

The background of the cover features a large, dark blue dragon with red and orange glowing patterns on its wings and body, breathing fire. In the foreground, there are several smaller characters: a pink fox-like creature with large ears, a white fox-like creature with a red flame on its head, and a character on a mechanical dragon. The scene is set against a sunset sky with a small figure on a ledge in the distance.

ARCANE DRAGONS

REDBANA

GAME MANUAL



SNOWPOPCORN



CONTENTS

- I. [Game Overview](#)
- II. [Game Features](#)
- III. [Gameplay](#)
- IV. [Game System](#)
- V. [Game Monetization](#)



PHOTOSENSITIVE SEIZURES

SEIZURE WARNING—PLEASE READ PRIOR TO PLAYING

A very small percentage of individuals may experience seizures when exposed to certain light patterns, flashing lights, or flashing images. Children and teenagers are more susceptible to seizure than adults, but even those with no history of seizure or epilepsy could experience them while playing or watching video games.

Symptoms of seizures include: lightheadedness, altered vision, jerking or shaking of the extremities, loss of awareness, confusion, twitching, or full convulsions. Convulsions can lead to other injuries by causing an individual to fall off of a chair and/or strike objects nearby.

If you or anyone in your family has an epileptic condition or history of seizures, consult your physician prior to playing this game—you could have an undiagnosed condition. If you experience any of the aforementioned symptoms of a seizure while playing, STOP PLAYING AND CONSULT YOUR DOCTOR IMMEDIATELY. Parents should ensure their children are not experiencing symptoms.

In order to reduce the risk of photosensitive epileptic seizures, you should play Redbana games in a well-lit room while you are alert and awake. Avoid poorly lit rooms and playing when fatigued.

GAME OVERVIEW

Developer: **Snowpopcorn**
Publisher: **Redbana US Corporation**
Genre: **Action RPG**
Type: **Free to Play**
Soft Launch: Canada, Australia, New Zealand
Platform: **IOS/Android**
Region: **Global**
Game Engine: **Unity**
Facebook Fanpage: <https://www.facebook.com/arcanedragons>
Website: www.arcanedragons.com
Game Trailer: <https://www.youtube.com/watch?v=C68YdAlpsfo>
Forum: <http://forum.arcanedragons.com/>



Game Spec Recommendation
Smartphone iPhone 5 with iOS 7.0 or higher
Smartphone Android Dual Cores 1.5 GHz
RAM 2GB with Android 4.0 or higher

BRIEF DESCRIPTION:

Arcane Dragons is a very fast-paced and arcade-style mobile action RPG suitable for all. Be a Wizard, Archer or Warrior to save the village from the formidable Dragons. Players can immerse themselves with the following exciting features:

Real Time Party System

Strategize your way through challenges with a unique Party Play system. Strategize to defeat dungeon bosses in real-time three-person tag teams.

Exciting PvP and Guild Battles

Push the limits of your skills in friendly matches with your friends and opponents.

Get hooked on the gameplay from the very first minute.

Be amazed by the astounding visuals and action at the touch of your fingertips with beautiful lush environments and awesome animations

Over 100 Costume

Tons of costumes to choose from, even a Fashionista can enjoy the dress up for the Legendary Costume from Raid Dragon. Master your combat skills, in true Dungeon Crawling Fantasy RPG style, and unlock hundreds of equipment pieces.



GAME FEATURES



Simple and intuitive controls best-optimized for Smart phones



Movement Controls

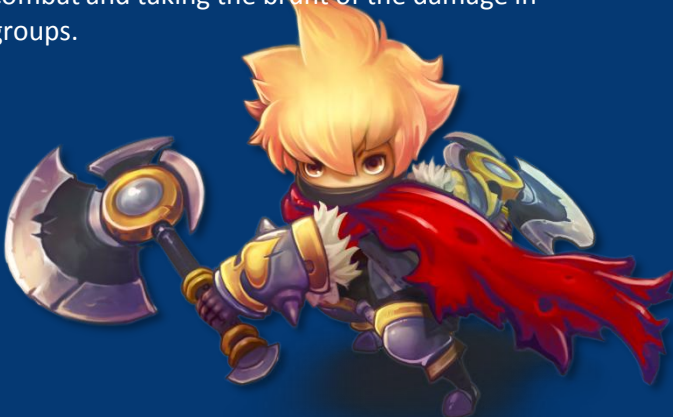
Joy pad activated while touching the right bottom part of the screen

Attack Controls

Combo/Skills/Dodging

THREE (3) UNIQUE CLASSES WITH EXCITING COMBAT STYLES

Warrior - melee class that specialize in leading combat and taking the brunt of the damage in groups.



