

# DARK MYTHOS

## Whitepaper

Token & Ecosystem

Version 1.1

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# Important Information

## About the Publisher

This document was issued by Cardery UG (limited liability), a company incorporated under German law with its registered office at Schreiberstraße 52, 88348 Bad Saulgau, registered in the Commercial Register of the District Court of Ulm under the commercial register number HRB [insert number]. Cardery UG (limited liability) is responsible for the development of the Dark Mythos ecosystem.

## About the Project

Cardery UG (limited liability) and its partners are developing the Dark Mythos platform. All references to „Cardery UG (limited liability)“ in this document refer to the issuing legal entity, and all references to „Dark Mythos“ refer to the platform, unless explicitly stated otherwise. Our goal is to create a comprehensive and immersive ecosystem that utilizes blockchain technology to enable a unique gaming experience.

## Arcanum (Ticker: ARC)

The Arcanum token is designed as an essential component of the Dark Mythos ecosystem and supports fast and secure transactions within the network. The properties and benefits of the Arcanum token may change, and current information can be found on the official website: <https://dark-mythos.com>.

## Disclaimer

The products and services available on the Dark Mythos platform may be subject to change and may not be available in all jurisdictions.

## About this Document

This document was originally published on 15.11.2024 and may be updated as needed. All information and statements contained herein refer to an intended offering of Arcanum and the planned development and use of the Dark Mythos platform

by Cardery UG (limited liability) and its partners.

## Authorized Language

This document and the related materials are available in German and English. In case of discrepancies between the language versions, the German version shall prevail. Translations are provided solely as a guide.

## Questions?

Please contact Cardery UG (limited liability) at any time if you have questions regarding this document or the project. You can reach us by email at [info@cardery.de](mailto:info@cardery.de).

## Important Note

Be cautious when dealing with individuals claiming to represent Cardery UG (limited liability) or the Dark Mythos project. Carefully verify all links, website addresses, email addresses, and social media accounts. If anything appears suspicious, do not hesitate to contact us directly: [info@cardery.de](mailto:info@cardery.de). Cardery UG (limited liability) will never ask you for your passwords or private keys.

**CARDERY**  
WEB3 Framework

*Logo of Cardery UG (limited liability)*

# Intro

Welcome to Dark Mythos – your gateway to a world full of magic, strategy, and limitless possibilities. Immerse yourself in a revolutionary crypto TCG (Trading Card Game), where you compete in epic auto-battles with powerful NFT cards. Create, trade, and fight your way through a fantasy universe where every decision matters and legends are born.

## Ecosystem Overview

The Dark Mythos ecosystem is a dynamic universe that combines cutting-edge blockchain technology with captivating gameplay. Here, you have access to a variety of token types and mechanisms that elevate your gaming experience to a new level.

- **Arcanum (\$ARC):** The driving force of the ecosystem. Use Arcanum to acquire exclusive cards, crafting materials, and rare items. Bind it to earn valuable rewards like Arcane Essences, or use it to unlock your Soul-Bound Tokens.
- **Arcane Essences:** A special form of ecosystem points earned by binding Arcanum or achieving in-game objectives. They can be used on the Black Market or in the Bazaar to obtain rare items and crafting resources.
- **Gaming and Item Cards:** Collect beautifully designed NFT cards that represent heroes, villains, and wizards. Strengthen your deck with powerful item cards and dominate the battlefield through tactical superiority.
- **Cosmetics:** Personalize your deck with exclusive skins, dynamic visuals, and rare upgrades. Show off your unique style and stand out from the crowd.





## Core mechanisms of the ecosystem



**Auto-Battler System:** Set up your strategy, build your deck, and watch your heroes triumph in automatic, turn-based battles. Pure strategy, no manual input required.



**Arcane Binding:** Lock in your Arcanum to receive continuous rewards such as Arcane Essences, rare materials, and unique tokens. The longer the binding, the greater the rewards.



**Ethereal Eruption:** Receive random drops of rare crafting materials during transactions. The more Arcanum you use, the higher the chances of exclusive resources.



**Ethereal Dissolution:** Dissolve unnecessary cards and gain valuable crafting materials. Every card holds the potential for new treasures.



**Auction House, Bazaar, and Black Market:** Trade with other players, acquire limited collections, and secure the rarest items. Use Arcanum and Arcane Essences to expand your inventory.



**Crafting System and Professions:** Craft unique items and tokens through a deep crafting system. Choose your profession—Elementalist, Technician, or Rune Weaver—and specialize in creating powerful artifacts, enhanced components, or magical symbols. Each player can only choose one profession, encouraging cooperation and trade between players.

## **Ready for the Adventure?**

Enter the world of Dark Mythos, master the elements, and write your own story. Fate awaits—are you ready to seize it?

# The ecosystem

## Resources of the ecosystem

### Technical overview of resources

In the Dark Mythos ecosystem, various resources play a central role, each offering specific functions and benefits within the game and the overall ecosystem. These resources are carefully designed to create a dynamic and sustainable economy that appeals to both players and those interested in the economic aspects.



#### **ERC20 Tokens**

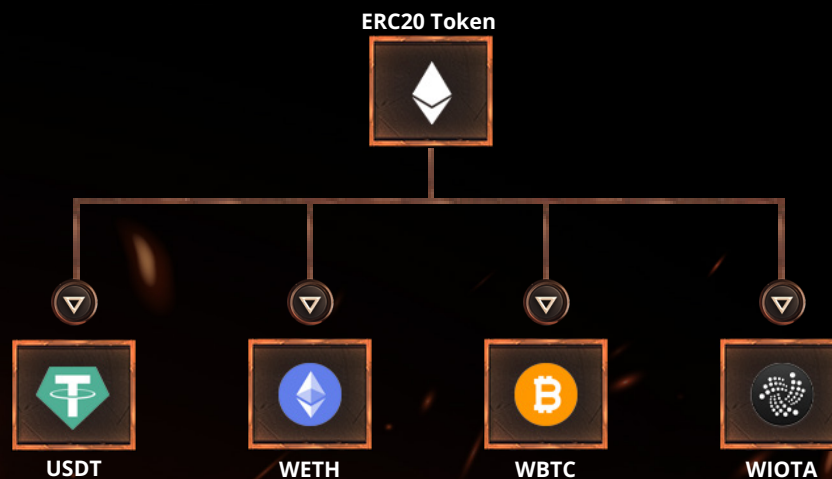
Standardized crypto assets like USDT, WETH, WBTC, and WIOTA form the foundation for trading in the Dark Mythos Auction House. These tokens allow

players to seamlessly switch between external cryptocurrencies and in-game resources.

Trade Variety: Enables the acquisition and sale of gaming and crafting tokens.

Integration: Seamless integration into the Auction House for smooth transactions.

Flexibility: Supports various payment methods within the ecosystem.





