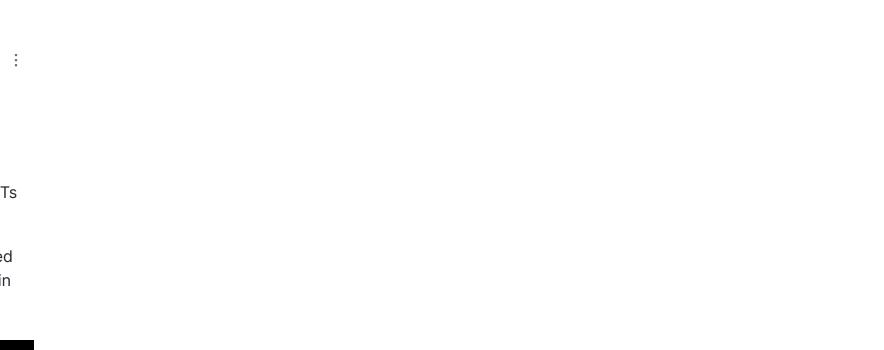# Spellfire Whitepaper

Spellfire

Spellfire Re-Master the Magic is a brand new take on one of the most historically significant collectible card games (CCG) of the '90s. Backed by the modern design implementations of NFTs and Play-to-Earn, Spellfire is ready to re-enter the market at the opportune moment.

Today the CCG market brings in over $3 Billion every year, and 2021 has seen an unprecedented rise in NFTs, with their sales numbers jumping from just $14 Million in 2020 to over $2.5 Billion in Q2 of this year.

Spellfire's Past, Present, and Future

Articles in this section:

The Future

The Present

The Past

The Future

In order to bring Spellfire back to life, we have built a game that holds deep reverence for the original but has its own unique identity, gameplay mechanics, and lore.

Spellfire Re-Master the Magic picks up where the original left off by incorporating modern design sensibilities into its gameplay, using modern blockchain technologies, highly-collectible NFT cards, and Play-to-Earn features. Introducing these features means that our players will be able to own a part of the game whilst earning at the same time, increasing their overall engagement.

We have chosen to diverge from typical NFT card games in several key ways. Our players will be able to touch, play, trade, and earn with their collection!

Firstly, our players will have the option to own both digital and physical cards. Both types of card are linked by a unique QR code for each card, ensuring that they can't be faked and are playable on tabletops and tablets alike.

Spellfire is now more immersive and interactive than ever before with the introduction of Augmented-Reality, voice controlled, and gesture controlled cards. Players will be able to see the effects of their cards play out right before their eyes!

Finally, our players can earn, regardless of their skill level, by collecting 'Original NFT' cards, earning our in-game currency through gameplay, and trading their most sought after cards with other players in the community.

Our new app designed from the ground up for iOS and Android, brings together Spellfire's one-of-a-kind mix of digital and real-world cards, and NFT-based ownership into a single cohesive experience.

The Present

The connection between a CCG and its fans is stronger than you might imagine. We know this ourselves because our new version of Spellfire is a fan-driven labor of love to the classic title that first captivated us in the '90s.

25 years after its initial release, we have re-registered Spellfire's trademarks, purchased the long-dormant domain name, and set about improving on the game we know and love.

Our focus has been on creating a new independent fantasy world, complete with our own stories, myths, places, heroes, creatures, items, and magic.

We believe that our Spellfire will become the gold standard by which all other CCGs are judged.

The Past

Created by TSR, 1994's Spellfire: Master the Magic was the second CCG to be released, just one year after Wizards of the Coast's Magic: The Gathering. Spellfire's take on fantasy-themed card games was a success, and the game was well-received by critics and fans alike.

Both games were beloved by the burgeoning CCG community giving rise to legions of new fans upon the release of each new expansion. If fans of CCGs are one thing, it's passionate. They immerse themselves into the worlds these games create, becoming avid collectors of both the cards and any other game-related items they can find.

After several studio acquisitions, TSR was sold to Wizards of the Coast who were then acquired by Hasbro. Despite initial promises to continue supporting both games, Spellfire's original team was scattered, and after a failed re-boot attempt, the development of the game ceased. Sadly, the Spellfire community had no choice but to watch the game they loved slowly vanish from store shelves.

