more deliberate attacks of the Astral Mystics)
- Weakest against: Nomads (their powerful defences can withstand the quick, precise attacks of the Talpians)

- Attack: Moderate
- Defence: High
- Speed: Low
- Special Attack: Low
- Special Defence: High
- Stamina: High

Astral Mystics

Strengths: High Special Attack and Special Defence

Weaknesses: Lower Attack and HP

- Strongest against: Aeronauts (their ethereal powers can disrupt flight and target Aeronauts' lower defences)
- Weakest against: Terra Guardians (their strong connection to nature and balanced stats help them resist the ethereal powers of Astral Mystics)
 - Attack: Moderate
 - Defence: Low
 - Speed: High
 - Special Attack: High
 - Special Defence: Moderate
 - Stamina: Moderate

Skill Point Usage and Effects in Battle

- Attack: Determines the damage output of a Totem's physical attacks. High attack values lead to more significant damage to opponents with low defence values.
- Defence: Determines a Totem's resilience against physical attacks. High defence values reduce the damage taken from opponents with high attack values.
- Speed: Determines the order in which TOTEMS take their actions in battle. Faster TOTEMS can attack first or avoid some attacks from slower opponents.
- Special Attack: Determines the damage output of a Totem's special or category-based abilities. High special attack values result in more significant damage to opponents with low special defence values.
- Special Defence: Determines a Totem's resilience against special or category-based attacks. High special defence values reduce the damage taken from opponents with high special attack values.
- Stamina: Represents a Totem's energy pool. As TOTEMS use abilities in battle, their stamina depletes. TOTEMS with higher stamina can use more powerful or sustained abilities.

By distributing skill points across these categories for each Totem type, players will have to strategise and select their team composition carefully to counter their opponents' strengths and exploit their weaknesses. This balance will create dynamic and engaging battles, encouraging players to experiment with different Totem combinations and battle tactics.

Skill Points

All TOTEMS will have the same standard health level of 100 + its level (up to +100). Base level skill-point ranges for each skill point category by Totem tribe at level 1 will be as below. The skill points will increase as the Totem progresses up to level 100 through gameplay. To ensure Totem

tribes retain the strengths they're known for throughout levelling up, this will be done as a multiplier of XP earned through playing with a Totem, rather than by allowing a player to allocate points themselves.

1. Aeronauts (Level 1):

- Attack: 60-80
- Defence: 30-50
- Speed: 80-100
- Special Attack: 60-80
- Special Defence: 30-50
- Stamina: 50-70

2. Naiads (Level 1):

- Attack: 60-80
- Defence: 50-70
- Speed: 50-70
- Special Attack: 80-100
- Special Defence: 50-70
- Stamina: 50-70

3. Gelid (Level 1):

- Attack: 60-80
- Defence: 80-100
- Speed: 30-50
- Special Attack: 60-80
- Special Defence: 80-100
- Stamina: 50-70

4. Nomads (Level 1):

- Attack: 80-100
- Defence: 30-50
- Speed: 80-100
- Special Attack: 60-80
- Special Defence: 30-50
- Stamina: 50-70

5. Terra Guardia (Level 1):

- Attack: 60-80
- Defence: 50-70
- Speed: 50-70
- Special Attack: 60-80
- Special Defence: 80-100
- Stamina: 80-100

6. Emberkind (Level 1):

- Attack: 80-100
- Defence: 50-70
- Speed: 50-70
- Special Attack: 80-100
- Special Defence: 30-50
- Stamina: 50-70

7. Talpians (Level 1):

- Attack: 60-80
- Defence: 80-100
- Speed: 30-50
- Special Attack: 30-50
- Special Defence: 80-100

- Stamina: 80-100
8. Astral Mystics (Level 1):
- Attack: 60-80
 - Defence: 30-50
 - Speed: 80-100
 - Special Attack: 80-100
 - Special Defence: 50-70
 - Stamina: 50-70

As TOTEMS progress to level 100, their skill points will increase according to their tribe's strengths and weaknesses. Players can allocate points strategically to enhance specific stats, allowing for customisation and experimentation with different battle strategies. A balanced progression system will provide a sense of achievement and encourage long-term player engagement.

Gameplay

In TOTEMS, players engage in strategic turn-based battles, where each Totem's unique abilities and skill points come into play. Players can build their teams based on the unique characteristics of each tribe, including the Aeronauts, Naiads, Gelid, Nomads, Terra Guardia, Emberkind, Talpians, and Astral Mystics.

Stamina

Each Totem starts with a base stamina pool, which increases as they level up. Stamina is used for performing actions during battles, such as basic attacks, special attacks, and defensive moves. TOTEMS recover a small amount of stamina each turn, encouraging players to manage their stamina wisely throughout the battle.

Special Attacks

To launch a special attack, a Totem must have enough stamina to perform the move. Special attacks generally deal more damage or have unique effects compared to basic attacks, but they also consume more stamina. The effectiveness of a special attack depends on the Totem's Special Attack stat and the target's Special Defence stat.

Cooldowns

Special attacks and certain defensive moves have cooldowns to prevent players from spamming powerful moves. After using a special attack or a specific defensive move, a Totem must wait a certain number of turns before they can use it again. This encourages strategic planning and thoughtful use of each Totem's abilities.

Attack and Defence Points

When a Totem uses a basic or special attack, its Attack or Special Attack stat determines the base damage inflicted. The target's Defence or Special Defence stat reduces the damage received. For example, if a Terra Guardia with an Attack stat of 60 uses a basic attack on a Naiad with a Defence stat of 50, the base damage would be 60, but the Naiad's defence would reduce it by 50, resulting in a net damage of 10.

Evasiveness

Evasiveness represents the likelihood that an attack will miss a Totem. A higher Evasiveness stat makes a Totem harder to hit, while a lower stat makes them more susceptible to incoming attacks. Evasiveness can be affected by certain moves, abilities, and temporary status effects during battles. For instance, if a Talpian with an Evasiveness of 75 faces an Aeronaut with an Attack stat of 60, the Aeronaut's attack has a 25% chance of missing due to the Talpian's evasiveness.

Throughout the game, players will need to consider the balance between their TOTEMS' stats, abilities, and the strategic use of stamina and cooldowns to achieve victory in battles. By leveraging the strengths of each tribe and understanding their weaknesses, players can develop powerful teams and tactics to dominate the world of TOTEMS.

