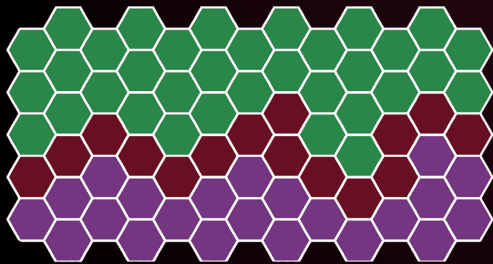




Game Play

I



Black Magic Wars are fought in two theaters. The Grand map is divided into hexagon tiles. Here we can see the tiles are colored for the factions at war. The Green tiles represent Harlward. The Purple represents the Kingdom of Orr. Between them, Red tiles are contested. The tiles in between the two warring nations will always be contested.

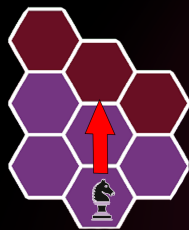
Players will attack these tiles, and fight over their sovereignty. When a tiles sovereignty reaches 100% for one faction or the other, it will change to being a tile owned by that faction. The tile adjacent to it will become contested.

Abair is a Play to Earn game, and players who win battles will be rewarded for each win. Additionally, when a tile is won for the player chosen faction The top three highest contributing players will be rewarded with a bonus. Capturing land is all important, and the Wars rage constantly between the Kingdom of Orr and the Hold of Harlward. Some tiles will have special mines; which when owned by a faction can be staked by players for even greater Rewards!



Blue Energy Crystal (BEC)

Is the mineral wealth of the land in crystalized form. It's the token that is earned for playing, and won for winning. Players who stake claims on one of the coveted few mines, will be rewarded richly with Blue Energy crystal. BEC is the mineral wealth of the world itself, made into crystal form. Well it brings you Immense wealth as well?



Strategy is key to the Grand-strategy of Abair! Moving your pieces from one tile to the next will take time. Your summoners are your commanders on the field, and they must be adjacent to a contested tile to attack it! Players must plan their attacks to be where the battles are being fought, when they are being fought. If you lose too many battles, your summoner will be forced to withdraw away from the front lines.

If your summoner is on a tile that becomes contested, they will be forced to withdraw as well. Losing costs time, moving takes time.

The Armies of Orr, and the Banners of Harlward await your command! Will you lead your nation to victory? Yourself to wealth? Your summoners to fame?! When you arrive at last on the Battlefields, it will be time to fight in the second theatre of Abair! From the grand strategy map, to the card game battle field!

Abair has 4 kinds of cards. Summoner cards, Spell Cards, Soldier cards, and Battle Mages. Summoner cards are powerful spell casters capable of casting devastating magic on the entire field of battle! Spell cards are used by summoners to cast those spells. Soldier cards Do the fighting! They take the field to capture the enemy summoner. Battle Mages, like soldiers fight on the field. Unlike Soldiers, they tend to be high on the attack side, and low on the defense side. BattleMages also have more specials, and are more likely to have bonuses of all kinds. Every card has a

Power level, which is tied to how rare a card is.. The Logic is this: The more rare a card is, the more powerful it is. The vis-versa is true, the weaker the card the more common it is. Powerful and rare cards can be an enormous advantage!





(Above, cards displayed in Ascending order of power)

There are 4-levels of power: Common, Rare,Epic,and Legendary. Common cards are the least powerful and most numerous. Rare cards are intermediate in power, and less numerous. Epic cards are powerful, and few in number. Legendary cards are the most powerful and the hardest to obtain. The power of a card, especially of your summoner, is crucial to victory! When two players battle, the Summoner's power level will decide which player gets first strike! A legendary summoner is an enormous advantage. Before we can exploit that Advantage, we'll need to prepare our deck! So let's continue on to prepare for battle!

In Abair, Battles are fought between the entire decks of opposing players. Cards are aligned in ranks of 5, across, and extend as deep as a player can manage. The process of organizing a deck is called Staging, and it's done well before the battle begins. Let's take a look.

