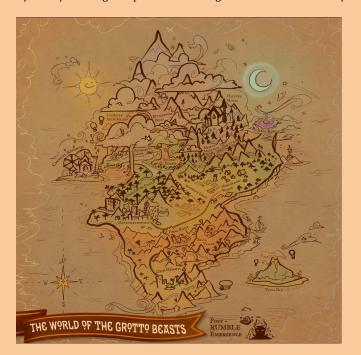


What is Grotto Beasts?

Grotto Beasts! is a physical trading card game where you and your opponents compete in a Rumble to determine a Champion!

Harness new Summoning powers to call upon Grottos, Beasts, Wishesyou may even tag in a powerful Challenger to add even more crazy effects!





The long-lost 90's game was uncovered March 6th, 2021, when Jerma dug up a chest full of memorabilia in the Mojave Desert, led there by a treasure map left behind by his Grandpa.

Jerma ended up buying the Grotto Beasts IP on the spot, and hired a game developer to sift through bits and pieces of cryptic info that was left behind from the original office to remake the game. Since then, better gameplay mechanics and lots of Jermaverse references and characters from over a decade of the channel have been added!

The Wonders of Archaeology Stream shows what transpired 2 years ago!



March 6th, 2021 - Jerma unearths the long lost cards in the Mojave Desert



- **Measurements:** 3.5" x 2.5" inch (standard playing card size)
- Rarities: Common and Rare cards exist, noted with a "C" or "R" above the card number. There are **Holographic** versions of every card!
- 200 Different Cards: About 150 total have been revealed between the original 40 from the alpha cards from the Wonders of Archaeology Stream and from our Twitter reveals. We won't be revealing them all, so there will still be plenty to discover!
- **20 Artists:** 4 core artists who made the original 40 that featured in the WoA Stream, plus 16 additional guest illustrators from the community were recruited, one of these being Jerma himself!
- 4 Different Card Types!



1) Challengers: Powerful characters from both the Jermaverse and the Grotto Beasts World! Used in the Rumble variant of the game. Choose your Challenger to increase crazy effects within the game to provide a different strategic experience!



3.) Grottos: Cards that boost your play area presence, and support Beasts!



Beasts: These have an updated look! The most common card in the game, Beasts can be summoned to attack, defend, and provide powerful card effects.



4.) Wishes: A wide variety of sometimes chaotic effects! Further gameplay support that boost your position and combat opponent's strategies.





Rules will be posted publicly online soon on our website,
 Grottobeasts.net! We also plan on making a tutorial video.

Multiple Game Modes:

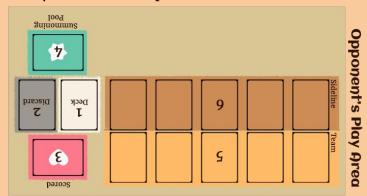
- The Classic Game: 2 Players the classic duel gameplay, shorter and more competitive.
- The Rumble: 2 Players Adds Challenger Cards that change the way decks interact with each other!
- * The Jerma Rumble: 3+ Players a chaotic and intense gamemode!

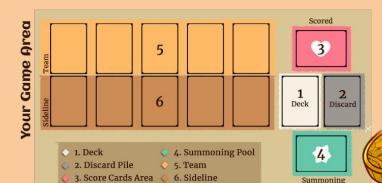
Required Cards:

- A deck must contain 40 cards to play.
- Each deck can contain up to 3 copies of each card that shares the same card name
- There may only be 1 "Epic" type card in your deck, but just like other cards, you may have up to 3 copies total of that card in your deck.

Note: Some cards affect these rules! The **Byeah Beast** Card for example, has a unique effect of allowing your deck to contain any number of copies as you'd like! It synergizes well with the **Byeah Prime** Challenger Card, which increases your deck and hand sizes!

2-Player Game Area Example:





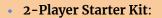
Pool



Grotto Beasts! Card Packaging

• Foil Booster Packs:

Booster packs each contain 10 cards total, 2 of these being a guaranteed 1 rare and 1 holographic card!



Contains everything needed to jump right into the game:

- 43-Page Rulebook
- 2 Playmats
- 2 Pre-Set Decks:

Lots o' Grottos & Super Luck

Two themed 40-card decks, each with 2 additional Challenger Cards that you can choose to include to mix and match if you play The Rumble gamemode! The 2 Starter Decks have 43 unique cards with 84 cards total.

- 2 Foil Booster Packs
- * 2 Themed Jerma J Dice

In total, the 2-Player Starter Kit contains **104 cards**!

Note: There are no starter kit exclusive cards, any card can be found in the booster packs!













When will the Presale be?

Pre-sales will be up on our <u>website</u> today until the full release, to ensure those who have followed closely a chance to get their cards!

• International Shipping / Scalper Prevention?

International shipping is available, and our fulfillment has reassured that they will be taking measures against scalping.

Further Print Runs / More Merch Types / Tournaments?

Currently, the game is a limited print run. There is plenty of stock to help ensure anyone who wants the cards will be able to get them, so further print runs depend on if, and/or how quickly, we run out of stock.

The potential of more ideas is exciting, but we don't want to get too ahead of ourselves or over-promise— our current main goal is the quality, completion, and release of the core game!





Can I do art or other work for Grotto Beasts?

We appreciate everyone who has reached out! Our core game is complete however, and we tried to keep our development goals and team size manageable, while commissioning guest illustrators as much as we could.