Despite this, Spellfire's huge community of players has managed to keep the game alive to this day. It only takes a brief look at the numerous fan-created card decks, community websites, and tournaments that are still running to understand what a tight-knit group of fans the game has.

The game's copyright was eventually abandoned in 2006 and left to the fans to pick up the pieces.

Competitor Comparison

Spellfire's potential is undeniable. Below is a quick look at how we compare to our main competitors

Text	Spellfire: Re-Master the Magic	Magic: The Gathering	Hearths
Status	Potential Unicorn	Active	Active
Cryptocurrency	✅	❌	❌
Play-to-Earn	✅	❌	❌
NFT	✅	❌	❌
Blockchain	Multi-chain - ETH, SOL, BSC	❌	❌
Upgradable cards	✅	❌	✅
DAO	✅	❌	❌
Yield generation	✅	❌	❌
Physical cards	✅	✅	❌
Established	1994	1993	2014

Why Blockchain and NFTs Work for Spellfire

Spellfire's players will be building decks of cards that are used in strategic battles against their opponents. As such, they will quickly be acquiring valuable digital assets (NFT cards).

Previously, in-game assets whether they be cards, character, or avatar skins were locked into each game's internal marketplace. Players do not really own any of their in-game assets.

Blockchain technology enables our players to turn their NFT cards into something that they can claim real ownership over, with real-world value. They can be traded or sold on any digital-asset marketplace with ownership of each asset secured and recorded on the blockchain.

For Spellfire we decided that in order to provide our community the best possible experience, we would base our in-game currency SPELLFIRE Tokens on Ethereum and bridge them to Polygon.

NFT cards will be minted in a multichain model to make them available across Solana, BSC and Ethereum. This is key to meeting our communities expectations.

Pros of Multi-chain NFTs

Ethereum's popularity and ease of use have been proven. It enjoys unparalleled support from investors, developers, and end users which led it to settle $1.5 Trillion in transactions in the first quarter of 2021 alone. However, its popularity has brought network congestion and high gas fees with it.

Simply put, Polygon will allow us to take advantage of Ethereum's range of features and core protocol layer without suffering its slow transaction times and high gas fees.

Some additional advantages for us include:

• Building Ethereum decentralized apps and blockchains are much cheaper on Polygon.

• Using Ethereum-based DeFi, NFT, and gaming apps are faster and have many reduced fees.

• Minting NFTs involves near-zero gas fees, is faster, and works within a large Polygon-based NFT ecosystem.

We have future plans to reduce the barriers to entry even further by providing cards minted on Solana and Binance Smart Chain. This move will offer our players increased levels of freedom, meaning those with Polygon NFT cards can battle against opponents with Solana or BSC NFT cards.

Binance Smart Chain

• *Comprehensive Features - BSC allows users to use multiple features, including trading, investing, earning interest, lending, and borrowing.*

• Safety & Compatibility - BSC is a smart contract-enabled blockchain network. It operates using a Proof-of-Authority consensus mechanism, which makes transactions secure from tampering.

• Low Fees & Speed - Gas fees on BSC are up to 95% lower than those on Ethereum, and transaction speeds are about 4.3 times faster.

• Metaverse & NFT Friendly - Binance is already accommodating the development of Metaverse and NFT gaming projects including Ertha, Cyball and Star Sharks.

Solana

• Rapid growth - SOL is up by nearly 12,000% this year.

• Significant market support - It is now the fourth-largest cryptocurrency by market value with a market cap of over $60 billion.

• Speed - Solana can support tens of thousands of transactions per second, while Ethereum can support roughly 13 transactions per second.

• Success stories - Gaming projects like Star Atlas, prove its potential for success in this space.

Spellfire's Gameplay

Spellfire is designed to be played by two or more players. Its flexible rules mean that it can easily accommodate any number of rules without problem. As with all collectible card games, players build their own decks of cards. These cards possess a fantastic array of powers, which in some cases can break or alter the rules, this allows for unexpected events to occur mid-game, ensuring that a player in a losing position always has a chance of victory within reach.