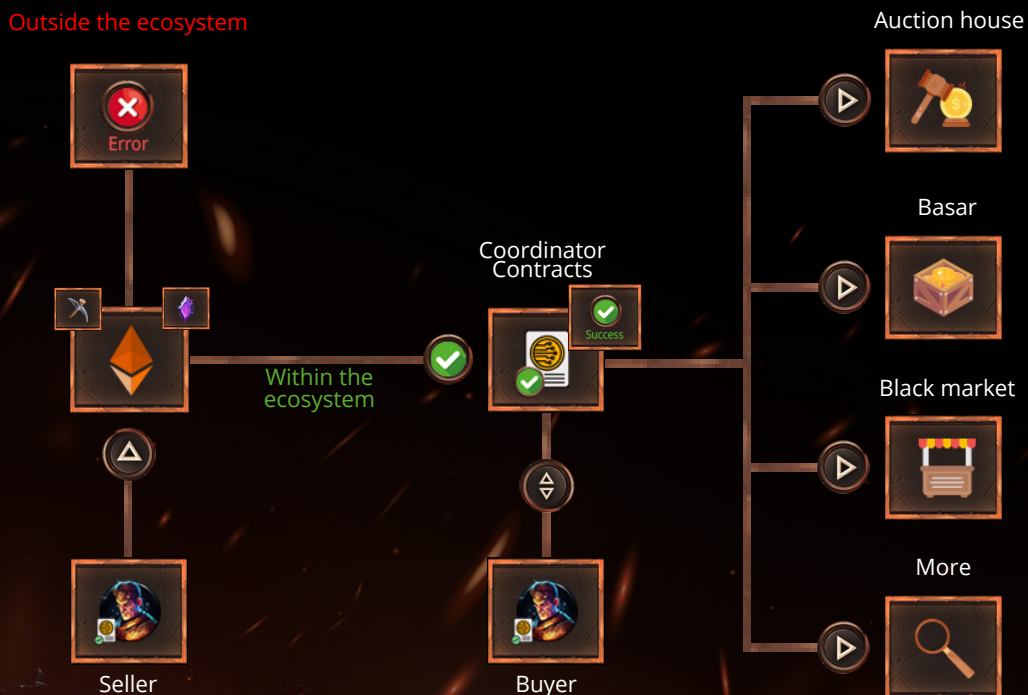
## ERC20-Eco-Bound Token

ERC20 Eco-Bound Tokens are specially designed tokens that are used exclusively within the Dark Mythos ecosystem. These tokens include „Arcanum“ (ARC), the main currency, as well as various crafting materials. This unique concept ensures that Eco-Bound Tokens can only be transferred within the platform, guaranteeing controlled usage and sustainable value creation.



Figure 2 Overview of the eco-bound tokens (EBTs) of the Dark Mythos ecosystem

The transfer of Eco-Bound Tokens occurs via registered smart contracts such as the Auction House, the Black Market, and the Bazaar. These smart contracts regulate token traffic and ensure that the tokens can only be moved and traded within the Dark Mythos ecosystem. This mechanism keeps resource distribution in the Dark Mythos universe in balance, contributing to the game's stability and continuous growth.



## Advantages of Eco-Bound Tokens:

- **Controlled Usage:** The restriction of their use within the Dark Mythos ecosystem ensures balanced resource distribution.
- **Sustainable Interactions:** By focusing on in-game activities, a stable and consistent internal economy is supported.
- **Secure Transactions:** The use of smart contracts guarantees reliable and transparent handling of Eco-Bound Tokens within the ecosystem.



### ERC721-Token

Unique Non-Fungible Tokens (NFTs) represent the gaming, item, and cosmetic cards in Dark Mythos. These tokens are not only collectibles but also essential components for gameplay and the strategic development of players.

- **Uniqueness:** Each card is unique, with individual attributes and rarity levels.
- **Tradability:** Fully tradable on external marketplaces, providing players with maximum flexibility.
- **Game Integration:** Essential for creating and improving decks, personalizing through cosmetic elements, and for strategic battles.







### **ERC721-Soul-Bound Token**

These exclusive tokens are specifically designed for new players, providing a seamless entry into the Dark Mythos ecosystem. They are permanently linked to the player's account, making them non-tradable and non-modifiable, while still allowing full in-game use. This strengthens player engagement and ensures a fair start for everyone.

- **Entry Assistance:** Allows new players to achieve early successes without acquiring tokens.
- **Binding Effect:** Encourages long-term participation through immutable tokens.
- **Flexibility through Arcane Release:** Under certain conditions, these tokens can be released from their binding and made tradable.

ERC721 Token  
Soul-Bound-Token



Cards



### **ERC998-Top Down-Token**

Hierarchical Multi-Asset Tokens are based on the ERC998 standard, which allows one token to own other tokens. In the Dark Mythos ecosystem, these tokens are used for the Card Assembler, which holds and customizes gaming cards and cosmetic effects. Additionally, these tokens are also ERC721 compatible and can be freely traded outside of Dark Mythos.

- **Complete Customization:** Enables the combination and customization of multiple cards and cosmetic effects within a single token.
- **Flexibility:** Supports the individual design and development of decks.
- **Free Trade:** Thanks to ERC721 compatibility, these tokens can also be traded outside the Dark Mythos ecosystem, offering additional opportunities for personalization and interaction.



### **Ecosystem Points**

Ecosystem Points are a special form of reward within the Dark Mythos ecosystem, earned through various mechanisms in the ecosystem. Arcane Essences are a specific form of these ecosystem points and can be used for various ecosystem activities.

- **Black Market:** Ecosystem points, like Arcane Essences, are required alongside Arcanum to acquire rare and exclusive items.
- **Card Assembler:** Players can use ecosystem points to improve the rarity of the sockets in their Card Assemblers, providing both cosmetic and strategic advantages.
- **Crafting and Profession System:** These points are crucial for unlocking blueprints and crafting refined materials needed for more complex crafting processes.

## Arcanum: The driving force of the Dark Mythos ecosystem

### Functions and Applications

Arcanum is the heart of the Dark Mythos universe, offering players numerous opportunities to unfold their strategic ambitions. As the central currency, Arcanum allows players to acquire exclusive content, expand their collections, and dive deep into the game's dynamic economy.



**Trade & Purchase::** Use Arcanum to acquire unique gaming and item cards, cosmetics, and rare crafting materials in the Bazaar, Auction House, and Black Market. Every transaction opens up new possibilities for personalizing your gaming experience.



**Arcane Binding:** Bind your Arcanum tokens in the Arcane Binding system and earn continuous rewards such as Arcane Essences, rare materials, and exclusive tokens. The longer the binding duration, the higher the value and quality of the rewards, encouraging long-term engagement.



**Crafting:** Use Arcanum to acquire crafting materials and create unique cosmetic and gaming tokens. This can be done via the Auction House or through binding Arcanum, where the resulting Arcane Essences can be



# ARCANUM

traded for materials in the Bazaar. Crafting allows players to create powerful items and strategically and aesthetically optimize their decks.



**Card Assembler:** The Card Assembler allows players to personalize their cards with cosmetic effects. Arcanum can be used to acquire Assemblers that offer random socket rarities, enhancing the visual customization of cards. This increases the collection and trading opportunities within the ecosystem.



**Ethereal Eruption:** Every time you use Arcanum, there is a chance to receive random drops of rare crafting materials. The more Arcanum you use, the higher your chances of discovering valuable resources that take your inventory to the next level.



