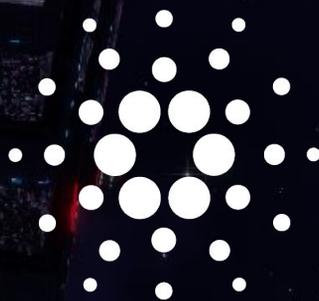


CARDANIA

RAD PAPER V 2.0

Updated: June 2022
All things subject to change!

Powered by



CARDANO

WELCOME, CITIZEN

Welcome to Cardania!

Project Summary:

- We are building an ecosystem of games which utilize a common set of on-chain currency, tokenized resources, and NFTs.
- Our formula is simple: Long-term focus, deployment of Cardano's best tools and features, fun, and real community.
- Multiple games utilizing the Cardano blockchain are in development:
 - **Enter the Ultraverse** - Deck building card game (UE5)
 - **EpochWars** - Land based strategy game (Web)
 - **Eradication** - Arena-based PVE FPS & Social Space (UE5)
 - **Mini games** & integrated Partner Games
 - [Stellarhood](#) (Active)
 - [Phoenix Arena](#) (Active)



[Website](#)



[Discord](#)



[Twitter](#)



[YouTube](#)



[Instagram](#)



[Twitch](#)



[Steam Group](#)



[Merchandise](#)



devops@cardania.com

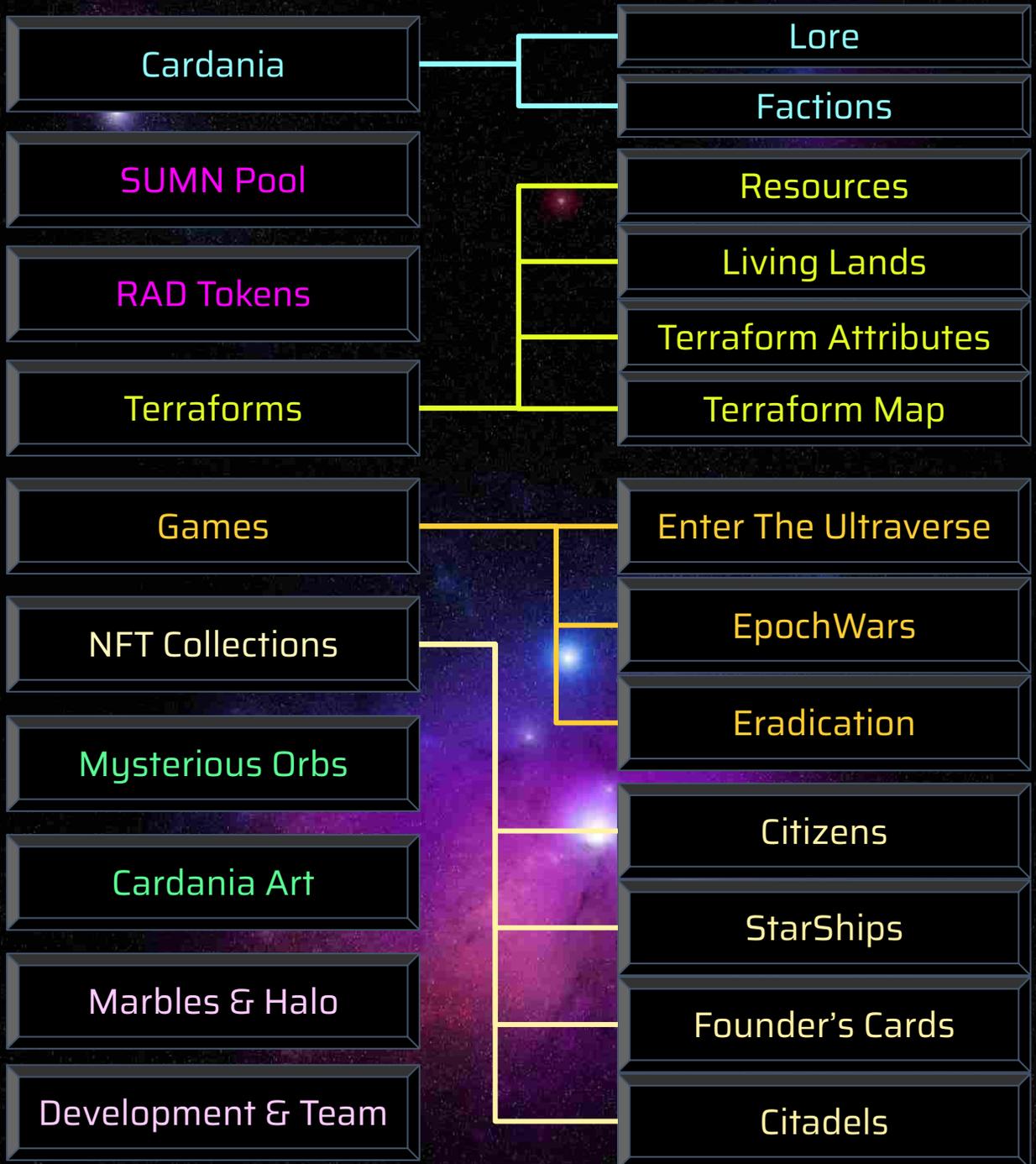
Every good citizen adds to the strength of a nation. - Gordon B. Hinckley



CARDANIA



NAVIGATION



CARDANIA

The Cardania project is actively in development with a team of several blockchain developers, 2D/3D artists, game designers, content and lore specialists and more.

Chris G leads the project as 'Captain'.

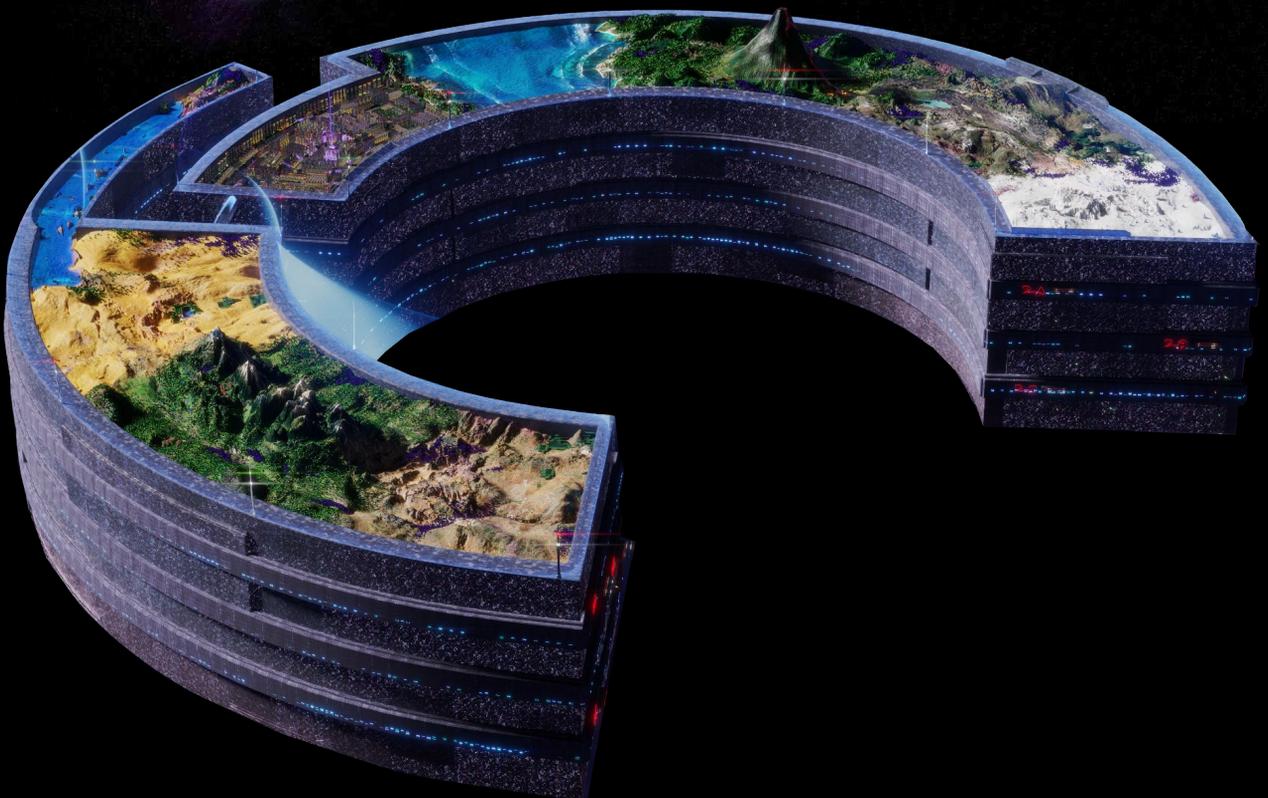
This is what 'Cap' has to say about the mission:

People love online social and gaming experiences. The early iterations of 'metaverse' MMO's were hugely popular (Everquest, WoW, Second Life etc). But while extremely fun, they were flawed in the same way... Players spend time and money but own nothing.