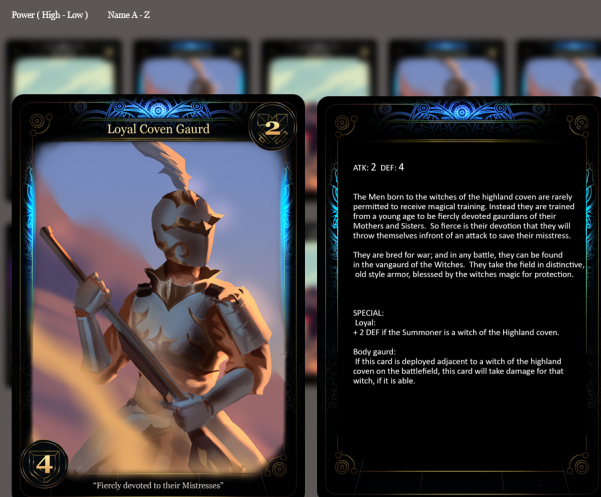


On the left we can see the staging area. Here, The player will cards from their deck, into a battle ready, template. When it comes time to enter the deployment phase of a battle, players will have templates of their own making to chose from!

Organizing your cards correctly is key to Victory in battle! Some cards can attack From the second rank; some cards gain specials when they are in the first rank. maximizing your cards effectiveness will come down to how well you planned your Battles ahead!

In order to best organize the deck into a battle ready formation, you'll need to get more Information on the cards you plan to deploy in each rank.

To get this, you will just need to click on a card in your deck in order to see the Information about this card in a small pop-up display. This information includes the special abilities of the card, it's basic stats, and lore infomation about the card.



In Abair, Special abilities are most often tied to situations. For example, the 'Loyal Coven guard' Has a special that enhances his defense by + 2, if The Summoner belongs to the Highland Coven; a Special called "Devotion". The Highland coven is a Set of cards, with a common lore. Additionally, If he is placed next to a Battle mage which belongs to the Highland Coven set of cards, he will take damage for that card. Many other cards in Abair will share similar specials to the Loyal coven guard. Build your strategies wisely!

Now that the Staging is Complete, it's time Enter the battle!

Each battle will consist of 3-phases. Deployment-Phase, Battle-Phase, and Post-Phase. Deployment Consists of two parts. First: Select The Deck you will go into Battle with. Make any edits you feel you need to. Second: Select the spell cards which your Summoner will have available in Battle. The time Limit for Deployment phase is 2:00 Minutes. Battle Phase will begin when both players have made their selection, or, the timer reaches 0:00.

The Battle phase consists of numerous turns, and it ends when one side has lost all of its soldiers. Each turn consists of 3-parts for each player; a total of 6 moves in each turn. The 3-parts are: Soldier attack, Soldier special, Spell card. In the deployment phase, the players will have the option to select what happens 1st,2nd,and 3rd in each turn. Between turns, players will get 30 seconds to decide if they want to change the order of operations in the next turn.



Never forget your order of operations !

To demonstrate, let's see each of the 6 steps in a turn.

1. Soldier attack (blue)
2. Soldier attack (red)
3. Spell cast (blue)
4. Spell cast (red)
5. Soldier special (blue)
6. Soldier special (red)

Blue :

1. Soldier Attack
2. Soldier special
3. Spell cast

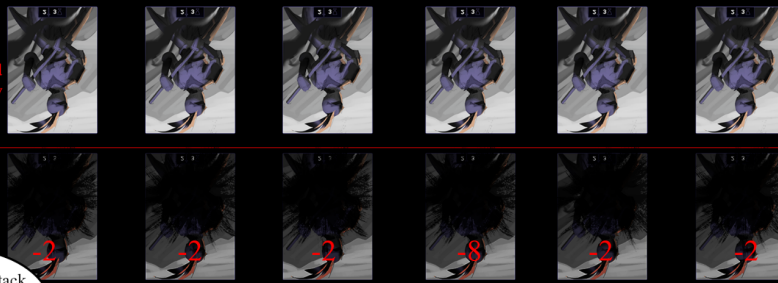
Red :

