

Khans litepaper

V0.1 - By Exotic Hairy Arts

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Khans, a decentralized trading cards game:

Khans is a trading cards game. It is inspired by Yu-Gi-Oh!, Magic: The Gathering, Pokémon, and other games we loved growing up. Collect cards, build your own deck, and fight other players in challenging duels. Every game will be different thanks to the multiple mechanics and cards the game offers.

Khans will be running on Ethereum and other blockchains to allow anyone to own their cards. No one, not even us, can take them from the player once the player acquires them, just like in real life, the player will own them as they own physical cards.

All the cards data can be easily read by anyone, certifying who owns which cards. This also allows third parties (marketplaces for example) to support trading, buying and selling cards, or build any other experience for card owners.

Our mission, and what we hope to achieve:

There are many trading cards games out there, but most of them are made of paper, or live inside of a video game, and can be only owned by a player inside that video game, making the cards completely irrelevant outside of it.

Meanwhile, Khans cards acquired by a player are their sole ownership; no person or entity can take them from them. This will allow us multiple things:

- Any third party can create their own version of Khans if they wish to, using Khans cards.
- Khans cards will be relevant forever, meaning that even if we (the developers or the project) cease to exist, anybody can continue the project.
- Introduce regular players to crypto and a new way of really owning their digital assets.
- Supporting any work/research/effort that will decentralize the capability of handling games trustlessly.

Cards ownership and rarity:

For some cards, especially beginners cards, there is an "infinite" supply of copies. Players can own multiple copies of the same card, all of which are unique. Each copy is unique and belongs to one player.

Other cards will have a limited supply, otherwise considered as the card's rarity.

Cards will have one of the following insignias:

- S ∞ (for cards with unlimited supply)
- S 1k, S 2k... S 99k (For cards with supply between 1,000 and 99,000)
- 1 of X (X being a number between 2 to 999)
- Unique (For unique cards with a supply of one)

Gameplay:

Card types:

We can differentiate between multiple cards in this game.

Khans:

Khans are the representation of the player in the game, it's the commander leading the attack. Khans cards have special passive abilities that give a boost to the other playing cards the player has in play.

Champions:

Champions are the Khans' heroes and the fighting cards in this game. These cards are defined by attack power and a health bar. When fighters receive damage, their health bar goes down. At the end of each player's turn, health bars are restored.

Items:

Items are used to enhance Champions' capabilities. Items can give a permanent boost to a Champions' base stats, or allow them to carry extra attacks. Once a Champion receives an item, they can either use its capabilities, attack, or use their own capabilities.

Actions:

Are used for special actions on the player turn or reactions during the opponent's turn.

How to play:

Game phases:

1. Start phase: The player can draw a card. Some spell cards can be activated during this turn (see cards instructions).
2. Pre-battle phase: The player can play 2 cards from their hand to the table.
3. Battle phase: Time to fight! All champions on the table can attack or activate any of their special abilities or one of their items' special abilities. Champions can only do one action (either attack or use an ability), unless another card in play states otherwise. The player can also activate any action card.
4. End phase: Effects of some actions will wear off during this phase. Life points of champions will be reset here.