**Exclusive Access:** With Arcanum and Arcane Essences, you can unlock time-limited and highly sought-after treasures on the Black Market that are only available for a short period.

## **Supply and Distribution**

The total supply of Arcanum is capped at 2,000,000,000 ARC to maintain exclusivity within the Dark Mythos ecosystem. The initial minting involves 200,000,000 ARC on the IOTA EVM. These tokens will be released in a controlled manner to ensure stable development and strategically meet demand.

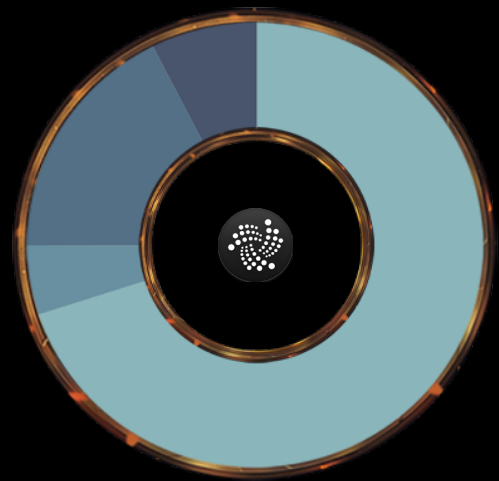


The Arcane Vortex acts as a central pool where all Arcanum tokens are held for direct acquisition until they are brought into circulation through purchases. While tokens in the Arcane Vortex can be acquired at any time, they are not active in the economy as long as they remain there. Only through interactions by ecosystem participants do these tokens move into the ecosystem's economy, thereby supporting its growth.

### **Special Provision for the IOTA EVM**

For the initial deployment on the IOTA EVM, the specific ARC amounts will be allocated as follows:

- **Arcane Vortex:** 140,000,000 ARC
- **Advisor Fund:** 10,000,000 ARC
- **Marketing, Partnerships, and Collaborations:** 34,900,000 ARC
- **Community Treasury:** 15,000,000 ARC
- **Team Pool:** 100,000 ARC



A key aspect of the initial deployment on the IOTA EVM is to meet demand efficiently and foster ecosystem growth. A portion of the Arcane Vortex allocated to the IOTA EVM will be offered at discounted rates before reaching the final fixed price. This tiered sales process follows predefined milestones to allow for a gradual introduction and adjustment of the token price.

### **Note for Additional Networks**

The allocation across other blockchain networks will also follow the percentages listed above. This distribution can be executed in variable quantities and multiple times per network to accommodate the project's needs and capacities. This ensures flexibility, allowing the distribution to adapt to different requirements and growth phases.



## **Token Allocation per Chain**

1. **Arcane Vortex (70.00%)**

To meet user demand and support the long-term growth of the ecosystem.

2. **Advisor Fund (5.00%)**

To incentivize project advisors who contribute to the development of Dark Mythos.

3. **Marketing, Partnerships, and Collaborations (17.45%)**

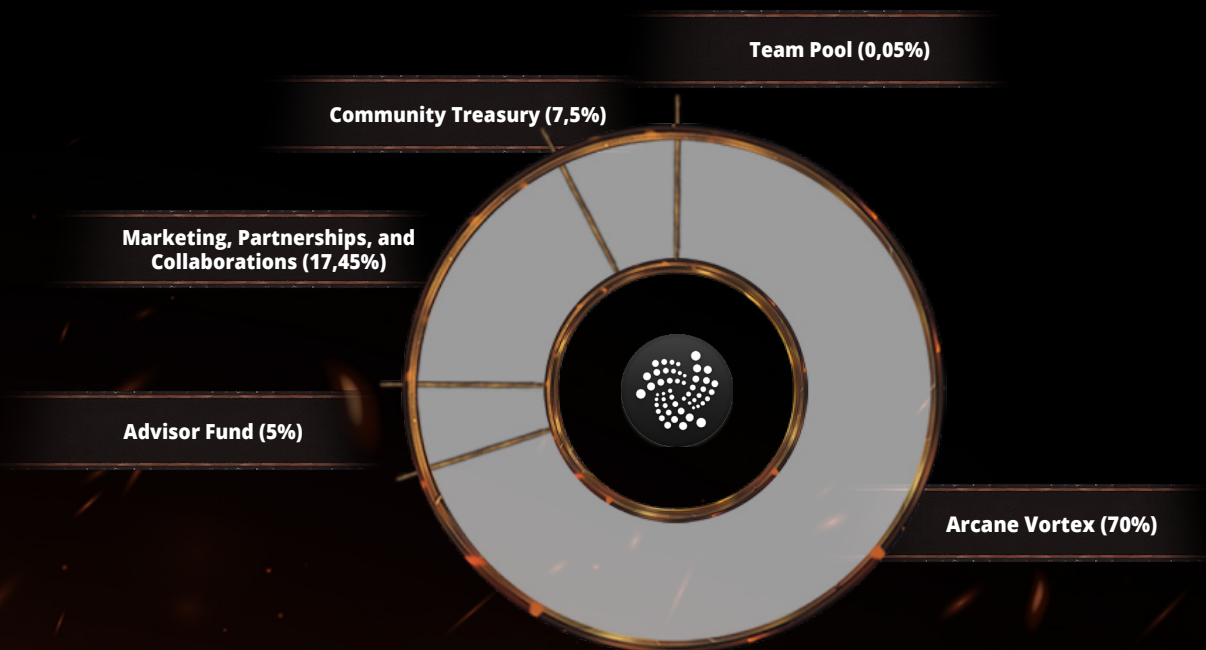
For strategic partnerships and marketing activities that promote the growth and visibility of the ecosystem.

4. **Community Treasury (Cosmic Vault) (7.50%)**

For community events, tournaments, and other activities that foster player engagement.

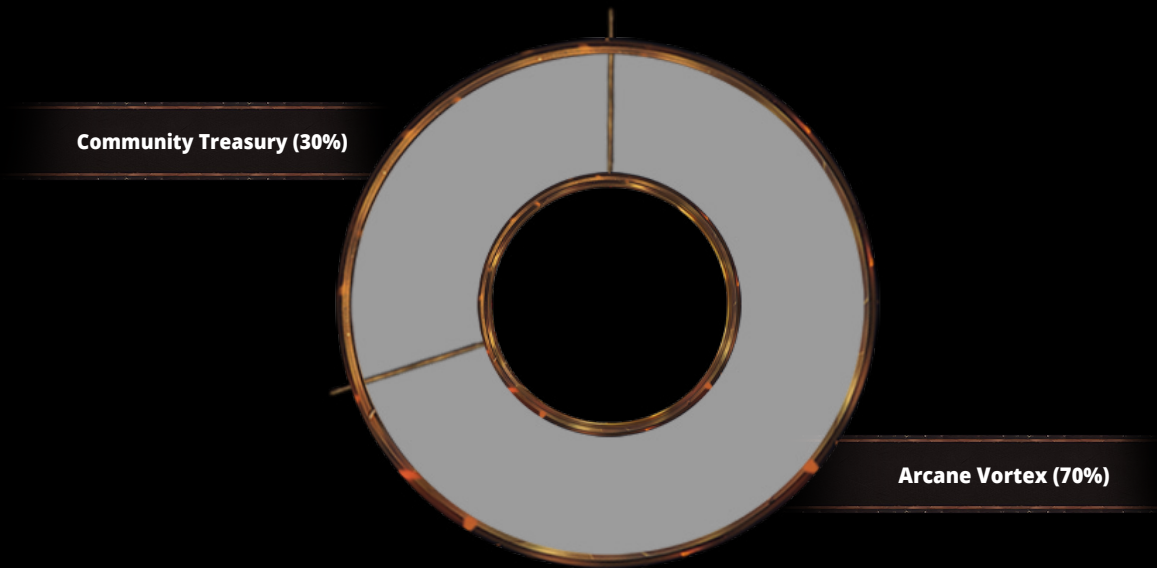
5. **Team Pool (0,05%)**

For operational purposes of the Dark Mythos team.