Skills

- Power Slash - Dashes towards the enemy and swings a strong attack forward. Additionally, pushes the target away hard.
- Shockwave - Draws the power of the fire spirit to release fire waves forward. Knocks the target back and deals Fire damage.
- Whirlwind - Spin the body to deal continuous strikes around and can move while casting the skill.
- Warrior's Roar - Increases morale by letting out a resounding roar which increases ATK of oneself and party mates for a certain period.





Wizard - are spell-casting characters designed to deal damage, while also preventing monsters from dealing damage and providing utility for the rest of the party



Skills

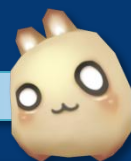
- Energy Ball - Focuses the mind to fire a strong energy ball forward. Additionally, pushes the target away.
- Thunderstorm - Uses a spell in the Lightning Codex to call a massive lightning bolt. Additionally, deals Electric damage and pushes the target away.
- Bless Circle - Uses a spell of the Blessing Codex to cast a defensive buff which increases DEF of oneself and party mates for a certain period.
- Heal - Uses a spell of the Healing Codex to heal allies which recovers HP of oneself and party mates.

Archer - class can wield bow, allowing to attack most enemy units without receiving a counterattack, but at the same time preventing them from counterattacking enemies who manage to close to melee range.



Skills

- Multishot - Fires multiple arrows forward simultaneously. Each arrow penetrates the enemy.
- Exit Shot - Aims at the ground to fire a strong shot and escape backward. Additionally, pushes the target away hard.
- Arrow Shower - Fires blindly towards enemies' ahead and can change the direction of the skill while casting.
- Leopard Technique - Casts a swift like a leopard that Increases ATK SPD of oneself and party mates for a certain period.





REAL TIME PARTY SYSTEM

- Providing Real time-based Party play with friends or randomly matched players for fast and easy gameplay
- Extensive community features as an online RPG game and a Hardcore action game during cooperative play on instant dungeon and Raids.



CHARACTER CUSTOMIZATION

- Gear Avatar System – is composed of five (5) slots + three (3) accessories



- Costume Avatar System – provides players with customized stats and outfits



GAMEPLAY



GENERAL INSTANCE DUNGEON UI

USER INTERFACE (UI)



1. General Dungeon : Story mode / General instant dungeon where players obtain small amount of items and gold
2. Extra Dungeon : Hardcore Dungeon with Boss monster that drops accessories
3. Infinite Tower: It is a tower dungeon with consecutive monster spawning, where players get large amount of gold and support player's ranking.
4. Daily Dungeon: Real time based PVP battle between same leveled players and supports rank system.
5. Arena(Personal/ 3 on 3 PVP) :
 1. Real time based PVP battle between same leveled players and supports rank system.
 2. Real time based team PVP between friends or randomly matched players

- **Difficulty level** : Supports 3 modes (General / Hero / Legend), higher level provides better rewards
- **Stage**: Stages for challenge. Getting better reward from higher stage level



- **Game type** : Demolition mode and Time limit mode
- **Dungeon item** : setting for consumable items
- **Buff effect** : buff that affects all the party members





EXTRA DUNGEON

A hardcore dungeon where players can get higher level accessories



- **Party matching:** invite friends to instance dungeon as a party member
- **Game start**



GENERAL INSTANCE DUNGEON GAMEPLAY UI

1. **Character info:** shows basic information of the character (level, HP, MP etc.)
2. **Control pad :** activate control panel while touching the left bottom part of the screen
3. **Attack button:** Attack / Skill / Dodge control buttons
4. **Potion usage :** HP / MP potion usage
5. **Gold :** number of gold obtained during the battle
6. **Navigator :** Shows direction guide or location of enemies
7. **Autoplay button :** Autoplay on/off



RAID DUNGEON

A raid dungeon where players can get higher level accessories



- Raid Boss: 10 difficulty levels
- Boss selection: Choosing target boss



- Party play: Cooperative gameplay

INFINITE TOWER

Challenge type of gameplay that provides large amount of Gold drop



- Weekly ranking : Supports Server ranking / Friend ranking
- My record: Shows player's battle info (highest score, number of battles etc.)
- Reward : reward info and collect reward button, rewards are based by rank



- Score : score result





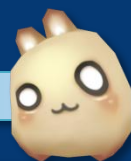
SINGLE PLAYER PVP

Based on real time auto matching single player PVP (1 on 1 Battle)



- **Weekly rank** : Supports Server rank / friend rank
- **My record**: highest record, consecutive wins etc.
- **Reward** : reward by rank or participation
- **Battle Score** : Battle score and reward

Opponent's info. : Enemy's stats and current score.



