Elements is an NFT blockchain game hosted by the BSC, this game has unique features that allow its players to participate directly in the self-sustaining economy of the game.

ELEMENTS has been designed and created unifying the best features of blockchain games in one, this will make the difference and the evolution of NFT blockchain games.
GAMEPLAY

Elements is based on a circle of participation within the Game such as: collect, evolve, merge, fight, and trade your Elements and Lands.

Elements is characterized by creating an intuitive and fast Game system with simple functions for its players.

This circle of Activities and participation together with the economic system of the game is what makes the players receive rewards.
There are 4 types of Habitat: fire, air, water and earth in them you can have your pets and generate golden coins to be able to cultivate and build other habitats within Elements.

When you start the game you can create your habitats of any element,

You can feed and level up your pets Up to level 40 Max once you reach the maximum level you will need to train them to start your adventure in PVP Battles
You can cultivate the breath for your pets with which you can make them level up, gaining experience and thus being able to pass the adventure map while you earn ELM coins. Our idea is to create a real and sustainable economy growing food does not cost real money. To farm you can use the golden coins generated in your habitats. Within the crops there are Exotic seeds that have the power to level up your pets 10 times faster. These seeds are very rare and limited, you can obtain them within special events and missions. The odds of winning one of them is random and you can sell or buy them within the market.
These crystals are ultra rare having one of them will make you a special player.

There are 5 sizes of crystals, the rarer it is, the higher your earnings will be within ELM within the game.

These can be created with small crystal fragments that you can obtain in PVP battles randomly.

You will need 10 fragments to create a crystal, these fragments can be bought and sold in the market.

Being so scarce, the prices of these will be higher.

These Crystals will help create a better economy based on the scarcity, supply and demand of the community of elements.

There are 5 types of crystals:
- Blood Crystal
- Energy Crystal
- Light crystal
- Void Crystal
- Legendary Crystal
There are 3 types of evolution of your pets
* Egg: Depending on the rarity of your pet, it will be the time it takes to open, you will have a timer that indicates the remaining time
* BabyELEMENT: this age ranges from level 1 to level 39 where your pet will change appearance and grow
* Adult: This is the maximum level that your pet reaches at level 40, Having 3 pets maximum level unlocks PVP Mode and special events
You can have multiple battle modes:

* **Battle exploration:** In this battle mode explore the world of elements by playing on different maps and defeating mythological creatures while earning ELM Coins.

* **PVP Battle:** In this battle mode you can test the power of your pets, earning ELM gains for achieving victory and items. Specials (This battle option will only be available for level 40 pets)

* **Training battle:** In this battle mode it will be unlocked when you are training a special power of your pet, you will put it to the test the new ability in a 1vs1 battle against another player who is also training their pet. (This battle option will only be available for level 40 pets)

* **Duel battle:** In this battle mode you will bet ELM tokens and the winner will take the accumulated prize
Once you reach the MAX level with your pets you can train a special ability of your pet.

The first time you train your pet there will be no cost if you want to change the ability for another.

You will have to pay ELM tokens, taking into account that if you change the skill, it will be removed and the new selected skill will be added.

Training a skill requires you to complete a mission in training battle mode.

The adaptation of this new skill lasts 24 hours.
In ELEMENTS you will have the possibility to create new pets with special abilities and traits inherited from genetics. The player will be able to mix his imagination obtaining more and more exotic pets. The genetics that your pet will adapt is 50% of each parent. You can buy and sell these new pets in the market or include them in your battle equipment. Creating a new pet has a cost in ELM tokens.
In elements you can find 4 types of earth, fire, water, air and earth. The amount of land available is limited, which will make the value of each one greater.

The player who owns a land will have a% of the profits in PVP battle mode.

Since each of these battles will take place within a land, the percentage of profit among the owners of the lands is equally distributed.

You will be able to buy and sell the lands in the market.
In elements you will have the possibility to complete daily missions and participate in special events that will give you rewards in ELM. These missions will restart every 24 hours. The opening of the special events will be announced on our social networks where you will have the possibility to win more ELM and special in-game items such as seeds and others.
ELM is the official governance currency of the ELEMENTS game and it is designed to be used solely as an interoperable utility token on the platform. The ELM token is a non-refundable functional utility token that will be used as a medium of exchange between ELEMENTS users in a decentralized way. The goal of the ELM token introduction is to provide a fast and secure mode of payment, settlement and rewards between participants interacting within the ELEMENTS economy. The ELM token is not intended to be, a medium of exchange accepted by the public (or a part of the public) as payment for goods or services or for the forgiveness of a debt; nor is it designed or intended to be used by anyone as payment for any goods or services of any kind that are not exclusively provided by DEV. The ELM token does not represent in any way shareholding, participation, right, title or interest in the Company, its respective affiliates or any other company. The ELM token will not entitle token holders to any promises of fees, dividends, income, profits or investment returns. ELM Token can only be used in ELEMENTS and ownership of ELM token does not carry any right, express or implied, apart from the right to use ELM token as a means of payment and interaction within the ELEMENTS economy.
DEFLATIONARY

The ELM Token is a deflationary token, this means that it is increasingly scarce and its value will go up constantly at the same time that its supply will progressively decrease. Each transaction made with the ELM token will burn 1% of the transaction made, Also BREEDS transactions with ELM tokens will be burned.
From the first moment you own ELM tokens you will start to earn. The ELM ecosystem will distribute 4% of each transaction made to those who have ELM Tokens. 4% will be distributed equally according to the percentage you have of ELM tokens.
1st round of presale:
- Start August 6 14:00 UTC supply available 75,000,000 ELM Value per token = **0.005 $** "Duration 3 Days"

2nd round of presale
- Starting August 10 14:00 UTC supply available 75,000,000 ELM Value per token = **0.006 $** "Duration 3 Days"

The conditions to participate in the presale are the following:
- If the available supply of the pre-sale is exhausted, it will end automatically
- The minimum purchase is $ 10 and the maximum purchase may not exceed 1% of the total supply
- The ELM tokens destined for pre-sales if they are not sold will be burned.