

## About Notre Game company

Notre Game was founded in 2016 in Prague (Czech Republic). From the very beginning, the company has gone its own way in gaming with a strong focus on innovative and bold projects in the fields that others do not want to enter. Notre Game believes in creating something new, rather than copying or reskin.

Notre game team currently consists of 9 members, experienced gaming veterans. CEO and game designer Jiri Mikolas is more than 20 years in the gaming industry and he is the author of more than 10 released apps/games and 40 board games. Art director Martina Kutalkova comes from Geewa (well known free-to-play company) with rich experience in all fields of art and graphic design (2D, 3D). Besides the strong knowledge, she has also extreme illustration talent. All members of the team are united by a strong belief in the Scratch Lords project, a love of games, and a desire to innovate.

Notre Game wants to make games that will characterize these values: Innovation - i.e. let players explore new game mechanics. Overlap into the real-life - i.e. the digital game should not be a means to forget about life, but how to make life more full. Utility - i.e. players can get something into the real world from digital playing, whether new friendships, skills, or rare things that can be traded. These values correspond to the Notre Game commitment which is "to provide players with more than just a digital experience"!

In 2022 Notre Game was purchased by company Animoca brands (a global leader in digital & blockchain entertainment) similarly to well-known Czech company Gamee. This joint promises a better chance for Notre Game to expand to the global market and access to shared know-how within the whole Animoca family.

## About the current project of Scratch Lords mobile game

Scratch Lords is a new collectible card game enriched by NFT trading and play-to-earn possibility. We put 20 years of game design experience into the completely new game mechanics and a special 2-dimensional rarity system of cards. That means not only artificial collectible value but also the gaming one, which results in fact, in the rarest cards being only in a few pieces in the world (a much finer system). In addition to that, each hero is completely unique in the 3D model, appearance on the card, and his name. Millions of unique heroes exist.

We are introducing innovation also in deckbuilding. You don't make a deck of cards which is common in other CCG games, but you will equip every single hero as your separate deck. You will give him weapons and armor and during his career, you can learn spells with him and tune the tactic. You will use your heroes in fast-paced PvP duels in a completely new battle system. Battles are nicely visualized as a duel of 3D heroes from the first-person view where you can enjoy every hit of your opponent. The game is quite skill-based and allows a deep tactic with minimum components in a short time.

We use our own crypto token and NFT not just like the superficial marketing trick. We use them as meaningful extensions of the game by the possibility of play-to-earn and trading with almost all assets as part of the metagame and fun. You can trade heroes, weapons, armor, and even scouts which are used for searching for new talents for your battle school.

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