The goal is simple. Players must build an empire by drawing cards from their decks and placing them on the playspace. Cards from opposing decks are never mixed.

Whilst building their own empires, each player must try to destroy the realms that their opponent is using to form their empire. Realms represent areas that are loyal to each player, and are the focus of attack and defence by champions.

There are seven types of champion, clerics, heroes, monsters, wizards, psionicists, thieves and regents. Players can strengthen them by using support cards consisting of Allies, events, spells, psionic powers, thief skills, blood abilities, magical items, and artifacts.

If an attack is successful a realm is 'razed', and its defending champion is defeated. A game ends when one player has six realms in play, and none of them are razed.

As with any game, fun is the goal! As players become more experienced, they can try their hand at competitive play.

Phases of Gameplay

Phases of Gameplay

Spellfire's gameplay is the reason it has stood the test of time. A game is played in seven phases and must be closely followed by all players. Certain phases (1, 5, & 6) are essential, and others (0, 2, 3, & 4) can be skipped depending on the playstyle of a player.

Phase 0 - Rule card play

Any actions performed before a player's turn begins. For example, certain cards have the ability to sneak up and destroy others before the first turn is taken.

Phase 1 - Draw three cards from the draw pile

Depending on the cards the player has, they may draw additional cards every turn. If there is no other phase specified, all cards that grant extra cards do so in this phase.

Phase 2 - Play a realm, holding, or dungeon

Even if a player has more in his hand, he can only play one of each. Steps A, B & C may take place in any order

A) Play, Rebuild or Replace - There is only one option that you may select. Once a realm is played, the player cannot rebuild another realm in the same turn.

B) Play your Holding - A holding can only be attached to a realm in the same world (Logos on the cards must match). Holdings cannot be rearranged once attached. It is possible to add a holding to a realm other than the one just played or rebuilt.

C) Play your Dungeon card - You must place the dungeon below any realm in your formation. Its effect is immediate.

Phase 3 - Cards are played into the pool and powers are used

Place any number of champions, artifacts, and magical items into the pool. Players must keep in mind that magical items and artifacts attached to champions cannot be rearranged. It is possible to attach only one artifact to a champion from the same world (Logos on the cards must match). Multiple magical items can be attached to any champion.

During this phase, players can continue to equip champions with magical items. Make use of any phase 3 spell, psionic power, blood ability, or thief skill. There must be one champion among the pool who can use the spell, power, ability, or skill. It is possible for other players to negate the cards you are trying to play.

Phase 4 - Attack one opponent's realm

Unless a card's power allows it, the attacker cannot change the realm of his attack once it's chosen. A player can choose from either their hand or pool of champions for the attack.

Phase 5 - Adjust hand size

Players cannot place champions in their pool, attach magical items, artifacts or perform other actions normally associated with phase 3 at this time unless they were obtained as rewards for victory.

A) In phase 5, you may play 5th phase cards. The card cannot be used unless there is a champion which can use that card. Usable phases are written at the end of some cards' descriptions.

B) Players must discard cards from their hand until the maximum hand size has been reached. There is a chance that some card powers might let you keep more cards.

Phase 6 - End of Turn

This turn is now over, and play proceeds to the player on the left.

Rule of Cosmos

The rule of the Cosmos ensures, only one of each champion, artifact, realm, and holding card can be in play at a time. This means that a player's opponent cannot have the same card in their pool or battle.

Same cards, even if they are upgraded, cannot be played. Whether a realm is razed or not, it remains in play, preventing other players from playing the same realm into their formation.

Victory

Victory can be achieved in two ways:

1. The player, who has six realms in play, none of which are razed, wins the game.

2. When one of the players runs out of cards, they have the opportunity to finish their turn. The game ends when they signal the end of their turn, and the player with the most unrazed realms wins.

In the case of a tiebreaker being needed due to there being equal numbers of unrazed realms, the number of razed realms will be counted. In the event of further ties, count the holdings. If this is still a tie, the game is simply a draw.