1. Spell cast
2. Soldier attack.
3. Soldier special

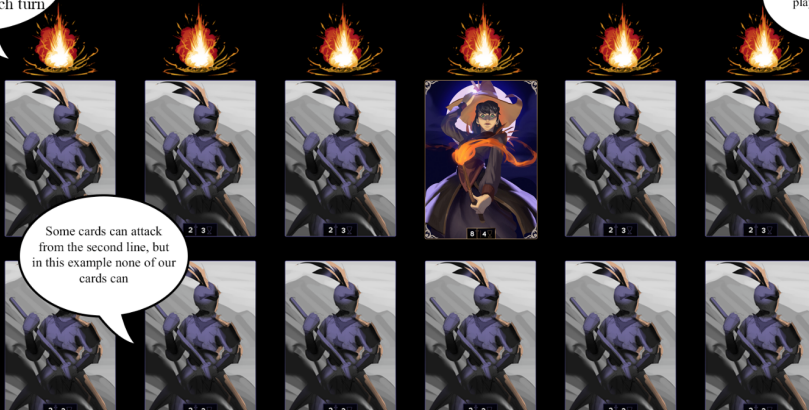
The First turn Will go like this:

1. Blue soldiers attack
2. Red summoner retaliates with spell
3. Blue soldiers use special ability
4. Red grunts attack
5. Blue summoner casts spell
6. Red grunts use special ability

Damage animations are displayed on the enemy cards



Note that all cards attack at once. Every card that can attack, will attack each turn



A turn is complete when each player has gone through all three steps. The game is complete when one side has defeated all of the soldiers belonging to the other player. The Final part of Strategy we must talk about, is far from the least! Spell cards. As we have mentioned, Summoners may not face the enemy soldiers directly, but instead they cast powerful spells that Hit the enemy like so much artillery; or heal your allies, or even block incoming attacks. Spell cards have Three kinds, Healing, Attacking, and Blocking. Spell cards have Three Power levels: Common, Rare, And Epic. Each level is more powerful than the last, but spell cards, unlike monster cards, are exhaustible. Your spell cards will be burned after they reach their maximum uses (usually 3 uses).

Spell cards come in packs, and those packs can be earned, or crafted in game, or bought with Blue Energy crystal. Spell card packs, like regular playing card packs, will contain 5 cards. There will be no limit on spell card packs, since their contents are exhaustible. But regular card packs will have a Mintage limit of 250,000. Meaning Only 250,000 packs will be minted for the Alpha Edition of Abair!

The drop rate of Abair's Legendary cards is 0.01. Thus of the 6 total legendaries, Around 400~~ of each legendary should exist by the time all 250,000 packs are sold.

