

TRUE ORIGINAL 100%  
HANDMADE AND UNIQUE,  
EXCLUSIVE ARTWORK OF  
**UNDER  
DARK SUN**

There are at least 150 different artworks but also some bonus, surprising and special ones.

### COMPANION

Each card comes with its own companion creature. There are 25 unique companions. The power and abilities of these creatures vary dramatically.

### ATTACK

Ranges from 1 to 10 – Higher Attack values are more beneficial because they can be enhanced by a variety of other effects.

### GUILD

There are 10 Guilds, bonuses for them vary, up to 3.00.

### BUILDING (ARENA)

There are 8 different buildings in the game. Each card has a building associated with it. If the player's building aligns with the card's building, the bonus will be applied. In this case it's a 16% bonus.

### SKILL SIGN

There are 100 different skill signs. Their appearance chance is equal on all cards. (1/100). Each card attributes a unique skill to the card owner. Skills may be combined in battles.

### SECOND SKILL SIGN

Similar to the Left Skill, these are another assortment of 100 unique skills. They are unique between the left skills. In combination with the Left Skill, each card can grant the card owner two unique skills.

### BUILDING BONUS

8%, 12%, 16% or 20%

### RARITY DIAMONDS

Blue (80%), Gold (9%), Green Jaded (0.89%), Ruby Red (only 10 Pieces, Super Rare) and there is only 1 Royal Dark Purple Legendary diamond.

### OKOR SYMBOLS

There are 20 and each one brings unique effects or enhancements to the owner.

### TREASURE CHEST

Each card has one of five treasure chests affixed to it. These chests contain assorted advantages for the card owner.

### LIFE

Ranges from 1 to 10 – Low "Life" values are not a major concern because there are many effects that enhance the life values of cards.

### MANA

Mana is related to the movement capacity and ability of using skills of the Player. Bonuses here may vary from x1 to x1.50 (+50%)

### RANK BONUS

There are 10 different ranks. Multipliers from rank ranges from 1.05 to 2.50. There are 800 Cards with 1.50, 500 Cards with 2.0 and so on. There are a lot of opportunities for massive multipliers.

### CLASS

There are 10 classes. These multipliers can be as high as 5.00. There are 750 Cards with a value of 1.50, 500 Cards with a value of 2.00 and 300 Cards with a value of 3.00.

### TRIBE SIGN

Each card has one of nine elements. The available elements are Water, Earth, Wind, Nature, Mental, Thunder, Death, Ice and Fire. Some elements such as Water and Earth are common however some elements such as Death and Mental are much more rare.

### MAGIC POTION

There are 100 different potions to empower the card. When building a deck, gathering more cards adds more power to these potions because their "+" numbers can be combined. There are over 1000 cards (from this Genesis Series only) that have potion effects. Some have as little as 10 power while others have 12, 14, 20, 30, 40 and even up to 100 for the rarest cards



### GENESIS

This proves that the card is from the very first series. There will be only 10 000 cards and each one will come with the rarest and most powerful features.

### RARITY OF THE CARD

It's nature would be 10% of the entire UtDS Series because it's the first and most powerful series. There are 100 Cards in this series that are in the top 0.1% rarity, 100 Cards in the 0.2% rarity, 100 cards in the 0.3% rarity and so on. There is a big chance to get a Super Rare Card when minting in this Series automatically.