



ARCANE SORCERY

THE BATTLE FOR CRYPTO SUPREMACY

A blockchain battle trading card game, powered by \$ARKA (ARKANA)

WHITEPAPER

Built on Base · 200,000,000 fixed supply · Version 1.0 · 2026

Game in active development

Abstract

Arcane Sorcery: The Battle for Crypto Supremacy is a blockchain battle trading card game in the tradition of the genre's greatest titles, reimagined for an era where players truly own what they earn and the economy runs on a real, fixed-supply cryptocurrency. Players collect and command cards drawn from warring factions of light and dark, duel in fast and deeply strategic battles, forge wholly original cards with an AI engine, and compete in tournaments and ranked leagues across web and mobile.

The game's economy is powered by \$ARKA, the ARKANA token: a fixed supply of 200,000,000 units on the Base network. Unlike the unsustainable play-to-earn schemes that flooded the market, Arcane Sorcery is honest GameFi. You do not farm tokens for playing; you acquire \$ARKA to play, to collect, to forge, and to compete. This document describes the world, the game, the token, the presale, and the risks you must understand before participating.

The Story

For a thousand years the Arcanum, the living current of all magic, flowed freely through the realm of Aethyr. It was shared by witch and warlord, by fae and seraph alike, a common inheritance that bound the radiant courts and the shadowed legions in an uneasy, ancient balance. Magic was abundant. Magic was free. And so, for a time, there was peace.

Then came the Sundering. In a single cataclysmic moment the Arcanum shattered, breaking into exactly two hundred million shards of pure, crystallized power, and as it broke, so too did the realm. The courts of Light recoiled into their citadels of gold and dawn. The legions of the Dark poured from the rifts, hungry, and the great war for the shards began.

Whoever gathers the most shards will not merely win a duel. They will decide the fate of magic itself.

Now the shards are scattered across a thousand battlefields. Sorcerers bind them into cards to be summoned in combat. Warlords spend them in blood. The Voidlords hoard them in the deep dark. Every shard commanded is a sliver of destiny, and every duel fought is a question asked of fate: who shall hold the power, and what shall they do with it? This is the battle for crypto supremacy, and every player who enters writes its next line.

Vision & Mission

Vision

To build the trading card game of a generation, one where the thrill of collecting and the depth of competition meet true digital ownership and an honest, transparent economy. We envision a vast living community of players who own their cards, shape their own champions, and battle on a level field where the only edge that matters is skill.

Mission

Our mission is to prove that GameFi can be built the right way: a game so good that people want to play it, funded by a token with genuine in-game utility, with no hidden allocations, no manipulative incentives, and no empty promises of riches. We will ship a beautiful, deep, fair game across web and mobile, give players an AI forge to create like never before, and let the Arcanum decide who rises.

The Game



Arcane Sorcery is a turn-based duel of decks. Each player spends Arcanum to summon creatures, cast spells, and trigger power-ups, racing to break the opponent before their own defenses fall. It is easy to learn and a lifetime to master, with the tense, cascading combos that define the very best of the genre.

Factions

Every card belongs to one of two great powers. The Radiant, the courts of Light, field angels, astral sorcerers and luminous fae, masters of order, healing and devastating holy light. The Fallen, the legions of Dark, command witches, warlords, wraiths, monsters and voidlords, wielders of shadow, sacrifice and overwhelming force. Players may pledge to a faction or forge hybrid decks that bend both to their will.

Cards, power-ups and upgrades

Cards range from common footsoldiers to mythic world-enders, each with its own cost, attack, defense and abilities. Through play, cards can be enhanced with power-ups and permanent upgrades, deepening your strategy and rewarding mastery of your collection. Every card is an on-chain asset: truly yours to hold, to trade, and to wield.



In-development concept art. A small glimpse of the champions of the Arcanum.

The Arcane Forge — AI-Infused Creation

The Arcane Forge is Arcane Sorcery's signature innovation. Describe a champion, its powers, its form, the monster that fights at its side, and the Forge's AI conjures a custom, balanced, battle-ready set of cards born from your words alone. No two players' creations are alike. Forged cards are real, playable assets you can take into duels, tournaments and leagues.

Forging is powered by \$ARKA: you spend the token to summon your creations. This places real, recurring utility at the heart of the economy and turns every player into a card designer, giving the game a near-infinite, ever-expanding universe of champions shaped by its own community.