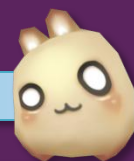
GAME SYSTEM



EQUIPMENT SYSTEM



1. Gear equipment: Show current equipped gear (Weapon / head gear / Shirt / Pants / Costume / Accessories). Composed of 8 different equipment slots
2. Inventory : Managing items from Inventory
3. Inventory extension : extend inventory slots using in-game cash
4. Stat info. : Shows character's Stats
5. Item grade : items depending on level (1star ~ 7star), the higher level, the higher stat
6. Item quality: Composed of 5 grades: General <Higher < Rare < Hero < Legend. The higher the grade of the item the more option features it has
7. Upgrade / Evolution / Rune system
8. Option system : Option and stats of items are customizable through rolls by using in-game cash
9. Unique skill and ability : Each weapon and gear has unique skills and ability endowed to it



SKILL SYSTEM



1. Active skill: Each character has 8 different unique skills. Each skill has 12 upgradable status
2. Detailed skill info.: Detailed skill information
3. Skill selection : Players can select the skill they desire
4. Learn : When character reaches certain level, the character can learn the skill with the use of gold
5. Instant Learn : Can instantly learn skill with the use of in-game cash



6. Passive skill: Each character has 16 different unique passive skills. Each skill has 12 upgradable status

MISSION SYSTEM

Event / Weekly / Daily / Consecutive Missions



FRIEND/CHATTING SYSTEM



- Friend System: friendship point exchange (Gacha linked), Friend invitation, party invitation



- Chatting System: chatting by channel, private, party chatting, supports Macro Chatting (guild, all or general chatting)

TOWN SYSTEM



- Town: interactive community space, real time based town meet-up
- Players can do a match making party play by using the town board

Rune Stone System



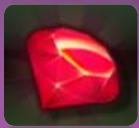
- Unlock/Open the gear socket and equip the rune stone which has option stats
- Rune stones drop in hardcore dungeon, or purchasable using in-game cash



GAME MONETIZATION



IN-GAME CURRENCY



Ruby (in-game cash): used for purchasing Gear gatcha pack, Gold, torch, trumpet, activating instant skill learning, and revival



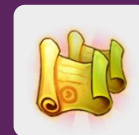
Gold: reward from gameplay, used for skill learning, gear upgrade, gear combination, potion, buff purchasing



Friendship point: obtained from community activity, used for General gear gatcha pack, stamina, ticket



Stamina: Permit for general dungeon, rechargeable after certain period of time, purchasable by Ruby



Ticket: Permit for Raid/Infinite Tower, rechargeable after certain period of time, purchasable by Ruby

ITEMS



Gear Gatcha: Integral system of character growth. Gear are randomly obtained within certain levels, consecutive purchasing discount



Gold purchasing: Purchase gold



GEAR UPGRADE & COMBINATION

Consumable items: Growth gemstone for upgrade, package items



Stamina, Ticket: Sell the stamina (general dungeon pass) and Ticket (raid dungeon pass) Package discount sales



Package items: Various package items



Gear Enchant System: Upgrade the stats of gear by the use of ingredient gear and gold. There is a chance to fail the upgrade. Higher level upgrade require large amount of gold



Gear Evolution System: 2 same level (Max status) combines to higher level item. This system requires player to use gold and gears.



CONSUMABLE



Instant skill learn: Using Ruby, user can activate locked skill



Instant Buff Effect: Buff can be obtained by using Ruby and gold for efficient battle. There are buffs that can affect the general party member



Instant Revival: Using Ruby instantly recovers dead characters

COSTUME



Costume parts gacha can be obtain by the use of Ruby



Players can select the outfit they desire. Option for costume is obtained randomly.

Completing the costume set will activate additional Set-effect





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