Levelling Up

XP will be distributed proportionally on top of a Totem's base power stats and the Totem's metadata updated dynamically. XP bands per level and the number of TTM awarded for a successful battle at this level are detailed in Appendix A.

Lands

In TOTEMS, a further NFT class entailing Land Ownership and Development can be introduced as a key feature to expand the game world and provide players with more opportunities to interact with the environment and each other.

Types

Different types of land can be introduced, each corresponding to one of the eight Totem categories (Aeronauts, Naiads, Gelid, Nomads, Terra Guardia, Emberkind, Talpians, Astral Mystics). These lands offer unique resources and benefits specific to their respective TOTEM categories. A land may only produce 1 type of resource, with a total of 3 resources specific to each totem tribe at game launch, generated by resource nodes.

Acquisition

Players can purchase land parcels using TTM tokens, either directly from the game creators or through a decentralised marketplace from other players. Land parcels will be limited, adding scarcity and value to these in-game assets.

Development

Players can develop their land by constructing buildings and structures, such as:

- Totem Dojo training facilities, for levelling up companion cards and improving resource efficiency (reducing the required resources for crafting) and unlocking practice mode (allowing a player to engage in battles without cooldowns and without XP rewards)
- Elemental Shrines: sacred sites dedicated to the alchemy of combining elements into compounds for crafting, and
- Artificer's Workshop for crafting elements into certain item cards.
- Healing Fountain: A mystical fountain imbued with restorative powers, providing accelerated healing and recovery for TOTEMS and companions after battles or exploration.
- The Forge: A masterfully crafted facility where players can forge more powerful items requiring compound, into item cards.

- Library of Knowledge: A vast repository of wisdom and ancient lore, providing players with valuable insights into the game world, unlocking stories, exclusive recipes and revealing hidden secrets.

These constructions also grant bonuses to TOTEMS, enhance resource gathering, or unlock new crafting recipes specific to the land's category.

Passive Income

Players can monetise their land by charging fees for other players to access specific events, resources, services, or training facilities. This mechanism enables landowners to generate passive income in the form of TTM tokens.

Collaborative Events

As well as allowing players to host events on their own lands, special events and quests can be designed for players to team up and participate in cooperative gameplay on each other's land, fostering social interaction and community engagement within the game.

Lands can offer unique resources, including minerals, plants, and other materials specific to each Totem category. These resources can be used in the crafting system to create items, enhancements, and abilities tailored to the respective Totem types. Here are examples for each category:

1. Aeronauts: The Flier lands contain a rare type of lightweight mineral that can be used to craft wing enhancements, improving the speed and agility of Flier TOTEMS. Additionally, the land may host unique airborne plants that can be crafted into powerful wind-based abilities.
2. Naiads: The Sailor lands are rich in aquatic resources, such as special seaweed and rare corals, which can be used to craft water-based abilities and enhancements that boost the Sailor TOTEMS' performance in aquatic environments. These lands may also contain rare aquatic creatures that grant unique abilities when crafted into an item.
3. Gelid: The Ice Walker lands offer unique ice crystals and frost-resistant plants that can be used to craft freezing abilities and enhancements that improve the resilience and power of Ice Walker TOTEMS in cold environments. These lands may also contain rare ice-based creatures that can be used as a crafting ingredient for powerful ice attacks.
4. Nomads: The Sand Devil lands contain special sand minerals and desert flora, which can be used to craft stealth-based abilities and enhancements that increase the evasiveness and attack power of Sand Devil TOTEMS. These lands may also host unique desert creatures that grant new abilities when crafted into an item.
5. Terra Guardia: The Terra Guardia lands are rich in diverse plant life, including rare herbs and magical trees, which can be used to craft nature-based abilities and enhancements that improve healing and control abilities of Terra Guardia TOTEMS. These lands may also contain mythical forest creatures that can be used as crafting ingredients for powerful nature attacks.
6. Emberkind: The Flamer lands contain unique volcanic minerals and heat-resistant plants that can be used to craft fire-based abilities and enhancements that increase the power and survivability of Flamer TOTEMS. These lands may also host rare fire-based creatures that grant unique abilities when crafted into an item.

7. Talpians: The Burrower lands offer special underground minerals and subterranean flora that can be used to craft tunnelling abilities and enhancements that improve the speed and endurance of Burrower TOTEMS. These lands may also contain unique underground creatures that can be used as crafting ingredients for powerful earth-based attacks.
8. Astral Mystics: The Space Cadet lands contain rare alien minerals and otherworldly plants, which can be used to craft advanced technology-based abilities and enhancements that boost the accuracy and range of Space Cadet TOTEMS. These lands may also host unique alien creatures that grant extraordinary abilities when crafted into an item.

These resources and benefits, unique to each Totem category, will encourage players to explore, gather, and craft, promoting diverse strategies and fostering a thriving in-game economy around the collection and utilisation of these resources.

Item Cards

Introducing a 3rd NFT class, items can be crafted and companions can be obtained by defeating certain enemies, adding a card-based mechanic to gameplay. Each card is an NFTs in its own right and are ascribed a degree of rarity.

Whilst crafted items apply a blanket increase / decrease in percentage terms to a Totem's stats, companions are more dynamic using elemental affinity and passive abilities outlined later on.

Cards can also be purchased in packs and some cards will be exclusive to purchase whilst others are exclusive to unlocking in-game.

Cards are equipped to a totem before battle. Each totem will have:

- 3 item card slots: This would allow players to mix and match different items to create strategic combinations while maintaining balance.
- 3 companion card slots: This would enable players to choose from various companions, emphasising team synergy and promoting strategic choices.

In terms of rarity restrictions, it could be beneficial to limit the number of high-rarity cards equipped per battle. For example:

- A maximum of 1 Legendary card can be equipped per battle.
- A maximum of 2 Mystical cards can be equipped per battle (including the Legendary card).

This system would encourage players to think strategically about their card choices and ensure battles remain balanced and engaging.