The GameFi Model

Most blockchain games promised players they could get rich by playing. Those economies printed tokens as rewards until the rewards were worth nothing, and they collapsed. Arcane Sorcery is built on the opposite, sustainable principle.

'& You buy \$ARKA to play, not the other way around. The token is the cost of entry to a game worth playing.

'& Spend \$ARKA to acquire cards and packs, buy in-game items and upgrades, forge AI cards, and enter tournaments.

'& Because tokens are spent into the game rather than endlessly emitted to players, the economy is grounded in real demand to play, not in unsustainable yield.

'& There is no inflation: the supply is fixed at 200,000,000 and can never increase.

This is GameFi as it should be: a real game, a real economy, and a token whose value is anchored to genuine use within a world people want to inhabit.

Tournaments & Leagues

Competition is the soul of Arcane Sorcery. Players will enter ranked ladders, seasonal leagues, and open tournaments, paying entry in \$ARKA to compete for prize pools and glory. Leaderboards will track the realm's finest duelists, and seasonal resets will keep the meta alive and the battle eternal. Whether you are a casual collector or a ruthless competitor, there is a ladder to climb.

\$ARKA — The ARKANA Token

\$ARKA is the in-game utility currency of Arcane Sorcery: the Arcanum itself, made spendable. It is an ERC-20 token deployed on the Base network, an Ethereum Layer-2 offering fast and low-cost transactions. Players hold \$ARKA in their own self-custody wallets and spend it to play, collect, forge and compete.

Tokenomics — a fair shard for all

There is no hidden treasury, no insider round, and no team allocation. All 200,000,000 \$ARKA are offered to the community across two transparent presale batches at a fixed price. There are no bonuses and no airdrops: what you pay is what everyone pays. The supply is fixed forever, with no function to mint new tokens.

Token name / ticker	ARKANA / \$ARKA
Network	Base (Ethereum Layer-2)
Standard	ERC-20
Total supply	200,000,000 (fixed, no mint)
Distribution	100% to the community via presale
Team / insider allocation	None
Bonuses / airdrops	None
Utility	Play, collect, AI-forge, items, tournaments

The Presale

The entire supply of \$ARKA is offered through a two-batch presale on the Base network. The presale funds the development of the game. Pricing is fixed and public, exactly as stated below, with no bonuses and no airdrops.

Batch 1

'8100,000,000 \$ARKA

'8Fixed price: \$0.05 per \$ARKA

'8The earliest shards, at the lowest price

Batch 2

'8100,000,000 \$ARKA

'8Fixed price: \$0.10 per \$ARKA

'8Opens when Batch 1 sells out; the supply ends here

The official \$ARKA presale smart contract address will be published on arcanesorcery.com at launch. Never send funds to any address you did not read on the official website. The team will never contact you first or ask for your funds.

Roadmap

We advance by milestones, not by hollow dates. Each phase ships when it is worthy of the realm.

Phase I — The Forging (current)

Worldbuilding, art, the \$ARKA smart contract on Base, and the presale. The foundation is laid.

Phase II — The Awakening

The core card engine and battle system. Closed alpha duels in the browser. The first champions draw breath.

Phase III — The Battle Begins

Public beta, the mobile apps for iOS and Android, and the AI Arcane Forge goes live.

Phase IV — Crypto Supremacy

Ranked leagues, global tournaments, the card marketplace, and the full worldwide launch.

Legal Notice & Risk Disclosure

Arcane Sorcery is a video game in active development. Features, art, cards, mechanics, and timelines described in this document are subject to change and are not guarantees. \$ARKA (ARKANA) is an in-game utility token intended for use within the game. It is not a security, not a share, not an investment product, and not a promise of profit. Nothing in this document is financial, legal, or tax advice, and nothing here is an offer or solicitation in any jurisdiction where such an offer would be unlawful.

Cryptocurrency and token presales are high-risk. The value of \$ARKA can fall, including to zero. You may lose the entire amount you spend, and there is no guarantee that the game will be completed or released. Self-custody is your responsibility, and on-chain transactions are irreversible. Only ever spend money you can afford to lose, verify the official contract address on arcanesorcery.com before sending anything, and do your own research.

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