



AXIE

INFINITY



GUIDE

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<https://axieinfinity.com/>



Autor: Flavio Guerra

Contribution to the Guide

Axie Infinity it's more complex game than it seems, starting to understand it can be quite confusing and complicated, so I have been motivated to develop a guide as extensive in content (and at the same time simple to understand) for all those who want to start to know the game.

If you want to collaborate with me (and with future updates of the guide), I will leave my Binance and Ronin address in case you want to make a donation, any contribution will be greatly appreciated.

Thanks and I hope this guide will be useful to everyone!

ronin:787cb3c80d25cd0e48b95b2199a0d171bf0cf947

Binance: FLVXS@gmail.com

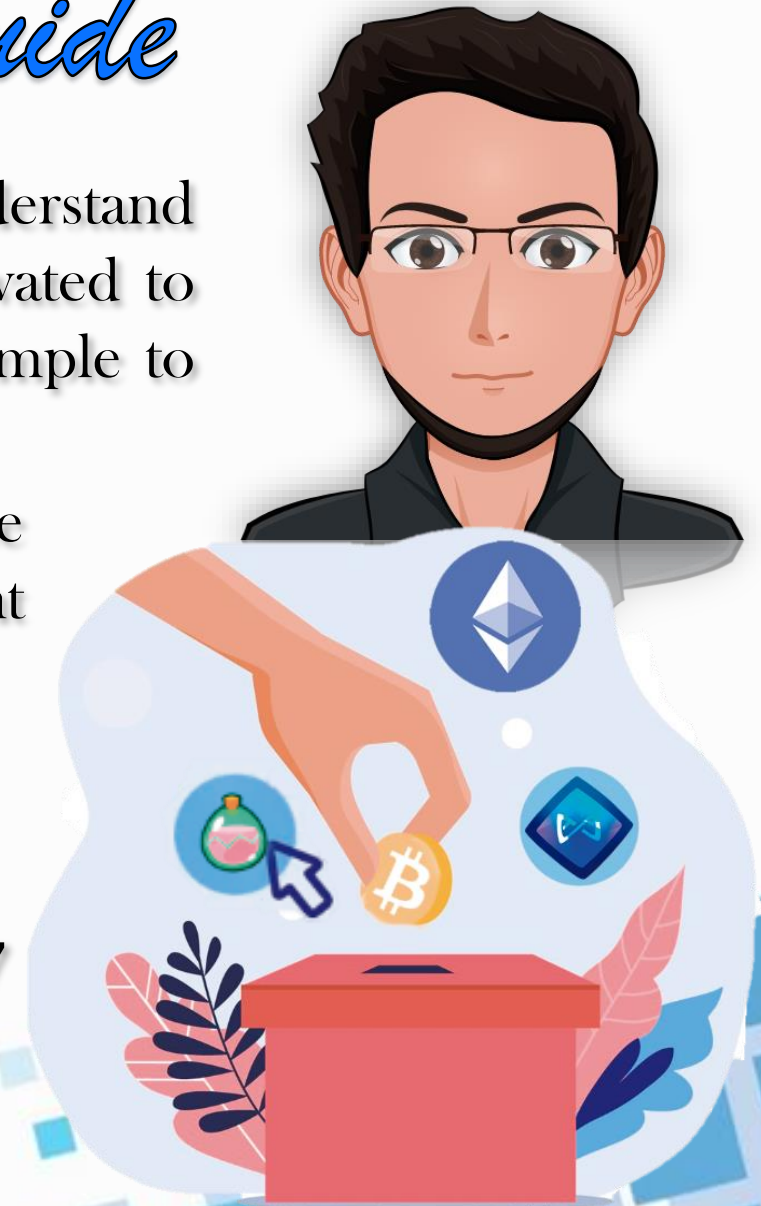




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CHAPTER I

Axie Infinity

What is Axie Infinity?

Axie Infinity is a digital pet universe where players fight, breed and trade fantasy creatures called Axies.

Inspired by Pokémon, Tamagotchi and card games, it has grown to become the number one non-fungible token, or NFT, game on the Ethereum blockchain.



(Viejo Logo)

(Nuevo Logo)





SKY MAVIS

Sky Mavis are the creators of Axie Infinity, a Vietnamese technology company that creates decentralized applications and services.



Partners



UBISOFT

SAMSUNG



BINANCE



DELPHI DIGITAL



MAKER



**kyber
network**

ethereum

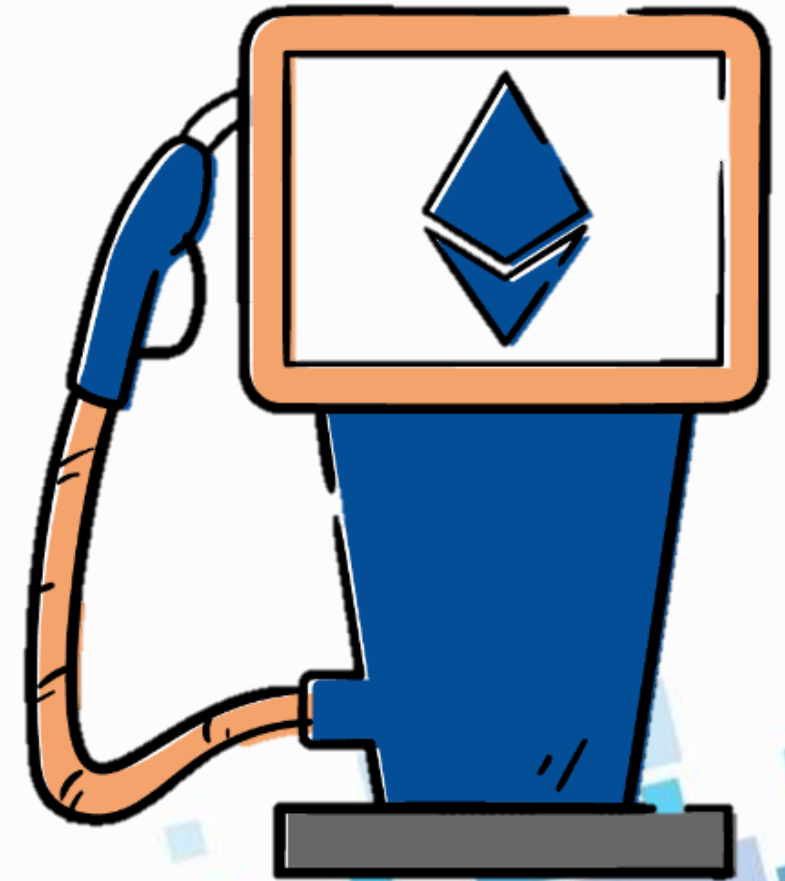
Ethereum is a decentralized, open source, blockchain-based software platform used for its own cryptocurrency, Ether. It allows to build and run SmartContracts and distributed applications without any downtime, fraud, control or interference from third parties.



Ethereum Comissions (GAS)

The "Gas" is the cost of performing an operation, or a set of operations, on the Ethereum network. These operations can be: performing a transaction, executing a smart contract, or creating a decentralized application.

We talk about "paying Gas" because that is what the transactions cost. In other words, you pay for the cost to Ethereum of processing transactions.



Non-Fungible Token (NFT)



Non-Fungible Token (known as NFT) are digital assets that represent real-world objects, such as art, music, gaming objects and videos. They are bought and sold online, often with cryptocurrencies, and are often encoded with the same underlying software as many cryptocurrencies. You will need to get a digital wallet that allows you to store NFTs and cryptocurrencies.

SLP and AXS

In the world of Axie Infinity there are two types of cryptocurrencies that are generated in-game, the Soft Love Potions (SLP) and the AXS. These cryptocurrencies are traded like any other cryptocurrency within the cryptocurrency market, and are the source of income for Axie Infinity players, along with the breeding of Axies.

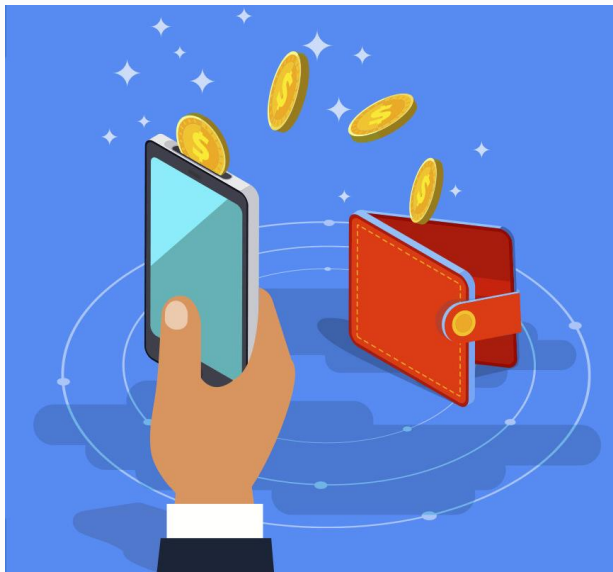


SLP



AXS

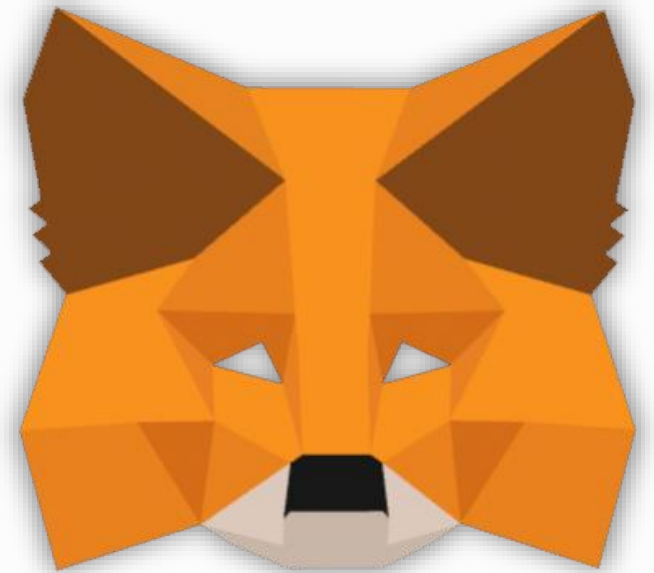
Cryptocurrency Wallet



A cryptocurrency wallet is an application that allows users of cryptocurrencies, and digital tokens, to store their digital assets. As with conventional currency, there is no need for a wallet to spend the money, but it certainly helps to keep it all in one place. When a user acquires a cryptocurrency, they can store it in a cryptocurrency wallet and from there use it to make transactions.

METAMASK

MetaMask is a popular and well-established browser extension, functioning as a cryptocurrency wallet that connects to the Ethereum blockchain. MetaMask allows users to interact with the Ethereum ecosystem, which hosts a vast universe of decentralized applications (Dapps), without having to download the entire blockchain on the device. As such, it is one of the best Ethereum wallet solutions for easily accessing decentralized exchanges, MetaMask hosts tokens built with ERC-20 protocol standards, such as Axies, SLP and AXS.



Ronin

Ronin is an Ethereum-linked sidechain developed by the company Sky Mavis, made specifically for Axie Infinity. Ronin's main goal is to alleviate the pressure of Ethereum network congestion and GAS fees on players. Ronin is still in an experimental stage, but to date it already allows interactions within Axie Infinity without GAS costs.



“A Ronin was a masterless samurai in feudal Japan and Ronin represents our desire to take the destiny of our product into our own hands.”

CHAPTER II

Accounts and devices

Install the MetaMask extension

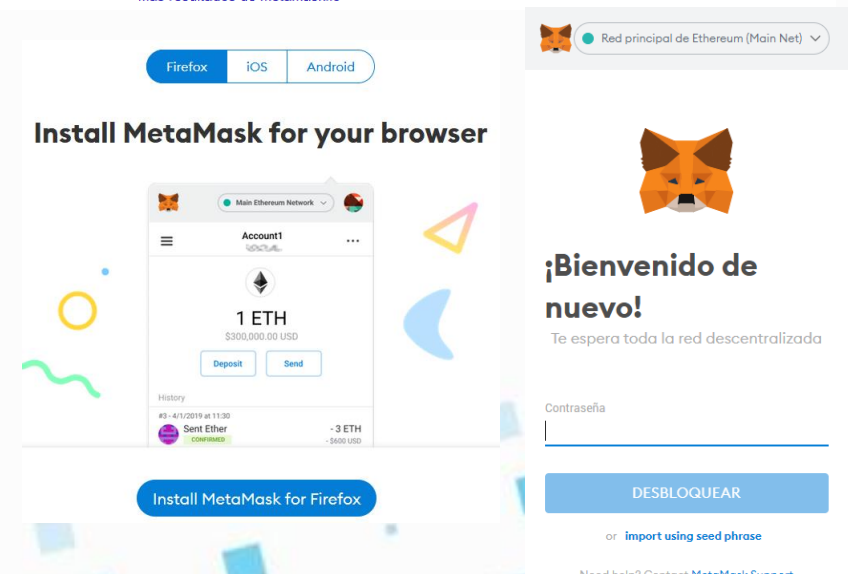
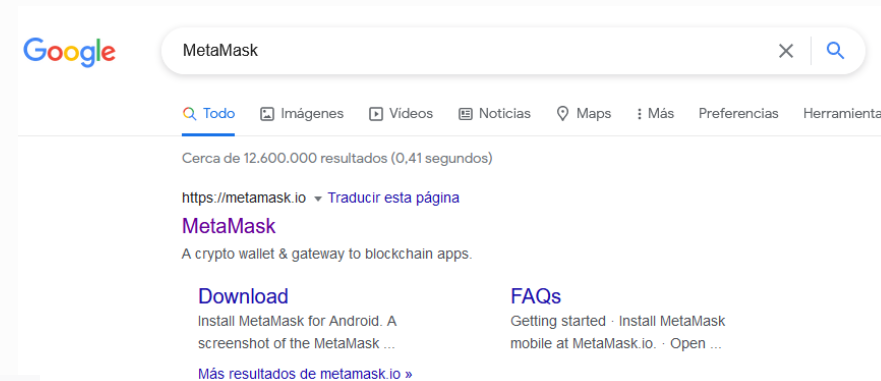
We must install the MetaMask extension in our FireFox or Google Chrome browser.

We will write in our web browser search engine the word "Metamask" and in the search results we will get the download link to install the extension.

Once installed, we will see the MetaMask extension logo next to the browser search bar and we will be able to access the MetaMask home screen, from where we will create our account.




“Remember to back up your account information very well, especially the 12 security words, never give them to anyone.”

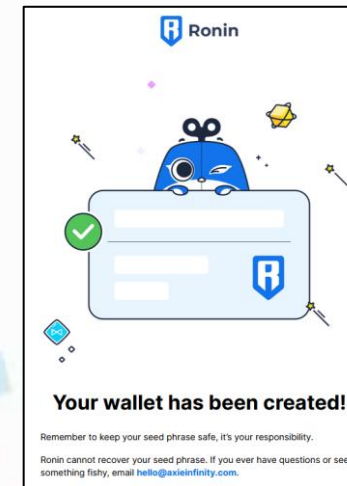
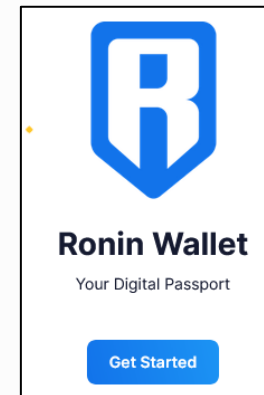
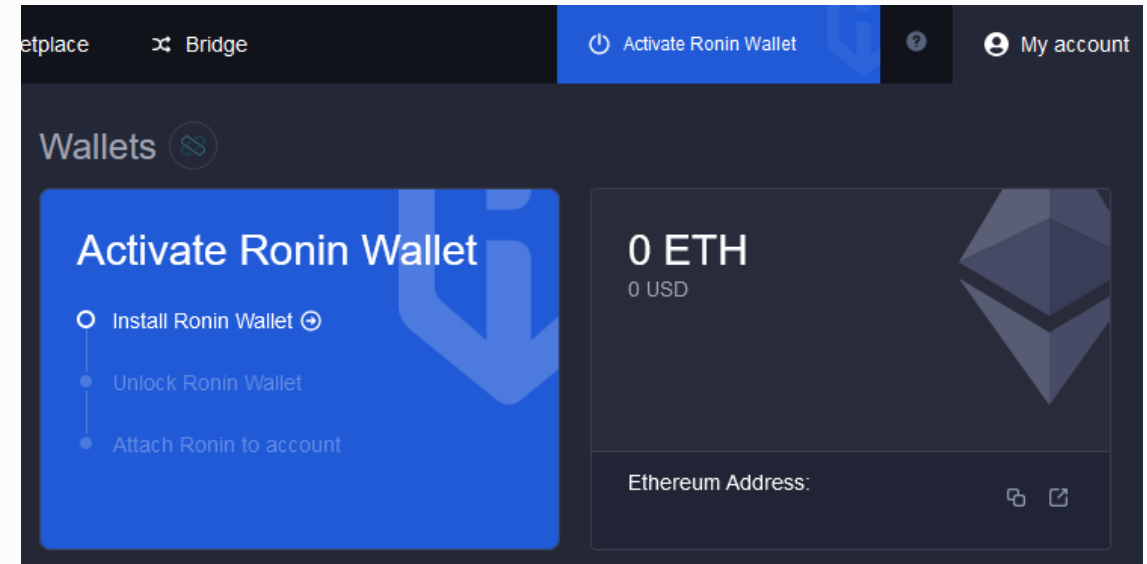


Install the Ronin extension

The next step will be to install the Ronin wallet.