The following rarity bands for the crafted items and companion cards will be implemented, maintaining rarity distribution:

1. Tribal (Common): 60.66%
2. Enchanted (Uncommon): 30.33%
3. Ancient (Rare): 7.59%
4. Mystical (Ultra Rare): 1.26%
5. Celestial (Legendary): 0.16%

These rarity bands reflect the TOTEMS' mystical and nature-oriented universe, invoking a sense of wonder and connection to the world they inhabit. The rarity distribution ensures a balanced gameplay experience, with most players having access to common and uncommon items, while the rarest items remain a coveted prize for dedicated players.

In addition, 1% of cards will be issued in ‘shiny’ form which adds 2% to the base level stat increases for the card and any stat lowering is 2% reduced ie -10% becomes -8%.

Crafting

Incorporating a crafting system in the TOTEMS NFT game allows players to create items, enhancements, or abilities for their TOTEMS. This feature adds depth to the gameplay and encourages player creativity and exploration.

Crafted items can be traded with other players in the in-game marketplace, allowing players to monetise their crafting skills and create a thriving economy around crafted goods.

Here's how the crafting system will be integrated:

Resource Gathering

Players can primarily gather resources from their land, but small amounts may be obtained through gameplay activities such as battles and quests / trophies. Resources will be specific to different Totem categories, making some resources rarer and more valuable than others.

To acquire resources such as minerals, plants, and other materials specific to each Totem category, players will need to interact with their land and TOTEMS in various ways. Here's a detailed breakdown of the process:

1. Land Exploration: Players can send their TOTEMS on exploration missions on their land, with each Totem category having unique abilities that help discover resources specific to the land type. For instance, Flier TOTEMS may access hard-to-reach aerial resources, while Burrower TOTEMS can dig deep to uncover underground minerals.
2. Resource Nodes: Some land parcels will contain resource nodes that can be harvested periodically. Players will need to manage their TOTEMS' energy and time to maximise resource gathering. Rarer resources may require a higher energy investment or only be available during specific in-game events or timeframes.
3. Quests and Events: Players can participate in in-game quests and events, both PvE and PvP, which reward resources upon successful completion. These events may also involve cooperation with other players, encouraging social interaction and teamwork.
4. Crafting: there are 2 compounds per Tribe which can only be created by combining elements. These compounds are reserved for the most powerful items.

Crafting Stations

Players can unlock crafting stations on their land by completing certain activities in Adventure mode and spending TTM, each dedicated to a specific Totem category. These stations unlock new crafting recipes and enable the creation of unique items which enhance a player's abilities.

Recipe Discovery

Players can discover new crafting recipes through exploration (with certain recipes exclusive to certain lands), quest rewards, or by interacting with other players. Rarer recipes can be tied to in-game achievements or special events, adding value and prestige to the crafted items.

Once a player has the required resources, the recipe and the crafting station they will be able to craft items which they can then use in battle or sell on the open market.

Additionally, item cards will be able to be purchased as packs from the TOTEMS store, recipes and cards will be airdropped for special events, awarded for certain battles and quests.

Note that recipes for Mystical cards can only be unlocked once a player has the necessary requirements for creating compounds (although not all mystical recipes contain compounds). When crafting Mystical cards containing a compound there is a 1/8 chance of receiving a Celestial card. There is no other way to craft Celestial cards.

Each form of obtaining cards (purchase, craft, airdrop) comes with its own unique items, encouraging players to engage with the game on numerous levels.

Impact of Crafted Items

Crafted items can be equipped by TOTEMS to enhance their performance in battles and quests. Equipped items will have limited uses through a game and will need to replenish after battle before they can be used again. The strategic use of crafted items can significantly impact a Totem's effectiveness in both PvE and PvP gameplay, making resource gathering and crafting essential aspects of the game experience.

Crafted items can enhance a Totem's abilities by applying direct stat boosts, such as increased health, attack power, defence, or speed. These boosts may be temporary or permanent, depending on the item's rarity and power.

By integrating Land Ownership and Development along with a Crafting System, the TOTEMS NFT game can offer a more immersive and engaging experience for players, while fostering a vibrant in-game economy and a strong sense of community.

Resource Types

Minerals used in crafting items, grouped by the land type they can be found in. The amount generated each time-band is randomised, weighted towards the lower end (for example, an Aeronaut explorer is more likely to find 10 Windweave in their land after 6 hours, but may find up to 20):

Aeronauts

1. Windweave: 10-20 Obtained by exploring Aeronaut lands for 6 hours.
2. Aergem: 5-10 Obtained by exploring Aeronaut lands for 12 hours.
3. Skyshard: 1-5 Obtained by exploring Aeronaut lands for 24 hours.

Naiads:

1. Aquasilk: Obtained by exploring Naiad lands for 6 hours.
2. Seagem: Obtained by exploring Naiad lands for 12 hours.
3. Oceanstone: Obtained by exploring Naiad lands for 24 hours.

Gelid:

1. Frostfiber: Obtained by exploring Gelid lands for 6 hours.
2. Icegem: Obtained by exploring Gelid lands for 12 hours.
3. Permafrost: Obtained by exploring Gelid lands for 24 hours.

Nomads:

1. Sandsilk: Obtained by exploring Nomad lands for 6 hours.

2. Desertgem: Obtained by exploring Nomad lands for 12 hours.
3. Duneplate: Obtained by exploring Nomad lands for 24 hours.

Terra Guardia:

1. Stoneplate: Obtained by exploring Terra Guardia lands for 6 hours.
2. Geogem: Obtained by exploring Terra Guardia lands for 12 hours.
3. Earthcore: Obtained by exploring Terra Guardia lands for 24 hours.

Emberkind:

1. Flamestone: Obtained by exploring Emberkind lands for 6 hours.
2. Firegem: Obtained by exploring Emberkind lands for 12 hours.
3. Magmaheart: Obtained by exploring Emberkind lands for 24 hours.

Talpians:

1. Soilstrand: Obtained by exploring Talpian lands for 6 hours.
2. Earthgem: Obtained by exploring Talpian lands for 12 hours.
3. Subterrane: Obtained by exploring Talpian lands for 24 hours.

Astral Mystics:

1. Starstone: Obtained by exploring Astral Mystic lands for 6 hours.
2. Cosmicgem: Obtained by exploring Astral Mystic lands for 12 hours.
3. Nebulite: Obtained by exploring Astral Mystic lands for 24 hours.

