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Gods Unchained

**A Brighter Future in the Universe of
Trading Card Games**

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1. Introduction

Many of the fondest memories of my adolescence are the afternoons spent in a comic book store, investing every last penny of my savings to build the most competitive Card Deck. Years later, thanks to the blockchain, history is repeating itself. And it is incredibly fun.

1.1 Trading Card Games

With the adoption of [Web3](#) in the gaming universe, we have witnessed a drastic change in video game dynamics, no longer conceived for the mere fun of the users but also for their gain. This is how the *Play-to-Earn* (P2E) concept was born: a way to make a profit by playing your favourite game!

Today we explore a [Trading Card Game \(TCG\)](#) in which players, using a specifically developed set of cards, have the opportunity to challenge opponents in epic Player vs. Players battles to gain experience and rewards.

This game model was introduced in the '90s by Richard Garfield, the mind behind the celebrated **Magic: The Gathering**, which has thrilled millions of players all over the world. The concept was, later on, congenially adapted to the videogame world by Blizzard, which launched **Hearthstone**, a next-gen TCG in which physical cards were replaced by their virtual version, sparking a digital revolution for trading card games.

1.2 The Dawn of the P2Es

The fast-paced evolution of TCGs, mainly due to the contribution of blockchain technology, has recently given us another reason to rejoice. **Gods Unchained** is an original TCG in which the cards have the properties of [NFTs](#): a unique nature, degree of rarity, and — it goes without saying — an economic value.

Moreover, particularly captivating is that cards kept in-game by their players may provide significant advantages, such as increased token rewards, which could influence the gaming strategy of each of the players.

Gods Unchained is a safe platform, controlling the authenticity of earned tokens and their expendability, thus neutralising risks of counterfeiting and fraud. All that is left is fun!

[Gods Unchained Logo](#)



Source: godsunchained.com

2. Gaming Experience

2.1 Welcome to the Party

To start playing, the first step is to build your own 30-card Deck.

A stark difference between Gods Unchained and Pay-to-Play games is that GU decks are created completely for free, by using two basic sets of 70 cards each. The basic sets, called Core and Welcome Set, grant players the freedom to choose how to start their own adventure.

Deck customisation requires a hard choice in the beginning. There are six different heroes, each of them associated with different skills and card stats, depending on the fighting style proposed. The six Gods are:

- *Aeona*, Goddess of Nature
- *Malissus*, Goddess of Death
- *Ludia*, Goddess of Deception
- *Auros*, God of War
- *Thaeriel*, God of Light
- *Elyrian*, God of Magic

2.2 Card Design

What do these collectable cards look like?

How can we set up a strategy, depending on their characteristics?

Each card has four stats:

- *Mana*, the amount of energy to spend in order to use a card.
- *Damage*, the quantity of health that a given attack subtracts from the opponent's creature.
- *Health*, the "life-bar" of a creature in play.
- *Feature*, the additional bonus that some cards may add to their action when they perpetrate or suffer an attack.

Card Elements Overview



Source: blog.godsunchained.com

Playing cards can be creatures, spells, or relics. While the first two are played on board, which means they are thrown directly on the playing field, the relics are equipped by the heroes, increasing their powers with special attacks or abilities.

2.3 Board Management

Gods Unchained, like other TCGs, relies on a turn-based mechanic.

Each player has up to 60 seconds to perform one or more actions, such as delivering a mighty attack or building a defensive comeback in favour of their own board, and then the turn passes into the hands of the opponent.

The available gaming strategies require players to adapt each of their Decks to a different combat style to maximise their chances of winning in any kind of situation. Among the various management styles, the most common are:

- *Aggro*, which consists of creating a Deck mostly composed of low-mana creatures and a few spells. This allows the player to use creatures as soon as possible and attack from the early stages of the game, hitting the board or inflicting damage directly to the opponent's hero in order to win the game quickly.
- *Control*, in which the Deck is mostly composed of spells and relics, with the

specific purpose of slowing the opponent in the early stages of the battle. Additionally, in this style of Deck, creatures appear with high stats and high-mana cost, able to disrupt the opponent's defence in the late, more complex phase of the game.