Click on "Install Ronin Wallet" and you will be directed to the extension download page.

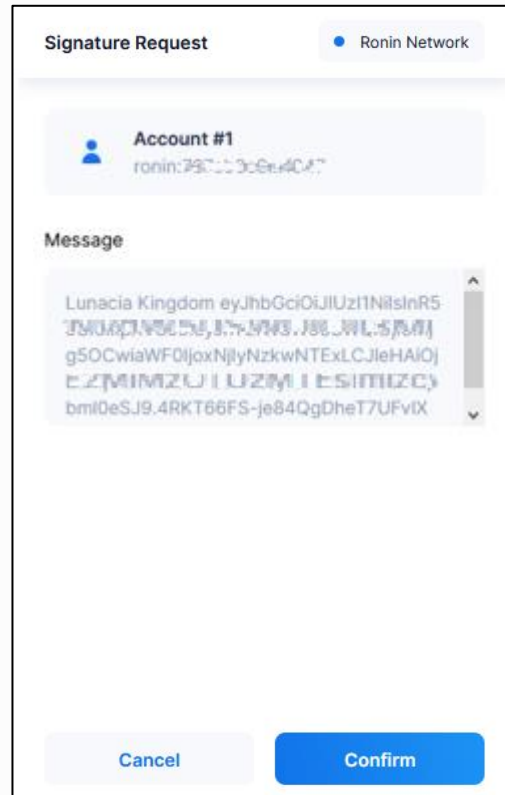
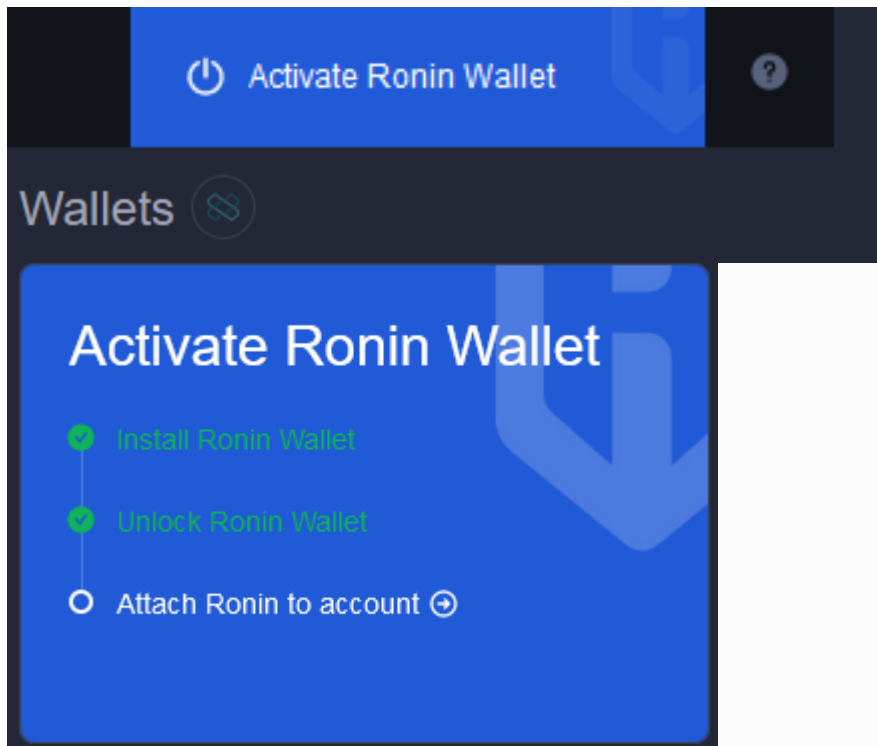
Once installed, we will be able to see the Ronin extension logo next to the browser search bar  and we will be able to access the Ronin home screen, from where we will create our account.



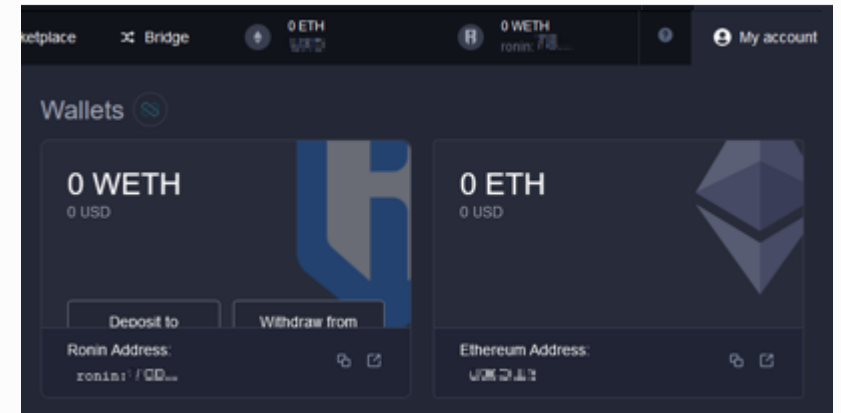
“Remember to back up your account information very well, especially the 12 security words, never give them to anyone.”

Link Ronin to Axie Infinity

Click on the blue button "Activate Ronin Wallet" and then click on "Attach Ronin to account".



And that's it! Your wallets and necessary accounts will be created.



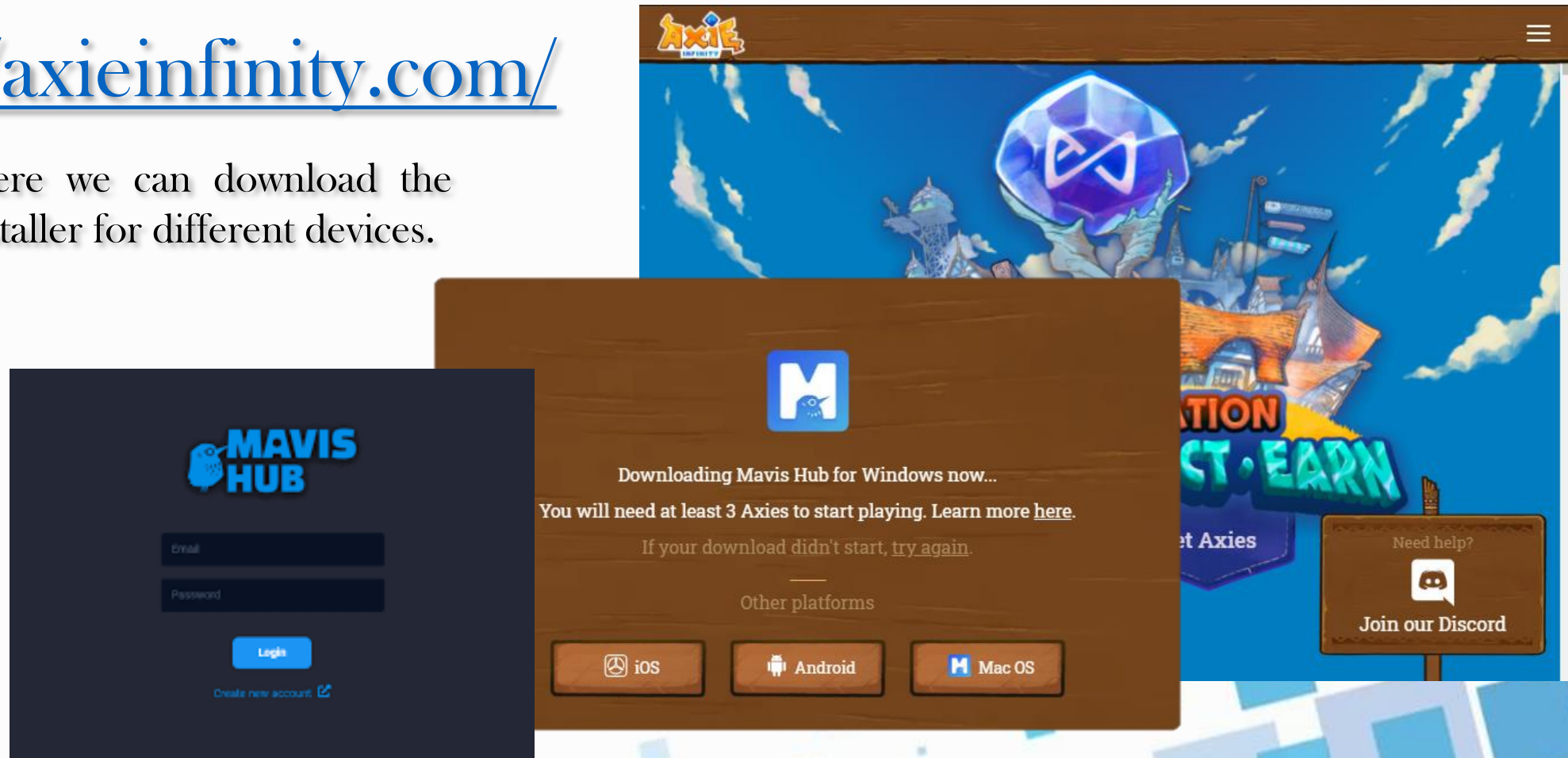
We will confirm the signature request.

Download Axie Infinity

To download the game go to the official Axie Infinity website:

<https://axieinfinity.com/>

From here we can download the game installer for different devices.

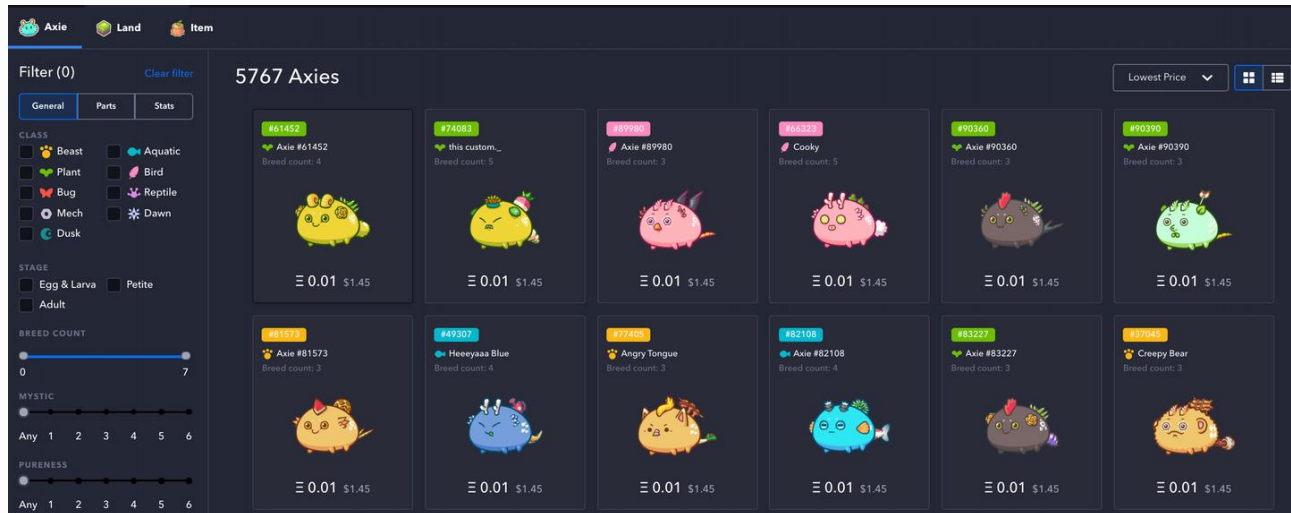


Buy now

Purchase Axies

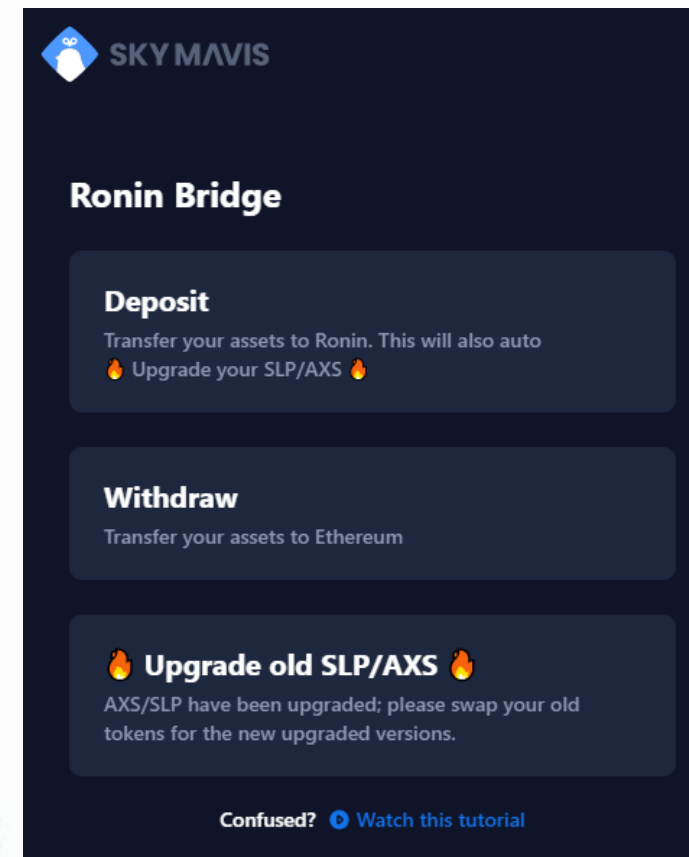
Once we have our MetaMask and Ronin wallets linked to Axie Infinity, we can purchase Axies from the site:

<https://marketplace.axieinfinity.com/>



Axies cost ETH, so we will have to deposit ETH in our Ronin Wallet in order to buy them.

We can transfer ETH from our MetaMask wallet to Ronin via the Ronin Bridge.



Supported devices



Windows



ANDROID



macOS



“Linux systems are no longer supported.”



Scholarship

A scholarship is an account, functional and ready to play, that one person, makes available to another.

The scholarships are an agreement between both parties, in which the owner of the scholarship invests in the acquisition of the Axies for the account and gives to him/her scholar a "limited" access to the account so that he/she can enter to play for free with the account, without giving him/her access to the integrity of the tokens (Axies, SLP, AXS, LANDS and WETH).

The grantee must meet a series of conditions and objectives, established by the owner of the scholarship, within a determined period of time, in order to eventually share the profits between both parties.

The quality of the Axies, conditions, objectives, profit sharing percentage, performance incentives, and payment dates are variable according to the terms of each scholarship.

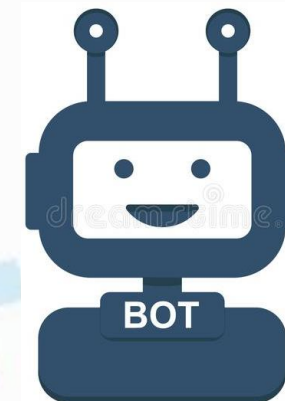


Ban accounts

Sky Mavis is very serious about maintaining the integrity of Axie Infinity, they use a malicious activity detection system. Malicious activity will be punished by banning Axes from the account, either temporarily (several months) or permanently.

It's understood as malicious activities

- Computer attacks on the integrity of the game system or theft of account information.
- Use of programs that interact with the game by pretending to be real players (these programs are known as "bots").
- Play more than one Axie Infinity account in a period of less than 24 hours (a person cannot play on more than one account per day, but can have Scholarships and have them used by other people).
- Open more than one Axie Infinity account on the same device within 24 hours.
- Modify the device time.



Please verify your account to ensure a fair gaming environment for Axie Infinity

(10s) Verify

Sometimes the game will ask us to perform certain verification actions to check that we are indeed playing the game ourselves and that we have not incurred in the use of a program that performs automatic plays.

Sometimes we will be asked to solve a captcha in which we will have to slide a puzzle piece to the indicated place and in other occasions we will get a verification message to which we must press "Verify" before the counter reaches zero.

The penalty for failing these checks is usually one hour of blocking the account the first time, but the penalty will become increasingly severe; be careful, close the game if you will not be watching it, and avoid playing while you are distracted by other activities.

Anti-bot verification

Please verify your account to ensure a fair gaming environment for Axie Infinity



Your current account has been locked for 59m

Several accounts, one home



The rules imposed by Sky Mavis regarding the use of multiple accounts within the same household (the same WiFi network) are very friendly to the community. **It's allowed** that several devices connect to the same WiFi network to play Axie Infinity, the company intention is to support those families or low-income communities that resort to share the same WiFi connection to be able to log in together to play.

However, **it's forbidden** for the same person to use more than one account in a period of less than 24 hours, this is known as Multi-Accounting, and warrants the banning of all accounts used by that person.