These minerals are obtained by sending TOTEMS to explore their respective lands. Each land type has three tiers of minerals, with rarer minerals requiring more time to be found. Players can choose how long to explore, with longer exploration times resulting in a higher chance of obtaining the rarer minerals.

Additionally there are 2 compounds per Totem tribe which can only be manufactured by unlocking the Master Crafter trophy (by crafting 100 items) and the Elemental Shrine on their land (needs specific land type, requires a certain quest to be complete and costs TTM)

Card Design

Each card NFT comes with the card as the main image and a 4k resolution copy of the artwork on its own.

1-5 Item Cards

These descriptions are for demonstrative purposes only. Card stats for the actual game will be tested rigorously to ensure that none harm gameplay and relative mineral / TTM costs shall be devised.

Example stats for the first 100 items are available on request.

1. Galeforce Pendant: This ancient pendant, adorned with a symbol of swirling winds, was discovered among the ruins of a long-lost Aeronaut settlement. Its creation is shrouded in mystery, but after being unearthed, it found its way into the hands of various Totem tribes. The pendant is believed to contain the essence of powerful wind currents, granting its wearer enhanced agility and evasiveness in battle.

2. Heart of the Forest Amulet: This enchanted amulet holds a fragment of the very first Terra Guardia's life force. It was gifted to the tribes after a great battle that united them in a common cause. When equipped, the amulet empowers the Totem's connection with nature, bolstering its defences and healing capabilities.
3. Sandstorm Bracelet: This ornate bracelet, crafted from the sands of the Nomad's homeland, was once a symbol of victory in ancient desert tournaments. It was eventually traded and sold across the lands, making it available to all Totem tribes. When worn, the bracelet harnesses the power of the desert, increasing the wearer's attack power and stamina.
4. Lunar Sceptre: Forged from a meteorite that fell during a rare celestial event, the Lunar Sceptre was initially wielded by Astral Mystics. However, as the sceptre changed hands over generations, its power was shared among all Totem tribes. The sceptre enhances the user's special attacks and their resistance to special damage.
5. Pyroclast Band: This fiery ring was first crafted by the Emberkind. Forged in the heart of a volcano, it contains both the rage and the passion of fire. Its scorching power enhances the attack of any Totem wielding it, but it also reduces their defence, as its heat makes them more vulnerable. The Pyroclast Band is adorned with a blazing gemstone that is said to contain the essence of a thousand flames.

Companion Cards

What are Companions

Companions are unique creatures that can be equipped in special companion slots, providing various abilities and effects during matches. Their abilities can be single-use, limited-use, or have a cooldown period, depending on the companion's design. Here are some details for developers and players:

1. Equip limit: Each totem can have a limited number of companion slots (e.g., 2 slots). Players need to choose their companions wisely, considering their synergies with the TOTEMS and crafted items.
2. Rarity limits: To prevent players from stacking too many powerful companions, a limit can be imposed on the number of companions of each rarity that can be equipped per match (e.g., only 1 Legendary companion per battle).
3. Evolution: Companions can evolve or level up as they participate in battles, unlocking new abilities or enhancing their existing ones.
4. Tribe-specific benefits: Companions can have abilities that are especially effective against specific tribes, encouraging players to adapt their strategies depending on the opponents they face.
5. Obtainment: Companions can be obtained through various means, such as defeating enemies, completing quests, or discovering them in lands.
6. Trading: Like crafted items, companions are NFTs in their own right and thus can be traded among players, allowing them to acquire new companions or optimise their team compositions.

Acquiring Companions

In addition to obtaining companion cards by defeating enemies, players could acquire these cards through various other methods:

1. Completing quests: Players can embark on quests in different lands, which could reward them with companion cards upon successful completion.
2. Trading with other players: buying and selling on the marketplace for TTM, native crypto or fiat.
3. Treasure chests: Scattered throughout the game world, treasure chests could offer random companion cards as rewards for players who find and unlock them.
4. Events and challenges: Time-limited events and challenges could provide players with opportunities to acquire exclusive companion cards by participating and achieving specific goals.
5. Sold in packs: Players can purchase companion cards using in-game currency earned through gameplay or by spending real money on micro-transactions.

Companion Skills

Companions serve as more dynamic and interactive assets during battles when compared with crafted items. They offer unique abilities and effects that differentiate them from crafted items:

1. Elementari - Elemental affinity: Companions can have innate strengths or weaknesses against certain elements or tribes, offering strategic advantages or challenges during battles. Players would need to consider their opponents' tribe compositions when selecting their companions.
2. Watchers - Passive abilities: Companions can provide passive abilities that trigger under specific conditions or at certain times during a battle, such as healing a percentage of HP when below a health threshold or increasing attack power after a certain number of turns.
3. Sparksprites - Active abilities: Companions can have abilities that players can actively use during battles, with a limited number of uses or cooldown periods. These abilities might include crowd control effects like stuns or debuffs, shields that absorb damage, or powerful single-target or area-of-effect attacks.
4. Synergy effects (Synergids): Companions which have abilities that synergise with specific item cards, totem abilities, or other companions, encouraging players to explore different combinations to maximise their potential. Effects include:
 - 4.1. Elemental Fusion: Equipping a totem with a specific elemental weapon item and a companion from the same element increases the weapon's damage by 20%.
 - 4.2. Harmonic Resonance: If a player equips two companions with abilities that both increase mana regeneration, the effect is doubled.
 - 4.3. Lucky Charm: When a totem equipped with a specific luck-boosting item is paired with a companion that increases the chance of finding rare cards, the probability of finding rare cards increases by an additional 10%.