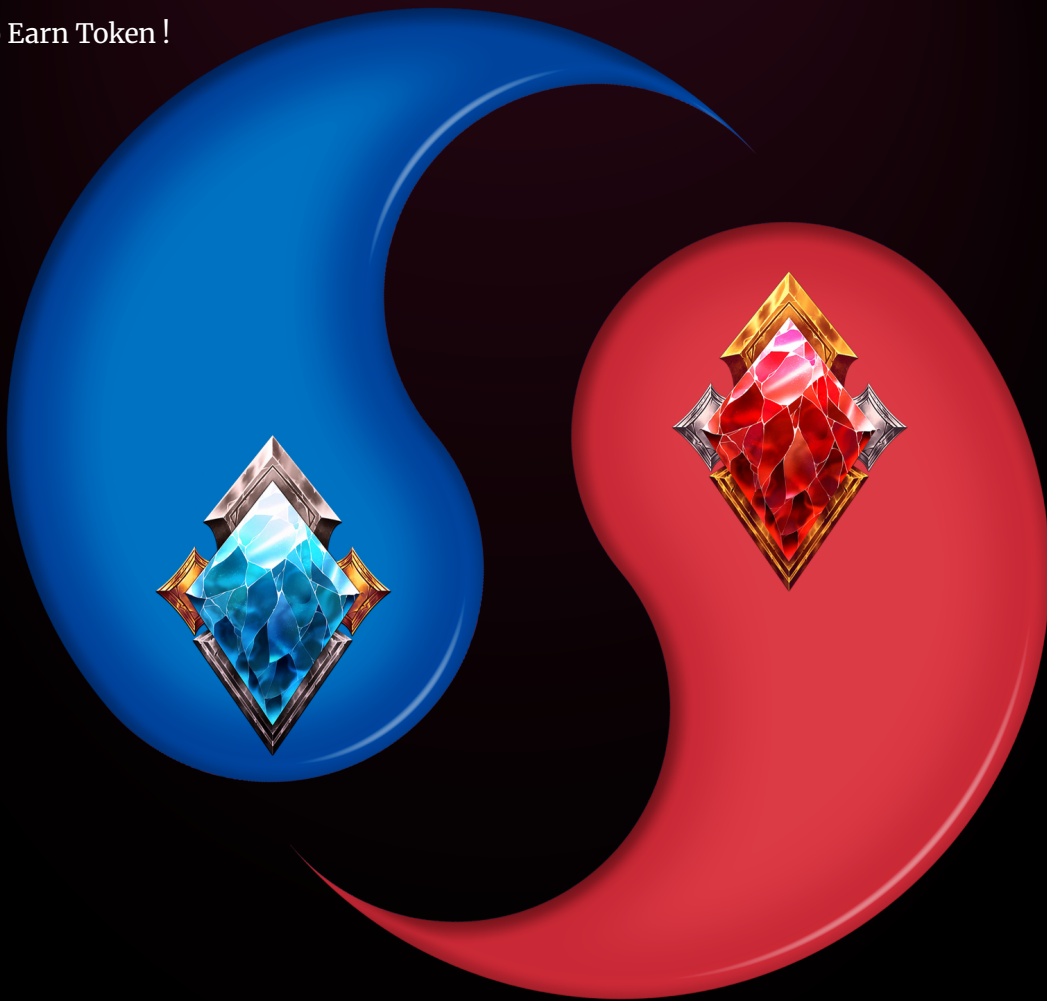
TOKENOMICS

II

BLUE ENERGY CRYSTAL

Two-Phase Life cycle

Play to Earn Token !



Pegged Token with stable value: set at 1\$USD.

Created using BEC and DEC

RED ENERGY CRYSTAL

BLUE ENERGY CRYSTAL

Earned by playing the game, in the form of end battle rewards, bonus rewards for conquering tiles, and rewards for staking on crystal mines in game!

In the Beginning BEC, Will be rewarded liberally. This early phase is the "1.0" rewards phase. The Token will inflate Until it reaches 25% of its maximum supply. from 26% of Maximum Supply onwards, the Rewards will be reduced by 1% for every 1% of the maximum supply. As the inflation gradually slows; and the Token reaches half life at 50% of its maximum supply. It will gradually transition into the *Second phase*.

Deflationary Phase:

For every percentage of its maximum Supply above 50% the Rewards will decrease by 1.5% for each supply of maximum; additionally the burn rate of BEC will increase by 1%. Reducing rewards and increasing expenses, will put an upwards pressure on BEC price.

BEC is used to create spell card packs, Special ingame items (in future versions) and it's used to create REC tokens for trade in Abair. Every time BEC is used, it is Burned.



RED ENERGY CRYSTAL

Created with Dark Energy Crystal (DEC) and Blue Energy Crystal (BEC) Red energy crystal is a Pegged token. It will always take a \$1 USD total value of DEC and BEC to create a Red Energy Crystal.

This pegged token is the currency of Abairs Market. Cards, packs, and More are bought and sold In the Currency of REC. special events and tournaments may award REC as well.

The Ratio of DEC to BEC required to Create the REC token will begin at 1: DEC to 3: BEC for a total Value of 1\$ USD. As market conditions change and one token or the other increases substantially in value, The ratios will be reconsidered. Every BEC used to create a REC token will be burned.

A total of 25,000 REC will be created during the Pre-game, Pre-Tokenomics era. These tokens will be released for well below the peg price, and will be given away in tournaments and giveaways.



Black Magic Studios

Was founded in September of 2021, after a long conversation between 3-friends. Our Mission statement is to create a Pay to Earn game that rewards its players fairly and profits abundantly!

In the 21st Century, both Block-chain technology and Play to Earn mechanics will dominate the Economies of the technological world. That is why Abair was created to pay our workers fairly, and create both an excellent opportunity for investors, and an interesting and dynamic game for players. We look forward to Completing ABAIR in 2022, and even more ambitious projects in the future!

Artists and Illustrators :

“Jon” João Marcello Souza Dos Santos.

Daniel Sayeg.

Clara Campelo

Musical Composer :

Collin Thomas

Programming:

“Jim” Semczuk

Joshua Moore