It's a one-way bumper!

Utilizing the latest technology, we aim to deliver the next generation of **multi-game experience that facilitates ownership and rewards users - And its fun!**

Onward, to Cardania!



LORE

Cardania is an ancient, continent-sized megastructure in the Sol System. Established eons ago as a deep space human colony, Cardania is a self-sustaining ecosystem, supporting the continuation of life in deep space. However, across the millenia much has changed. Numerous civilizations have risen and fallen across, around and inside Cardania.

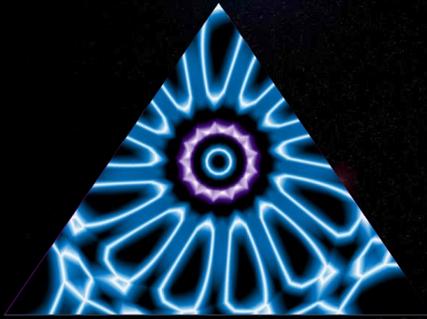
Today, in around the year 1M CE, Cardania is a glorious, chaotic testament to humanity's perseverance in the void of space. She has expanded and evolved over many millennia. Countless calamities have befallen the structure, but she remains a habitable, albeit treacherous, place to call home.

The vast and diverse terrain, weather systems and climates of Cardania host a multitude of lifeforms, species and civilizations. Conflict is commonplace, but who (or perhaps what) will prevail?

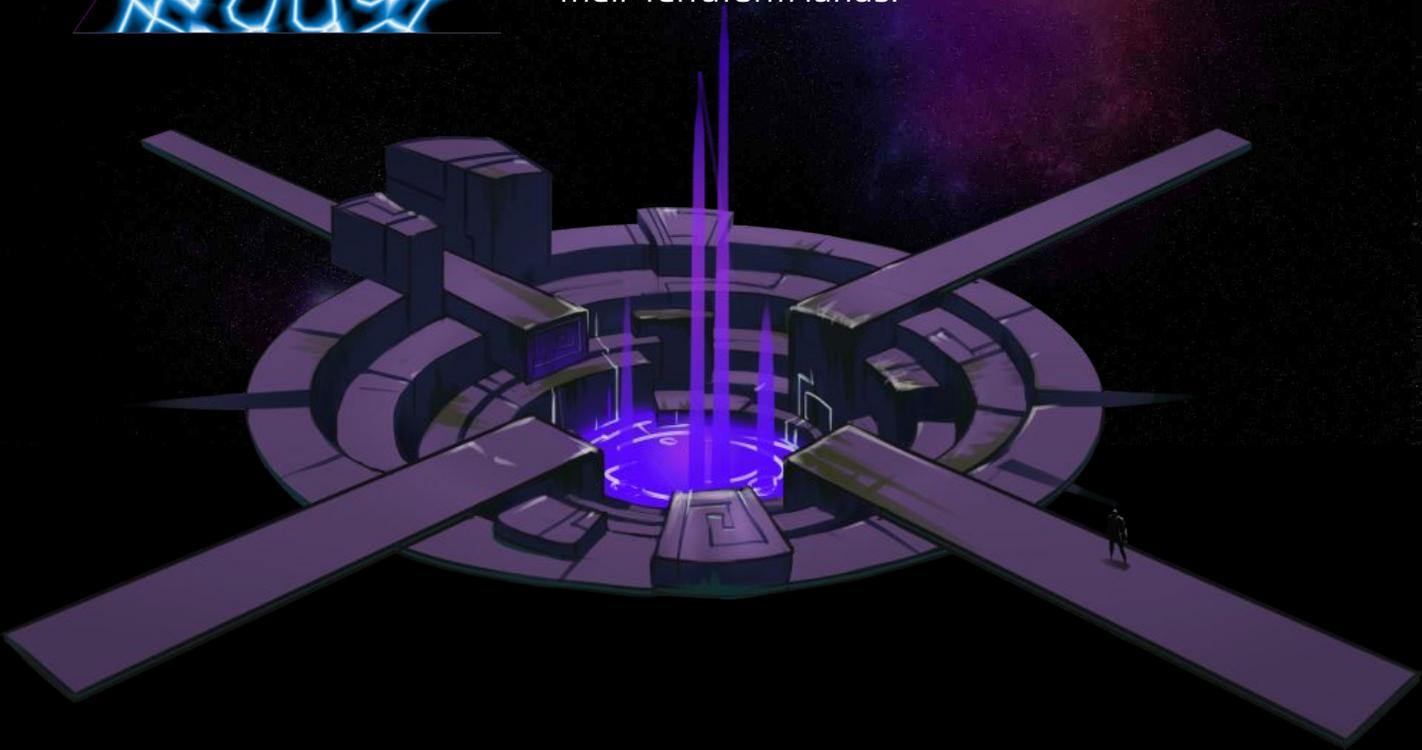


LORE

The **Quantum Dark Energy** Drive is the beating heart of the Cardania megastructure. An ancient megalith that enables limited teleportation of Cardania across space, time and dimensions. The Quantum Dark Energy drive is powered primarily by the Summoning Pool. Cardania thus travels to new locations for limited excursions, though often without the control or consent of her citizens. Cardania always (eventually) returns to her anchor point in the Sol system of the material dimension.



The **Summoning Pool [SUMN]** 'lives' at the center of the megastructure. A mystical interdimensional portal and limitless source of energy. Citizens regularly pay homage to the ancient portal in hope of great harvests from their Terraform lands!



LORE

The biomes of Cardania were largely constructed using 'seed genomes' from old Earth. Climates and weather systems were also synthesised to mimic Earthly cycles. The use of advanced biotechnology allowed Cardania to support whole ecosystems of Earth-life. However, it also provided the perfect conditions for new forms of life to emerge and evolve. Only the strongest species persisted, and the landscape of native species changed drastically.

Life for mankind itself also progressed through many eras and 'forked' a number of times. Several homo sapien subspecies became symbiotic with both creature and machine.

There have been many conflicts across Cardania, and victory often came at a high price. Several of Cardania's 'Great Wars' have resulted in entire tribes and even species being wiped from existence. Over time the survivors of these ferocious battles have learned to develop bespoke defenses and weaponry... and become stronger. In current year, several powerful **Factions** exist across the surface of Cardania.



CARDANIA



FACTIONS



Solar Barbarians - "The Solar" are genetically gifted, physically massive specimens of humanity. A powerful tribe of sun worshipping humans once left Earth to colonize the stars. Their civilization stretched across all of Sol, or so the stories claim - The Solar are the descendants of this once powerful empire. They now carve a tribal life in the hinterlands, enjoying the fruits of conquest and building toward the day that the Solar Empire will rise again. While considered little more than savages by the Imperators, the Solar Barbarians have a deeply rooted tribal hierarchy and honor system.



Void Priests - Legends hold that Cardania itself is a massive living entity of great spiritual power. For generations, the Void Priests have worshipped Cardania as nothing less than a deity. Through secretive traditions, the Priests harness raw psychic energy to create miracles and rain holy destruction upon their enemies.