CHAPTER III

Axies

What's an Axie?

Axies are fierce (and adorable) creatures, which enter into combat within the world of Lunacia; these creatures will be our pets to fight against other players (turn-based combat in real time) and to perform combat against in-game enemies.





Axies are non-fungible tokens NFT from the Ethereum network, these can be traded within the Axie Infinity Marketplace, their prices vary according to their Abilities, genes and statistics.

Axies are born by breeding two Axies, the players do the breeding themselves, so the market and prices are dictated by the players.



Axie stats

Axies have 4 basic statistics, these are determined by the Axie's class and its parts.

- Vitality**  Vitality is the maximum health points of an Axie, it determines the amount of damage an Axie can take before being knocked out.
- Speed**  Speed determines the order of turns. The fastest Axies attack first. Speed also decreases the chance that an Axie will be the victim of a critical hit.
- Skill**  The Skill adds damage when an Axie plays several cards at once (combo).
- Moral**  Morale increases the probability of critical hits. It also makes it more likely to enter "Last Stand" mode and adds more Last Stand ticks.

Axies classes

There are 9 Axies classes:



Reptile



Plant



Dusk



Beast



Bug



Mech



Aquatic



Bird



Dawn



"The class of an Axie determines its weakness, or resistance, to attacks by other classes of Axies."

Base stats for each class

Each class has a different distribution of statistics, centered on their roles within a combat.

	 Reptile	 Plant	 Dusk	 Beast	 Mech	 Aquatic	 Bird	 Bug	 Dawn
Vitality 	39	43	43	31	31	39	27	35	35
Speed 	35	31	39	35	39	39	43	31	35
Skill 	31	31	27	31	43	35	35	35	39
Moral 	35	35	31	43	27	27	35	39	31

Axie parts

An Axie, besides having its own class, is also composed of 6 parts in total, which are:



Eyes



Ears



Back



Mouth



Horn


































Tail



"There is currently no way to modify the parts an Axie was born with."



Benefit of stats by the parts

The 6 parts of an Axie provide additional statistics to an Axie, the statistics obtained will depend on the class to which each of the Axie's parts belongs.

	 Reptile	 Plant	 Dusk	 Beast	 Mech	 Aquatic	 Bird	 Bug	 Dawn
Vitality 									
Speed 									
Skill 									
Moral 									





Example of Axie stats

We have an example of a plant class Axie with different parts of mixed classes, to know its final statistics we must see the points granted by its class and its parts:

	Plant Class:	 +43	 +31	 +31	 +35		
	Beast	 +3	 +1		Reptile	 +3	 +1
	Beast	 +3	 +1		Plant	 +3	 +1
	Aquatic	 +3	 +1		Bug	 +3	 +1



Stats

HEALTH	SPEED	SKILL	MORALE
 51	 37	 31	 45

Parts with cards (Abilities)

The Cards (Abilities), that an Axie possesses will depend on 4 of its 6 parts, these parts are:
The Back, the Mouth, the Horn and the Tail.



Back



Mouth



Horn



Tail



Parts without cards (Abilities)

Two of the Six parts of an axie only provide statistics, but do not provide cards (Abilities) to the Axie. These parts are the Eyes and Ears.



Eyes



Ears



"The colors of the Axie's body and parts, don't provide any benefit to the Axie except for aesthetic appeal."

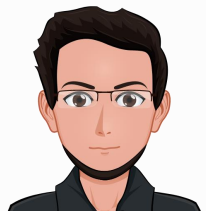


Axie levels

The level of an Axie increases the Axie's base stats (Vitality, Speed, Skill and Morale), as well as increasing the attack and shield that the Axie's cards possess. To level up Axies need to gain experience, which is obtained in The Ruins of Lunacia, within the Adventure Mode, if a daily energy charge has been used by completing The Ruin.

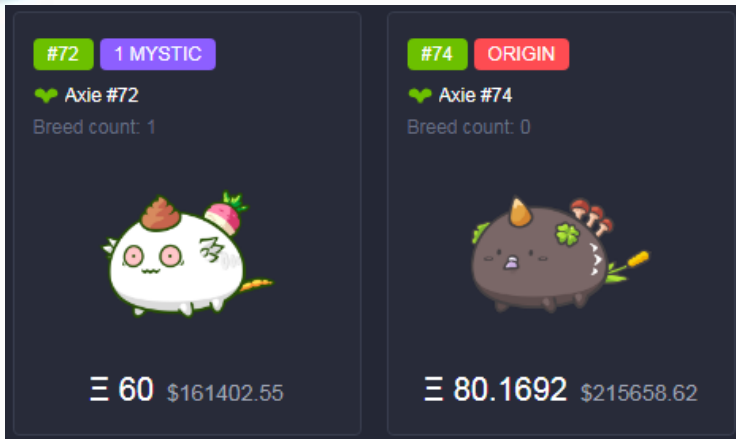
A team with high level Axies will make it easier to advance between Ruins in Adventure Mode, which will mean an increasing, and faster, gain of SLP within The Ruins.

Independently of the current level of the team's Axies, whenever fighting in Arena Mode the team members will be level 1 (during the fight).



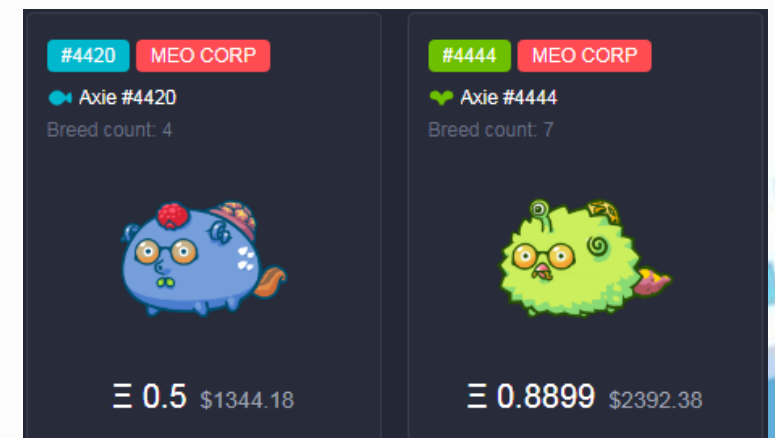
"If an Axie is given as a gift, sent to another wallet, or sold, it will revert back to level 1."

Origin and Mythical Axies



In the beginnings of Axie Infinity, the first Axies of the game were not conceived by breeding between Axies, instead these were given directly to the players to start breeding Axies, these Axies are known as Origin Axies, these had no cost of procreation because the intention was not to limit the breeding of more Axies. Origin Axies are unique and rare, so the price of these Axies in the market is very high.

Mythical Axies are Axies that possess parts with visual variations, these parts do not provide an improvement or advantage over their normal counterparts, but they are a very attractive aesthetic eye-catcher for collectors. These parts can only come about as a result of breeding with an Origin Axie, and their rarity can be variable to the point of being considered ultra rare or legendary parts.



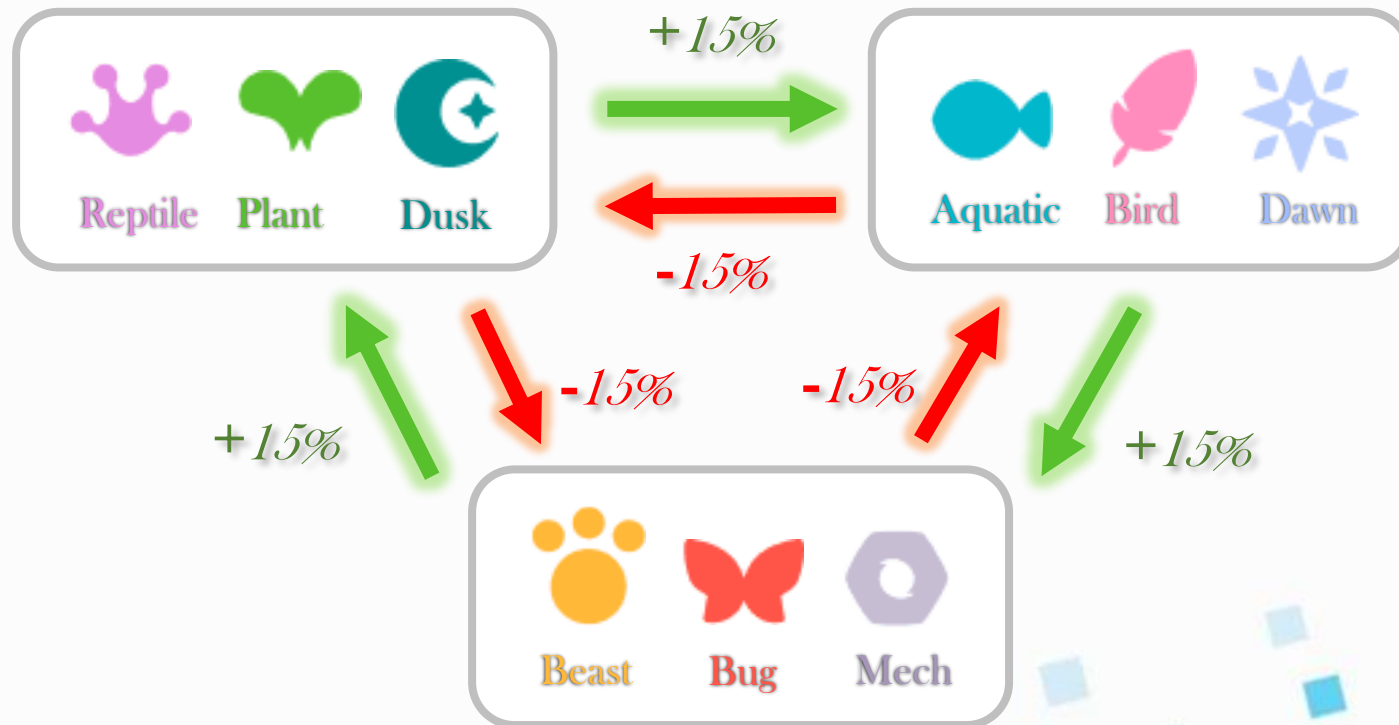


CHAPTER IV

Combat

Triangle of weaknesses and strengths

The damage caused to an Axie will be 15% higher, or 15% lower, considering the class of the attacking card against the class of the Axie receiving the damage. If the class of the attacking card and the class of the Axie receiving the damage belong to the same group or class, the damage will be neutral.



Axies combat role

An Axies team is composed of only 3 members, for this reason, choosing a balanced team, and that complement each other, is essential to get as many victories as possible. The compositions of a team are very variable, but the most advisable to start in the game is to have a tank in the front row and a fulminator in the back row, the third member of the team may well be a support, a second tank or an Axie focused on combos/critical.



"These roles are not stated in any official site, it is a general overview according to my personal experience within the game."



Axies combat role



Tank: A tank must withstand as many hits as possible before being knocked out, for this it needs to have a high Vitality and cards that grant good amounts of Shield and high healing; It is also important that the effects of its cards can complicate the enemy strategy or give an advantage to its teammates. The most suitable class for the role of tank is the Plant class.



Support: A support has the function of providing benefits to the team, or disadvantage the enemy, it can give more energy for the next turn, draw extra cards, remove or steal energy to the opposing team, destroy enemy cards, or disable cards or actions to the enemy. Bug, Reptile and Plant have many cards that fulfill these functions.

Axies combat role



Fulminator: A fulminator Axie usually stays in the last row of the team, and tries to survive until the end of the game to give the last blows to the enemy Axies. His speed must be high, or he must be able to increase his speed to finish off other Axies before being hit. Their damage must also be high. The best classes for this function are Bird and Aquatic.



Combos/Criticals: Axies focused on combos and criticals increase their potential enormously when they can put together the right cards (and the necessary energy) to activate additional effects to their abilities, knock out tanks in a single combo, and turn the matchup upside down. The class most focused on combos and criticals are the Beast.

Axies combat role



Tracker: A tracker is an Axie that possesses an ability that can give priority to a specific Axie, this allows it to ignore Axies on the front lines and go straight for more vulnerable Axies and knock them out before they become a major threat. The most common class with this role is the Bird class.



Team placement

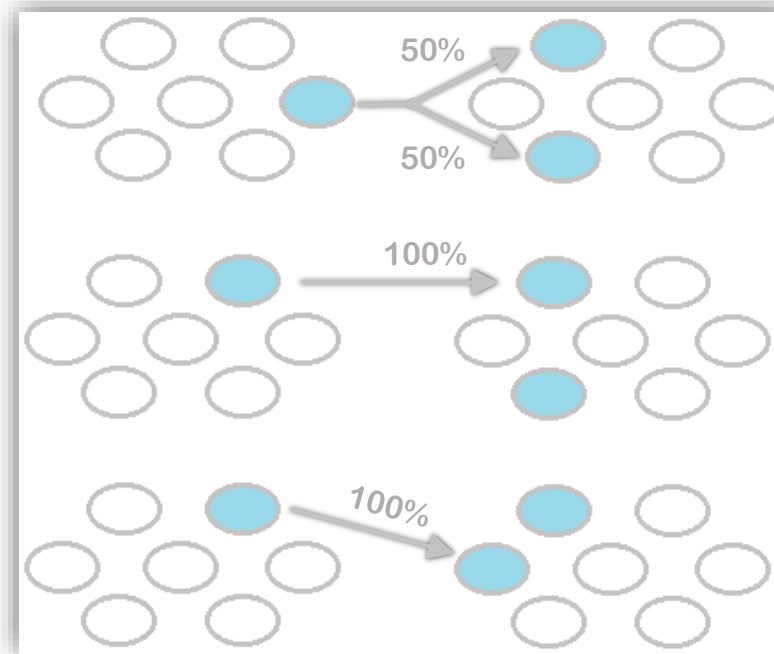


The placement of the team members will determine the order in which the Axies will take damage from enemy attacks, unless the enemy uses abilities that allow them to evade the positioning of the team. Axies in the front line will be the first to take damage, while those farther away will be better protected.

If an Axie in a central position has 2 enemies in parallel, there is a 50% chance that the attack will go to either of the 2 enemies.



If an Axie in lateral position has 2 enemies in parallel, the attack will go to the enemy in front of him.

If an Axie in lateral position has 2 enemies in diagonal, the attack will go to the enemy in the front line.



Rounds of a fight



The combats are played in turns, each participant of the combat (whether Axies or enemies of the Adventure Mode) will have their opportunity to perform their actions (or not to do anything, either for lack of energy, cards or strategy), this is known as a Round, when all participants have already completed their actions the Round ends, cards  and energy  are re-dealt to the teams, and the next Round begins.







“During a Round each Axie may only play a maximum of 4 cards, even if you has more cards in hand and the energy to play them.”

Determine the turn of the Axies

The order in which the Axies will act in each round is determined by the Attribute  speed.



The fastest Axies will be the first to perform their actions, although there are some factors that can alter the order of action of the Axies, some abilities will reduce or increase the speed of the Axies for a couple of rounds.

Keep in mind that if two Axies have the same "speed"  the more injured Axie will attack first, if both have the same "percentage amount of vitality"  then the one with the higher "skill"  attribute will attack first, if both have the same amount of "skill" then the one with the higher "morale"  attribute will attack first, if both Axies have equal amount of "morale" then the Axie with the lower ID (the older one) will be the first to attack.

 >  % >  >  > ID #

Combat energy



The Energy per round in a combat determines the number of cards that can be played in a round, taking into consideration the energy cost of the cards and the rule that an Axie can only play a maximum of 4 cards in the same round. Energy is received passively at the beginning of each round, and can be accumulated (if there was unused energy during the previous round) up to a maximum of 10.

There are skills that allow you to generate extra energy in many ways, either by performing a combo, by making critical hits, when an Axie loses his shield, or simply generate energy directly. There are also skills that destroy enemy energy or steal energy (+1 to the attacker; -1 to the receiver), so it is advisable not to accumulate too much energy if the enemy has this type of skills.

If an Axie is effecting a multi-card attack (combo) and the enemy Axie is knocked out before finishing the combo, the remaining attack cards will be discarded without activating their effects and the energy used by these cards will not be returned; support cards, which do not target an enemy, will be played.

Energy received in Adventure: +4 at the beginning of each wave. +3 each round.

Energy received in Arena: +3 at the beginning of combat. +2 each round.

Cards composition



Cards Deck

The cards that make up the Team Deck will be determined by the parts of the Axies that compose it.

The 4 parts with letters are: *Back* *Mounth* *Horn* *Tail*

Each of them contributes 2 copies of their cards to the deck: x2 x2 x2 x2 = + 8

The team is composed by 3 Axies:

Each brings 8 cards to the deck: + 8 + 8 + 8 = 24

This gives a total of 24 cards in the deck.



"The cards in the player's hand are still reflected in the deck's card counter, we can only have a maximum of 12 cards in the player's hand, if we collect more than 12 cards in the hand we must discard the number of cards left over until we only have 12 cards."