2.4 Basic Mulligan Strategy

Before starting each match, Gods Unchained provides a dynamic common to the TCGs: **Basic Mulligan Strategy**. It is possible to see a preview of the Deck's Starter Cards and decide whether to change them with other random cards picked from the Deck, or to keep them.

This feature defines the game from the very beginning, as it allows players to set up a very aggressive or control-oriented strategy early on, taking into account the mana cost of each of the discovered Starter Cards.

To win, players must deplete the health of the opponent's God, initially set to 30, and figure out the best strategy to do so according to the type of decks they are facing.

It is common, for example, that decks associated with heroes such as *Malissus* and *Auros*, Gods of Death and War, respectively, will be very aggressive from the early stages, supported by numerous creatures. Decks associated with *Ludia* or *Elyrian*, Gods of Deception and Magic, respectively, will be more control-oriented, making extensive use of spells and relics.

2.5 Game Insights

The gaming experience is very enjoyable. A game usually lasts 10-20 minutes, depending on the strategy adopted by the players. The standard game Arena has basic but functional graphics; however, some upgrades are available upon payment. The music, on the other hand, is just a marginal feature: It recalls epic battles from the most popular fantasy-based and Hollywood movies until players get to the action, when it suddenly turns to a melancholy tune.

Special mention goes to the **Artwork** of the collectable cards, which is powerful and graphically impressive. The drawings of the creatures, spells and relics let the imagination fly and allow players to be part of an immersive experience.

[Elyrian, God of Magic](#)



Source: godsunchained.com

3. Extra Features

3.1 Weekend Ranked

The cards in the Core and Welcome Set give players the advantage to play for free and start to level up, but **they are not NFTs!** The cards cannot be traded or sold in the game [Marketplace](#) and have no intrinsic value other than to allow new players to get into the game.

So how do you earn money playing Gods Unchained?

Every Friday through Sunday, there is an in-game event: **The Weekend Ranked.**

Players compete against each other with an additional rule: The higher the number of victories in the first 25 challenges of the weekend, the higher the value of the rewards, which are obtained as booster-card packages to be opened. There are five levels of rarity for every card:

- *Plain*
- *Meteorite*
- *Shadow*
- *Gold*
- *Diamond*

Plain cards are fungible tokens, and therefore not tradable in the Marketplace, but Diamond cards can be worth [several thousand dollars](#).

3.2 The Forge

And what can be done with the cards of the Core and Welcome starting sets once a player starts to earn rewards and open packages of NFTs?

There's a feature in the game called The Forge, where every time a player wins a game, they receive FLUX. A fungible token usable in the game, Flux allows for merging two equal Plain cards and together to create an NFT Card with identical stats of the two just spent, but tradable within the Marketplace.

The Gods Unchained team is constantly working on new ideas, changes, and additions in order to improve the game experience. One of these is the periodic release of new card sets, allowing players to vary the game strategy by adding fearsome new creatures and amazing spells to their Decks.

The three Expansion Sets released so far are:

- *Trial of the Gods*
- *Divine Order*
- *Mortal Judgment*

But the team assures **this is just the beginning!**

3.3 Cards Marketplace

As mentioned, in Gods Unchained there is a so-called **Marketplace** running on the [Immutable X Network](#), an [Ethereum's Layer 2](#).

There is also a dynamic adjustment of the floor price of all NFTs. Every week, depending on the input provided by the users, the Devs modify some card's effectiveness, considered either too strong or too weak. These changes to the card stats will inevitably change the game experience, the usefulness of a particular card and therefore its value in the marketplace.

NFTs can be traded in \$ETH or \$GODS.

But wait. . .**what are \$GODS?**

4. Tokenomics

4.1 GODS Token

GODS is the game's official [ERC-20 token](#), and it is airdropped to the players who complete a given number of weekly matches and most wins in proportion to the level of experience they have achieved.