Technomages - The Guild of Technomages have endured for nearly a millennia of Cardania's current age. Through generations of discovery and scientific inquiry, the Technomages have unlocked many ancient mysteries of Cardania and put their discoveries to good use. They are also responsible for a number of calamities and near extinction level events. With their use of bio-enhancements, cybernetic implants, nanite injections and neural stimulants, the Technomages are arguably more machine than man.



The Custodians - The one constant in Cardania are the Custodians, an enigmatic hive of self-replicating Artificial Intelligence that tirelessly builds, repairs, and makes habitable the megastructure.



CARDANIA



FACTIONS



Imperators - Many citizens choose to live within the relatively orderly boundaries of Emperor control. While their laws can be stringent and punishments severe, it's a small price to pay for not being consumed by Void Worms in the wastes. Imperators are motivated by ensuring humanity survives, no matter the sacrifices that requires.



The Fungus - A species of intelligent fungal based lifeforms that dwell primarily under the surface of Cardania. The Fungus enjoys a diverse evolutionary tree. Some are considered violent nuisances, while others engage with humanity as benevolent, spiritual guides. The Fungus is thought to be nearly as ancient as the Custodians.



Spacers - "Spacer" is the name given to those Cardanians who eschew the gravity bound life and instead choose to build and run their own ships. While it is a difficult lifestyle, talented and adventurous citizens can make a good living through private trading or mining expeditions. Others earn their way through smuggling, piracy, and other such black-market work. Spacers tend to live fast and die young. Some successful spacers have managed to create their own orbital stations.



The Darkness - Paradoxically, the Summoning Pool that powers the very heart of Cardania also conjures all manner of chaotic creatures, plagues, and terrors from the Void. These creatures routinely wreak havoc across the world and have been responsible for countless calamities across time immemorial. Over time, Summoners have come to recognize a malign intelligence behind the creatures and that source is now collectively known as "The Darkness".



CARDANIA



THE SUMMONING POOL

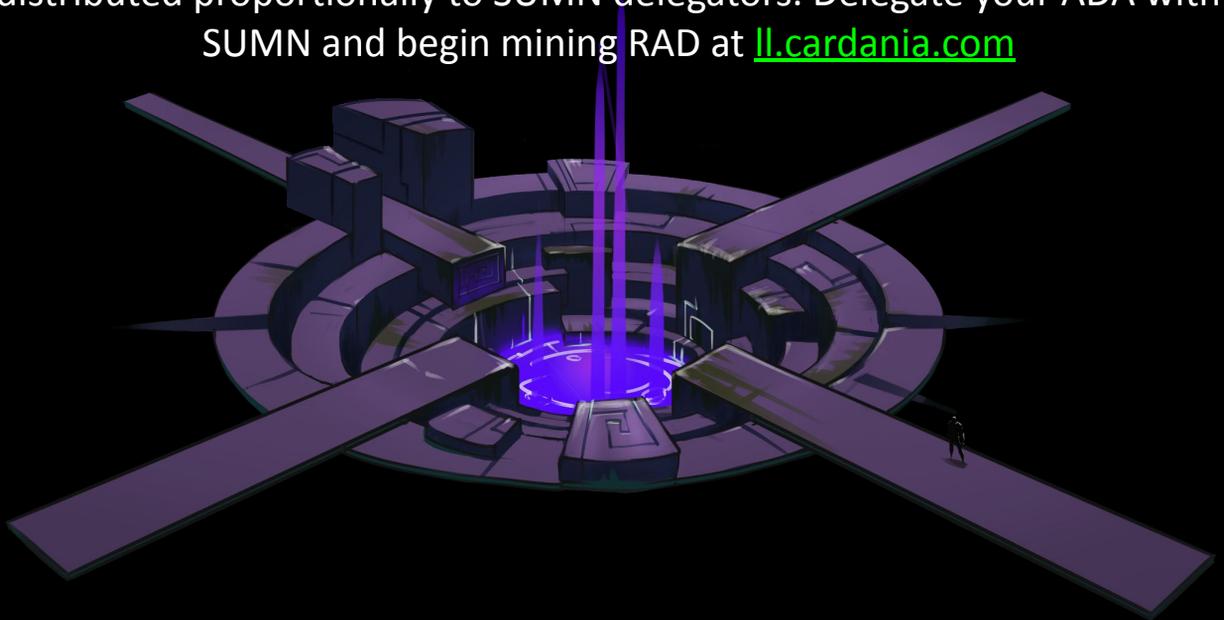
FIGHT THE FORCES OF DARKNESS
STAKE YOUR ADA WITH

SUMN

At the very centre of Cardania is the **SUMMONING POOL [SUMN]**, Cardania's stakepool on the Cardano network. The Summoning Pool paradoxically powers the enormous space station, and also summons an endless array of creatures, magic, and trouble from the void of interdimensional space. By delegating their wallet to the SUMN and participating in games, citizens can unlock and enjoy a variety of benefits.

RAD Mining

For each block of ADA produced by SUMN, a "block" of 1 Million RAD is distributed proportionally to SUMN delegators. Delegate your ADA with SUMN and begin mining RAD at ll.cardania.com



[Click here to see current on-chain activity from SUMN!](#)



RAD TOKENS

RAD tokens are the native currency of the Cardania Metaverse Ecosystem
Total Supply: 90 Billion RAD, minted on the Cardano blockchain.

Token Distribution

— In early 2022, we sold ~700M RAD tokens. Data from the sale gave us great insights for future development and token management. We have subsequently **increased Game and Community Rewards**, **reduced the total quantity to be directly sold**, and **allocated 50% of total token supply to be locked up**, pending development of an **organic distribution methodology which corresponds with user acquisition & retention**.

TOKEN ALLOCATION:

- 25% (22.5B) Game & Community Rewards
- 10% (9B) Timebound Crowdsales
- 15% (13.5B) reserved for Core Development
- 5% (4.5B) reserved for other, partnerships, R&D
- 50% (45B) **Organic Growth Lockup**

⚠ *Allocations are subject to changes based on project needs.*

“Sinks” Ways that RAD is taken out of the economy

- Assets** NFTs, cards, ships, avatars, equipment, resources, etc.
- Purchases** Consumables, XP boosts, cosmetics, death mechanics, services, upgrades
- Tributes** RAD tributes for community and faction level benefits

“Faucets” Ways that RAD is added into the economy

- Crowdsale** Deployment of liquidity into the hands of early adopters
- Gameplay** RAD will be earned through general game interactions
- Events** Win RAD by participating in regular community events
- DEXs** Liquidity available on one or more exchanges as available

RAD Token Benefits

- **Game Purchases** - Construction, unit recruitment, research, power-ups, etc.
- **Discounts** - Digital assets available in RAD at a discounted rate.
 - **Mint Citizens with RAD right now! [Click here!](#)**
- **Exclusive Access** - Certain game features will require RAD to participate

What about Liquidity Pools?

Users can currently contribute to RAD-ADA Liquidity Pools on [Minswap](#)

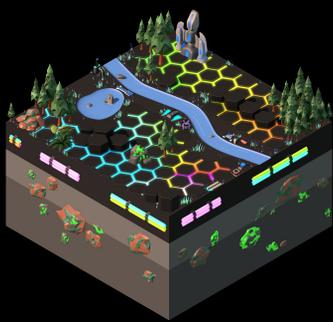


TERRAFORMS

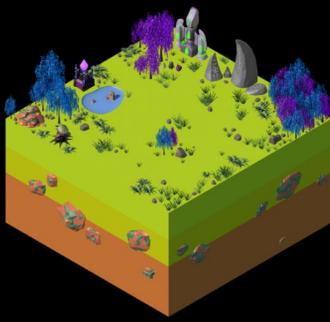
20,000 Terraforms have been established within Cardania.
These lands are 100m x 100m and are imbued with a number of attributes.

There are 250 exceptionally rare terraforms in the Foundation sector. These 'Prismatic' lands generate Quantum Dark Energy, a resource exclusive to this land type.

