





Enter a hand-crafted world where wizards
summon creatures, battle in floating arenas, and
shape the skies with magic.
Cinematic visuals, immersive lore, and a fresh
take on strategic card combat.

 MagicardsGame.com



WHAT IS MAGICARDS?

Magicards is a hand-drawn 3D trading card game with an aim to change TCG landscape forever!

We want to make the gaming experience as immersive as possible, with ambience, visual effects and music rising high above what you might experience in other card games.

Our goal is to reach a global audience by creating a game that is visually stunning, easy to pick up, and rewarding to explore, even for players who don't have hours every day to play.



GAMEPLAY AND FEATURES

Players use Magicards strategically to battle, compete, and progress through various game modes. The game features multiple ways to play, from active arena battles to relaxed progression systems.

Active modes include:

- PVE & PVP Modes
- LORD FIGHTS
- MINI GAMES
- TOURNAMENTS (Magiverse)

Idle modes include:

- DECK SHARING
- ISLAND OWNERSHIP (Magiverse)





CARDS

Units and items used for battle, trading, and progression. Players can optionally mint rare items on Solana for digital ownership, trading, or using them across future tools.

ISLANDS

Players can own in-game islands that act as hubs for community battles and tournaments. Island owners can host events and customize their play spaces.

OUR TEAM

Magicards is built by a small but experienced team of developers, designers, and technical artists with years of experience in game development, backend systems, and interactive media. We focus on delivering polished gameplay, cinematic visuals, and scalable tech built for long-term growth.

We are currently seeking incubation support to accelerate development, expand our asset production pipeline, and bring the vertical slice to completion.

CONTACT US

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