### **Token Allocation: Additional EVM Chains**

- **Arcane Vortex (70,00%)**
  - To meet user demand and support the long-term growth of the ecosystem.
- **Community Treasury (Cosmic Vault) (30,00%)**
  - For community events, tournaments, and other activities that encourage player engagement.



### **Initial Deployment on the IOTA EVM**

The initial release of Arcanum will take place through a tiered sales process, structured by defined milestones. The first discounted sale will be conducted on the IOTA EVM to strategically meet user demand. Additional milestones and sales phases will be announced as the project progresses.

<b>Token Quantity</b>	<b>Price Scale</b>	<b>Milestone</b>	<b>Blockchain</b>
tba	\$0,009	Introduction of Arcanum and Arcane Vortex & Launch of Arcane Binding & Arcane Essences	IOTA EVM
tba	\$0,015	Introduction of the Bazaar with Materials & Material Cycle & Integration of Arcane Essences as Payment for Materials in the Bazaar, Launch of the Black Market, Introduction of simple Basic Creation Plans	TBA
tba	\$0,025	Introduction of the Auction House with Ethereum Eruption, Launch of the Cosmic Vault, Introduction of Additional Collection Events + KYC Implementation	TBA
tba	\$0,035	Introduction of the Crafting System with Professions and Specializations	TBA
tba	\$0,040	Launch of the Card Assembler with Cosmetics	TBA
1.000.000	\$0,04	Introduction of the Bazaar and Arcanum as means of payment within the ecosystem.	IOTA EVM
<b>Dependent on the provided supply of each chain</b>	\$0,08	Open Sale/Regular Sale	On all integrated chains

In light of our community's decision to introduce Arcanum as the official currency throughout the entire ecosystem – including the NFT Bazaar – we have removed the previous milestones and realigned the sales strategy for the Arcanum Special Sales accordingly.

## **Selection of Blockchain Networks and Community Engagement**

A key aspect of the distribution strategy is the active involvement of the community. Once the project reaches a suitable development phase, the community will have the opportunity to vote on which blockchain networks will host future token distributions. This process ensures that the distribution aligns with the needs and preferences of the player base, allowing for flexibility in adapting to market dynamics and the growth of the user base on each chain.



The allocation guidelines previously defined apply to each blockchain, regardless of the specific amount allocated. The selection of supported networks will be based on feasibility and the project's capacities. The Dark Mythos team will organize and design these votes by proposing suitable blockchain networks, which will then be presented to the community for voting. This collaborative approach ensures that the selected networks meet both technical requirements and the interests of the community.

The remaining 50% of the maximum supply, amounting to 1,000,000,000 ARC, will be strategically allocated by the Dark Mythos team to specific blockchain networks. This strategic allocation is based on market analyses, growth potential, and the networks' ability to support the long-term goals of the Dark Mythos ecosystem. Through this targeted distribution, the team aims to foster key partnerships and efficiently explore new markets.

Additionally, the token distribution follows a milestone-based approach, with Arcanum being released in various development phases. Each phase supports specific expansions and enhancements within the Dark Mythos ecosystem. This phased release plan ensures that the token is continuously integrated into the ecosystem to foster growth and meet demand without overwhelming the distribution.



## The Arcanum Cycle



The Arcanum Cycle is the central regenerative mechanism in the Dark Mythos ecosystem. This cycle ensures that Arcanum is not only spent but also continuously reintroduced into the system. This creates a dynamic balance between the supply and usage of Arcanum, guaranteeing the long-term stability and sustainability of the ecosystem. Additionally, the Arcanum Cycle influences the entire economy of the Dark Mythos ecosystem by balancing supply and demand across all economic activities.

### **Key Mechanisms of the Arcanum Cycle:**

- **Black Market:** Every time players spend Arcanum on the Black Market to acquire exclusive or limited items, the used Arcanum flows 100% back into the Arcane Vortex. This ensures that Arcanum continuously circulates within the ecosystem, preventing oversaturation and keeping the supply at a controlled level.
- **Arcane Binding:** Players have the option to lock their Arcanum in the Arcane Binding system to receive rewards such as Arcane Essences, rare crafting materials, or exclusive tokens. This mechanism reduces the circulating supply of Arcanum, helping to stabilize the supply and protect the ecosystem from oversaturation. The locked amount is removed from the active supply for a set period, reducing pressure on the available amount of Arcanum.
- **Arcane Release:** Players can use Arcanum to free soul-bound tokens from their binding. The Arcanum used for this process flows directly back into the Arcane Vortex, contributing to the ongoing circulation and maintaining the stability of the actively available tokens in the game.

The regenerative approach of the Arcanum cycle ensures that every piece of Arcanum spent flows back into the system. Through transactions on the Black Market, Bazaar, as well as through Arcane Binding and Arcane Liberation, Arcanum remains actively circulating within the ecosystem rather than staying permanently with individual players. These mechanisms ensure that the supply of Arcanum is always aligned with its usage, promoting a balanced ecosystem.

## Maintaining Circulation and Scarcity

The entire distribution strategy of Arcanum is designed to create a circulating system while preserving the scarcity of the token. Through the continuous return of Arcanum to the Arcane Vortex, a dynamic balance between supply and demand is ensured. This guarantees that Arcanum remains actively in circulation, while the overall supply remains limited, preserving the token's exclusivity. Circulation supports a vibrant economy within the Dark Mythos ecosystem, while scarcity ensures the long-term stability and attractiveness of Arcanum as a central asset.

As the community grows and activity increases, more Arcanum flows back into the Arcane Vortex. This leads to a more decentralized ecosystem, as the central control over the Arcanum supply increasingly shifts to the community and active users. A larger and more active Arcane Vortex enables more flexible and sustainable resource management, making the entire ecosystem more robust and resilient to external influences. At the same time, the increased circulation contributes to the overall growth and evolution of the Dark Mythos ecosystem, as more transactions and economic activities take place within the system.



## Arcane Essences

Arcane Essences play a central role in the Dark Mythos ecosystem and are an important incentive for participants to generate long-term value. They are not



# ARCANE ESSENCE

tradable tokens but special reward points that can only be earned and used within the ecosystem. These points are credited to players when they perform certain activities, such as binding Arcanum or achieving in-game objectives.