All Terraforms have an embedded Power Level (1-9) which correlates to RAD production, as well as a number of resources which can be harvested by players.



Prismatic



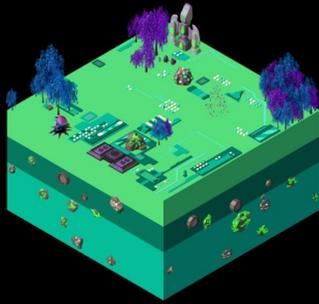
Grass



Rocky



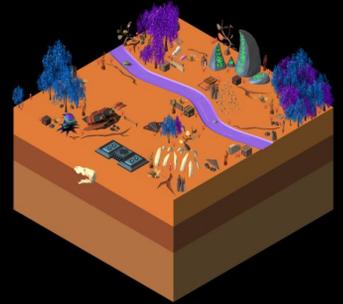
Volcanic



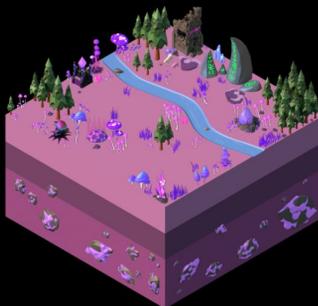
Artificial



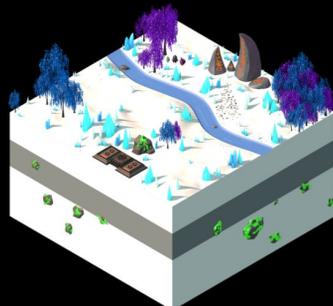
Desert



Wasteland



Fungal



Tundra



Badlands



RESOURCES

The resources below are generated by the Summoning Pool every epoch!
Harvest your Terraform RAD + resource tokens at <https://ll.cardania.com>.



RAD
(CURRENCY)



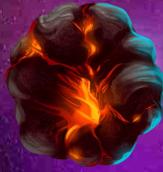
ENERGY



QUANTUM DARK
ENERGY



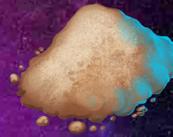
ICE



MAGMA



STONE



SAND



GREENS



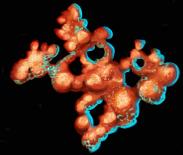
CARDANIUM



RADIUM



IRON



COPPER



GEMS



COMPACTED
MACHINERY



BONES



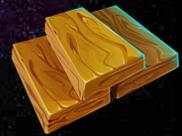
PRISMALEAF



COCONUTS



DARKWOOD



LIGHTWOOD



RESOURCES

The resources below are generated by the Summoning Pool **every epoch!**
Harvest your Terraform RAD + resource tokens at <https://ll.cardania.com>.



RESEARCH
POINTS



FAITH



RUNES
(TIMELOST)



RUNES
(YELLOW)



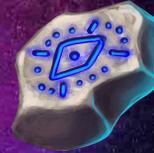
RUNES
(ORANGE)



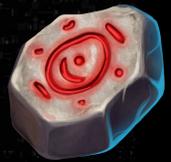
RUNES
(PURPLE)



RUNES
(GREEN)



RUNES
(BLUE)



RUNES
(RED)



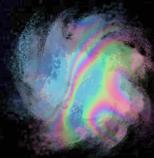
METEORITE



ANTIGRAVITY
CLOUD



CUSTODIAL
NANITES



PRISMATIC
DUST



FUNGAL
SPORES



FUNKY
LIQUID



CURSED
LIQUID



TOXIC
WASTE



SALT
WATER



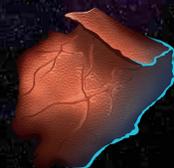
FRESH
WATER



MEAT



FUR



LEATHER



RESOURCES

Cardania resources are intended as **interoperable between cooperative gaming ecosystems on the Cardano network**. We currently have active partnerships with both **Stellarhood** and **Phoenix Arena**.

Cardania resources available in Stellar Hood so far

○ Extract with Particle Collector Module
○ Extract with Orbital Surface Miner Module



We feel interoperability of resources is a critical part to building a functional “metaverse” within the Cardano blockchain space. Utilizing this structure will provide a robust experience for the chain’s users and create opportunity for developers to carve out their own niche in the ‘verse.

Cardania is proud to partner with



LIVING LANDS

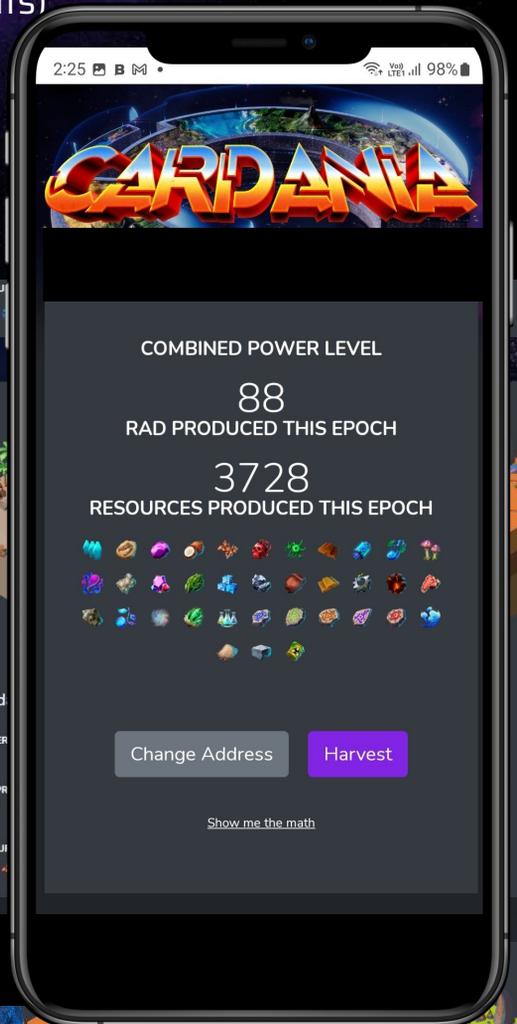
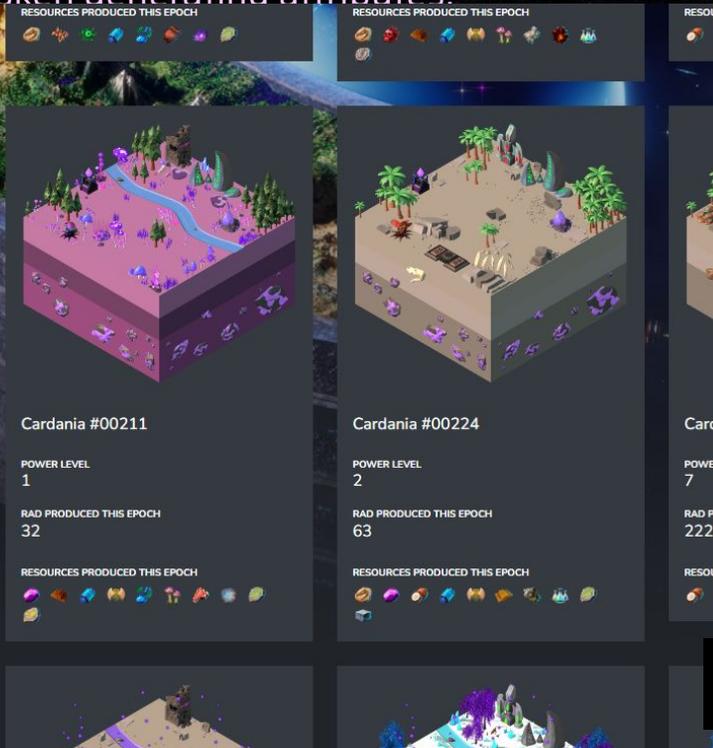
We believe the **Living Lands formula** is a **revolution** for NFT gaming. By taking advantage of Cardano's unique EUTxO model and stakepool technology, citizens may regularly harvest tokens produced by their terraforms. These frequent, token heavy transactions are **prohibitively costly on other blockchains** but on Cardano the experience is seamless and **costs just fractions of a dollar**.