We scouted out and tried to involve quite a few artists we've seen around the channel's spaces or had recommended to us; a mix of both new and original arrivals, to celebrate the community and have official compensated guest-illustrations made both from creators who have worked with the channel in the past, and to give a chance to new faces who have contributed to the community.

The team is always excited to see fan creations tagged with #grottobeasts on Twitter, and we usually share what we can!

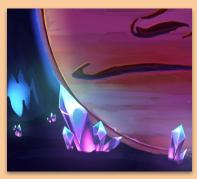
• Why not a crowdfunded project?

Jerma is more comfortable being directly responsible for the funding. Crowdfunding campaigns also usually involve additional products to develop, fulfill, and gauge the cost for, as well as a stricter timeframe. We are staunchly against crunch work or rushing ideas— "When the game's done, it's done" has been our philosophy throughout. We also wanted complete flexibility with our options as we developed, without having to announce or explain changes as they happened!

• Will [Jermaverse character] be in the game?

We've tried to incorporate as many characters from Jerma's streams over the decade, with fun effects that could fit each character! There are also many subtle references throughout.

There are even a few cards referencing an event stream that never happened. That stream was the Mr. Greenz's Casino stream, a huge-scale project where Jerma was going to have a multi-room casino set built with custom games and in full movie-scale prosthetics and costuming. The stream was fully conceptualized, scripted out, and streamers were even invited—all planned to air before the release of Grotto Beasts. Unfortunately, it did not air, and there are no current plans of it happening in the future, but for now at least, pieces of it will proudly live on in the GB Universe!









• Wiki?

We're planning on hosting and curating an official wiki space for the project, lots of which will be intentionally left obscured, so there's still lots to discover as the game releases! We'll be populating it with extra details, like developer's notes and concepts, and more worldbuilding as we go along!

Is this an NFT?

Grotto Beasts! is not an NFT project.

Can you eat the Grotto Beasts Cards? Are they flavored?

Please do not eat the cards. They are not edible, and they would probably taste very bad. Concerningly, this is one of our most frequently asked questions.

... More Info?

We'd be happy to answer more questions, and expect there will be more when the game is out!

Our website is planned to evolve, adding in the rules and wiki as we go along, and we do try and answer what we can on our <u>Twitter!</u>





Clarifications & Amendments

Holographic Types & Rares

- * There are 4 types of Holographic film, and each card has a specific Holographic film type assigned to it. For example, you should never find a Fretzel in anything but a holo-dot pattern
- We've numbered our production so that every booster pack will have 1 Rare card and exactly 1 Holographic card—The Holo is one random card, which can either be Rare or Common, so some packs will potentially have 2 Rares

Store Updates, Dates, & Limited Items

- We will let everyone know when we have an exact date in mind for the pre-sale to end. The store may halt for a while in this period, and depending on inventory, we will need to see what items will be available for when we leave pre-sale. This will be at the very least 10-14 days from now.
- Our initial production of the Boosters have all been claimed. We've already contacted our printer to scale up our production and order more. To touch again on our pre-sale strategy, we didn't want our inventory currently in production to sell out, ship out, and have a secondary market take over for people that didn't get in on the pre-sale and wanted to claim items. The presale will continue normally, but those of you buying booster packs now, which is OVER our current inventory, will need to wait til the next order. We will get some better dates for you in the near future, but wanted to clarify that this will be a small waiting period after the first shipments go out.
- The availability of our 2-Player Starter Kits, as of this stream right now, are not affected by the new production order. People are still claiming through our stock, and each Kit has 2 Boosters in it. Those, as well as the first run of Boosters are planning to ship out after the presale ends.
- Some of our apparel and prints will only be available for a limited time, until March 31st:
 OG40 Shirts, Art Prints, GB Logo Hat/Beanies, and the Glow in the Dark Ghost Hoodies/Tees

Age Rating on the Box

We listed 6+ as more of a guideline of the physical product. There are small pieces in the box that we wanted to make sure people were aware of. As you know, the channel has a mature rating, and although there are no pieces of explicit language or imagery, there are still references to tobacco use, cartoon violence, and cartoon mischief. We aimed to have Grotto Beasts! be as close to a general audience experience as we could, but keep in mind, this is first and foremost Channel Merch for this community, so parents! Be aware of that if you are buying this for any young children.







To the Community:

The original idea of the game hatched from the opening of geodes on a porch. Then, 3 additional artists were recruited to create creatures for a fictional card game over a week– a prop for Jerma to unearth in the Nevada desert on a stream. We ended up with 40 Beast Cards that saw a reception that we never could have dreamed up– with the community playing along and "remembering" bits and pieces of this 90's card game and making awesome fan-creations—it was humbling, and exciting!

More merch had consistently been asked for from Jerma for a long time, and this "omega merch" project was the reply, with the goal of being full of channel references that represented the many years that he has been creating.

The last 2 years saw a lot of brainstorming, sketches, and charts for where to take those original 40 cards, and how to integrate them with an already fleshed out universe— one filled with over a decade of moments, characters, and locations that were all important to us. Together, the team imagined and created a new world along with stories to tie in both universes, pieces of which are scattered across the cards and our posts.

We appreciate the opportunity to have worked on Grotto Beasts, and hope you all enjoy the project as much as we did making it! We wanted to give the project the time and care it deserved—we hope it was worth the wait.

Thank you, and happy Summoning!
The Grotto Beasts! Team





Credits-

Grotto Beastsl Trading Card Game © 2022 Elbertson and Sons, LLC

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Wonders of Archaeology Stream Production by: JK Productions

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Grumpclump & The Community!

