POWERED BY

## Hear the call of your tribe!



# A long time ago, great civilizations settled the world.



Each of them had its own heart-city, where they stored their treasures including their Tribes' Books. Not only did these Tribes' Books contain the wisdom of the people, but they also held magical forces within them.

Then a dark demon who craved for the Tribes' Books set a trap and lured the wizards carrying the Tribes' Books of their peoples.

At that very moment, the heart-cities of all great civilizations were cursed and disappeared from the face of the Earth. Without their Tribes' Books, the great civilizations were lost and turned into simple tribes.

Yet, according to the prophecy, one day a hero will be born who'll find all the Tribes' Books and collect the lost forces. Then the enchanted heart-cities will be restored, and those great peoples of the past shall return to their former glory.

So the legend says...

#### Nowadays...

Somewhere far away on Prospectors lands, an ancient miner came from nowhere. He was fatally wounded with the claws of some dreadful beasts, unknown even to old hunters. He died almost at once, right after entering the settlement and saying just a few words. No one knew what had killed him and where it came from. He had full hands and pockets of unbelievable treasures. Not nuggets of raw gold he had, but jewelry created by hands of the best masters of the world, processed diamonds, and sapphires of crystal purity.

Yet not the treasures amazed everyone around! The miner brought the Book with him. The Book that had so far existed only in the stories told by the oldest locals during the dark evenings near the fire. The Book, the great power of which was described in the legends.

Now, thousands of years after, the first proof of this ancient legend's verity appeared.



In just one minute, the world changed for every bystander. Each of them imagined themselves as a hero who would find all the books, restore the power and strength of the Great Civilizations.

Blinded with greed, miners rushed to search for the treasures straight away. Each of them thinks only about himself. For some of them, the gold alone is enough, others crave for unlimited power.





### **Dear Friend**

**WECAN** team invites you to the unforgettable trip through time and space, the trip that will take you along the paths of the majestic forces, and of the powerful magic. Incredible adventures, full of dangers and agitation, are expecting you.

It depends on you who will become the first owner of all the tribal books' forces, and how those forces will affect the world.

So let's start reading the first book and looking for signs of the Great Civilisations and their possible locations. And let the spirit of your tribe lead you!



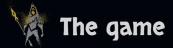
### Character

The player has his character which develops over the course of the game. The character has energy, an option to own books, and a deck of cards. There are some specific cards, which interact only with particular types of characters.

The characters upgrade during the game. They can also belong to some guilds of elements (wind, fire, water, earth, or air). That gives them an advantage on some segments of the path.







The gaming process consists of chasing power and treasures. All players will have to overcome all the way to find the Books of all civilizations. They will face a lot of dangers and adventures on the way. The players who are ahead of others do not wish to let anyone outrun them. They do everything possible to complicate the mission for others.

There are a lot of obstacles in their way! Will you have enough skills to overcome them all?

Players will be able to use the symbols of tribes, found in the First Book, to move ahead of the others. Yet, do you own all the symbols?

Besides symbols, each player can have a tribal book with bits of magical knowledge and powerful forces. After each round, the player will receive experience and will be able to open new abilities in his tribal book of forces.

Game events take place on the map with the start point and desired destination where they should get first. In the beginning, the characters of all the players are on the start point. The sequence of each player's moves is determined randomly. Then the players make moves one after another.

For now, a few types of gameplays are being considered:

- 1 against 1;
- 2 against 2;
- 4 each for himself.

Players overcome obstacles on the way and create such for their opponents.

Tribal Books is a step-by-step game where the player's time for a move is limited. In case the player hasn't made a move within his time limit, he misses a go. If the player has missed three goes when his time comes to the end, he ends his round with a loss.



#### Energy

The players start the round with a minimal level of energy, which is growing gradually, step by step. The player needs the energy to use any of the cards. So it's important for the player to choose his deck of cards keeping the energy level and strength of cards well-balanced so that to have a good chance to win.

Increasing the Energy

The player starts the round with three units of energy. Before the start of every next move, the energy level increases by 1 unit compared to the previous one, but it never exceeds 10.





Tribal books are all-powerful artifacts, the unique storages for mighty forces of ancient nations. All together they are the key that could return forgotten greatness and power to the heart-cities and open their treasures to those who dare to step on the dangerous path. The path where not only human beings adversaries but also ancient spirits and magic will fight against them.