Discard deck and cards draw



After playing cards in a battle, they will be placed in the discard deck, when a team has already drawn all the cards from its main deck, all the cards in the discard deck are shuffled and they all go to the main deck and the cycle starts again. In Adventure mode, after defeating a wave of enemies, all cards in the hand are considered as played and will go to the discard deck.

At the beginning of each round players draw a certain number of cards from the deck, this action is known as drawing a card.

Cards drawn per round in Adventure: +6 at the beginning of each wave. +3 each round.

Cards drawn per round in Arena: +5 at the beginning of the combat. +3 each round.

Attack damage



The final damage that an Axie will inflict with each of its attacks will depend on several factors that must be taken into account when calculating the damage.


The Axie and the card are of the same class: If the card and the Axie that used it belong to the same class, the hit will receive a 10% increase in damage.

Elemental weaknesses or strengths of the defender Axie: If the Axie who receives the attack have a class with **weakness** to the class of the attacking card, then the damage will be **15% more**; if on the contrary the class of the Axie who receives the attack has **resistance** to the class of the attacking card, then the damage will be **15% less**.

Cards combo and critical hit: These two aspects will be explained in more detail below, but it's important to keep them in mind in the final damage calculation.

Cards combo



A combo occurs when an Axie plays two or more cards in a round. Performing a combo will add additional damage to the attacks depending on the amount of the Axie's Ability  .


$$\left(\text{Axie Attack} \times \text{Ability} \right) / 500$$

There are multiple cards that add additional effects if played within a combo, these effects will be activated during the combo no matter the order in which the cards have been played.

There are cards that have the ability to "prioritize" an enemy as the target of an attack, whether they are looking for the fastest enemy Axie, the one in the last row, etc.; these priority effects will only be activated if they are implemented at the beginning of the combo (and if the Axie is not stunned), otherwise they will not be activated.

Critical hit

Each attack made by an Axie has a chance of inflicting **200%** of damage, this is known as a *critical hit*.

The probability of inflicting a critical is increased by the amount of Morale  that the Axie who performs the attack have.



Shield



The cards, specially the ones based on defense and support, can provide a shield to the Axie which must be destroyed by the enemy's attacks before it can damage the Axie's vitality; the Axie's total shield is accumulated among the total of shield cards played by the Axie during the round, the shield is applied immediately as soon as the actions of both teams start. The shield disappears at the end of the round.


The Axie and the card played are of the same class: If the card and the Axie that used it belong to the same class, the shield granted by the card will be 10% higher.



Chain Cards: If at least two Axies of the team use cards of the same class, they will receive an additional bonus on the total shield gain. Several cards activate their effects if played in a chain with another Axie.

Last Stand

When an Axie's Vitality points reach 0 there is a possibility to temporarily avoid being knocked out, acquiring a number of stacks that are spent as cards are played in the round or when receiving damage, this state in which the Axie enters is known as **Last Stand**.

The probability of being in Last Stand is increased by the higher the amount of Morale  possessed by the Axie that was about to be knocked out. Last Battle stacks will be higher the more Morale the Axie has.



Bufs

There are cards that provide positive affects that increase the Axie's stats, these effects can accumulate between them more than once, which will increase the stats exponentially for a limited time (some last up to 2 rounds), these buffs are:



Attack Up: Increases the next Attack by 20%. (Stackable)



Morale Up: Increases Morale by 20% for the next round. (Stackable)



Speed Up: Increases Speed by 20% for the next round. (Stackable)

Debuffs

Several cards provide negative effects to your Axies or to the Axies of the enemy, some of these effects can accumulate between them more than once, the duration of the effects is variable. These debuffs are:

	Attack Down: Decreases the next Attack by 20%. (Stackable)
	Morale Down: Decreases Morale by 20% for the next round. (Stackable)
	Speed Down: Decreases speed by 20% for the next round. (Stackable)
	Poison: Until removal, affected Axie loses 2 HP for every action. (Stackable)
	Aroma: Target priority changes to affected Axie for the next round.
	Chill: Affected Axie can't enter Last Stand.
	Fear : Affected Axie can't attack.
	Fragile: Shield takes double the damage for the next incoming attack.
	Stun: Next attack misses / Next incoming attack ignores shields.
	Sleep: Next incoming attack ignores shields.
	Lethal: Next hit against affected Axie is critical.
	Jinx: Affected Axie can't land critical hits for the next round.
	Stench: Affected Axie loses target priority for the next.




CHAPTER V

Game modes



Daily energy

Axies accounts will accumulate energy, which is acquired during the day, the energy provides benefits within the game modes. When playing in any of the game modes, whenever you have accumulated energy, one energy will be spent, so it is advisable to be aware of how much energy is left.

3-9 Axies	10-19 Axies	From 20 Axies
		
5⚡ in 6 hours	5⚡ in 3 hours	5⚡ in 2 hours

The maximum amount of energy the account can accumulate, and the speed with which it is acquired, is determined by the total amount of Axies the account possesses.



Adventure Mode - The Ruins

The Adventure mode is composed of a group of Worlds, called Ruins, that we will have to complete, advancing through them to get higher and higher SLP rewards as we advance to more Ruins. The difficulty of the Ruins will be determined by the level of the enemies and the strategies they have.



Combats in the Ruins consist of 3 waves of enemies, vitality is not restored between waves and if an Axie has been knocked out we must complete the Ruin with the remaining Axies.

In the Map of the Adventure Mode, we can see 3 stars under each Ruin, these represent how many Axies we have been able to keep alive by completing the Ruin. These stars are only a personal challenge, they do not provide any benefit.

Adventure Mode – Daily SLP



Each day we can get up to 100 SLP in Adventure mode, we can repeat several times a Ruin to gain SLP, but always keeping in mind that the first 4 times we complete a ruin per day we will have an extra SLP gain, and that **Ruins 1,2, 3 and 4 only give SLP once per day.** The SLP rewards for victories inside the Ruins are the following:

Ruins 1-4 = 1 SLP

Ruins 15-16 = 5 SLP

Ruins 5-9 = 2 SLP

Ruins 17-19 = 6-10 SLP

Ruins 10-14 = 4 SLP

Ruins 20-36 = 8-20 SLP



"Personally, these values have not been 100% accurate for me, the reward also depends on the level of our Axies and other things, but there is no official documentation on this, still these values will be very useful for us as a base."



Adventure Mode - Energy/Experience



If we play a Ruin, as long as we have daily energy available in the account, we'll consume a charge of energy and we'll get experience after winning the combat, if we fail the Ruin the energy will be consumed anyway and we'll not receive any experience; By gathering enough experience our Axies will level up, they will become stronger and make it easier for us to progress inside the Ruins. The experience awarded by each Ruin is determined by its difficulty, the experience awarded by each Ruin is as follows:

R1 = 51

R6 = 189

R11 = 344

R16 = 402

R24 = 582

R31 = 810

R2 = 59

R7 = 266

R12 = 429

R17 = 367

R25 = 618

R32 = 724

R3 = 111

R8 = 237

R13 = 378

R18 = 446

R26 = 797

R33 = 891

R4 = 118

R9 = 282

R14 = 347

R19 = 434

R27 = 735

R34 = ???

R5 = 141

R10 = 300

R15 = 358

R20 = 401

R28 = 759

R35 = 805

R21 = 644

R29 = 800

R36 = 820

R22 = 449

R30 = 1209

R23 = 618



"In Chapter IX I give my advice of how to make the most efficient use of the energy in Aventura."

Adventure Mode - Challenges and Bosses

There are some Ruins that are considerably more complicated to complete and represent a challenge for the player, these stages could be called "Challenges", we must prepare to beat them, it is best to spend daily energy in Ruins of less difficulty in order to raise the level of our team.

The Challenge Ruins are: **12**, **21**, **30** and **36**.

In the **Ruin 21** is one of the most complicated challenges of the Adventure Mode, it is composed of 5 waves of enemies, guarded by a Final Boss in the last wave; this boss has **3094 Vitality** and an ability that makes him immune to all damage during that Round.



"Completing Ruin 21 and Ruin 36 for the first time will give 200 and 300 SLP, respectively."

ARENA

Arena Mode – Combat between players



The Arena mode is a modality where two random players, with a similar number of cups, face each other in a 3 vs 3 combat in real time.

Combat takes place in a single wave and each player will have 40 seconds to choose which cards to play in each Round.



During the course of the combat all Axies will participate while being level 1, no matter how much level they have reached in the Adventure Mode.

After Round 10, the "Bloodmoon Curse" will begin and all Axies will take damage at the end of each Round. Damage increases in each Round.



A player cannot surrender before Round 6.

The fights may end in a draw.



Win a combat before Round 5 doesn't grant SLP rewards.

Arena Mode – Season Rank



Depending on the results we have in the Arena (victories and defeats), we will increase or decrease our score in the Arena, which will be determined by a number of cups 🏆 that will be given to us, or taken away, at the end of the fights. A draw will cause both players to lose cups but in a smaller amount.

Season Ranks are reset at the beginning of each season, after the reset all players will have 1200 cups. 🏆

The duration of the Seasons are determined by Sky Mavis, but usually they are restarted every month.

We can always look at our world ranking and the number of cups we have.

#1	Indes Axie.gg	🏆 2266
#2	PRATHAP - TAMIL TOP GAMERS	🏆 2241
#3	McNocon Axie.GG	🏆 2121
#4	Nate [Axie.gg]	🏆 2091
#5	BiffChain Lev0x eSports	🏆 2072
#6	ARUNACHALAM	🏆 2047
#7	Zee	🏆 2043
#8	Kuan Lev0x Esports	🏆 2041
#157	K748	🏆 1606
#10	Clerkclirk Axie.GG	🏆 2031

Arena Mode – Season Rewards

Your current reward for this season

TOP 1 500,000

SEASON REWARD: Rewards will be confirmed on **13 June, 21:00 (UTC/GMT+7)** based on your rank.

Top 1 500,000	Top 2 400,000
Top 3 300,000	Top 4 250,000
Top 5 200,000	Top 6-10 180,000
Top 10 - 20 120,000	Top 21-50 60,000
Top 51 - 100 34,000	Top 101-200 15,000
Top 201-300 12,500	

At the end of each Season the top 300 players are awarded with a reward of AXS relative to their positioning in the World Rank.

Rewards are assigned on the date set by Sky Mavis, and must be claimed before a certain time or they will be lost.



"Rewards reflect decimals. Example: 12.5 AXS for positions 201 to 300."


















Arena Mode - Energy/SLP gains

If we play an Arena, as long as we have daily energy available in the account, we will consume an energy charge and get an SLP reward after winning the fight, if we lose the fight the energy will be consumed anyway and we will not receive any SLP.

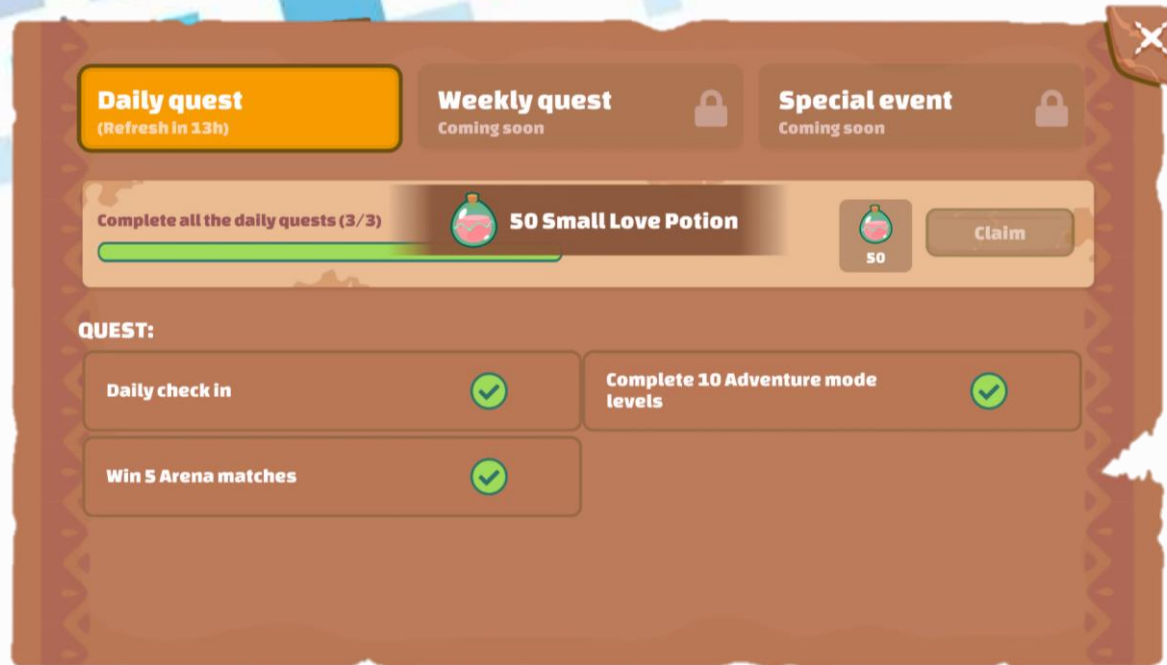


The SLP Reward obtained for winning the fight in the Arena will be determined by the amount of cups we have at the beginning of the fight, a draw will give us less SLP than a victory. Winning a match before Round 5 will not award SLP reward.

SLP rewards according to the number of cups:

> 800  = 0	1500 - 1799  = 9 
800 - 999  = 1 	1800 - 1999  = 10 
1000 - 1099  = 3 	2000 - 2199  = 11 
1100 - 1299  = 7 	< 2200  = 12 
1300 - 1499  = 8 	

Daily quest



Every day, at 00:00 GMT (Greenwich Mean Time), the game will reset the rewards of the Adventure Mode and the daily mission.

After the daily reset, the SLP counter of the Adventure Mode will return to 0 and we will be able to obtain them again.

The daily mission grants a reward of **50 SLP**  after completing 3 conditions::

- 1.- Make a check in inside the daily mission menu.
- 2.- Complete 10 Adventure Mode Ruins (a Ruin can be repeated more than once).
- 3.- Win 5 Arena Mode Matches.

After completing the daily mission conditions, **remember to enter the daily mission menu and claim the reward.**

CHAPTER VI

Additional menus



Settings

From the Configuration Menu we will be able to:

- Change the volume of the game music.
- Modificar el volumen de los Sonidos del juego.
- Change the volume of the game sounds.
- Switch between computer mode or mobile device mode (only for the computer version).
- See terms of use.
- Logout of our account on the device.



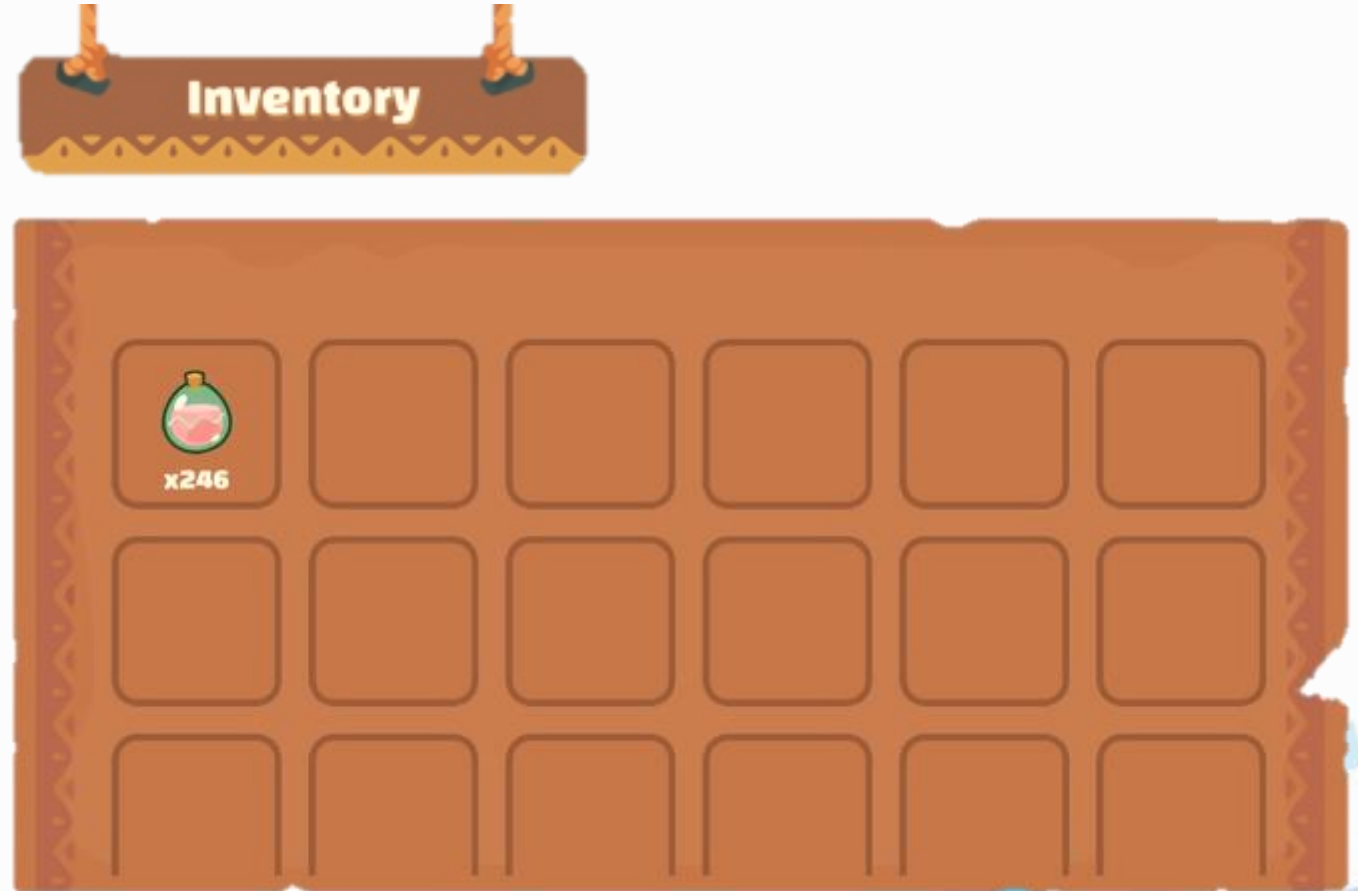


Inventory

In the Inventory Menu we will be able to see the SLP we have collected and the AXS we have received if we have reached the first 300 places in season.