Combat

A player may attack another player's realm during Phase 4 of their turn. A battle is usually a single attack on a realm. A single round of combat is conducted by each champion who steps forward during battle, with attacks following this sequence:

A) The attacker indicates which realm will be attacked - The realm must be one they can attack, either because it is exposed or due to a special movement power that allows them to attack it. Each player has free choice over whose realms they want to attack.

B) The attacker selects a champion from their hand or pool and presents it as the attacking card - At this time, the player cannot add any artifacts, magical items, or other cards to their champion. If the attacking champion comes from the player's pool, it may already have some cards attached to it. Unless a card's special power states otherwise, there is only one round of combat.

C) The defender selects a champion from their hand or pool and presents it as the defending card - At this time, the player may not add any cards to the defending champion. Although, the defender might already have a few cards attached to it if it came from the player's pool. In the absence of any defense, the realm is razed.

D) The attacker's special power and attached cards activate first, followed by the defender's special power and attached cards. The defender is discarded if an attacker wins the round by activating their special power before the defender gets to use theirs. If this is the case the realm is razed.

E) Compare the total levels of each side. In addition to realms and holdings, it is also essential to consider any other card that can affect combat. It is the side that has the largest total that wins. When there is a tie, the defender wins.

F) The player that is losing can play one card. Another comparison of levels should be carried out. Until they win, the losing player continues to play cards one by one. The winning player can play only events or "play-at-any-time" cards. The cards go back and forth until either the losing player cannot or will not play another card. The round is over then. The winner does not have the option to play another card.

G) The player with the highest adjusted level wins that round - Tie games are always won by the defender.

H) The winner places their champion, with all of its attached cards, into their pool - He discards all allies, spells, and other non-permanent cards used in combat. The only remaining cards should be magical items and artifacts. Losers discard all the cards used in combat, including their champion and all its attachments.

I) The players have now completed one round of battle - If the attacker won the round, the realm they attacked should be razed unless its special power declares that it needs to be defeated twice. If so, the attacker may select another champion and attack again. No champion may be used more than once each turn unless its special power permits it. The attack must be made against the same realm.

If choosing to defend, the defending player must choose a new defender, although they are not required to defend at all. The battle is over if the defending realm is razed or discarded during combat.

J) After the battle is over, one of the players may be eligible to draw spoils of victory. The spoils of victory are the cards drawn from the draw pile. During a battle, the attacker receives spoils if any part of the realm they were attacking is razed or discarded. Alternatively, the defender draws spoils if the attacking champion is defeated and discarded in combat, or sent to Limbo, the Abyss, or the Void.

Spoils may be played immediately, even if it is a realm, holding, champion, rule card, magical item, artifact, or dungeon not normally allowed to be played during the current phase. Unless the card says "may be cast at any time," spells, blood abilities, allies, thief skills, and psionic powers cannot be played when drawn as spoils. In this case, the victorious player keeps the spoils in their hand.

Only a handful of champions allow an attack on more than one realm per turn. All attacks follow the order of the steps above. It is possible that several spoils of victory cards can be acquired in a single turn.

Gameplay Set-up

The Formation

The formation is the place where realms are arranged. It is strictly a pyramid form. However, there is the possibility of an empty spot in the second row if a realm has been discarded due to card play. If that is the case, new realms must be played in the empty spots.

Example:

If the realms A to E are already filled but A and B have been discarded by events, then players must place their next realm in this position A. In no way can it be placed in position B or F.

As a result, each realm protects the two realms directly behind it by shielding them from attacks. When a realm is behind an unrazed realm, it cannot be attacked. Razed realms provide no protection. The realms that are exposed by a razed realm are targets for attack.

The Pool

The pool is placed just below the formation. Players can put any number of champions into the pool during phase 3 of their turns. During phase 3 magical items and artifacts can be attached to these champions. The player's hand size limit is not affected by these cards, as they are considered to be in play. Once a card is placed in the pool, it stays there until the game forces it to be discarded. In the event that a champion is discarded, sent to Limbo, or sent to the Abyss, its attached cards will also be discarded. If the champion is placed in Dungeon, then the attached cards stay with the champion.