A Tribal Book is useless if there is no magical force within it. Yet all magical forces of each Tribe are tied to an appropriate Tribal Book by ancient connection. Playing and winning enables the user to achieve the knowledge which is key to bring forth the next magic force of the Book of Tribes.

Books give the player options of moves very similar to the cards. The main difference is you can use any of the open forces from the book anytime you need, during the game, if you have enough energy (no more than once during one step).

Each Tribal Book by itself is an NFT-asset, so you can trade it, with all the forces stored there.



#### Deck of cards

The deck of cards is also an option for moves, the same as in the book, yet it differs in the way you use them. You can use only the cards you have on your hands. Cards also require energy to use them. During one move players get one card each, but they can use as many cards as they have on hands, or until their energy lasts. The player doesn't know which card will be the next one.

The players combine their decks by themselves. He can also use the deck of Nube for beginners, which is available for every player. Players can substitute it with other cards.





Cards are the main attribute of the game. Each player gets his Beginner Deck so he could start the game for free. The player can get other unique cards while playing, or he can buy them from other players on the market.

During the game, the player gets additional cards. The players can sell or exchange cards they don't use on the market. Also, they can burn them and be rewarded with the points of **Mana**. After collecting enough **Mana**, the player can exchange it for new cards.

Using the playing cards, the players carry out a set of actions depending on the type of the card:

- a move you move your character on one or a few steps ahead;
- an obstacle you can install a barrier on the way of your opponents to slow them down. So they need to make efforts to get out;
- an obstacle remover this card can remove the obstacle or interact with it in another way to neutralize its impact;
- a deck those cards give you an option to interact with your deck or with a deck of your opponent;
- energy cards can renew or increase the energy of the character.

Also, the cards will be divided into different types according to:

- the environment in which the player uses them (they can perform better or worse depending on the field on which the character is located at the moment);
- the character whom they interact with;
- · who they affect: the character or his opponent.

And that is not the whole list.





Mana is a really interesting element of the game. The player can get Mana points for burning his cards. When the players have got enough of Mana, they can use it on generating the new unique assets. It is a valuable option if you have a lot of cards with weak characteristics. Using Mana, you can replenish your collection of cards with new valuable novelties.



#### Symbols of the Ancient Civilisations'

We are about to present our very first collection of the cards - Symbols of the Ancient Civilisations. It is going to be the rarest, the most limited collection of the playing cards.

Symbols are unique, as they can interact with all kinds of characters and books.



#### Map

As it was mentioned earlier, the game process takes place on the map. The players see only a limited part of the map. Unexplored lands are invisible to them. There could be crossroads on the map, and the players should decide which way to go. Needless to say, they could get into a dead-end... Yet HORSESHOE they could find some valuable artifacts which may be hidden in such remote places and use them in the game.

The map is generated randomly before the start of each round, therefore, it is different each time, so every round will be full of new adventures and unexpected turns.



## Round - competition

The game consists of rounds. Before the round starts, the opponent or opponents (according to the type of the gameplay) is chosen for the player, depending on the type of competition. Then the map gets generated randomly.

After the round, the winner gets a plus to his rating and experience points, and the loser gets a minus to his rating.



## **o** Experience points

The player gets points of experience for winning in the rounds. Later he can use them on upgrading books and characters.



The rating of the players forms depending on their victories and losses in the rounds. For each victory, the player gets more experience points than are taken away from him in case of a loss.



The opponent for the players will be chosen from the league they also belong to. The only exceptions are the cases when the player is very close to the next league. In this case, the opponent for him will be chosen from the next league.

#### **Tournaments**

Once a season, a tournament will be held, where the players will be able to get valuable prizes. Only players who belong to the fifth league or higher ones will be able to take part in the tournament. The tournaments will be held according to the Olympic System.

## Battle Pass

At the beginning of every new season, the Battle Pass will be announced. The battle pass is a list of tasks, which will be added every day. The player will earn points for accomplishing those tasks. Then he will be able to exchange them for valuable prizes.





## The Current Stage is a Prototype

Now the game is on the stage of prototyping. We have been working on cards and maps and have formed an initial prototype. Of course, it is yet to be improved and polished, but the model is already formed and clear.



# Development

We've already started to develop a primitive digital prototype for testing the gaming and mathematical balance. That's why we haven't printed any specific data on the assets so far. We'll all add it only after the right balance is reached.

As soon as we are ready with the prototype, we'll invite active participants of our community to test it.

The prototype will be developed as a browser version of the game. It is a crucial difference, comparing with the release. The released game will be only for Android and iPhone mobile platforms.