When we claiming inventory stored, all its contents will be sent to our Ronin wallet.

The inventory will be able to store new objects after future releases of projects under development for Axie Infinity.





Axies Menu

In the Axies Menu we will be able to see all the Axies that are in our account.

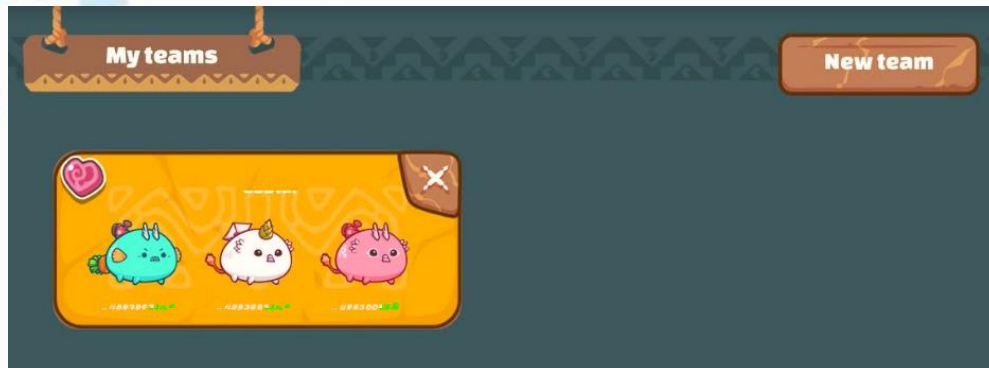
From here we can see what level they are and a visual estimate of how much experience they need to level up.

We will be able to analyze the parts and cards of each Axie, as well as their total statistics.



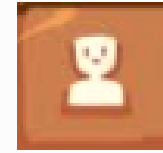


Team Menu



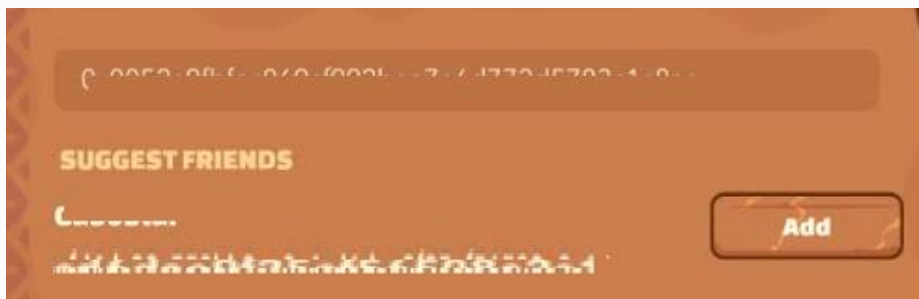
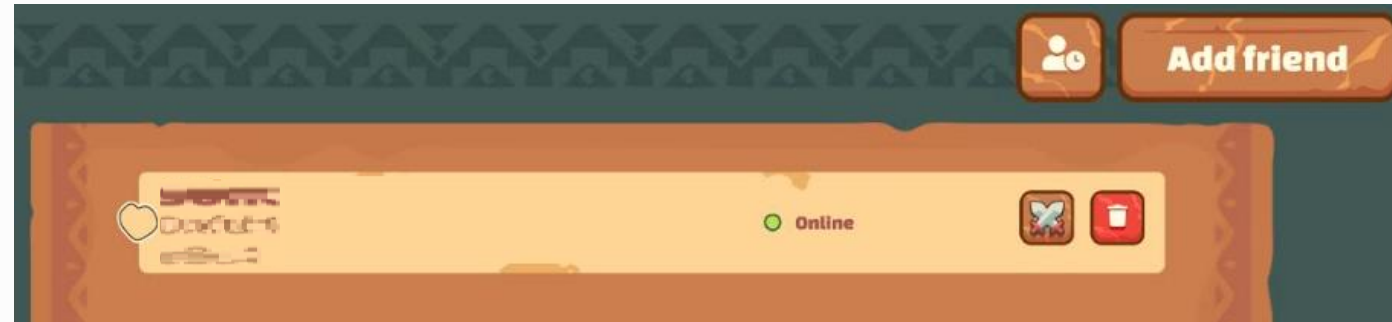
In the Team Menu we will be able to save and edit the strategic formation of our teams, designating which Axies, in our Inventory, will form the team and what will be their positioning during the combats.





Friends Menu

From the Friends Menu we will be able to see all the friends we have added to our account.



We can search Friends by adding their MetaMask address to the search engine, we will also receive Friendship suggestions from the last users we have faced in Arena mode.

If we receive a friend request, a **Red** indicator will appear with the number of requests, from here we will be able to accept or reject them.





Challenge a friend



From the Friends Menu we will be able to challenge an online friend to a combat.

These fights don't consume daily energy, don't give experience, don't give SLP gains, and don't increase or decrease our Arena Mode Cups; these fights only are for fun playing with friends, to test strategies and to organize tournaments between Axie Infinity communities.





Battle Log



In the Battle Log Menu we will be able to see the results we have obtained in the last 100 combats of any game mode.

We will be able to see the ID of the combat, the name of the rival user, how much time has passed since the battle, the result we have obtained in the combat and we can also send a friend request to the rival if we wish to do so.





Combat replay



From the Battle Log Menu we can also watch a replay of a fight by clicking on the match and then on the "Play" button.



We will be able to see detailed information of the confrontation such as the cards of both players, the energy they possess and the order of the actions of the Axies during each round.

It is possible to pause the replay, resume it, or modify the speed of the combat, if desired.

CHAPTER VII

Axies breeding



Axie genes

Axies are born as a result of breeding between 2 adult Axies. The child will have a 50% chance of hereditary class from each of its parents.

In a breeding, each parent contributes 50% of its own chance in the generation of the offspring's parts, the way to determine which parts an Axie will inherit is determined by the genes of its parents.

Dominant Gene (D) - 37.5% probability: This is the gene most probable to be transmitted to the son, it is determined by the Axie's own cards.

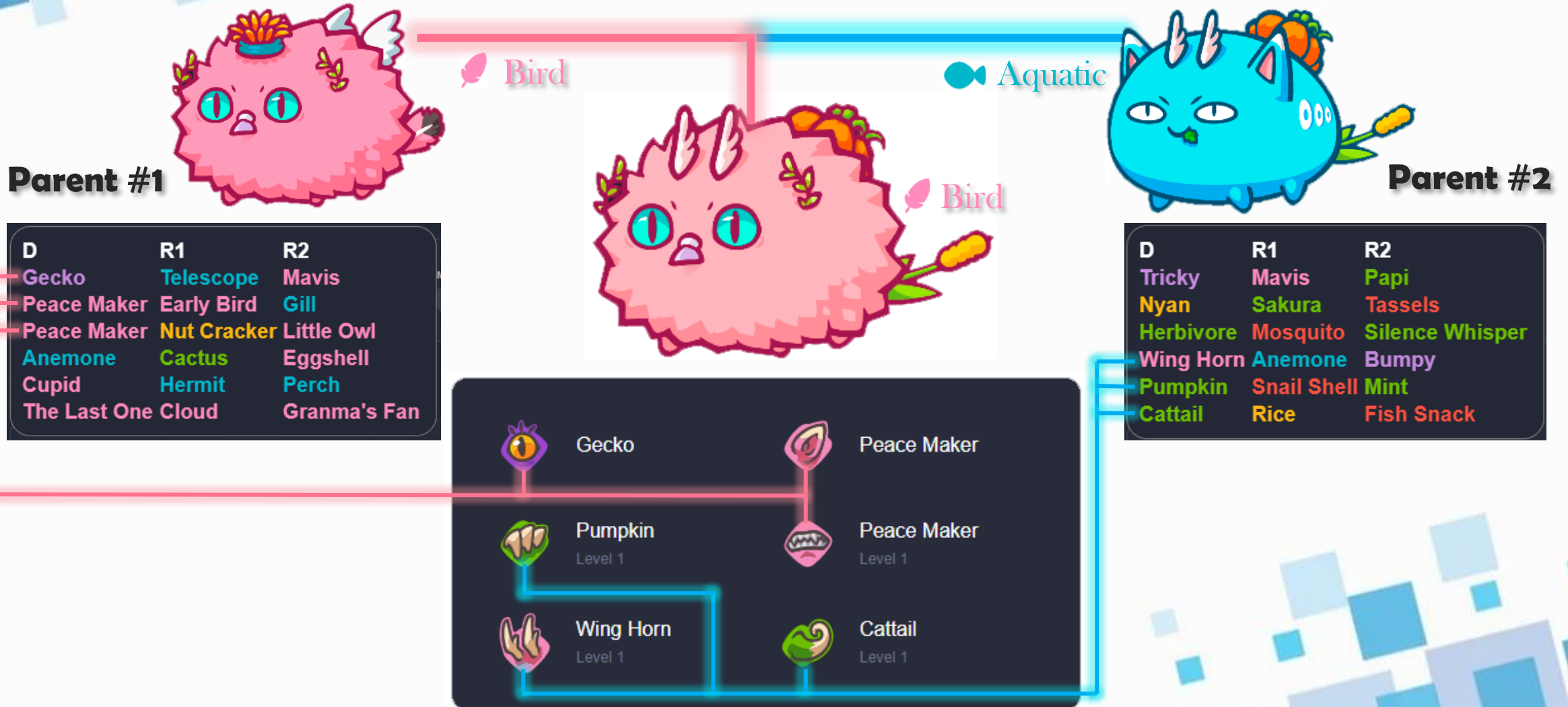
Recessive Gene 1 (R1) - 9.375% probability.

Recessive Gene 2 (R2) - 3.125% probability.

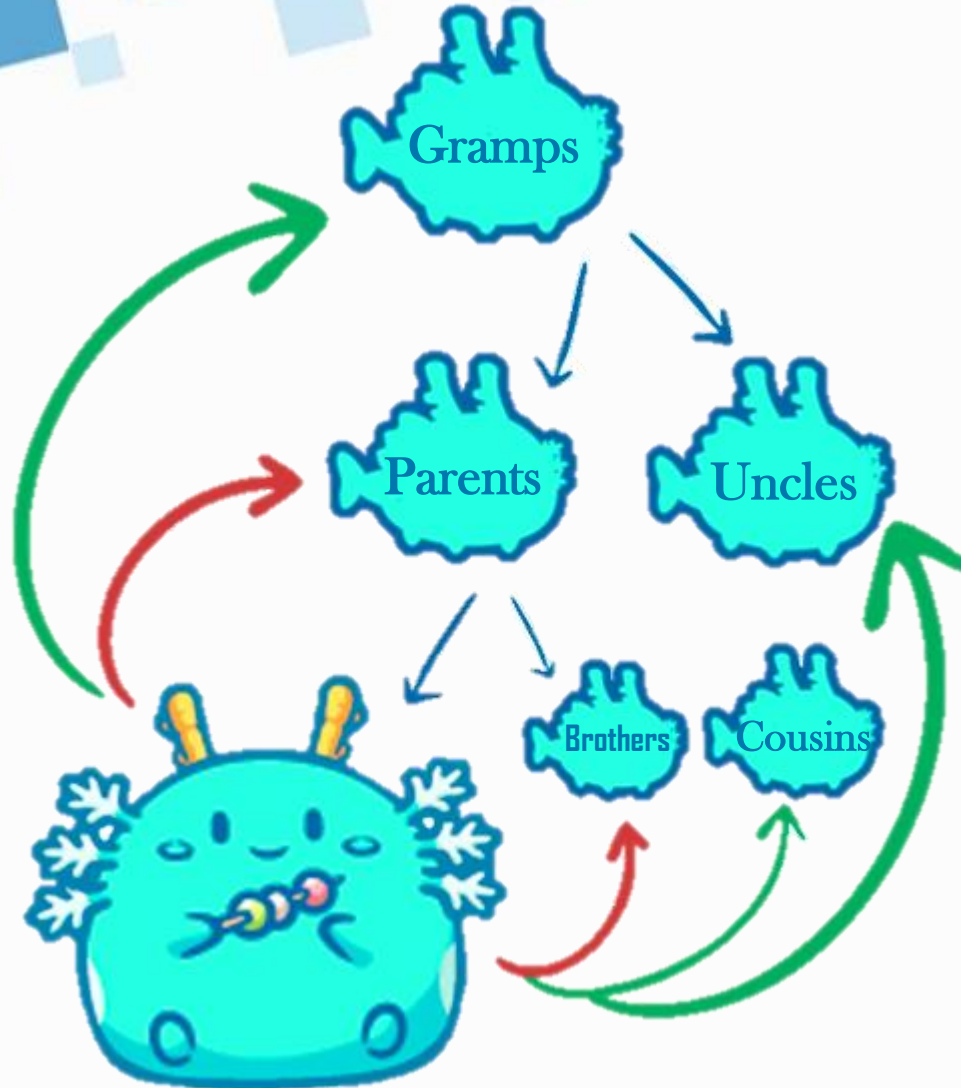


D	R1	R2
Neo	Sleepless	Papi
Curved Spine	Tassels	Tiny Fan
Zigzag	Zigzag	Zigzag
Rose Bud	Teal Shell	Beech
Snail Shell	Snail Shell	Ronin
Cattail	Fish Snack	Wall Gecko

Example of Genetic Heredity



Family breeding restrictions

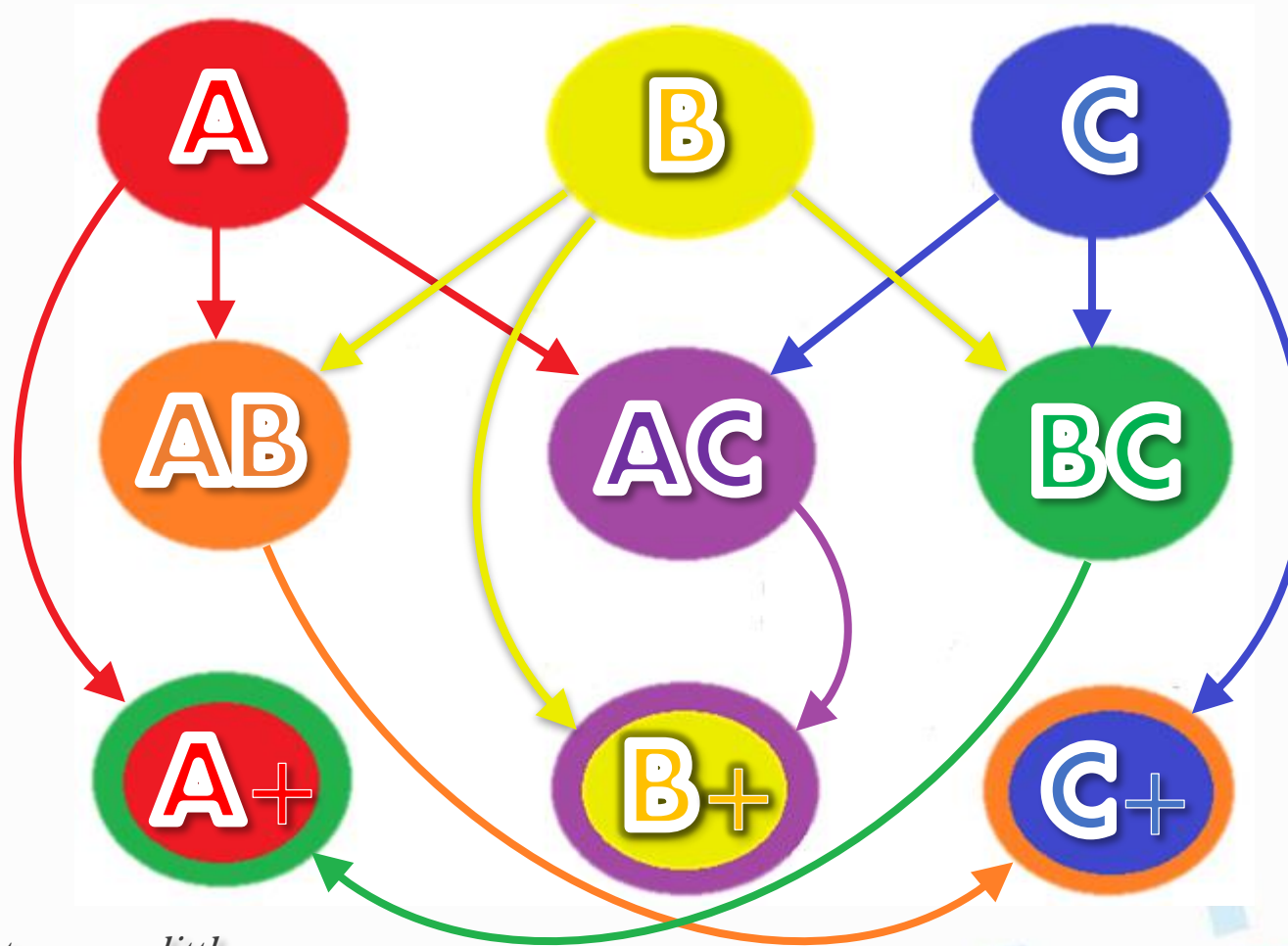


The breeding between Axies is restricted depending on the family relationship they have.