- 4.4. Adaptive Barrier: A companion that creates temporary barriers can provide an additional 10% damage reduction if the totem is equipped with a shield item of the same element.
- 4.5. Elemental Transference: If a companion with an active healing ability is paired with a totem that has a healing-over-time ability, both healing effects are increased by 15%.
- 4.6. Unbreakable Bonds: If a totem has an item or companion equipped with an ability that temporarily takes control of an enemy totem and is paired with a companion that can stun, the stun duration is increased by 50%.
- 4.7. Aerial Assault: A companion that boosts flying TOTEMS' abilities by 15% gains an additional 10% boost if the totem is equipped with a specific item that increases the totem's flight speed.
- 4.8. Devastating Duo: If a totem has a powerful single-target ability and is paired with a companion that has an area-of-effect attack, both abilities deal 10% more damage.
- 4.9. Elemental Amplifier: A totem equipped with an item that grants additional damage of a specific element and a companion with an active ability that also deals that element's damage will increase the companion's ability damage by 20%.
- 4.10. Symbiotic Growth: When a companion that increases land capacity for crafting huts and laboratories is paired with a totem that has an ability to speed up the crafting process, the crafting speed is increased by an additional 10%.
- 4.11. Combo Breaker: When a companion that disrupts enemy combos is equipped to a totem, the chance to interrupt an enemy's combo attack is increased by 15%.
- 4.12. Focus Fire: If a totem has an ability that targets multiple enemies and a companion that boosts single-target damage, the damage dealt to a single, primary target is increased by an additional 20%.
- 4.13. Mana Surge: When a companion that enhances mana regeneration is equipped to a totem, the totem's maximum mana pool is increased by 10%, allowing for more frequent ability usage.
- 4.14. Status Immunity: If a totem has an ability that provides status immunity and a companion that enhances the duration of positive effects, the duration of the status immunity is increased by 25%.
- 4.15. Chain Reaction: If a totem has an ability that causes chain effects (e.g., chain lightning) and a companion that increases the number of targets, the ability can chain to one additional target.
- 4.16. Shield Amplifier: When a companion that enhances shield strength is equipped to a totem, the totem's shield-absorbing capacity is increased by an additional 20%.
- 4.17. Healing Synchrony: If a totem has a healing ability and a companion that boosts healing power, the healing amount provided by the totem's ability is increased by an additional 15%.

- 4.18. Precision Strike: When a companion that increases critical hit chance is equipped to a totem, the chance of the totem's attacks dealing critical damage is increased by an additional 10%.
- 4.19. Crowd Control Expert: If a totem has a crowd control ability (e.g., stun or slow) and a companion that enhances crowd control duration, the duration of the crowd control effect is increased by 20%.
- 5. Harmoniae - Support effects: Companions can have support-focused abilities that enhance their allies, such as increasing their movement speed, improving their chances of landing critical hits, or providing temporary damage reduction.

By incorporating these unique abilities and effects, companions can serve as versatile and strategic assets in battles, offering players more depth and variety in their gameplay experience.

In addition to these in-battle effects, companions can also be equipped to certain lands:

- 1. Elemental Affinity Companions: Equipping these companions to a land with a matching elemental affinity can increase the chances of finding higher rarity cards or resources when exploring that land. For example, if a Fire Elemental Companion is equipped to an Emberkind land, it could increase the likelihood of discovering higher rarity Fire-related cards or resources like Magmaheart.
- 2. Passive Ability Companions: These companions could provide passive bonuses to lands they are equipped to, depending on their specific abilities. For example, a companion with a passive ability that increases the efficiency of resource gathering and might provide a bonus to the rate at which a player accumulates minerals or other resources from the land.
- 3. Active Ability Companions: To utilise the active abilities of these companions, they could be equipped to a land where a player can activate their ability to influence the outcome of specific actions or events. For example, a companion with an active ability that temporarily increases the chances of finding rare cards could be activated while exploring a land to improve the player's chances of discovering valuable cards.
- 4. Synergy Effect Companions: Equipping these companions to lands that have specific item cards, totem abilities, or other companions with synergistic effects provides additional bonuses or enhancements. These effects include:
 - 4.1. Resource Riches: When a companion that increases resource generation is equipped to a land with a matching resource-producing structure, the resource production rate is increased by an additional 10%.
 - 4.2. Elemental Nexus: Equipping a land with both an elemental shrine structure and a companion of the same element boosts the elemental power of TOTEMS when used in battles outside of the land by 15%.
 - 4.3. Hidden Treasure Hunter: If a land has a treasure chest-revealing structure and a companion that reveals invisible treasure chests, the chances of finding higher-tier treasures increase by 20%.
 - 4.4. Mana Synchronisation: If a land has a mana-regenerating structure and a companion that increases mana recovery, the mana recovery speed for TOTEMS when used in battles outside of the land is increased by an additional 15%.

- 4.5. Research Accelerator: Equipping a land with both an Elemental Shrine structure and a companion that speeds up research reduces research times by an additional 10%.
 - 4.6. Totem Training Ground: When a companion that increases experience gains is equipped to a land with a training structure, the experience gained by TOTEMS is boosted by an additional 20%.
 - 4.7. Elemental Affinity: If a land has an Elemental Shrine structure and a companion of the same element, the effectiveness of the sanctuary's bonus effects (such as increased resource production or decreased research time) is increased by 10%.
 - 4.8. Crafting Catalyst: If a land has a crafting hut structure and a companion that enhances crafting speed, the time required to craft items is reduced by an additional 15%.
 - 4.9. Creature Comforts: When a companion that increases the happiness of creatures is equipped to a land with a matching creature habitat, the productivity and recovery times* of creatures within that habitat are increased by 20%.
 - 4.10. Healing Aura: If a land has a healing fountain structure and a companion that boosts healing effects, the healing provided by the fountain to TOTEMS and creatures is increased by an additional 25%.
 - 4.11. Exploration Booster: If a land has an exploration outpost structure and a companion that increases exploration success, the chances of finding valuable resources or discovering new lands while exploring are increased by 15%.
 - 4.12. Efficient Upgrades: When a companion that reduces upgrade costs is equipped to a land, the cost of upgrading structures within that land is reduced by an additional 10%.
 - 4.13. Forge Master: When a companion that enhances the forging of powerful items is equipped to a land with a forge structure, the quality and effectiveness of the forged items are increased by 15%.
 - 4.14. Enchantment Enhancer: If a land has an enchantment workshop structure and a companion that boosts enchantment potency, the power and duration of enchantments applied to items or TOTEMS are increased by 20%.
5. Support Effect Companions: These companions could be equipped to a land to provide various support benefits to the player's other lands, cards, or companions. For example, equipping a support companion that provides increased movement speed to a land might increase the rate at which a player can explore and conquer new territories or complete quests in the game.

*There is a 24 hour cool down period between moving a companion from a Totem to a Land and vice-versa.

Card Design

Each card NFT comes with the card as the main image and a 4k resolution copy of the artwork on its own.