Harvesting of tokens can be done every epoch via the 'Living Lands' section of the Cardania website - ll.cardania.com.

For a small amount of ADA, you will receive the following tokens in return:

- **RAD tokens** (relative to the cumulative Power Level + RAD mining)
- **Energy tokens** (relative to the cumulative Quantum Flux)
- **Resources tokens** (from terraform traits)
- **Partner tokens**

Gather up to 40 different resources based on your terraforms various token generating attributes!



LIVING LANDS

RAD Mining!

Each block of ADA minted by SUMN also produces a "block" of RAD which is distributed proportionally to all SUMN delegators, based on their delegation size.

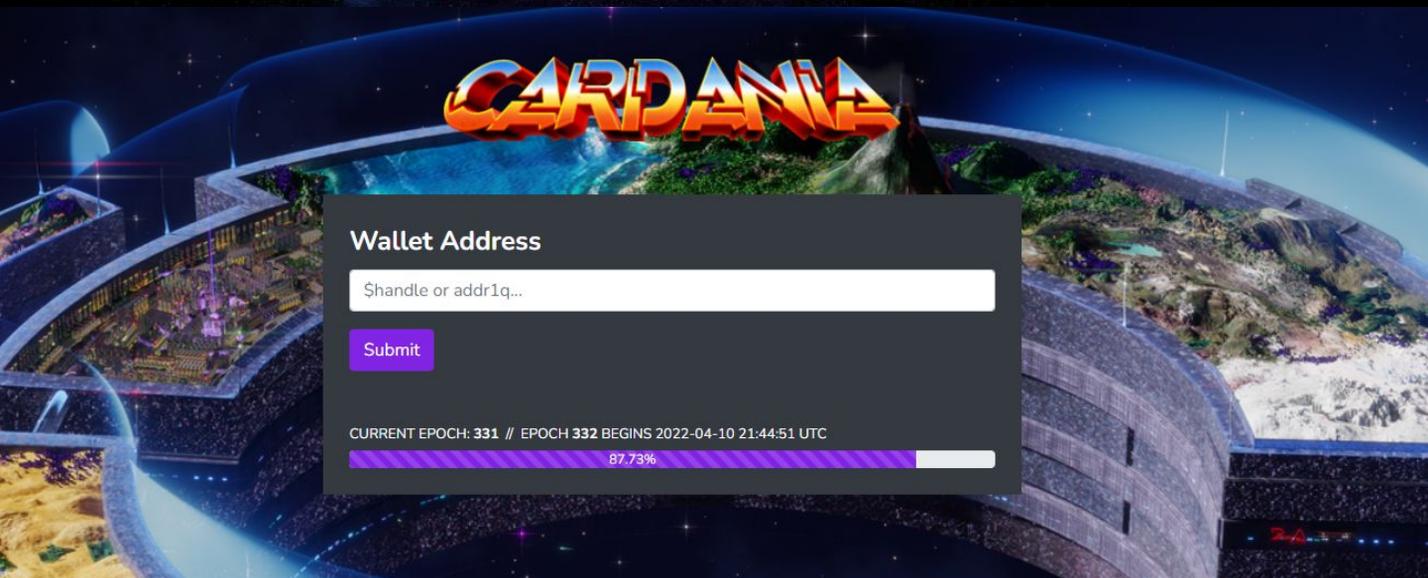
How to Harvest

Enter your TERRAFORM holding wallet address (or \$ADAhandle).

Once you submit your harvesting request, you have 24 hours to submit a transaction to the provided receiving address.

Take note of the ADA AMOUNT that you need to send.

- You can send the ADA from any wallet, tokens will go to the holding wallet
- Wrong amounts of ADA will be returned minus the TX fees
- The cost can be up to 6ADA for many tokens, but you get almost all back!



Your terraforms must be in the same wallet that is ACTIVELY staking to SUMN (note the time from 'delegation' to active staking is 2 epochs - up to 10 days).

If you have any issues, please raise a support ticket via Discord #support



LIVING LANDS

HOW DOES IT WORK?

RAD and Energy token generation is tied to the Summoning Pool production. The examples below are for an epoch where 6 blocks are produced by SUMN.



RAD

Generated by: Power Level

RAD Tokens = (SUMN delegation score + SUMN block score) x Power Level

4 million ADA / 1580 delegators = **252** (with x.1 delegation modifier)

+ 6 Blocks in the epoch = **600** (with x100 block modifier)

Total = 852

x Power level 1 = **43 RAD** (1 x 0.05 land modifier)

x Power level 5 = **213 RAD** (5 x 0.05 land modifier)

x Power level 9 = **383 RAD** (9 x 0.05 land modifier)

x Power level 20 = **852 RAD** (20 x 0.05 land modifier)

x Power level 40 = **1704 RAD** (40 x 0.05 modifier)

Power Level

Attribute	Resource Generated	Amount	Rarity
9	RAD Token	Variable per epoch	4%
8	RAD Token	Variable per epoch	6%
7	RAD Token	Variable per epoch	7%
6	RAD Token	Variable per epoch	9%
5	RAD Token	Variable per epoch	11%
4	RAD Token	Variable per epoch	13%
3	RAD Token	Variable per epoch	15%
2	RAD Token	Variable per epoch	17%
1	RAD Token	Variable per epoch	19%



LIVING LANDS

HOW DOES IT WORK?

RAD and Energy token generation are tied to Summoning Pool production. The examples below are for an epoch where 6 blocks are produced by SUMN.



ENERGY

Generated by: Quantum Flux

Energy Tokens = SUMN blocks x Quantum Flux

6 Blocks in the epoch	= 6
x Quantum Flux 1	= 6 Energy
x Quantum Flux 5	= 30 Energy
x Quantum Flux 9	= 54 Energy
x Quantum Flux 20	= 120 Energy
x Quantum Flux 40	= 240 Energy

Quantum Flux

Attribute	Resource Generated	Amount	Rarity
9	Energy	Variable per epoch	4%
8	Energy	Variable per epoch	5%
7	Energy	Variable per epoch	7%
6	Energy	Variable per epoch	10%
5	Energy	Variable per epoch	11%
4	Energy	Variable per epoch	13%
3	Energy	Variable per epoch	15%
2	Energy	Variable per epoch	17%
1	Energy	Variable per epoch	19%



TERRAFORM ATTRIBUTES

Land Type

<i>Attribute</i>	<i>Resource Generated</i>	<i>Amount</i>	<i>Rarity</i>
Prismatic Land	Quantum Dark Energy	10	1%
Tundra Land	Ice	10	5%
Badlands Land	Stone & Sand	5 + 5	5%
Fungal Land	Fungal Spores	10	5%
Desert Land	Sand	10	5%
Artificial Land	Compacted Machinery	10	5%
Wasteland Land	Toxic Waste	10	10%
Volcanic Land	Magma	10	10%
Rocky Land	Stone	10	18%
Grass Land	Greens	10	38%

Primary Minerals

<i>Attribute</i>	<i>Resource Generated</i>	<i>Amount</i>	<i>Rarity</i>
Cardanium	Cardanium	10	9%
Radium	Radium	10	13%
Iron	Iron	10	17%
Copper	Copper	10	26%

Secondary Minerals

<i>Attribute</i>	<i>Resource Generated</i>	<i>Amount</i>	<i>Rarity</i>
Gemstones	Gems	10	7%
Compacted Machinery	Compacted Machinery	10	7%
Fossils	Bones	10	17%

Activity

<i>Attribute</i>	<i>Resource Generated</i>	<i>Amount</i>	<i>Rarity</i>
Geothermal Activity	Magma	5	11%
Magnetic Activity	Meteorite	5	11%



TERRAFORM ATTRIBUTES

Ruins

<i>Attribute</i>	<i>Resource Generated</i>	<i>Amount</i>	<i>Rarity</i>
Timelost Alien Technology	Research Points	20	1%
Orange Alien Technology	Research Points	10	5%
Purple Alien Technology	Research Points	10	5%
Blue Alien Technology	Research Points	5	5%
Red Alien Technology	Research Points	5	5%
Green Alien Technology	Research Points	5	5%
Ancient Ruins	Yellow Runes	10	5%