In-Play

Whenever a card is in-play, it is either in the pool, the formation, or participating in battle. Cards in-play include rule cards on the table, dungeons, and events whose duration is indicated. In general, a card that is removed from play is sent to the discard pile unless its power specifies that it should go somewhere else, like to Limbo. When a card is no longer in-play, it does not affect the game.

Note: Champions placed in dungeons are not considered "in-play".

Cards may be sent into Limbo if they lose in battle or if certain realms, events, and other cards power them up. Some cards could be placed in limbo on purpose.

Limbo

As a rule, the Limbo zone is in the right-hand corner of the formation. It's a place where cards are treated as "Not in play". Another player may add an identical champion to his pool, in which case the champion from Limbo is discarded. Players cannot leave champions in Limbo to prevent them from being discarded.

When a player draws cards from his discard pile or shuffles cards back into his draw pile, Limbo cards cannot be used.

Dungeon

Dungeons can be placed during phase 2 under the realms in a player's formation. Other players can attack dungeons. The same rules as attacking realms apply. Opponents should have a "path" to the dungeon. Unrazed realms (excluding the realm where the dungeon is placed) protect the dungeon from the attacks. If the realm with the dungeon under the realm is discarded, the dungeon is discarded too. Some Dungeons have the power to hide champions. Champions placed in dungeons are not considered "in play". Another player may add an identical champion to his pool, but when the champion leaves the dungeon, the identical champion "in play" is discarded.

The Abyss

When unplayed events are discarded, they are placed in the Abyss. Cards can also be placed in the Abyss by some spells, realms, and holdings. During a game, the only way a card can be retrieved from the Abyss is by cards that claim to be able to retrieve cards from this zone

The Void

The Void is an area outside of the game. Used events enter the Void, once it enters it cannot return.

Main Rule of The Game

Main Rule of The Game

Any card has the ability to turn the tide of the game.

How Our Play-to-Earn Mechanics Work

When re-mastering Spellfire, we wanted our play-to-earn systems to be as frictionless as possible for our players. Regardless of the size of a player's collection, or skill level, we have ensured that there is always a possibility to earn playing Spellfire.

There are three basic ways for our players to engage with our Play-to-Earn features.

1. Purchase Original NFT cards

Original NFT cards are numbered and sorted by rarity. Legendary cards are rarest and there will only ever be one copy with one owner. Players who purchase Original NFT cards will receive 90% of the profit from each subsequent sale of their card as a Playing NFT card.

For example, a Legendary Original NFT card is issued 1000 copies, which are sold as Playing NFT cards. When someone purchases a copy, the owner of the Original NFT Card will receive 90% of the profit (some fees may apply).

2. Earn $SPELLFIRE Tokens Through Gameplay

Most of our players will own Playing NFT Cards. These will not earn the owner any "profit share" or anything of the sort, but they can earn a significant amount of our utility token - $SPELLFIRE Tokens.

When battling, all cards in play gain experience and earn $SPELLFIRE Tokens. The tokens can then be used to upgrade cards, increasing their power level, and their value.

Experience and $SPELLFIRE Tokens are gained by: Starting, completing, and winning battles. Additional Tokens can be gained for: Instant kills/discards and survived discards.

The game can also be played using non-NFT cards. Once a non-NFT has been upgraded to level 4, it becomes a Playing NFT Card, and gives the owner the ability to use the Play-2-Earn system.

3. Trading Cards and Tokens

Cards that have been upgraded with $SPELLFIRE Tokens can be traded with other players. They can buy new cards with their earnings, or simply sell them on a digital-asset marketplace for a potential profit.

$SPELLFIRE Token Utility

$SPELLFIRE is the core utility token of our games ecosystem.

We plan to launch our own platform for buying and selling Spellfire NFTs upon its launch, which will initially consist of avatar skins.

Currently, our NFT cards are offered through Opensea, but after launch, they will be available exclusively through our own marketplace. All payments will be handled with $SPELLFIRETokens.

$SPELLFIRE Tokens can also be used to:

• **Buy access and tickets to tournaments and events.**

• **Distribute prizes for our World Championships, and other future tournaments**.