### Functions and Applications

Arcane Essences cannot be freely traded or transferred. They are only usable within the ecosystem and lose their value after use. Once used for specific in-game mechanisms, they are consumed and cannot be reused. This ensures they remain an exclusive resource that must be deployed strategically.

### Use Cases for Arcane Essences:

- **Black Market:** Arcane Essences, along with Arcanum, are required to acquire rare and exclusive items on the Black Market. These limited items are particularly attractive to many ecosystem participants, increasing the importance of Arcane Essences.
- **Card Assembler:** Players can use Arcane Essences to upgrade the rarity of their Card Assembler sockets, enhancing the cosmetic adjustments that can be made to cards. This gives the cards additional visual and strategic advantages.
- **Bazaar:** In the Bazaar, Arcane Essences can be used to specifically acquire crafting materials from specific material pools. This allows players to collect the materials they need for crafting without relying on chance.

## **Supply and Distribution**

Arcane Essences are not tradable tokens and, therefore, do not have a fixed total supply or a central allocation. Instead, each Arcane Essence is credited individually to each player. This means that every player can own their own number of Arcane Essences, without a fixed upper limit. This flexible system ensures that an unlimited number of players can collect Arcane Essences without supply restrictions.

There are two main ways to obtain Arcane Essences:

- **Binding Arcanum:** Players can bind Arcanum to regularly receive Arcane Essences as a reward. The more Arcanum is bindd and the longer it remains bindd, the more Essences are generated over time. This incentivizes players to stay bindd long-term and receive continuous rewards.
- **Achieving In-Game Goals:** Players can also earn Arcane Essences by completing special tasks and reaching milestones in the game. These rewards provide additional motivation to actively participate in the game and to collect valuable Essences by solving challenges.



## Gaming and Item Cards

Gaming and Item Cards are essential building blocks in the Dark Mythos universe, combining strategic depth with collectible value. These cards are designed as ERC721 NFTs and can be traded on both internal and external marketplaces. Each card is unique and not only holds collectible value but also plays a crucial role in strategic gameplay.

### Functions and Applications

**Gaming Cards:** These cards represent heroes, villains, and wizards that clash on the battlefield. Each gaming card has a combination of attributes such as attack, defense, and health points. Additionally, they are categorized by elements like fire, ice, nature, darkness, holiness, and spirit, which enhances their tactical significance in combat.

- **Star Rating:** Each card has a star rating from 1 to 5, determining its rarity and strength.
- **Professions:** Cards are assigned to specific professions such as warrior, mage, or summoner, which unlocks additional abilities and combinations.

**Item Cards:** These cards provide upgrades and tactical enhancements for your gaming cards. They can boost attributes like attack, defense, or health and grant additional bonuses when combined with matching elements.

- **Attribute Boosters:** Specifically improve the attributes of your cards to gain advantages in battle.
- **Elemental Synergies:** Gain additional bonuses by combining cards of the same element.



## **Supply and Distribution**

The distribution of gaming and item cards occurs through multiple channels both within and outside the Dark Mythos ecosystem. Players can acquire and trade their cards directly within the ecosystem or on external platforms.

- **Auction House and Bazaar:** Players have the opportunity to trade gaming and item cards through the Auction House or the Bazaar. These platforms support the flexible distribution of cards and provide a transparent market environment for buying and selling.
- **Black Market:** On the Black Market, players can acquire cards from past editions as well as exclusive, limited cards. These rare cards are often only available here, offering collectors special opportunities to expand their decks with unique and sought-after content.
- **External Marketplaces:** Since gaming and item cards are implemented as ERC721 NFTs, they can also be traded on external marketplaces. This allows players to freely trade their cards on external platforms for real crypto assets or acquire new cards offered by other players.
- **Airdrops:** On special occasions, such as significant events, gaming and item cards can also be distributed as airdrops to players. These cards are transferred to players' wallets who meet specific requirements, such as reaching certain milestones or participating in events.
- **Events and Quests:** By completing event-based quests or special tasks, players can also earn gaming and item cards as rewards. These cards are often limited and may have exclusive properties, making them desirable collectibles.
- **Editions and Max Supply:** While there is no fixed total supply of gaming and item cards, each edition is highly limited. Every card generation released has a set number of cards, ensuring their exclusivity. New editions are added at carefully selected intervals to provide players with fresh collections without overloading the ecosystem.

## Cosmetics: Customization at the Highest Level

Cosmetics in Dark Mythos offer players the opportunity to visually customize their cards and showcase their unique style within the game. They enhance the visual appeal of the cards, adding an extra layer of personalization that goes beyond pure gameplay mechanics. As ERC721 tokens, cosmetics are freely tradable and can be exchanged on both internal and external marketplaces.

- **Exclusive Skins:** Players can apply special skins to personalize their gaming cards. These skins are often associated with factions, elements, or special events, adding a personal touch.
- **Dynamic Visuals:** Cosmetics include visual effects such as animated backgrounds, holographic frames, or glowing elements. These enhancements make the deck a unique eye-catcher, both in-game and on the marketplace.
- **Integration with Card Assembler:** Cosmetics in the Dark Mythos universe can be applied via the Card Assembler. The Card Assembler allows players to customize their cards by embedding cosmetic effects into sockets. The rarity of the sockets determines which cosmetic upgrades can be applied to the cards.





## **Rarity and Collectibility**

Cosmetics come in various rarity levels, from Common to Mythic. The rarity level not only affects the visual enhancement but also the collectibility and tradability of the cosmetics. Particularly rare cosmetics, which are available in limited quantities or exclusively in certain editions, have high collectible value and are especially sought after by the community.

## **Supply and Distribution**

- **Auction House and Bazaar:** Players can trade cosmetics in the Auction House and the Bazaar. These platforms provide the opportunity to buy and sell cosmetics, offering players flexibility and access to rare skins and effects.
- **Black Market:** Particularly rare and exclusive cosmetics, such as limited editions or unique visual effects, are often only available on the Black Market. These cosmetics are available for a limited time, making them highly coveted collectibles.
- **Airdrops and Events:** On special occasions, such as in-game events or milestones, cosmetics can be distributed as airdrops to players. These exclusive items are often available for a short time and cannot be acquired elsewhere, further increasing their value.
- **Crafting and Profession System:** Some especially exclusive cosmetics can be unlocked through the crafting system. Players who specialize in crafting can create special cosmetic effects, allowing them to personalize their cards.
- **Editions and Max Supply:** Like gaming and item cards, cosmetics are also available in editions, with each edition offering a limited number of cosmetic items. New editions are released at regular intervals to meet player demand and maintain the long-term value of the cosmetics.





## Card Assembler - More Than Just a Shell



In the Dark Mythos ecosystem, the Card Assembler provides players with the ability to customize their cards in a profound and visual way. Card Assemblers are not just simple card sleeves—they are powerful tools that elevate the visual customization of game cards to the next level. Additionally, they are implemented as ERC998 top-down tokens, which allows them to contain and bundle other NFTs along with cosmetic items, enabling flexible trading. This versatility makes Card Assemblers both a strategic and aesthetic collectible.

### Structure and Functionality of the Card Assembler

Each Card Assembler comes equipped with three pre-unlocked sockets: Foil, Border, and Back. The uniqueness arises from the rarity of each socket. Rarities range from Common to Mythic and determine which cosmetic items can be applied.