1-20 Companion Cards

These are for demonstrative purposes only. Card stats for the actual game will be tested rigorously to ensure that none harm gameplay and relative mineral / TTM costs shall be devised. No cards are included here under the Harmoniae class.

Example stats for the first 100 items are available on request.

Elementari (Elemental Affinity Family)

Aeronaut Elementari

1. Thundermane

Description: Thundermane is a majestic creature with a flowing mane that crackles with electricity. It is said to have been born from a storm, tamed only by the Aeronauts who learned to harness its raw power. Thundermane's intense connection with the Aeronaut TOTEMS grants it an exceptional affinity with lightning and storms.

Elemental Power: Thundermane has a 15% increase in attack and special attack against Emberkind TOTEMS, but suffers a 10% decrease in defence against Terra Guardia TOTEMS.

Land Effect: Equipping Thundermane to a land with Aeronaut elemental affinity increases the chances of finding higher rarity cards or resources by 20% when exploring that land.

2. Jetplume

Description: Jetplume is a nimble, bird-like creature with jet-black feathers and a long, plume-like tail. Rumoured to have evolved from the air currents surrounding Aeronaut lands, Jetplume has become a powerful ally to the Aeronaut TOTEMS, soaring through the skies with unparalleled speed and precision.

Elemental Power: Jetplume has a 20% increase in special attack against Talpian TOTEMS but suffers a 10% decrease in defence against Nomad TOTEMS.

Land Effect: Equipping Jetplume to a land with Aeronaut elemental affinity increases the chances of finding higher rarity resources by 25% when exploring that land.

3. Skyrush

Description: Skyrush is a swift, winged serpent with an iridescent, sky-blue scale pattern. It is believed to have originated from the powerful winds that sweep through Aeronaut territories. Skyrush's serpentine agility and mastery of the skies make it a formidable companion to the Aeronaut TOTEMS.

Elemental Power: Skyrush has a 15% increase in attack against Terra Guardia TOTEMS but suffers a 10% decrease in special attack against Emberkind TOTEMS.

Land Effect: Equipping Skyrush to a land with Aeronaut elemental affinity increases the chances of finding higher rarity cards by 20% when exploring that land.

4. Cloudskip

Description: Cloudskip is a small, fluffy creature with cloud-like fur and a playful demeanour. It is said to have formed from the morning mists that blanket the Aeronaut lands. Cloudskip's agility and ability to blend into its surroundings make it a valuable companion to the Aeronaut TOTEMS.

Elemental Power: Cloudskip has a 10% increase in defence against Nomad TOTEMS but suffers a 10% decrease in attack against Talpian TOTEMS.

Land Effect: Equipping Cloudskip to a land with Aeronaut elemental affinity increases the chances of finding higher rarity cards or resources by 15% when exploring that land.

5. Numbuswing

Description: Numbuswing is a graceful, butterfly-like creature with gossamer wings that shimmer with the colours of the sky. It is said to have emerged from the very essence of the Aeronaut lands, drawing power from the swirling air currents. Numbuswing's beauty and finesse make it a cherished companion to the Aeronaut TOTEMS.

Elemental Power: Numbuswing has a 10% increase in special attack and defence against Emberkind TOTEMS but suffers a 15% decrease in attack against Terra Guardia TOTEMS.

Land Effect: Equipping Numbuswing to a land with Aeronaut elemental affinity increases the chances of finding higher rarity resources by 20% when exploring that land.

Watchers

Aeronaut

1. Cloudpuff

Description: Cloudpuff is a small, fluffy cloud-like creature with a friendly demeanour. It is said to have formed from the misty air of the highest mountain peaks, eventually evolving into the gentle and supportive companion it is today. Cloudpuff is known for its calming presence and ability to provide aid during battles.

Passive Ability: Healing Mist - When an ally's health falls below a certain threshold, Cloudpuff releases a soothing mist that gradually restores a portion of their HP over time. This ability can only activate once per battle for each ally.

Land Effect: When equipped to a land, Cloudpuff's healing properties seep into the environment, increasing the efficiency of resource gathering and providing a bonus to the rate at which a player accumulates minerals or other resources from the land.

2. Breezewing

Description: Breezewing is a majestic bird-like creature with large, iridescent wings that shimmer in the sunlight. Born from the strongest of gales, Breezewing has a natural affinity for wind and air currents. Its agile and swift movements make it a valuable companion in aerial combat.

Passive Ability: Tailwind - Every few turns, Breezewing creates a powerful gust of wind, increasing the movement speed and evasion of all allies for a limited time.

Land Effect: When equipped to a land, Breezewing's mastery of air currents helps speed up transportation, reducing travel times between resource nodes and improving overall resource gathering efficiency.

3. Tempest

Description: Tempest is a powerful and enigmatic storm elemental, embodying the raw power of a raging storm. Born from the convergence of turbulent weather systems, Tempest is a force to be reckoned with on the battlefield. Its unpredictable nature and elemental mastery make it a formidable companion.

Passive Ability: Storm's Wrath - After a certain number of turns, Tempest unleashes a burst of electrical energy, dealing damage to all enemies and briefly stunning them.

Land Effect: When equipped to a land, Tempest's stormy presence boosts the output of energy-producing structures, increasing the rate at which a player generates energy resources.

4. Highhop

Description: Highhop is a playful, rabbit-like creature with the ability to manipulate wind currents. It is said to have evolved from the union of a wind spirit and a small woodland creature. Highhop's agility and light-hearted nature make it a cherished companion for those who befriend it.

Passive Ability: Wind's Grace - When Highhop dodges an enemy attack, it grants a temporary boost to the attack power of all allies.

Land Effect: When equipped to a land, Highhop's cheerful energy invigorates the land's inhabitants, increasing their productivity and improving the rate at which a player accumulates various resources.

5. Plumequill

Description: Plumequill is an elegant, feathered serpent that gracefully soars through the skies. It is said to have been born from the quills of an ancient sky deity. With its keen senses and precise movements, Plumequill is a revered companion among Aeronauts.

Passive Ability: Feathered Guard - When an ally receives a critical hit, Plumequill has a chance to intercept the attack, reducing the damage taken and nullifying any additional effects.

Land Effect: When equipped to a land, Plumequill's keen senses and watchful nature help detect hidden resource deposits, improving the likelihood of discovering rare and valuable resources while exploring the land.