• **Offer rewards and incentives for our communities' most active members. Eg. Streamers and key influencers.**

• **Staking for stability rewards.**

• **Issue in-game rewards for both Free-to-Play and Play-to-Earn players.**

• **3D avatar customization, e.g. animations, clothes, facial expressions etc.**

• **Card skins.**

• **Player avatars.**

• **Ensure increased loot drops for $SPELLFIRE Token holders.**

Our final $SPELLFIRE Token innovation is to offer players the chance to put their NFT cards and Tokens at risk. Players can take up the challenge of competing against highly skilled AI in order to test their ability and if victorious, earn even more $SPELLFIRE back in return!

Target Audience

Spellfire has enjoyed a huge community of players since its inception in the early '90s. Various community groups can still be found across the world, supporting different languages, rule-sets, and custom cards. They remain fully engaged to this day, and form a large group of players eagerly anticipating the return of their beloved game.

Whilst we aim to please this faithful community of long-term players, with Spellfire Re-Master the Magic we believe that there is a huge pool of untapped potential. We have broken down the barriers that have, in the past, prevented certain demographics from getting involved by developing our iOS and Android app. This will introduce us to a whole new world of players, bringing with it an ease of play far beyond what has come before.

Spellfire is no longer confined to tabletops across the world! It is now a game that can bridge the gap between generations of gamers. A tabletop player's skills will be fully transferable to our PC and Mobile versions allowing them to compete with a younger generation of players well-versed in online gaming.

Leading up to and upon launch, we expect to be welcoming:

• Classic tabletop CCG players;

• NFT & Card Collectors;

• Online Gamers;

• Crypto enthusiasts.

New Gameplay Additions

Spellfire Re-Master the Magic introduces important new additions and mechanics to it's gameplay.

Here are the articles in this section:

📄 Non-Player Character Cards

📄 Interactive NFTs

Non-Player Character Cards

Non-Player Characters or NPCs for short, are AI-controlled cards we have integrated into the game. NPCs might help players attack their opponent, or help defend their realms. They can be both a blessing and a nuisance, but add an unexpected element of randomness into battles.

Interactive NFTs

Our first-of-their-kind interactive NFT cards ensure we are wholly unique in the CCG space. We have developed three kinds of interaction, each bringing something exciting to the table for Spellfire's established community and creating unique points of interest for those new to the game.

Augmented-Reality cards bring the experience of childhood wonder back to Spellfire, by truly bringing the game to life. The simple act of scanning the QR code found on the reverse of each card offers players an innovative new way for them to interact with their opponents. Rather than attacking a player's deck, each AR card is designed to disturb the opponent themselves by flying around or landing attacks, interrupting their gameplan.

Voice-controlled cards enable our aspiring Wizards to speak their moves into existence. Certain cards have the option to 'Cast a spell' or 'Pray' within the app, these activate a player's microphone, which then displays a beautifully rendered cast animation once the spell or prayer has been performed.

Gesture-controlled cards have been introduced to increase immersion for players that are rune casting. When a player selects 'Cast a rune' from the app, players will be asked to draw the symbol of the rune they wish to cast on their screen, which if done correctly will perform its animation on the screen.

Long-Term engagement

⋮

We are fortunate that Spellfire has already proven itself to be able to stand the test of time. As a fan-driven project, we wish to have an open and honest dialogue open with our community. Happy community makes a healthy game and we plan to shape future updates based on the feedback we receive.

Growing importance of Play-to-Earn features in the current gaming landscape and the addition to a fantastically fun CCG will keep our community engaged long-term.

Spellfire has designed the Play-to-Earn systems to be as frictionless as possible. We have reduced the barrier to entry further by enabling players using 'non-NFT' cards the opportunity to upgrade them to 'Playing NFT' cards by earning $SPELLFIRE Tokens through continued play. As players participate in battles their cards will earn experience, strengthening their champions, spells, and realms. There will always be something for our players to work towards!