Shrine

<i>Attribute</i>	<i>Resource Generated</i>	<i>Amount</i>	<i>Rarity</i>
Golden Shrine	Faith	20	1%
Timelost Shrine	Faith	15	1%
Quantum Shrine	Faith	15	2%
Fungal Shrine	Faith	10	5%
Solar Shrine	Faith	10	5%
Void Shrine	Faith	10	5%
Machine Shrine	Faith	10	5%

Lithoglyphs

<i>Attribute</i>	<i>Resource Generated</i>	<i>Amount</i>	<i>Rarity</i>
Lithoglyphs Timelost	Timelost Runes	5	3%
Lithoglyphs Orange	Orange Runes	5	10%
Lithoglyphs Purple	Purple Runes	5	10%
Lithoglyphs Green	Green Runes	5	14%
Lithoglyphs Red	Red Runes	5	14%
Lithoglyphs Blue	Blue Runes	5	14%



TERRAFORM ATTRIBUTES

Forests

<i>Attribute</i>	<i>Resource Generated</i>	<i>Amount</i>	<i>Rarity</i>
Prismaleaf	Prismaleaf + Lightwood	5 + 5	13%
Palms	Coconuts + Lightwood	5 + 5	17%
Evergreen	Darkwood	10	18%

Water

<i>Attribute</i>	<i>Resource Generated</i>	<i>Amount</i>	<i>Rarity</i>
Funky River	Funky Liquid	5	2%
Funky Lake	Funky Liquid	5	2%
Cursed Lake	Cursed Liquid	10	3%
Cursed River	Cursed Liquid	10	3%
Toxic Lake	Toxic Waste	5	3%
Toxic River	Toxic Waste	5	3%
Saltwater River	Saltwater	10	4%
Saltwater lake	Saltwater	10	4%
Freshwater River	Fresh Water	10	18%
Freshwater Lake	Fresh Water	10	18%

Atmosphere

<i>Attribute</i>	<i>Resource Generated</i>	<i>Amount</i>	<i>Rarity</i>
Cursed Nanites	Cursed Liquid	5	3%
Antigravity Cloud	Antigravity Particles	5	6%
Custodial Nanites	Custodial Nanites	5	8%
Prismatic Motes	Prismatic Dust	5	11%
Fungal Spores	Fungal spores	5	16%

Fauna

<i>Attribute</i>	<i>Resource Generated</i>	<i>Amount</i>	<i>Rarity</i>
Ultrasaurs	Leather	10	10%
Critters	Fur	10	18%
Livestock	Meat	10	22%



TERRAFORM ATTRIBUTES

Bunkers and Hazardous Flora are DEFENSIVE attributes. They don't generate resources, but they DO provide protection from being sacked by raiders!

Bunker

<i>Attribute</i>	<i>Defense</i>	<i>Rarity</i>
Cardanium Bunker	TBC	6%
Quantum Reinforced Bunker	TBC	13%
Reinforced Bunker	TBC	19%

Hazardous Flora

<i>Attribute</i>	<i>Defense</i>	<i>Rarity</i>
Nemesis Hydra	TBC	2%
Melodious Mantrap	TBC	4%
Fungal Hydra	TBC	11%
Giant Mantrap	TBC	12%
Burning Mantrap	TBC	14%
Common Hydra	TBC	21%

PVP + PVE MECHANICS UNDER DEVELOPMENT!



TERRAFORM MAP

Mobility & Anchoring

Terraforms utilize an off-chain X,Y,Z coordinate mapping system to ensure development flexibility. Each terraform is assigned a particular Alpha Sector, but *automagically* moves every Epoch. This enables regular interactions with new neighbors on a per epoch basis.

Anchoring multiple terraforms to specific locations will be possible in future updates.



CARDANIA



ENTER THE ULTRAVERSE

Unopened Card Packs



~100 unique cards with 5 rarity levels

~7,000 packs (6 cards per pack)

~42,000 total cards

A playable deck will require ~30 cards.

Packs can be opened once all card art is completed (or left unopened).

Each pack contains a mix of two factions:

- Transfungalism** Fungus + Technomages
- Symbiosis** Fungus + Solar Barbarians
- Dark Technologies** Technomages + Void Priests
- Technocracy** Imperators + Technomages
- Cleansing Fire** Solar Barbarians + Imperators
- Astral Alliance** Spacers + Void Priests
- Unannounced** Spacers + Custodians



All packs are sold out except for **Astral Alliance** and the final unannounced pack (awaiting announcements).



CARDANIA

ENTER THE ULTRAVERSE

'Enter the Ultraverse' is an on-chain Deck Building Card Game. Gameplay will be familiar to citizens who have played Magic The Gathering and Hearthstone. Avatars will interact between ships, weapons land and support tokens that provide additional complexity and diversity of playstyle.



EPOCH WARS

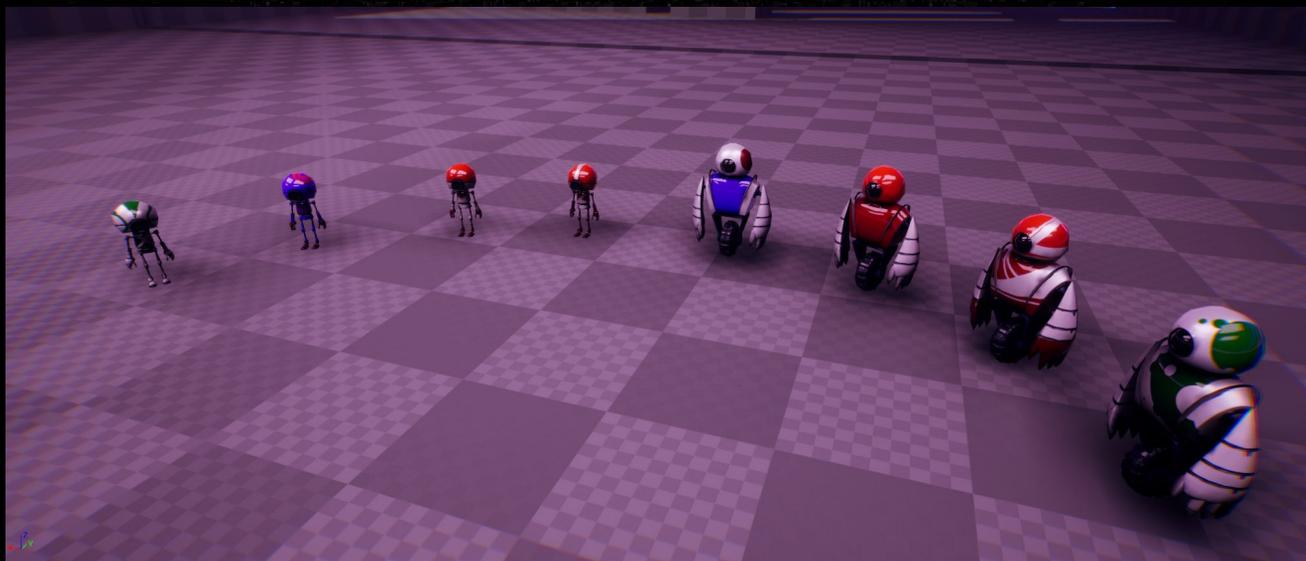
EpochWars is a strategy game for Terraform holders that is currently under development. We have been building towards this game with the Living Lands for token harvesting and the Citadel Update for craftable tokens. We also have a marketplace under development for trading items.

Users can expect to see us progress in this development with craftables, unit recruitment, and a Citadel update in the coming months.



ERADICATION

Eradication is a first person shooter game that is currently under development in Unreal Engine 5. Citizens will enter the Cardania Arena armed with the latest and greatest Scifi weaponry, and enjoy battle against a host of baddies conjured by the Summoning Pool.