#### Socket Rarities and Their Probabilities:

- **Common: 50%**
- **Uncommon: 25%**
- **Rare: 17%**
- **Epic: 6%**
- **Legendary: 1,5%**
- **Mythic: 0,5%**



For example, a Rare socket can hold cosmetic effects of Rare level and lower (e.g., Uncommon and Common), but not higher-tier effects. This mechanic makes every modified card a unique collectible with individual appreciation.

## Prozess der Individualisierung:

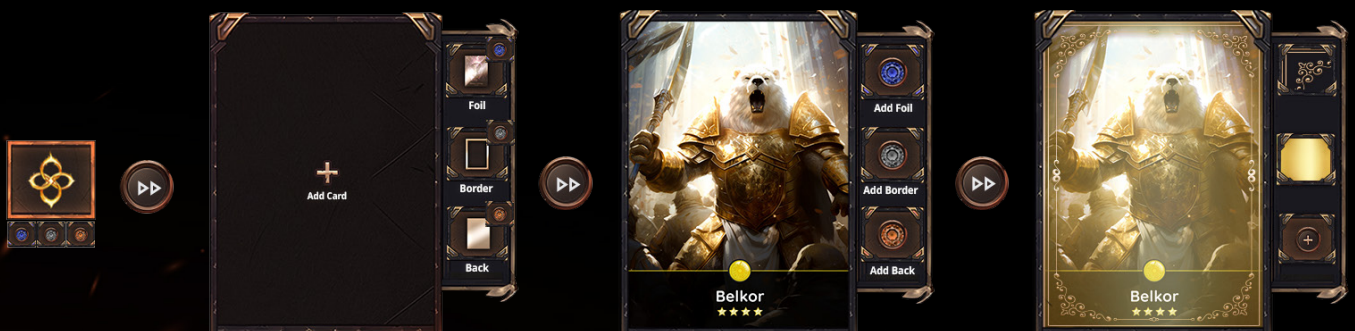
1. **Acquisition of the Card Assembler:** Players purchase a Card Assembler using the in-ecosystem currency, Arcanum. The rarity of the sockets is determined randomly.
2. **Selection of a Card:** Players choose a card they wish to customize with cosmetic effects.
3. **Applying Cosmetics:** The unlocked sockets can be equipped with cosmetic effects, which can be obtained either through crafting or from marketplaces like the Bazaar, Auction House, or Black Market.
4. **Result:** The card is customized according to the assigned cosmetic effects, enhancing the visual personalization of the deck.



## **ERC998 Functionality and Tradability**

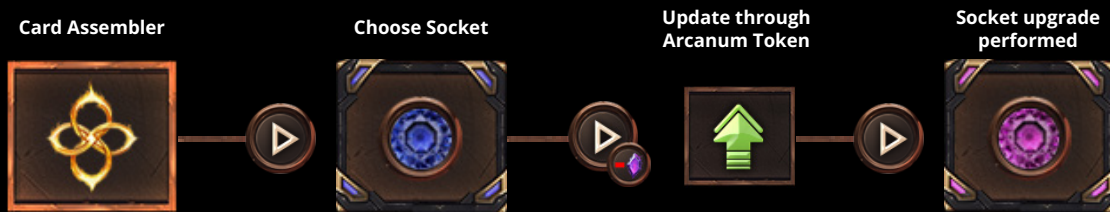
Card Assemblers are built as ERC998 top-down tokens, meaning they do not only exist as standalone NFTs but can also bundle other ERC721 NFTs such as gaming cards and cosmetics. These bundled assets are stored together with the Card Assembler and can be traded as a single token, both within the Dark Mythos ecosystem and on external marketplaces.

- **Internal Trading:** In the Auction House players can trade their fully customized Card Assemblers for Arcanum or other resources. The internal trading will fully support the ERC998 standard, allowing players to trade bundled tokens with ease.
- **External Trading:** On external marketplaces that support the ERC998 standard, Card Assemblers can also be traded, with all bundled assets included as a package. This allows players to trade entire collections or highly customized cards at once. Since not all external platforms fully support this standard, trading on external marketplaces is only possible where ERC998 functionality is implemented and the Assemblers are listed for exchange.



## **Upgrades and Progression**

Players can increase the rarity of their sockets using Arcane Essences, allowing them to apply higher cosmetic rarities. This provides continuous customization options and incentives to actively use the crafting system.



## **Permanent Customizations and Flexibility**

Once a card has been customized with cosmetic effects, these adjustments are permanent. Players cannot remove or exchange the cosmetic effects. However, there is an option to destroy the Card Assembler, which separates the card and the cosmetic effects, allowing them to be reclaimed. This gives players the freedom to continue experimenting without losing their progress.






## Crafting-Materialien

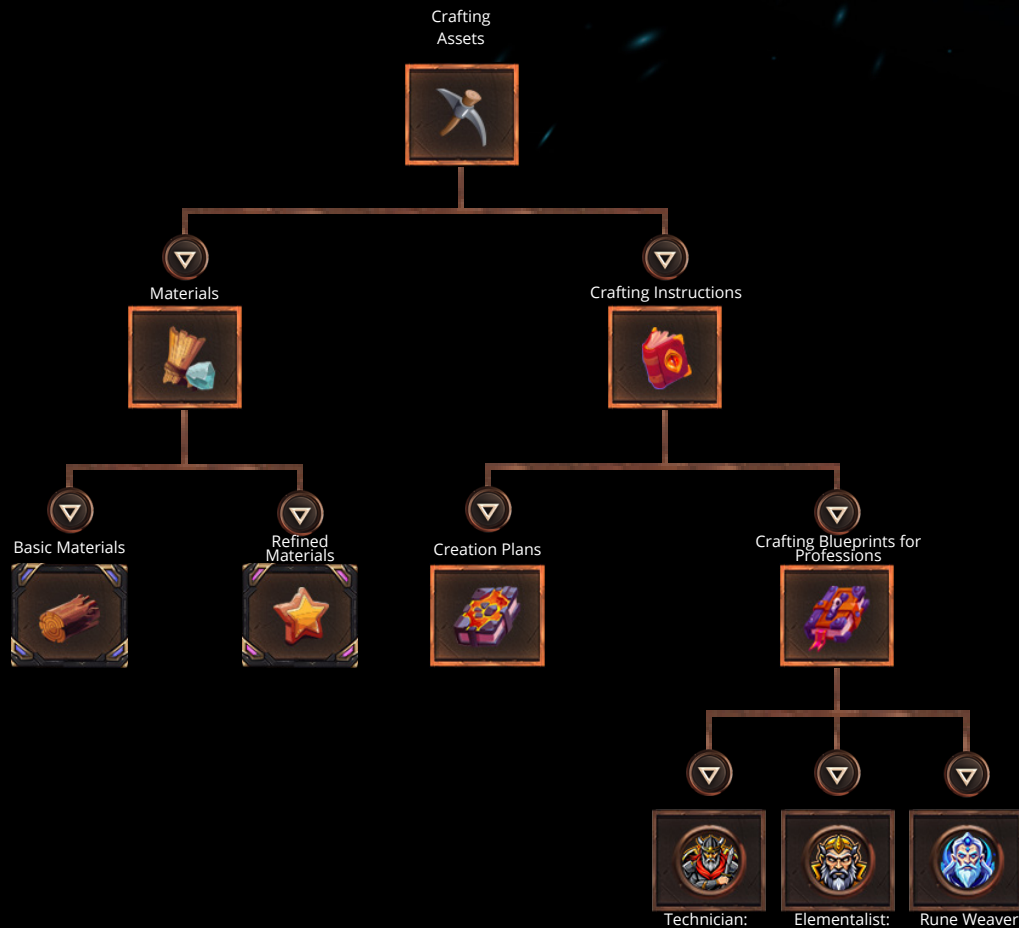


Crafting Materials are an essential resource in the Dark Mythos ecosystem and play a central role in the game's manufacturing processes. These materials are designed as ERC20 Eco-Bound Tokens and can only be used within the ecosystem. They are non-transferable and are generated exclusively through in-game mechanisms, ensuring the decentralized and controlled distribution of these resources.