Tournaments have remained popular throughout Spellfire's initial lifespan, and we plan to continue this community tradition by ensuring there is a competitive element to our game. 128,000,000 $SPELLFIRE Tokens will be made available for distribution to our community through tournament play, special editions, and in-game achievements.

Finally, for the creatives among our community, we will allow them to play a continued role in the expansion of the game by allowing player-created character submissions. Players will be able to create unique characters with their own spells, skills, and powers. Our game masters will check if they are balanced and suitable for the mechanics of the game, and if this is the case, the character will be sent to our designers, who will draw the design and add the card into Spellfire's world!

Tokenomics

SPELLFIRE Token Distribution	Percentage	Amount	Token price
Seed round	8.00%	51,200,000.00	$0.016000
Private round	17.80%	113,920,000.00	$0.025000
Launchpad	2.00%	12,800,000.00	$0.025000

Total SPELLFIRE token supply: 640,000,000.00

Initial circulating SPELLFIRE token supply: 73,200,000

Initial market cap: $907,200.00

Vesting period

The tokens are safely stored in ledgers based on each vesting pool. The token safety is ensured by SAFT contracts with our partners and investors, as well as by Legal Requirements. The strict vesting schedule will be followed, as outlined below.

Seed round - 8% of total token supply. 10% at listing; 3 months cliff; 3.75% distribution 4-27th month.

Private round - 18.75% of total token supply. 15% at listing; 3 months cliff; 4.25% distribution 4-23rd month.

Launchpad - 3.125% of total token supply. 20% at listing; 3 months cliff; 20% distribution for the 4th month, 7th month, 10th month and 13th month.

Listing / Staking - 18% of the total token supply. 40% at listing, 3 weeks cliff, 2% distribution through 2nd - 46th month.

P2E fund - 19% of the total token supply. 0% at listing; 3 months cliff; 1% distribution 4th-12th months; 2% distribution 13-44th month; 3% distribution 45-53th month.

Team & Advisors - 15% of the total supply. 0% at listing; 12months cliff; 4% distribution 13-37th month.

Treasury (Marketing, Ecosystem) - 18.125% of the total supply. 0% at listing; 1% on the 3rd week; 1% distribution from the 2nd month to 11th; 2% distribution from the 12th to the 39th; 3% distribution from the 40th month to 50th.

Roadmap

2016-2021 - Maturing the idea of resurrecting the Spellfire game. Trademark re-registering (2019), domain purchasing. Starting to re-create the Magical world of Spellfire.

2021 Jul - Implementing the blockchain + Play-To-Earn mechanics.

2021 Aug - Starting the Investment capital raise for a large scale user expansion

2021 Sep - Ethereum - based NFT pre-sale

2021 Nov - Finalizing the cap table, leading investor - Daomaker. Start of huge scale international media campaign, clients acquisition.

2021 Dec - TGE - $SPELLFIRE token and NFT launching. Community growing.

2023 Q1 - The first playable digital alpha version of Spellfire is being tested by the team.

2023 Q3 - A playable digital alpha version of Spellfire is planned for community testing.

2023 Q3 - A playable digital beta version of Spellfire is planned for community testing.

2023 Q4 - A fully developed Spellfire digital game is open for playing.

2023 Q4 - The new Spellfire physical cards are seamlessly integrated into the digital version of the game to be sent to players.

Future Vision

• Create Spellfire's E-Sport organization and grow a community around streaming high-level, high-stakes tournament play.

• Localization + multilingual plans to expand into untapped and under-supported markets.

Final Thoughts

We are excited to finally share Spellfire Re-Master the Magic with the world!

We have created an entirely new type of CCG that respects its roots but embraces modern design to create an engaging experience for both new and returning players.

Spellfire's gameplay is now more immersive and interactive than ever before with the introduction of Augmented-Reality, voice-controlled, and gesture-controlled cards. Our players can earn, regardless of their skill level, by collecting 'Original NFT' cards, earning our in-game currency through gameplay, and trading their most sought-after cards with other players in the community.

The new app, designed from the ground up for iOS and Android ensures Spellfire is more accessible than ever and brings our one-of-a-kind mix of digital and real-world cards into a single cohesive experience.

Fans of the genre won't want to miss out!