CARDANIA



COLLECTIONS

Founder's Cards



Founder's Cards are limited edition collectible tokens. There are only 10,000 total Founder's Cards with 3 rarity levels:

Black, White	250 of each (2.5%)
Orange, Purple	1,000 of each (10%)
Red, Green, Blue	2,500 of each (25%)

Founder's Cards offer significant exclusivity within the Cardania ecosystem, plus eligibility for future airdrops. They are valuable assets.

Citizens with all 7 founder's card colours, a.k.a "The Gauntlet," in their wallet on 31st March 2022 received Prismatic Land in a historic airdrop event. However, not all were claimed...

Interplanetary Postage Collection

The Interplanetary Postage collection includes 1,000 beautifully designed stamps.

2 sub-styles 'Imperial' and 'Classic' each with:

- 9 colored variants x 50 (5%)
- Silver x 30 (3%)
- Gold x 20 (2%)

There is no announced utility on the stamps. But that doesn't mean that there won't be...

Created by DB Studio - deanstudio.weebly.com



Oktoberfest 21

For Oktoberfest 2021, Thumdil produced a fun set of beers, snacks and logos. Grab yourself a FungelDunkel or a Space Bretzel on the secondary market if you can!

One of the first Cardania mints, this collection is loved by the OGs and many Prismatic beers have been raised to the creator!



COLLECTIONS

Verified Policy ID's

Beware of fake tokens! When purchasing on the secondary markets (Such as CNFT.io) ensure you are purchasing Cardania verified Policy ID's. You can click each Policy ID link below to be taken to the corresponding collections on **JPG.Store**!

RAD Tokens:

6787a47e9f73efe4002d763337140da27afa8eb9a39413d2c39d4286

Cardania Terraforms:

c859e9d7e71b8f90bdc1e453fd1b9adbc5e6163898fb574543cb5be8

Cardania Citizens:

3530c5d7ce77ea067c20bbca7688e18731c8f0c7de450a940eefa27c

First Edition Collector's Art:

a1dbe9979c84f028c7c24f0ae63a32e10ebac8e091cc5f9b94e22e67

Founders Cards:

ccb3577601d6cf0e021288871112926338bee685c6c37e9adf6ddddd9

Dark Technologies Unopened Packs:

71ed3b742838988825e2e574e441e11a19ab6e9e4f101e5f59a46a76

Technocracy Unopened Packs:

4de8f6ef521125e09d898267368eb9ebf2287a562620daea3d853163

Cleansing Fire Unopened Packs:

f9c7a0cb60e2bd7c2bcd7041460dc19f8767623a735994e1d2f54186

Transfungalism Unopened Packs:

f1dd8861a9b92fb42c54c3d11486a7ae60a48c3aaa87b717d586a667

Symbiosis Unopened Packs:

c872827bbd63dde2fb635b2136d224c7e5871c749f818ff0dbf9eb7

Astral Alliance Unopened Packs:

de0056ba8e5ea474363308d347bb75820c5d2126fcd958addca4ebfc

Mysterious Orbs:

a8437dfff20edb4bff07b00277e9a197f111bcf12c44728c19519663

Ghost Chain Commemorative Cards:

3cf7bd1c22f87aa81adaf886089fbefa01af9339099f999df0e0c708

Interplanetary Postage Collection:

5e5fa5618b01679afecbda56f63df9dbd699ce0fa93434896d314513

Holiday Collection:

d0b4c7811012fc5e9860c2fe374265f4e465ff99586ed7352fa9a866



CNFT.IO



CITIZENS

Citizens! Embrace your Biosynthetic Web3 avatars from Cardania.

This NFT is designed with gamification as well as both 2D and 3D applicability.



Citizens are minted with one of the following **faction affinities**:

Custodian, Darkness, Technomage, Voidpriest, Spacer, Solar, Fungus, Imperator, RAD Token or Cardania Pick - the last two are a little different!

Citizens are imbued with one of ten **Talents** - Wise, Charismatic, Fast, Strong, Faithful, Flexible, Strong, Resilient, Inspiring, Protective, Intelligent. They also come with a unique **Specialization**, akin to a character class.

The 'base colours' are Black, White, Red, Blue, Green, Yellow and Purple. All colours are equally likely, as is the male or female form! See the next page for the attributes and rarities.

Special thanks to CaptRay for his amazing artwork! <https://captrau.xuz/>

CLICK HERE TO MINT YOUR CITIZEN!



CITIZENS

Helmet	Rarity
Helmet Gold	10%
Helmet Chrome	20%
Helmet Base	70%
Helmet Torch	Rarity
Helmet Torch Gold	10%
Helmet Torch Chrome	10%
Helmet Torch White	25%
Helmet Torch Black	25%
Helmet Torch Base	30%
Drone	Rarity
Alpha Drone Gold	2%
Alpha Drone Chrome	5%
Alpha Drone White	7%
Alpha Drone Black	8%
Alpha Drone Base	28%
Delta Drone Gold	2%
Delta Drone Chrome	5%
Delta Drone White	7%
Delta Drone Black	8%
Delta Drone Base	28%
Communicator	Rarity
Communicator Gold	5%
Communicator Chrome	15%
Communicator White	40%
Communicator Black	40%
Torch	Rarity
Torch Gold	10%
Torch Black	20%
Torch White	20%
Torch Chrome	20%
Torch Base	30%

Specialization	Rarity
Officer	11%
Scout	11%
Psychic	12%
Soldier	12%
Medic	13%
Pilot	13%
Nanomancer	13%
Engineer	15%
Suit Body	Rarity
Textured Light	10%
Hexagonal	10%
Striped	10%
Textured Dark	10%
Citizen	60%
Gloves & Boots	Rarity
GB Gradient Gold	1%
GB Chrome	5%
GB Prismatic Mix	6%
GB Prismatic Red	9%
GB Prismatic Green	9%
GB Gradient Blue	10%
GB Prismatic Blue	10%
GB Prismatic Purple	11%
GB Gradient Red	11%
GB Base	28%
Belt	Rarity
Belt Gold	10%
Belt Chrome	15%
Belt White	20%
Belt Black	20%
Belt Base	35%

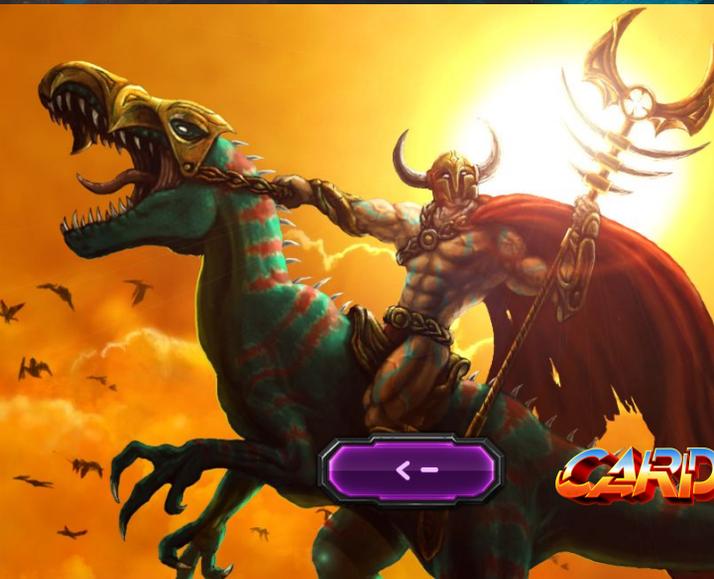


MYSTERIOUS ORBS

Mysterious Orbs & The Archium

The Mysterious Orb allows exclusive access to the [Sarchium](#), an NFT vault that contains Cardania artifacts, including 1/1 art NFTs which cannot be purchased elsewhere.

Any citizen who has possession of an Orb can acquire a rare piece of Cardania history by sending the Orb to the Archium wallet. In return you will receive a random piece of Cardania loot, including a chance at a rare 1/1 1st edition art.



UPCOMING

ATTENTION, CITIZENS



Attention, Citizens

Our first **NFT music album** will be released in July 2022. The album features 30 tracks Jack Hammer, Frigid Beats, & QuadLazr as well as a bonus track from Never Engine!