### Key Functions

Crafting materials serve many important functions within the Dark Mythos ecosystem and are crucial for producing items and gaming tokens:

- **Basic Materials:** Essential raw resources that are obtained through mechanisms such as Ethereal Eruption, the Bazaar, or the Black Market. They serve as the foundation for processed crafting and simple items. 
- **Refined Materials:** Enhanced versions of basic materials required in advanced crafting processes to create specialized and more powerful items. These materials are produced through professions, using basic materials or a combination of basic and already refined materials. 
- **Creation Plans:** These blueprints determine the item to be crafted and the elements required, such as fire, ice, or nature. They define the resources necessary for crafting gaming cards, item cards, or cosmetic tokens. Creation plans are essential for producing unique and powerful items, enabling the crafting of specific tokens or cards. 



## **Supply and Distribution**

Crafting materials in the Dark Mythos ecosystem are managed through a decentralized system that ensures fair and controlled distribution of resources:

- **Management via Smart Contracts:** All materials are stored in smart contracts, controlled by the ecosystem's mechanisms. The supply of materials dynamically adjusts to the game mechanics, ensuring balanced distribution. Players receive materials exclusively through active participation in the ecosystem and the designated mechanisms.
- **Supply Mechanism:** The availability of crafting materials is determined by the activity of participants. Materials are only released when ecosystem participants actively engage with and trigger the mechanisms. This ensures that the supply always aligns with the demand in the game.

- **Chain-Based Provisioning:** On every blockchain integrated into the Dark Mythos ecosystem, an infinite supply of crafting materials is provided, regulated by the ecosystem's mechanisms. The active circulation is determined by the participation and interactions of the actors.

Although there is no fixed upper limit for crafting materials, their circulating supply is regulated by the ecosystem's mechanisms. Materials are only released through active participation, preventing the system from being flooded. At the same time, the consumption of materials in the crafting process creates a return flow into the system, maintaining the balance between supply and demand.







### **Material Pools**

Crafting materials are managed in material pools, which serve as central repositories for various types of materials. These pools ensure balanced distribution and sustainable use of resources within the ecosystem. There are different types of material pools that fulfill various functions:

- **Basic Material Pools:** These pools contain basic material. They are available to all participants and serve as the foundation for numerous crafting processes.
- **Crafting Profession Pools:** Special pools that are exclusively accessible to the respective crafting professions. These pools contain the refined materials produced by the professions using blueprints and basic materials.

### **Rarity Levels of Materials**

Crafting materials in the Dark Mythos ecosystem are divided into various rarity levels, which influence their demand and availability. Each rarity level has a set probability for how often the materials are granted, and this varies based on the players' activities within the ecosystem.

Rarity	Description	Probability
 <b>Common</b>	These are the materials most frequently granted during regular gameplay activities, with the highest probability. They form the foundation for many basic crafting processes.	50%
 <b>Uncommon</b>	These materials are somewhat rarer than common materials and are unlocked through higher activity or special actions.	25%
 <b>Rare</b>	These more valuable materials have a lower probability of being granted and only appear through specific activities or intensive game mechanisms.	17%
 <b>Epic</b>	These materials can only be obtained through intensive activity or rare drops and are used for advanced crafting projects.	6%
 <b>Legendary</b>	These materials only appear in exceptional situations or as rare rewards. They are crucial for crafting the most powerful items.	1,5%
 <b>Mythic</b>	The rarest and most valuable materials in the Dark Mythos ecosystem. Mythic materials are extremely difficult to obtain and are only released under very special circumstances.	0,5%

These probabilities ensure that obtaining crafting materials is based on a fair and dynamic system, where players can increase their chances of receiving rare materials through increased activity.

### **Mechanisms for Material Distribution**

Crafting materials are distributed to players through several mechanisms:

- **Ethereal Dissolution:** Players can dissolve their gaming, item, and cosmetic cards to recover crafting materials based on the properties of the dissolved cards. This mechanism allows players to convert outdated or unused cards into valuable resources.
- **Ethereal Eruption:** This mechanic is randomly triggered during transactions involving Arcanum in the ecosystem and rewards players with crafting materials. The larger the amount of Arcanum used in the transaction, the higher the probability of receiving rare materials.



- **Bazaar, Auction House, and Black Market:** Crafting materials can also be directly exchanged in the Bazaar, Auction House, or on the Black Market for Arcanum or Arcane Essences. This provides players with a way to specifically search for certain materials and acquire them on the market.

## The Material Cycle

The material cycle in the Dark Mythos ecosystem ensures that crafting materials circulate sustainably and that the balance between supply and demand is maintained. Players collect and use materials through active participation in the game, and after consumption, these materials are returned to the material pools to be redistributed through the ecosystem's mechanisms.

- **Acquisition of Materials:** Players earn materials through mechanisms like Ethereal Dissolution, Ethereal Eruption, the Bazaar, or the Black Market. These materials are taken from the respective material pools and distributed to players.

- **Use in Crafting:** The collected materials are used to craft items, gaming tokens, or cosmetics. Recipes and Creation Plans dictate which materials are needed to create specific items.
- **Return to the Material Pools:** Once materials are consumed in the crafting process, they are returned to the system and re-enter the respective material pools. This ensures that they can be redistributed through future activity within the ecosystem. This cycle guarantees that materials are not lost and are continuously reintroduced into the game, promoting the stability of the ecosystem.