The basic rule is that an Axie **CANNOT** breed with any of its parents or brothers.

An Axie **CAN** breed with grandparents, uncles, cousins and Axies without any family relationship.

Infinity breeding tree



"There are other trees that are a little more efficient, but a lot more confused."

Breeding limit

An Axie can only breed a maximum of **7 times**. With each new breed, the amounts of SLP that the Axie will consume in order to breed will increase.



Breeding cost

Breeding costs **2**  **AXS** a certain amount of  **SLP**

The cost of SLP will depend on the number of previous breedings that both Axies already have.

Apareamientos previos	# Apareamiento	Costo de SLP
(0/7)	1	150
(1/7)	2	300
(2/7)	3	450
(3/7)	4	750
(4/7)	5	1200
(5/7)	6	1950
(6/7)	7	3150

Example of breeding costs



The first Axie with 1/7 breeding, needs 300 SLP to breed.

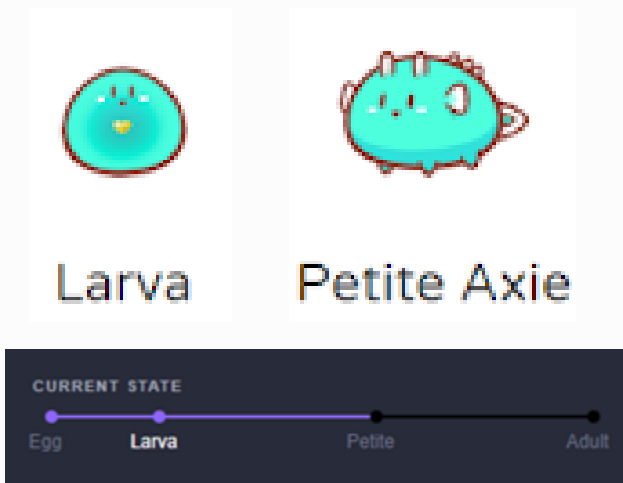
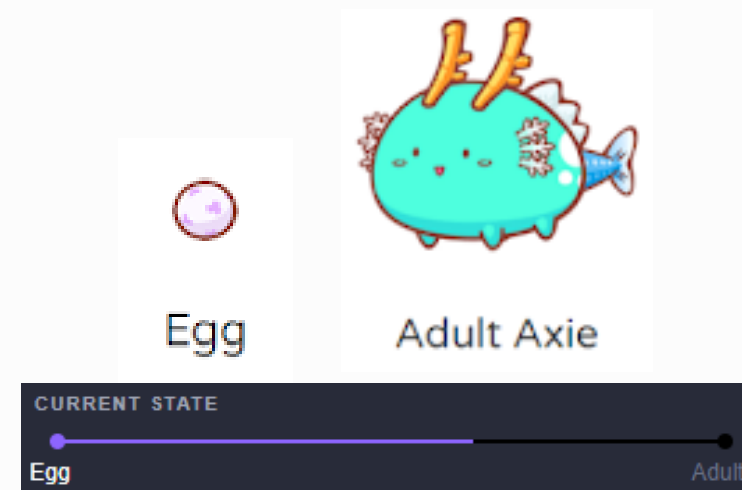
The second Axie with 4/7 mating, needs 1200 SLP to breed.

Total breeding cost: **1500**  **SLP** + **2**  **AXS**

⤴ Morph to Adult

Growth stages

Actually, Axies only have 2 growth stages: egg and adult; an egg takes 5 days to grow to an adult, and we will have to grow it from our account in the official website of the game.



In the past, Axies had 2 additional intermediate stages, which were Larva and Petite, but these were eliminated after the implementation of the second phase of Ronin.

Eggs

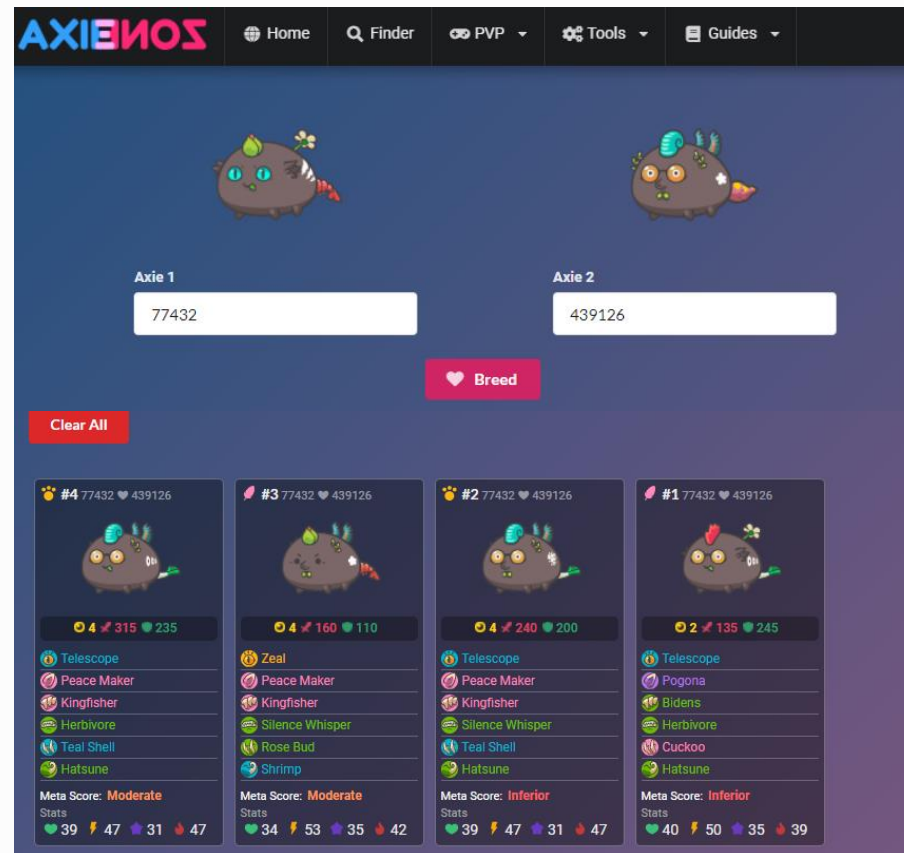


Even when an Axie in the egg stage does not allow us to know what parts it will have, with enough understanding of the genes of the parents, we can have a prior assessment of the quality of the Axie.

I highly recommend using the web tool:

<https://axie.zone/breeding-simulator>

Axie.zone will allow us to make infinite simulations of breeding between Axies, we only have to put the ID of each one, with this we can evaluate the possible result of the breeding between them.



Eggs

		Parent #2					
Parent #1							

The eggs will adopt their appearance according to the class of the parents; the class of the first parent will give the shape, the second parent will determine the color and design.



*"Invisible eggs are a result of at least one of the two parents belonging to the Mech, **Dusk** or Dawn class, these do not yet have an appearance for eggs."*



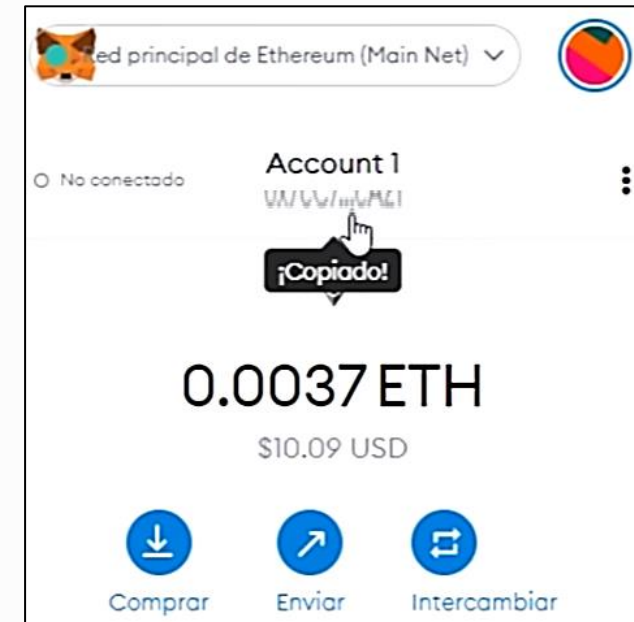
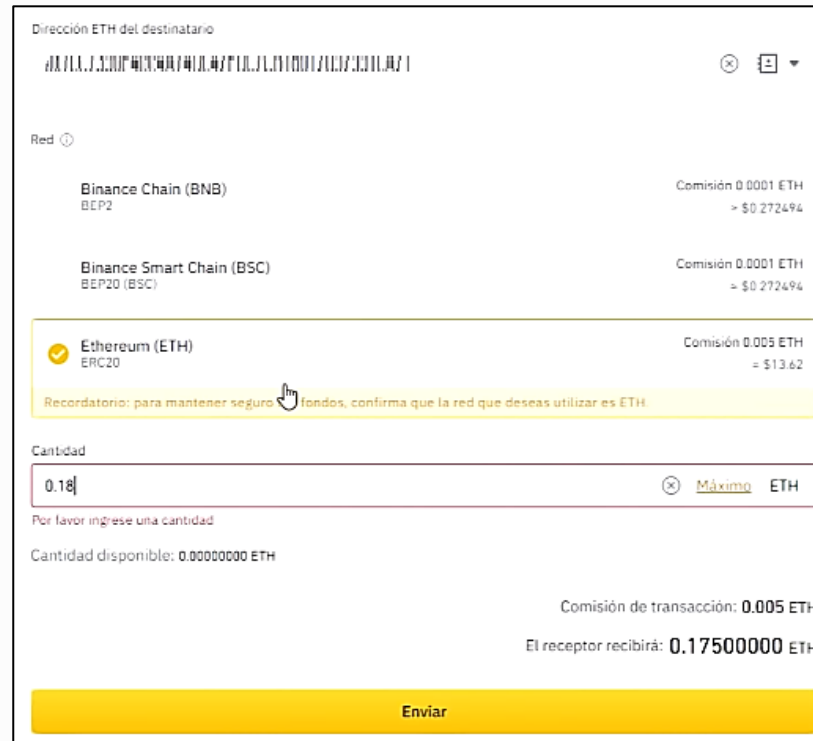
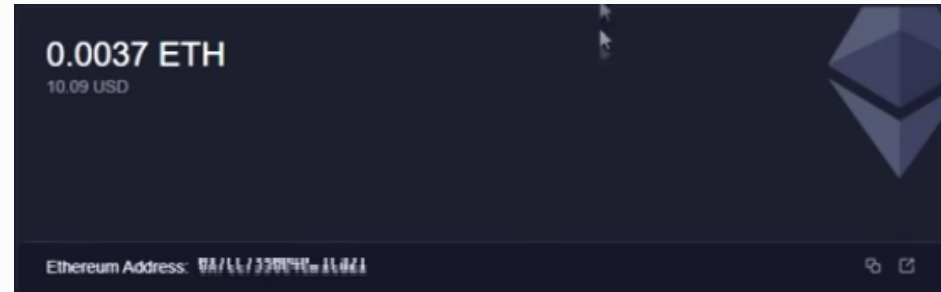
CHAPTER VIII

Buy and sell

ETH in Metamask

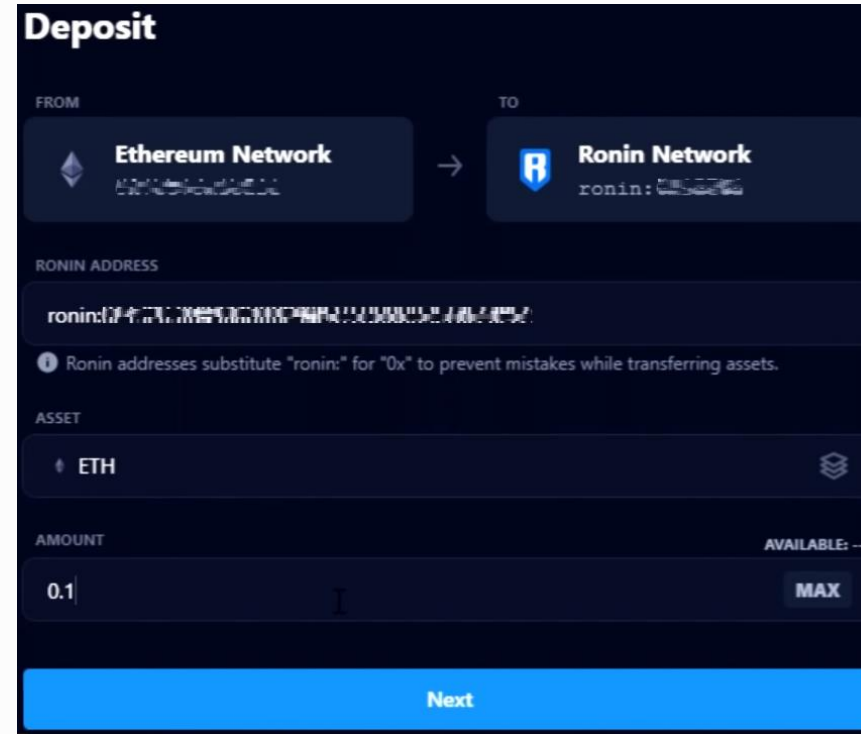
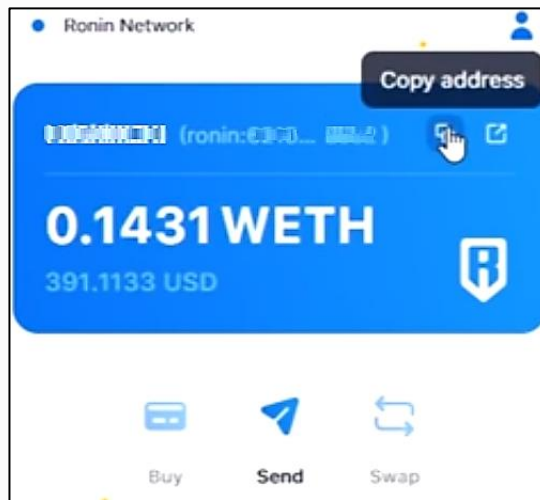
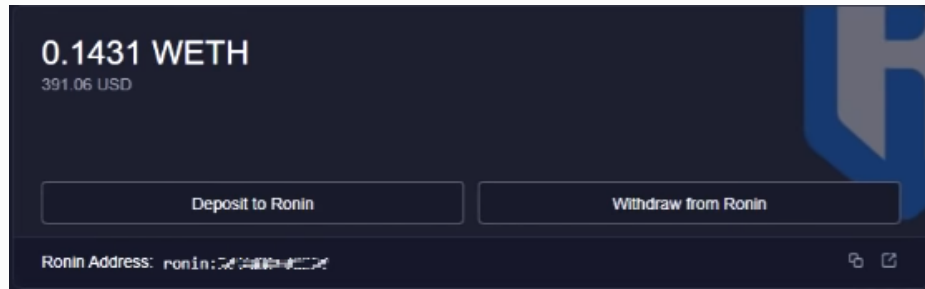
In order to acquire our Axies we will need to send ETH to the Ronin wallet, for this we must start by sending ETH to our Metamask wallet. The ETH can be purchased from an exchange (such as Binance) or transferred from a cryptocurrency wallet we have.

Once we have the ETH we must send it (using the ERC20 network) to our MetaMask wallet linked to our Axie Infinity account, the address of the wallet can be seen from our browser extension and in the Axie Infinity MarketPlace.