Enjoy our Scifi Space Magic beats directly on Pool.pm - we've even built a player directly into the NFT!

We feel this album sets a strong standard for music NFTs and hope you enjoy it while you cruise the 'verse!

Citadel Update

Resource tokens will be usable for crafting, unit recruitment, research and more within the EpochWars game to build craftable items and recruit units.



Card Pack Redemption

Card art for Enter the Ultraverse 1st Edition is nearly completed, and unopened pack redemption (+ 2 more pack sales) is expected in August 2022.



UPCOMING STARSHIPS

Cardania Starships will be available in Fall 2022. More detail will be provided as we get closer to mint!



CARDANIA



CARDANIA ART

Artwork has captured the history and landscape of Cardania. The artists of Cardania are an integral part of its legacy, and are held in the highest regard. Some amazing artwork has been produced for the first series of Cardanias 'Enter the Ultraverse' card game.

John Pethick

John has been with Cardania since day one and his art is at the 'core' of Cardania. John draws inspiration from the Sci-Fi genre and he consistently produces superb pieces that Cardania collectors love to own.

pethick_chronicles.artstation.com



The Elder Machine



Painted Raiders

Nicholas Wolfe

Nick has produced much of the Solar Barbarian faction art. He loves to create fun and vibrant artwork with bold colours and sick detail. Instantly recognisable, Nick's pieces are hugely collectible.

deviantart.com/nicholaswolf

Boris Van der Beek

If epic 3D modelling is your thing, then Boris is your man! The Cardania megastructure is an iconic 1st Edition artwork. The level of detail is insane and has been developed through several iterations. What a masterpiece she is!

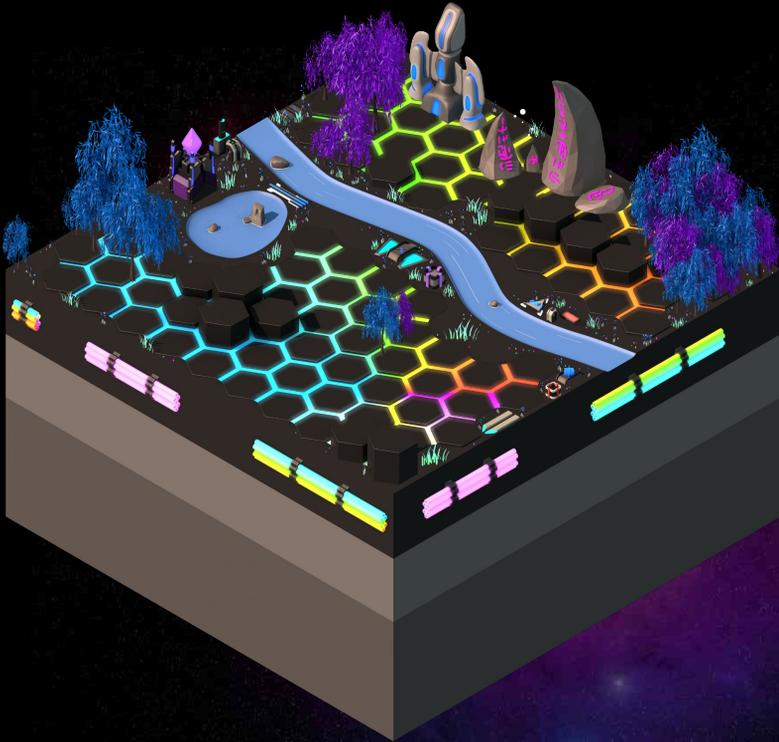
borisvdb.artstation.com



Cardania Megastructure



CARDANIA ART



Syoma Pozdeev

When Cardania Terraforms began to hit the chain, they signaled a shift in the way people think about digital land.

Syoma has brought a vibrant and futuristic style that really pops. Some combinations of land type and resource are truly mesmerizing. Which is your favourite?

foundation.app/@moldydoldy

Genzel

Genzel produces a number of characters, creatures, robots, and vehicles for Cardania. His 3D work brings Cardania from concept to fruition!

deviantart.com/genzel



Chris G

If you ever wondered why artwork is such a big thing in Cardania, then know this... The Captain is a pretty talented artist himself! He is behind a few works that you may not even know were his...



CARDANIA ART

Shadow Priest

Shadow is an OG member of Cardania who is a man of many talents. Part of his production process uses artificial intelligence and huge amounts of GPU power. Using the latest programmatic techniques such as VQGAN, Clip and JAX, Shadow generates art using AI from seed images and phrases. Very futuristic and super cool!

shad0wpr13st.com



Imperial Peacemaker
Drone



Midnight Ceremony

Alex FC

Alex has produced the Void Priests card art. These eerie temple dwellers have an ominous presence. So cool!

alexfcillustration.com

Sergei Smekalov

Based in St Petersburg, Sergei has produced game art professionally for 10 years. His illustration style is perfect match for Cardania.

artstation.com/serjio



Stonewall



CARDANIA



CARDANIA ART

Daide Molino

Daide produced card art for The Fungus. He has delivered on a tricky genre brilliantly with a high quality brushwork style. Daide also teaches art in Rome, Italy. Bravo!

znap.link/molinodavide



Shroomhound

CARDANIA



Golden Teacher

Mina Velicastelo

Based in Porto, Portugal. Mina brings comic artwork to Cardania. This anime styled creative card art has been spawned from The Darkness!

velicastelo.art

Pvnhzrd

The London-based illustrator and character artist has produced some card art for the Custodian faction. The style is clean and very funky!

@pvnk.hzrd



Melodious Mantrap



CARDANIA



MARBLE RACES

FRIDAY 8PM PST

Cardania asset holders are welcome to join **Friday Night Marble Racing!**

Hosted by the Captain himself on Twitch, you can catch the latest Cardania dev updates AND win eternal glory in the “spherical miracle”

Simply join the stream via https://www.twitch.tv/cardania_2021

Type **!play** to enter a marble into the race.

No app installation or skill required... the Gods of Gravity will do the racing!



We have given away countless thousands of ADA value in CNFT prizes!

You do need to have a Cardania NFT in your wallet before racing.. or you don't get the prize
[Decepticons will be publicly shamed]



HALO FIRESQUAD!

Join Cardania in battle against dark forces

We play Halo Infinite (free multiplayer version)

Halo is downloadable via Steam

Join the group using the link below

<http://steamcommunity.com/groups/cardania>

Check discord for deployments

Chat via #halo-firesquad

Voice via #halo-comms

Watch out for Cap's Chasm...



CARDANIA



DEVELOPMENT TREE

Working Copy
subject to change



TEAM

Chris "Cap" G - Founder, Project Lead

Blockchain & Web Development

Jonathan Fishbein
Chris Graff
Eustacia
Simo
Relic
Juan

Lore, Worldbuilding, Game Design

RogueRaashk (Director of Design -
Enter the Ultraverse)
Maleficara
TheWizardofRaz
Trevor Scott

Physical NFTs

Miim

Partners & Collaborators

NFT Maker Pro
Aeoniumsky
Stellarhood
Monet Society
Phoenix Arena
Intermeta
Cryptopetz

Community Mods

TheWizardofRaz
Toaste
WarmishComet
Bool
Bagboy
Jojo
WindierGnu
ImAWhat

Digital Artists

John Pethick
Nicholas Wolf
Sergei Smekalov
Shadowpriest
Boris Van Der Beek
Syoma
CaptRay
Clay Price
Genzel
Mina Velicastelo
DB Studio
Thumdil
Marcel Stocker

Special thanks to the countless community members who contribute to the project everyday.

Shoutout to the **Gauntlet Gang**.



LEGAL

Cardania Digital Assets is a business leading the integration of blockchain and entertainment - specifically PC gaming utilizing the technology of the Cardano blockchain network. Cardania Digital Assets works with a diverse array of artists and developers from around the world.

Blockchain products and tokens are offered only for jurisdictions where such activity is legal and appropriately regulated. Residents of the United States and China are disqualified from purchase.

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Devops@Cardania.com