This dynamic has a twofold advantage: On the one hand, it strengthens the community and increases the fan base, giving the players the opportunity to be part of the tokenomics; on the other, it encourages players to keep playing.

These tokens are then used by players either in The Forge to create their own NFTs, or directly in the Marketplace, where they can purchase NFTs sold by others or even sell and trade on the most common exchanges.

Because of its addictive game dynamics and accessibility, Gods Unchained has reached a very high number of users in a very short time. Those who want to invest in the game simply need to install it, create their own deck, and start to play - for free.

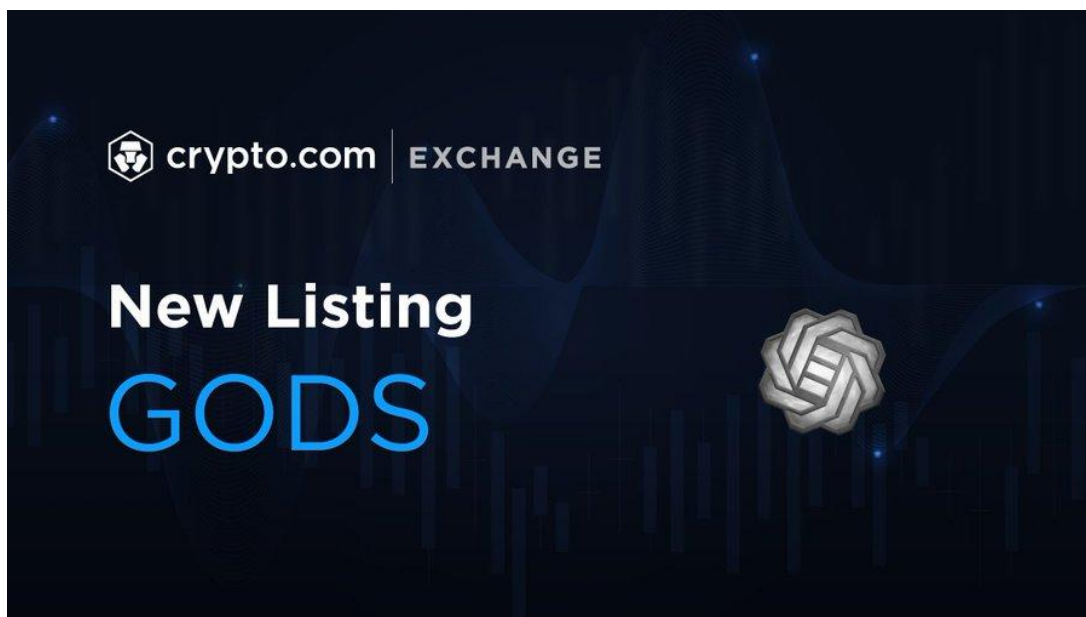
4.2 GODS on Exchanges

And what if you do not have the time or interest in playing Gods Unchained but do not want to miss out on the trend of P2E games?

Well, do not be afraid: [Crypto.com](#) is here for you!

Since December 2021, \$GODS token has been listed both on the Crypto.com App and Exchange, and it is available along with over 200 cryptocurrencies and stablecoins.

Users can exchange \$GODS for U.S. Dollars, Euros, GB Pounds, and more than 20 fiat currencies, simply and safely, with just one click.



4.3 Future Prospects

Gods Unchained has already won the hearts of thousands of players and fans around the world, thanks to its complex but intriguing mechanics mixed with the possibility of providing a real profit to the best-performing players.

The world of P2E has reached great numbers, not only by analysing the number of tokens exchanged within the game marketplace or the sales volume on the market but above all, by measuring players' engagement and dedication.

It is impossible to foresee how deeply new frontiers of gaming will influence our habits, but one thing seems certain: The future of gaming is set to be dramatically different from how it used to be.

And you? **Would you really want to miss out on the next revolution?**

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