

Rarity-Bracket	Total Cards	Common Pack %s	Uncommon Pack %s	Rare Pack %s
Legendary-Upper	5	0.85	2.01	6.9
Legendary-Middle	10	3.42	8.05	27.6
Rare-Upper	10	1.08	2.01	10.78
Rare-Middle	15	2.43	4.53	24.26
Rare-Lower	15	2.43	4.53	24.26
Uncommon-Upper	10	2.37	9.93	0.77
Uncommon-Middle	15	5.33	22.36	1.72
Uncommon-Lower	20	9.48	39.73	3.07
Common-Middle	10	7.68	0.72	0.07
Common-Lower	15	16.9	1.59	0.15
Common-Starter	25	48.01	4.53	0.43
<b>Sums and Counts:</b>	<b>11</b>	<b>150</b>	<b>100</b>	<b>100</b>

When the card token supply tracker was implemented on May 3, 2024, it became apparent that there was an issue with the pull rates of most cards. The simplest example would be to take a Legendary-Upper card, say Margo (199 total supply at the time), and compare it to any Legendary-Middle card, say Dandyblock (170 total supply at the time). That is strange in and of itself, because, on average, there should always be fewer Legendary-Upper cards than Legendary-Middle cards. After comparing multiple examples, it was found that, on average, the supply of Legendary-Upper cards, **on a per card basis**, was about the same as that of Legendary-Middle cards—**this was not intended**.

Without going into too much detail (please join our Discord and view the #announcements channel for a full analysis), you can imagine the issue like this:

There are two Legendary sub-rarities, Legendary-Upper (L-U) and Legendary-Middle (L-M). There are 5 possible L-U cards and 10 possible L-M cards. So, even though L-U cards were **twice** as rare percentage-wise as L-M cards (5% vs 10%), there were fewer buckets to fill when pulling cards (5 different cards). This essentially causes the 5 "buckets" of L-U cards to fill up at the same rate as the L-M cards. Thus, the outcome is that the average supply of L-U and L-M cards was the same—which was not intended. L-U cards should have about half the circulating supply, on average, when compared to L-M cards. You can apply this analogy to each of the rarity brackets.

To correct this, we **revised all the current card pull rates on May 3, 2024, and also reduced the total pack supply from 25,000 to 20,000 as an apology to any pack holders**. Users who have already opened packs were essentially unaffected as they found more rare cards than they should have.

Common Pack (25)

Sum Check 1

Table with columns: Card Name, Count, Rarity Map, Rarity Type, Total Amount, Actual Percentage, Total Cost, Relative Card Supply. Lists 100 cards including items like Ironwood, Golem & Knight, and various common cards.



Uncommon Pack (25)

Sum Check 2

Table with columns: Card Name, Count, Rarity Map, Rarity Type, Total Amount, Actual Percentage, Total Cost, Relative Card Supply. Lists 100 cards including items like Ironwood, Golem & Knight, and various uncommon cards.



Rare Pack (25)

Sum Check 3

Table with columns: Card Name, Count, Rarity Map, Rarity Type, Total Amount, Actual Percentage, Total Cost, Relative Card Supply. Lists 100 cards including items like Ironwood, Golem & Knight, and various rare cards.



Very Rare Pack (25)

Sum Check 4

Table with columns: Card Name, Count, Rarity Map, Rarity Type, Total Amount, Actual Percentage, Total Cost, Relative Card Supply. Lists 100 cards including items like Ironwood, Golem & Knight, and various very rare cards.



	Rarity-Bracket	Total Cards	Common Pack %s	Uncommon Pack %s	Rare Pack %s
	Legendary-Upper	5	3.33	5	10
	Legendary-Middle	10	6.67	10	20
	Rare-Upper	10	3.75	5	12.5
	Rare-Middle	15	5.63	7.5	18.75
	Rare-Lower	15	5.63	7.5	18.75
	Uncommon-Upper	10	5.56	11.11	3.33
	Uncommon-Middle	15	8.33	16.67	5
	Uncommon-Lower	20	11.11	22.22	6.67
	Common-Middle	10	10	3	1
	Common-Lower	15	15	4.5	1.5
	Common-Starter	25	25	7.5	2.5
<b>Sums and Counts:</b>	<b>11</b>	<b>150</b>	<b>100</b>	<b>100</b>	<b>100</b>