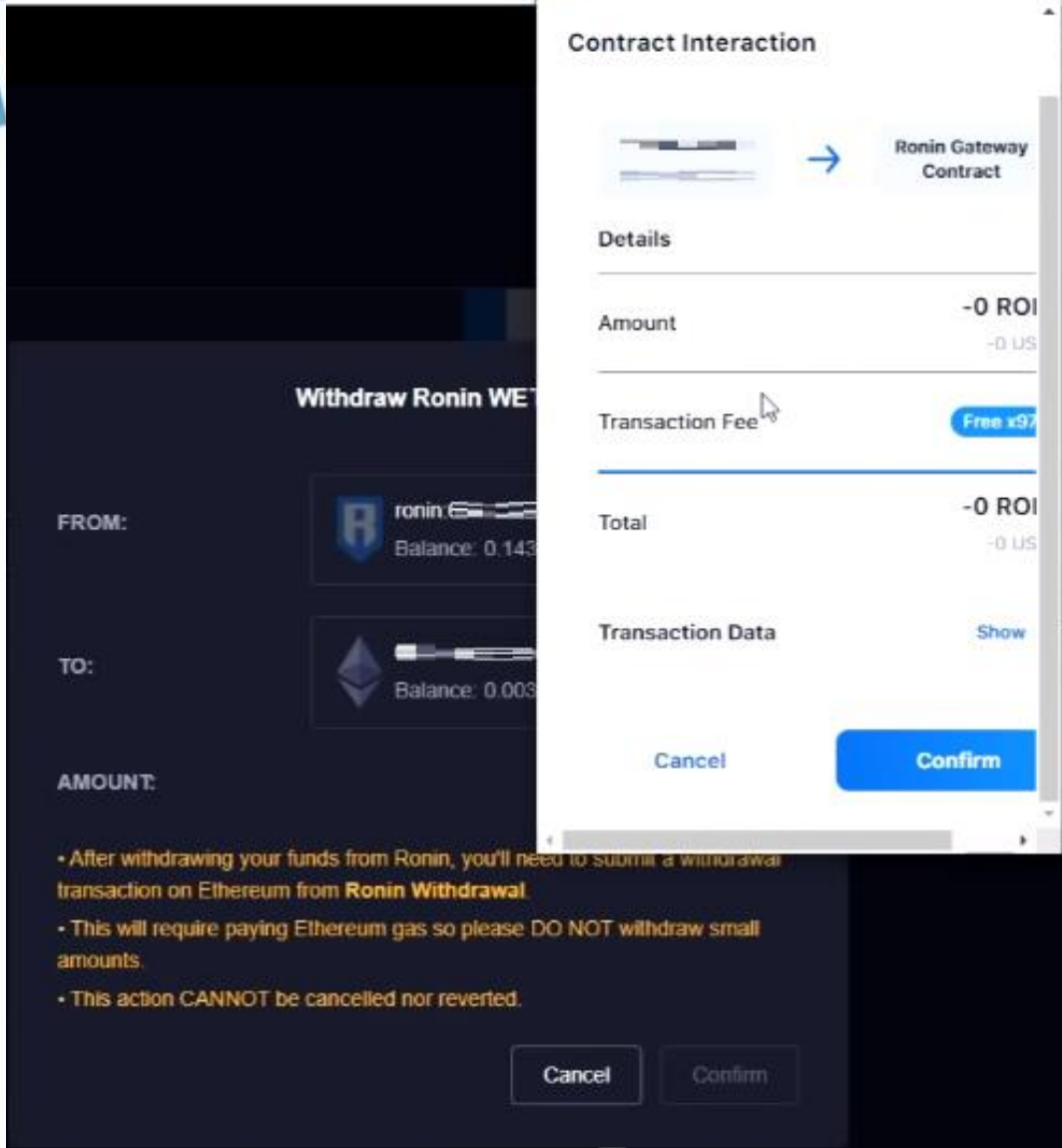


WETH in Ronin - Bridge

Once we have ETH inside our MetaMask wallet, we must send it to our Ronin wallet. We will copy the address of our Ronin wallet and from the Ronin Bridge we will be able to pass WETH, AXS or SLP between both wallets.



Withdraw from Ronin



Withdraw Ronin WETH

FROM: ronin Balance: 0.143

TO: MetaMask Balance: 0.003

AMOUNT:

Transaction Fee: Free x97

Cancel Confirm

Contract Interaction

Ronin Gateway Contract

Details

Amount: -0 ROI, -0 US

Transaction Fee: Free x97

Total: -0 ROI, -0 US

Transaction Data: Show

Cancel Confirm

• After withdrawing your funds from Ronin, you'll need to submit a withdrawal transaction on Ethereum from **Ronin Withdrawal**.

• This will require paying Ethereum gas so please **DO NOT** withdraw small amounts.

• This action **CANNOT** be cancelled nor reverted.

Cancel Confirm

Withdraw WETH

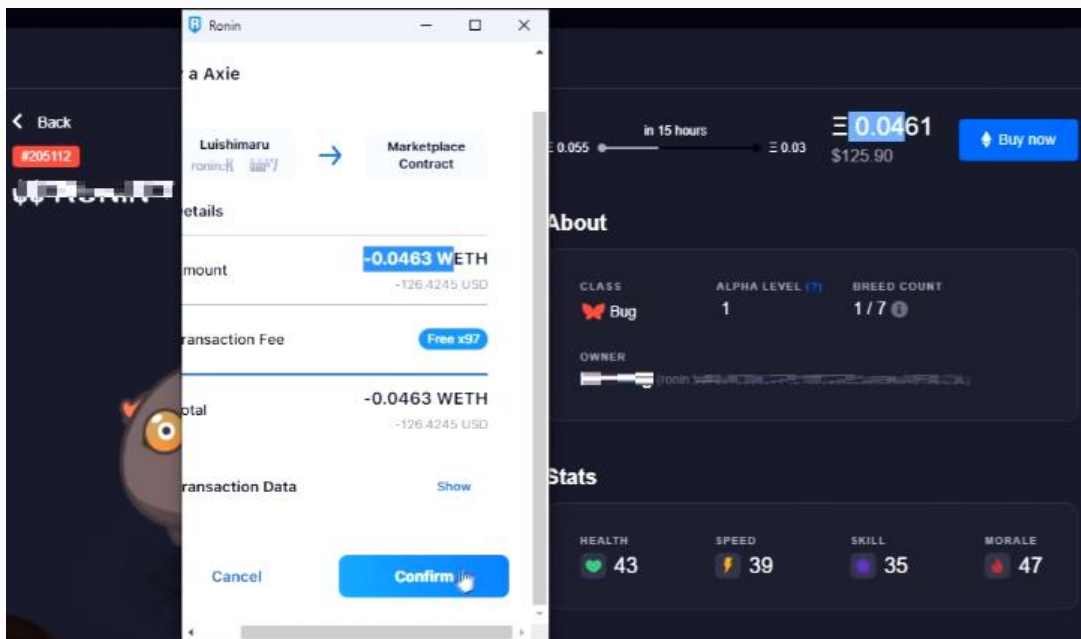
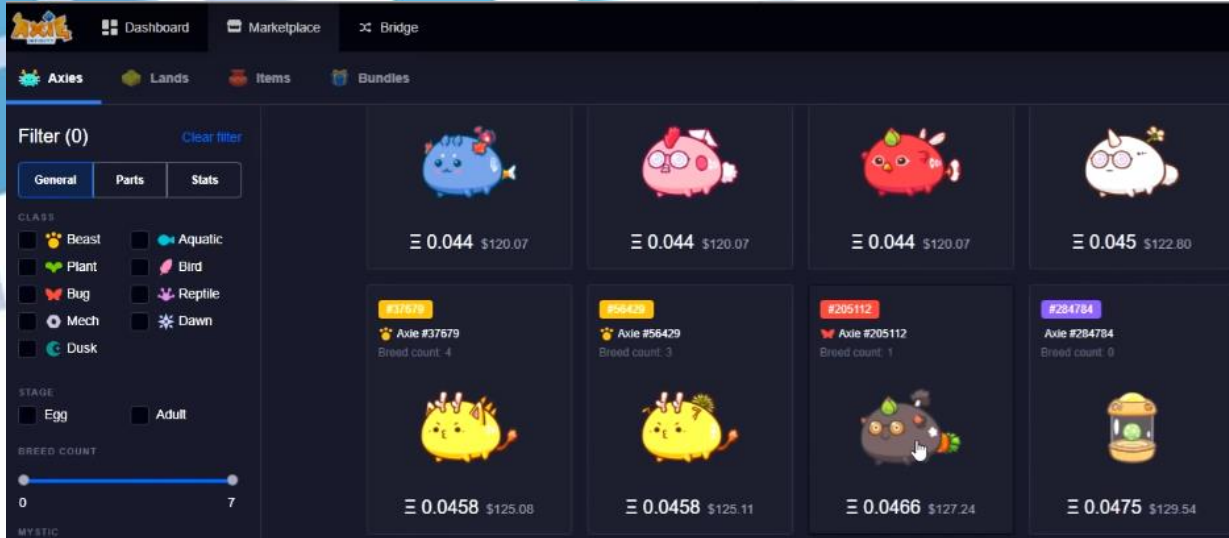
To Withdraw the WETH to MetaMask just click on the "Withdraw from Ronin" button, choose the amount to withdraw and confirm the transfer.

Withdrawing WETH, SLP or AXS from the Ronin wallet is free of commission for the first 100 transactions per day.

Buy Axies

To buy an Axie we will go to the Marketplace and click on the Axie we wish to buy.

If we have the necessary WETH to buy the Axie, the "Buy Now" button will be enabled. Axies take some time to reach our inventory, depending on how saturated the Ethereum network is.



"Remember to evaluate your purchases very well, don't buy without thinking."

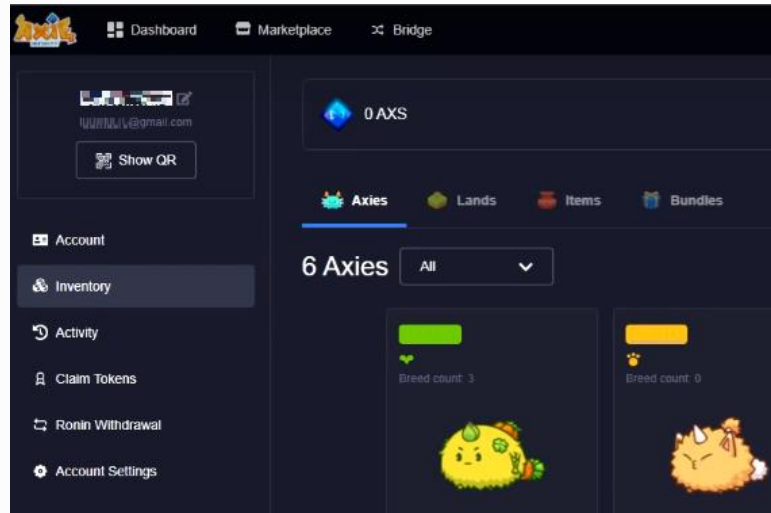
Sell Axies



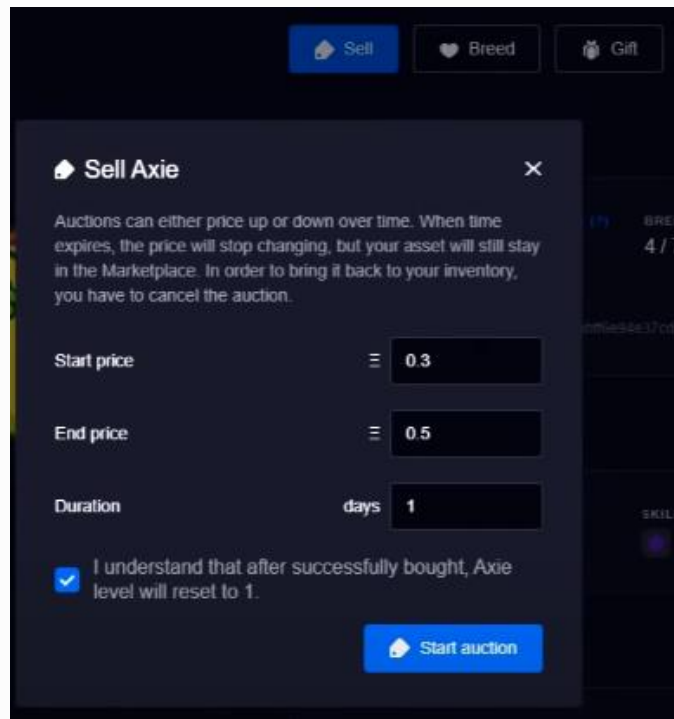
To sell an Axie we will have to go to our inventory inside the Axie Infinity account.

We may cancel a sale offer at any time while the Axie has not yet been sold.

It's important to remember that if an Axie is sold or acquired, it will return to level 1, losing all the experience gained in the Adventure mode.



If we click on the "Sell" button we must set an initial price for the Axie, a final price and the duration of the offer. As the final time of the offer advances, the value of the Axie will gradually increase from the initial value to the final value.



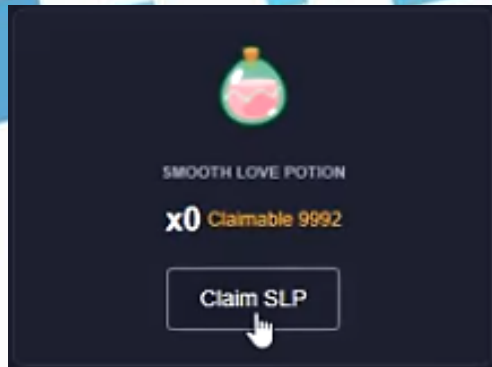
SLP and AXS price



It's important to understand that **SLP** and **AXS** are cryptocurrencies, therefore their values are affected by all kinds of factors: demand, reputation, projects, speculations, market crashes, etc.

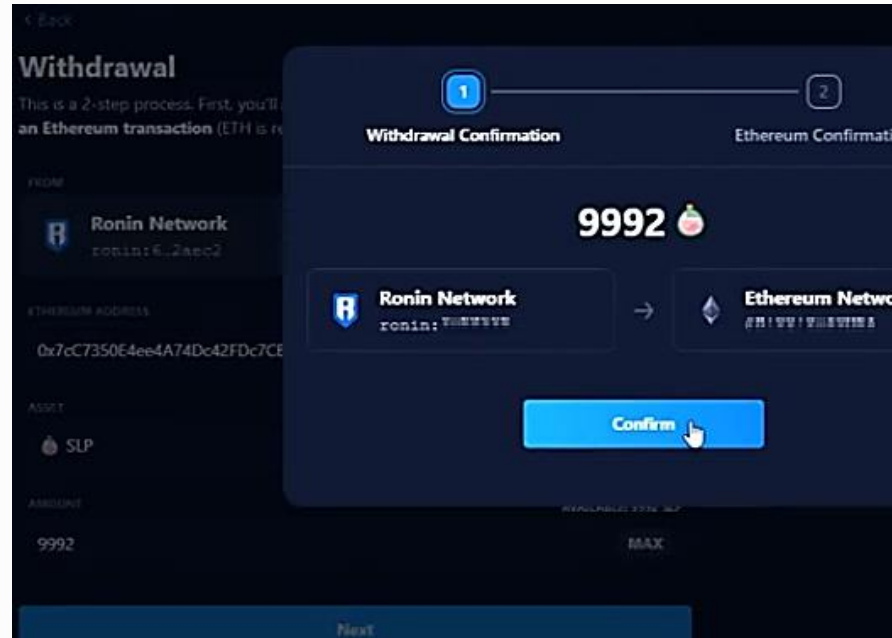
Knowing and understanding the cryptocurrency market will be useful to know when it is more convenient to buy or sell **SLP** or **AXS**.

Buy/sell SLP and AXS



To sell our SLP we must start by claiming the SLP that we have obtained within the game, this action can only be possible in an account with more than 15 days of being created, and once the SLP has been claimed we must wait 15 days to be able to claim SLP again.

Once we have the SLP or AXS in our Ronin wallet, we can send it to our MetaMask wallet using the Ronin bridge.



Once in MetaMask we can transfer the cryptocurrencies to an Exchange (such as Binance) and exchange them for our local currency.


Comproar	Vender	Precio (USD)	Cantidad (SLP)
Limit Order		0.1287	1,351
		0.1286	2,093
0.1283	+	0.1285	21,869
		0.1284	6,896
		0.1283	7,378
		0.1282	390
Cantidad(SLP) +		0.1281	= \$0.128113
25%	50%	75%	100%
		0.1281	3,981
		0.1280	1,523
Total(USD)		0.1279	50,662
Disponble		0.00834179 USD	27,116
		0.1275	111,406
Comproar SLP		0.0001	

Comproar	Vender	Precio (USD)	Cantidad (SLP)
Limit Order		0.1287	1,351
		0.1286	2,093
0.1281	+	0.1285	21,869
		0.1284	6,896
		0.1283	7,378
		0.1282	390
Cantidad(SLP) +		0.1281	= \$0.128113
25%	50%	75%	100%
		0.1281	4,292
		0.1280	1,523
Total(USD)		0.1279	50,662
Disponble		0 SLP	27,127
		0.1275	111,406
Vender SLP		0.0001	

CHAPTER IX

Tips for new players

Choose your first 3 Axies



When we are starting in the game, one of the most common doubts (besides how much money is earned with the game) is... which Axies should I buy? Should I buy the more expensive perfect Axies or cheap but balanced Axies?