Sparksprites

Aeronaut

1. Electrospark

Description: Electrospark is a swift and agile Aeronaut companion, adorned with electrically charged feathers. Born from a storm's eye, this companion has harnessed the power of lightning and wind, making it an invaluable ally in battle.

Active Ability: Electrospark's Lightning Strike ability allows it to unleash a powerful bolt of electricity at its target, dealing significant damage and potentially stunning the enemy. A player can invoke this ability during battle, and it applies to the Aeronaut tribe. The ability has a limited number of uses and requires a cooldown period between activations.

Land Effect: When equipped to an Aeronaut land, Electrospark increases the chances of finding rare cards, providing an edge in card collection.

2. Windskipper

Description: Windskipper is a graceful Aeronaut companion that can glide effortlessly through the skies. Its wings are made of wind currents, and it has an uncanny ability to harness the wind's power for both offence and defence.

Active Ability: Windskipper's Wind Gust ability allows it to generate a powerful blast of air, pushing back enemies and disrupting their attacks. A player can invoke this ability during battle, and it applies to the Aeronaut tribe. The ability has a limited number of uses and requires a cooldown period between activations.

Land Effect: When equipped to an Aeronaut land, Windskipper enhances the production of wind energy, which can be used to craft valuable elemental compounds.

3. Swooplash

Description: Swooplash is a fierce Aeronaut companion with razor-sharp talons and a keen hunting instinct. It evolved from a predatory bird species and now excels at aerial combat, swooping down on its prey with incredible speed.

Active Ability: Swooplash's Divebomb ability allows it to dive at high speed towards its target, delivering a devastating strike with its talons. A player can invoke this ability during battle, and it applies to the Aeronaut tribe. The ability has a limited number of uses and requires a cooldown period between activations.

Land Effect: When equipped to an Aeronaut land, Swooplash increases the chances of finding rare cards, granting players an advantage in card collection.

4. Whirlwing

Whirlwing is a mysterious Aeronaut companion, surrounded by a constant whirlwind. This swirling wind seems to have a life of its own, protecting Whirlwing and aiding it in battle.

Active Ability: Whirlwing's Cyclone Shield ability creates a protective barrier of wind around itself or an ally, mitigating damage from incoming attacks. A player can invoke this ability during battle, and it applies to the Aeronaut tribe. The ability has a limited number of uses and requires a cooldown period between activations.

Land Effect: When equipped to an Aeronaut land, Whirlwing improves the efficiency of wind energy production, useful for crafting elemental compounds.

5. Galesprite

Galesprite is a small and playful Aeronaut companion that resembles a gust of wind with a life of its own. Its nimble nature and affinity with wind magic make it a formidable force on the battlefield.

Active Ability: Galesprite's Wind Burst ability allows it to unleash a concentrated blast of wind at its target, knocking them off balance and dealing damage. A player can invoke this ability during battle, and it applies to the Aeronaut tribe. The ability has a limited number of uses and requires a cooldown period between activations.

Land Effect: When equipped to an Aeronaut land, Galesprite increases the chances of finding rare cards, helping players build a more diverse and powerful card collection.

Synergids

Aeronaut

1. Cyclone

Description: Cyclone is a majestic Aeronaut companion, known for its incredible speed and agile movements. With swirling gusts surrounding its body, this companion possesses a playful and adventurous personality. Originating from the heart of great storms, Cyclone has evolved to master the power of wind, making it a perfect ally for TOTEMS of the Aeronaut tribe.

Active Ability: Elemental Fusion - Cyclone harnesses the power of wind and combines it with a totem's elemental abilities, enhancing the potency of the totem's attacks. This ability works particularly well with TOTEMS that have an affinity with wind or air, amplifying their power and control over the elements.

Land Power: Elemental Nexus - When Cyclone is equipped to a land with a matching Aeronaut tribe, it creates a powerful connection between the land and the elemental forces of wind. This connection boosts the efficiency of wind-based structures and activities on the land, allowing for faster progress and growth.

2. Stormwing

Description: Stormwing is a striking Aeronaut companion, resembling a mighty bird of prey with feathers crackling with electricity. Known for its fearless and loyal personality, Stormwing is always ready to protect its allies. Born from the heart of thunderstorms, this companion has evolved to command the power of lightning, making it an invaluable addition to any Aeronaut totem's arsenal.

Active Ability: Focus Fire - Stormwing channels its lightning prowess to empower a totem's attack, concentrating its force on a single target for increased precision and damage. This ability is particularly effective when used with TOTEMS that possess lightning or electricity-based powers, greatly enhancing their destructive capabilities.

Land Power: Mana Synchronisation - When Stormwing is equipped to a land with a matching Aeronaut tribe, it harmonises the flow of mana within the land, allowing for a smoother and faster recovery of mana for all Aeronaut TOTEMS present. This enables quicker usage of powerful abilities and spells, giving players an edge in battles.

3. Galesurge

Description: Galesurge is a swift and elusive Aeronaut companion, resembling a sleek, wind-swept creature with an ethereal presence. Its calm and focused personality is a perfect complement to its unparalleled speed and agility. Galesurge has harnessed the power of intense wind currents over time, enabling it to excel in supporting Aeronaut TOTEMS during battles.

Active Ability: Aerial Assault - Galesurge uses its mastery of wind to launch a totem high into the air, allowing it to bypass enemy defences and strike from above. This ability is especially useful for TOTEMS that possess aerial or acrobatic abilities, granting them the advantage of surprise and the ability to avoid ground-based attacks.

Land Power: Training XP Boost - When Galesurge is equipped to a land with a matching Aeronaut tribe, it enhances the effectiveness of training facilities, allowing TOTEMS and companions to gain experience at an accelerated rate. This boost helps players to level up their forces faster, unlocking new abilities and increasing their overall battle prowess.

4. Breezerush

Description: Breezerush is a nimble and energetic Aeronaut companion, resembling a small creature with wind-swift wings. It possesses a lively and curious personality, always eager to explore its surroundings. Breezerush has evolved to master the art of manipulating gentle breezes, making it a supportive force for Aeronaut TOTEMS in need of swift assistance.

Active Ability: Adaptive Barrier - Breezerush creates a protective barrier of wind around a totem, shielding it from incoming attacks while adapting to the enemy's elemental powers. This barrier is particularly effective against opponents with strong elemental attacks, as it can reduce the damage taken and provide a strategic advantage.