The answer is not so simple, it will all depend on the budget you have and the performance you want to reach in the game. An expensive team, but with better attributes, will ensure a better performance in the Arena mode (generating better earnings) and a faster progress in the Adventure mode; On the other side, a cheaper team might not perform well in the Arena mode and have a slow progress in the Adventure mode, but it will still be able to generate good earnings and should not be underestimated.

No matter whatever team you acquire or however much money it has cost you, all teams can generate profits, and eventually you will be able to acquire better Axies with the profits that your first Axies provide you.




Balanced team

The strategies of the teams can be very varied, but the most recommended to start in the game is a team with a tank, a support and a fulminator, and here is where the formation popularly known by the classes:

 Bird  Beast  Plant






This composition is very trivial and popular, but it is no doubt quite efficient, especially for new players, as it will allow to perfectly understand all the basic roles of the game, while obtaining great results.

-  The Plant Axie is slow but with great vitality, which will allow it to give time to its teammates to generate energy and cards.
-  The Beast Axie with the right cards will be able to knock out the tanks with a single combo and provide unexpected critical hits.
-  The Bird Axie will provide fast and explosive damage, especially at the end of the game when speed is crucial to conclude the match.

Analyzes adversary Axies



Usually at the beginning of a fight we focus on the cards we have, and how to play them in our team's strategy, but it is equally crucial that we give time to know the enemy team and the strategy they have in order not to be surprised.

-  If the enemy has many cards that steal or destroy energy then we must avoid accumulating our energy.
-  If the enemy has cards that stun our axies then we must coordinate our cards so as not miss our best attacks.
-  If the enemy has a fulminator that prioritizes one of our fragile Axies then we must play that Axie's cards before he's knocked out.

There are many more strategies that we must be aware of, the idea is to anticipate the enemy's intentions, keep track of how much energy and cards he has left, and being smarter than him.



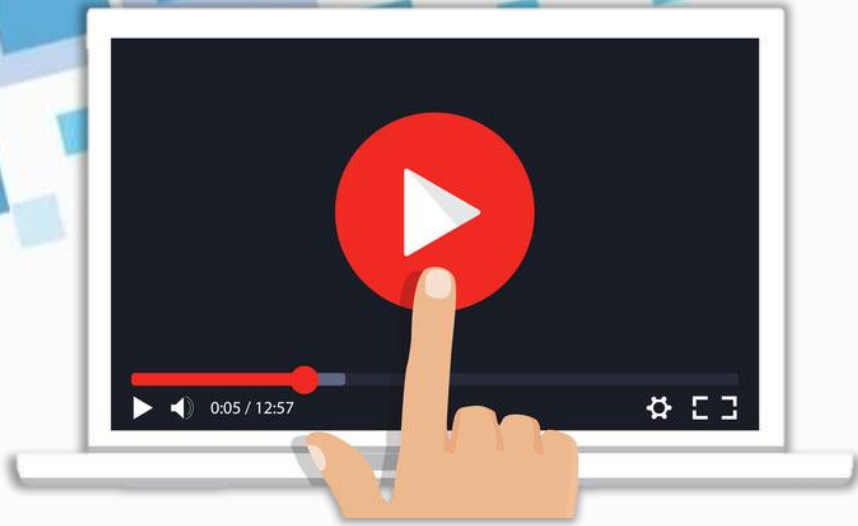
Groups, channels and social networks

The Axie Infinity community is growing very fast, it is refreshing to share experience and knowledge with other people. On Telegram and Facebook there are countless groups that support each other. Discord has the official Axie Infinity channel where official game announcements are posted, they have a support channel in case of problems and many chat channels for multiple languages. You could also follow the official Axie Infinity Twitter to see publications of the game.



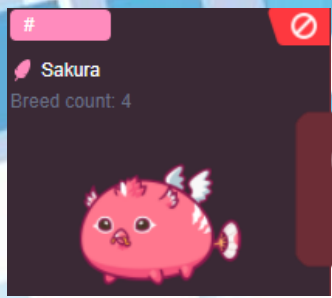
View other people's fights


There are many places on the internet to watch other people's matches, personally I have been surprised how much I have been able to learn from watching other players playing their matches.



For many people it's very "intimidating" to start fighting in Arena Mode, either for not knowing their Axies well, for not knowing the cards of all the enemies, the weaknesses and strengths of the classes, calculate the attack or shield that the Axies have, among many other things; For these cases my best recommendation is to take some time to watch other players playing their games in Arena Mode, you can learn A LOT by watching other players: their moves, their tips, their strategies, their cards, their teams, and you can even learn from their mistakes.

This way you will gain knowledge and will not put your cups at risk in the Arena Mode, eventually you will lose the fear of playing your own fights.



 **This Axie got banned!**
 This Axie got banned and won't be able to participate in any game activity (Breeding, PVE, PVP, ...) for 52 days.

Don't be banned

The game has a malicious activity detection system that is very strict, and could ban your Axies if the system considers that you put the integrity of the game at risk, and the official support team will not help you if you are banned. There are certain activities that the game detects as malicious acts and we must be careful not to fall into them so as not to put the Axies of the account at risk.

I already talked about this in Chapter II, but I give the importance that the banning issue deserves, mainly for new or scholarship players:

- 1.- Do not open/play more than one account on the same device.
- 2.- You cannot use more than one account yourself, but you can have scholarships and give them to others.
- 3.- Do not leave the game unattended while doing other activities or you will fail the verification alerts.
- 4.- Do not modify the time on your device, verify that it's set to the current time of your region.
- 5.- Do not use third party applications, emulators or malicious programs.



"My intention is not to advise any cheater, I just want to warn innocent people who, through carelessness or ignorance, may be victims of the banning system."

Stable connection

Axie Infinity is an online game, so we must always be connected to the internet to be able to interact with the game. It can be really frustrating to get disconnected right in an Arena fight, or lose energy in any of the game modes because of connection problems, besides, connection problems could also be detected as a "suspicious attitude" by the game's malicious activity detection system.



Try to make sure you have a stable connection when you are going to play Axie Infinity, and even, if possible, a second backup connection just in case. Also keep in mind that the game server may be under maintenance, it is good to keep an eye on Axie Infinity's official social networks to anticipate server maintenance.



Optimize energy

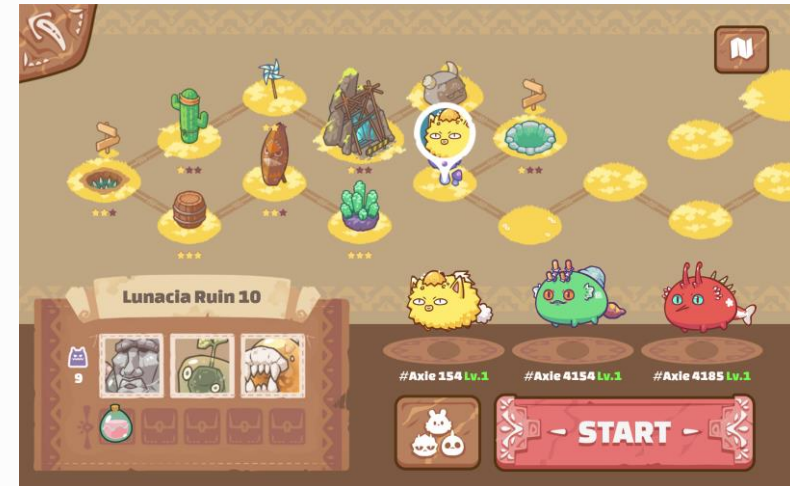
The daily energy of the account is a very valuable resource, we must take advantage of it. Before entering into any game mode, we must be aware of our available energy, remembering that **whenever we start a game, in any game mode, an energy charge will be consumed, if we have energy available.**

The first few days we might feel a bit lost as to how to use our energy charges in the most efficient way possible, I personally wasted many energy charges at the beginning by choosing the wrong game mode or by trying very difficult Ruins for my Axies at that time, so I will give you some tips of how to advance in the first month of the game and the following months.

First two weeks

During your first two weeks you will get to meet your new team of Axies, you must understand the optimal way to make the team work and how your Axies complement each other.

I recommend spending all your daily energy in the Adventure Mode, at the beginning you need your Axies to gain a lot of experience and level up, this will facilitate your progress through the Ruins and will make the daily collection of the SLP of the Adventure Mode faster and easier, keep in mind that: **As soon your Axies level up, less time per day you will spend collecting the Adventure Mode SLP**, up to even only needing 15-30 minutes to collect all the SLP.



No matter how tempted you may be to spend your energy in Difficult Ruins, it's best to secure experience in a Ruin that you know you will be able to complete, until you have enough levels to overcome new Ruins. For example, if you beat "Ruin 10" 8 times and lose it 2 times, you will have earned 2400 experience, but if you beat "Ruin 7" all 10 times, you will earn 2590 experience. Whenever you want to overcome a new Ruin, do it without energy so as not to risk wasting it.

In Arena mode we will not use our energy yet, we will only play to win the 5 daily victories required by the daily mission, we still need to be more confident with our team before focusing on Arena mode.

Ending the first month

If your team had a good performance, and they have given you an efficient first two weeks, your Axies should be around level 20 and you will have already passed Ruin 20, and you will find that Ruin 21 is a nightmare.

Now the new objective will be to reach enough level with your Axies to ensure that you will be able to repeat Ruin 20 several times with as many victories as possible. Ruin 20 gives between 8-18 SLP when completed, and the best thing about this Ruin is that the enemies do suicide (dealing a lot of damage), so the fights are very quickly.

At this point you might consider starting to spend some of your energy in Arena mode if you prefer, as long as you are happy with the rate at which you are collecting SLP in Adventure mode, and of course, **as long as you have more than 800 cups in the Arena, or else you won't gain any SLP using energy in Arena mode**; you should already know your team well enough to have an estimation of how many cups they are able to reach.



From the second month onwards

At this point the game will become easier and routine, you will do the SLP of the Adventure mode in less than 30 minutes, and you will dedicate all your daily energy to the Arena mode.

Your future objectives could be:

- Complete the high Ruins of the Adventure Mode to get the SLP that give us Ruin 21 and Ruin 36.
- Reach more cups in Arena mode or even reach the top of the world rankings.
- Add new Axies to your account, to upgrade your team or to increase your daily energy capacity.
- Create scholarships for other players.
- Breed Axies.



CHAPTER X

Updates and future plans

Ronin on mobile devices



Sky Mavis is working on a mobile application of the Ronin wallet, which will allow access to Ronin from any mobile device, without the need for a computer.

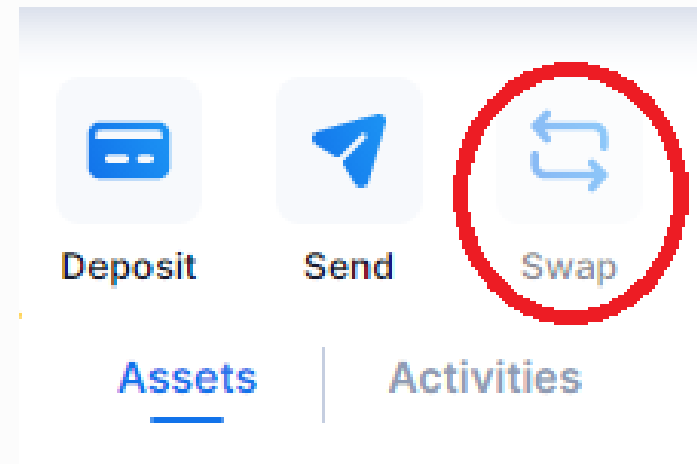
Ronin



Fiat and Dex on Ronin

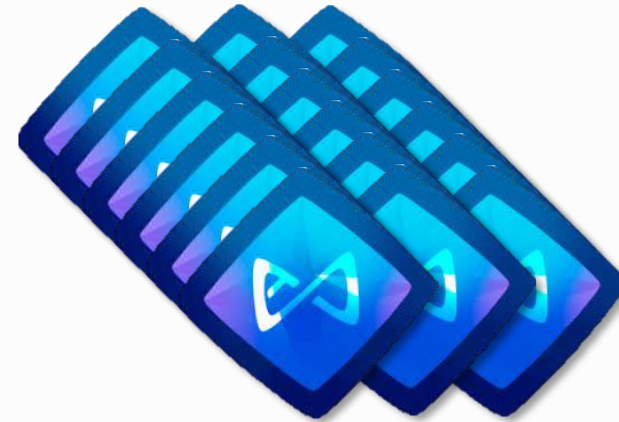
Agreements are being made with Fiat providers to be able to buy and sell our tokens directly to Ronin's wallet without using a bridge. Currently we can already buy WETH directly from Ronin with RAMP.

The Ronin Dex refers to the ability Ronin will have to effect buying and selling of SLP, AXS and other tokens, without having to send them to Ethereum or a decentralized exchange.



Stacking and Airdrop of AXS

AXS Stacking will reward people who accumulate AXS in their accounts, gradually generating tenths of AXS; the more AXS we have accumulated, the greater the gain.



The Airdrop will be an AXS reward that will be delivered directly to Ronin wallets, based on account age and achievements.

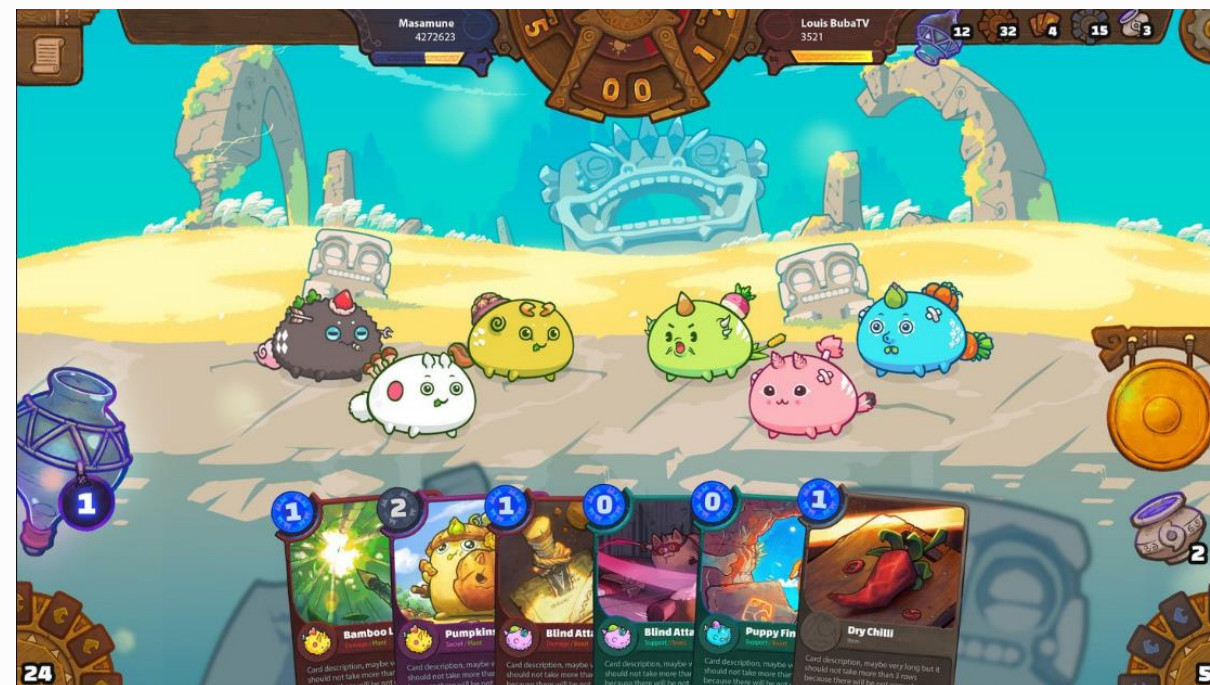
Combat system upgrade v2.0

Ubisoft is working with Sky Mavis on a massive upgrade to the game combat system.



UBISOFT

For now, only a new combat interface and new artwork for the illustrations of the cards have been shown. It's expected that the improvements to the combat system will point towards a more strategic gameplay that rewards the players' skills, and a little less towards luck.



Soulbound - Free trial Axies

Starting to invest in the game without even trying it out is a decision that not many are willing to make, which is why Sky Mavis is working on developing a free team of 3 Axies to be able to test the game.



These free Axies will be restricted in terms of SLP acquisition and possibly cannot be used in PvP battles, their use will be limited only for people to get to know the game mechanics so that eventually it will be easier to make the decision to acquire their own Axies.

Project K - Exploring lands

Project K will be a game mode focused on a open-world exploration gameplay.



Some of the mechanics included in Project K:

- Harvesting resources.
- Making objects.
- Dungeon exploration.
- Manage your own store.
- Do cooperative missions with friends.



And that concludes the guide!

I will be updating the guide and adding new content for future versions.

Thanks for the support and best of luck to everyone in the Arena battles!