Land Power: Research Accelerator - When Breezerush is equipped to a land with a matching Aeronaut tribe, it increases the efficiency of research facilities on the land. Its innate ability to manipulate gentle breezes helps to distribute knowledge swiftly and effectively, accelerating the completion of research projects and enabling faster discovery of new abilities, technologies, and strategies for players.

5. Flightpatch

Description: Flightpatch is an agile and resourceful Aeronaut companion, known for its ability to navigate even the most challenging of aerial environments. Its vibrant plumage and streamlined body make it an impressive sight in the sky. Flightpatch has an adventurous and free-spirited personality, always eager to explore new territories and learn from its experiences. This companion has a keen sense of direction and the uncanny ability to find the most efficient path through any obstacle, making it a valuable asset to any tribe.

Active Ability: Elemental Transference - Flightpatch possesses the unique ability to transfer a portion of its own elemental power to a totem of the same tribe during battle. When activated, this ability allows the player to temporarily enhance the elemental strength of a targeted Aeronaut totem, making its attacks more potent and enabling the tribe to gain an advantage in battle. The player invokes this power by commanding Flightpatch to channel its energy towards the chosen totem, creating a dazzling display of aerodynamic prowess.

Land Power: Elemental Affinity - When equipped to a land with a matching Aeronaut tribe, Flightpatch strengthens the bond between the tribe and its elemental surroundings. This deepened connection to the land allows the TOTEMS to harness their elemental powers more effectively, resulting in increased efficiency of elemental shrines and improved elemental resource production. This enhanced affinity empowers the tribe to grow stronger and develop new strategies to dominate their opponents.

Future Growth and Revenue Generation

The following expansions can be considered to enhance the game experience, generate additional revenue for the creators, and provide more earning opportunities for players:

1. **Customisable Arenas:** Allow players to design and customise their battle arenas, providing unique experiences for PvP matches. Arena owners can charge entrance fees or organise

tournaments with entry fees, creating a new revenue stream for both the game creators and players.

2. Guilds and Cooperative Play: Introduce guilds, enabling players to form alliances and collaborate in large-scale PvE and PvP events. Guilds can generate revenue through membership fees and offer exclusive rewards, while players benefit from cooperative gameplay, social interaction, and shared earnings.
3. Open up companion breeding via a special land structure, the Companion Nursery: A nurturing environment for raising and breeding companions, allowing players to discover new traits, abilities, and unique combinations through selective breeding and experimentation.
4. PvP / PvAI ‘quick’ mode: The player chooses their totem, abilities (crafted items & companions) and a body and fights through a ranked series of encounters in a style similar to Street Fighter, Tekken etc. Could also be a fight just using companions.
5. Physical card game: Detailed Totem characters which can be painted at home and decks of cards sold. Gameplay mechanics will need some adaptation to account for player level, attack and defence points etc.
6. Sponsorships and Branded Content: Partner with brands to introduce sponsored content, such as branded TOTEMS, skins, and in-game items. This creates additional revenue for the creators and allows players to earn by participating in sponsored events or acquiring and trading branded assets.
7. Subscription Services: Offer a monthly subscription service that grants players access to exclusive content, benefits, and earning opportunities. Subscribers can receive a monthly allowance of TTM tokens, priority access to new features, and increased rewards from gameplay. This model provides recurring revenue for the creators while enhancing the game experience for dedicated players.
8. Esports and Live Events: Organise and promote TOTEMS as an esports platform, hosting regional and global competitions with substantial prize pools. This expansion can attract sponsors, advertisers, and new players, generating additional revenue for the game creators and offering lucrative earning opportunities for skilled players.

By continuously expanding the game and introducing new features, TOTEMS can maintain player interest, generate additional revenue streams for the creators, and provide diverse earning opportunities for its player base.

Appendices

Appendix A: Totem levels, XP bands and battle rewards

Level	XP Level Start	XP Level End	XP Band Size	Native token (NT) per win	XP Win per battle per Totem (Adventure mode)	XP Win per battle per Totem (PVP mode)	Wins to level up
1	0	7999	7999	0	1000	1000	8
2	8000	13999	6000	1	1010	1080	6
3	14000	21200	7200	2	1230	1300	6
4	21201	29001	7800	3	1330	1400	6
5	29002	37402	8400	4	1430	1500	6
6	37403	46403	9000	5	1520	1590	6
7	46404	56004	9600	6	1620	1690	6
8	56005	66205	10200	7	1710	1780	6
9	66206	77006	10800	8	1800	1870	6
10	77007	88407	11400	9	1880	1950	6
11	88408	100408	12000	10	1970	2040	6
12	100409	113009	12600	11	2050	2120	6
13	113010	126210	13200	13CAPPED		2200	6
14	126211	140011	13800	15		2270	7
15	140012	154412	14400	17		2350	7
16	154413	169413	15000	19		2420	7
17	169414	185014	15600	21		2490	7
18	185015	201215	16200	24		2610	7
19	201216	218016	16800	27		2670	7
20	218017	235417	17400	30		2730	7
21	235418	253418	18000CAPPED			2790	7
22	253419	272019	18600			2850	7

23	272020	291220	19200			2910	7
24	291221	311021	19800			2960	7
25	311022	331422	20400			3010	7
26	331423	352423	21000			3060	7
27	352424	374024	21600			3100	7
28	374025	396225	22200			3150	8
29	396226	419026	22800			3190	8
30	419027	442427	23400			3230	8
31	442428	466428	24000			3260	8
32	466429	491029	24600			3300	8
33	491030	516230	25200			3330	8
34	516231	542031	25800			3360	8
35	542032	568432	26400			3380	8
36	568433	595433	27000			3410	8
37	595434	623034	27600			3430	9
38	623035	651235	28200			3450	9
39	651236	680036	28800			3460	9
40	680037	709437	29400			3480	9
41	709438	739438	30000			3490	9
42	739439	770039	30600			3500	9
43	770040	801240	31200		CAPPED		9
44	801241	833041	31800				10
45	833042	865442	32400				10
46	865443	898443	33000				10
47	898444	932044	33600				10
48	932045	966245	34200				10
49	966246	1001046	34800				10
50	1001047	1036447	35400				11

...							
99		1					
100			65400	65400			19