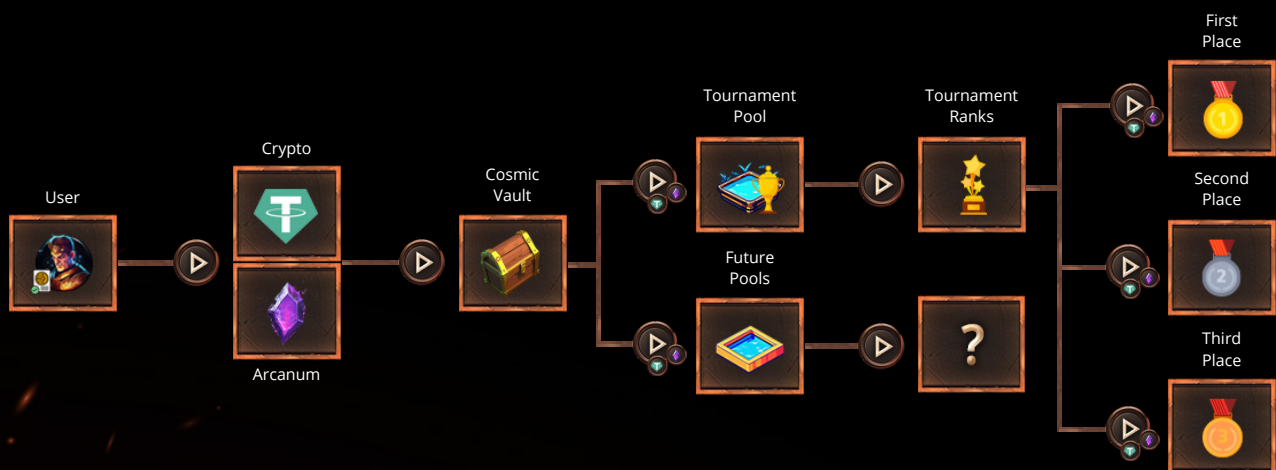
## Mechanisms

In the Dark Mythos universe, various mechanisms are employed to support gameplay and economic activities within the ecosystem. These mechanisms are based on blockchain technology and allow players to develop and trade their cards, resources, and skills in a dynamic environment.

### Cosmic Vault - The Heart of Community Rewards



The Cosmic Vault is a central reward system within the Dark Mythos ecosystem, strengthening the community while supporting the ecosystem's growth. A portion of the transaction fees generated in the Auction House flows into the Cosmic Vault and is used to fund tournaments, competitions, and prize pools. This not only encourages player participation in game mechanisms but also strengthens the community and ensures regular interactions and challenges.



### Multi-Crypto Integration in the Cosmic Vault

In the Auction House of the Dark Mythos universe, transactions can be conducted with a variety of cryptocurrencies such as WBTC, WETH, USDT, and other ERC20 tokens. The Cosmic Vault is designed to store these cryptocurrencies as well. This means that the Vault is filled not only with Arcanum but also with various crypto assets, increasing the flexibility and demand for community rewards.

## **Functions and Applications of the Cosmic Vault**

- **Tournaments and Competitions:** The Cosmic Vault provides prize pools for tournaments and events where players compete against others and earn valuable rewards in the form of Arcanum and other cryptocurrencies. The variety of crypto assets in the Vault offers additional diversity and attractive incentives.
- **Community Engagement:** By utilizing WBTC, WETH, and other cryptocurrencies in events and competitions, the community is further strengthened. This not only creates an incentive for participation but also allows for more dynamic rewards tailored to the different preferences of players.
- **Ecosystem Growth:** The Cosmic Vault significantly contributes to economic stability by redistributing a portion of the transaction fees generated in the Auction House back into the community. This creates a balance within the Dark Mythos ecosystem and encourages active player participation through new challenges and tournaments.

## **Linking with Arcanum and Supply Distribution**

A portion of the Arcanum supply is allocated to the Cosmic Vault with each deployment on a new blockchain. In addition to Arcanum, transaction fees in the form of WBTC, WETH, and other ERC20 tokens generated in the Auction House are deposited into the Vault. This ensures constant incentives for events and competitions, fostering player engagement and securing the ecosystem's long-term growth.

## **Long-Term Sustainability and Value Creation**

The Cosmic Vault is not only a reward system but also a mechanism to ensure the long-term sustainability of the ecosystem. The continuous inflow of various cryptocurrencies and Arcanum ensures that there are always enough resources to reward the community, host new events, and finance tournaments. The versatility of the Vault, which holds multiple cryptocurrencies, provides players with more options while promoting economic stability across the entire ecosystem.

## Arcane Release



Arcane Release is an essential mechanism within the Dark Mythos ecosystem, allowing players to unbind their soul-bound item and gaming cards under certain conditions. This process enables players to maximize their resources, participate in trading, and expand strategic options. At the same time, Arcane Release contributes to the ecosystem's dynamism and sustainability by promoting the circulation of Arcanum and maintaining the balance of tradeable resources.



## Functions and Applications

- **Conversion of Soul-Bound Tokens:** Players can convert their non-tradable and unmodifiable soul-bound tokens into freely tradable ERC721 tokens. This opens access to trading platforms such as the Auction House or external marketplaces.
- **Use of Arcanum:** The release of soul-bound tokens requires the targeted use of Arcanum. This mechanism ensures that Arcanum actively circulates within the ecosystem, supporting the Arcanum Cycle by returning the used Arcanum to the Arcane Vortex.
- **Cost Structure Balanced with Ethereal Dissolution:** The costs for Arcane Release are designed to align with the Ethereal Dissolution mechanism. The age of the token is a factor, with release costs rising parabolically over time. This creates a balanced system without overwhelming the ecosystem.
- **Limiting Circulating Supply:** By controlling the release of tradable gaming, item, and cosmetic cards, Arcane Release helps maintain the balance of circulating supply. This promotes exclusivity both within and outside the ecosystem.



## **Arcane Release Process**

Arcane Release is an essential mechanism within the Dark Mythos ecosystem, allowing players to unbind their soul-bound item and gaming cards under certain conditions. This process enables players to maximize their resources, participate in trading, and expand strategic options. At the same time, Arcane Release contributes to the ecosystem's dynamism and sustainability by promoting the circulation of Arcanum and maintaining the balance of tradable resources.

- **Initiation of Release:** Players select the soul-bound gaming or item card they wish to unbind and initiate the release process.
- **Calculation of Release Costs:** The required amount of Arcanum is calculated based on a combination of factors to ensure a balance of item and gaming cards:
  - **Rarity (Stars):** Higher star ratings increase the release costs.
  - **Foil:** Holo variant of a card.
  - **Token Attributes:** Values such as attack, defense, and health.
  - **Age of the Token:** Age is considered as an additional factor, with release costs rising parabolically with the token's age.
- **Use of Arcanum:** The player confirms the transaction, and the required Arcanum is deducted from their account and returned to the Arcane Vortex.
- **Conversion of the Token:** The soul-bound ERC721 token is unbound and converted into a normal, tradable ERC721 token.
- **Completion of the Release:** The released token is now available in the player's inventory for free use and can be traded on marketplaces or further modified.

### **Algorithm for Calculating Release Costs**

The release costs are calculated based on a total score (TS), which is determined by the token's attributes and its age in years. The costs increase parabolically with the token's age to encourage strategic decisions.

- **Determining the Total Score (TS):**

$$TS = Stars + Foil + \left(\frac{Attack}{100}\right) + \left(\frac{Defense}{100}\right) + \left(\frac{Health}{100}\right) + \left(\frac{Age\ in\ Days}{365}\right)^2$$

- **Stars:** The number of stars the token has.
- **Foil:** Rating for special visual effects or rarities (e.g., 0 for „None,” 1 for „Foil”).
- **Attack, Defense, Health:** The values of the corresponding attributes, divided by 100.
- **Aging Factor:** A constant of 30, determining how much the token's age influences the release costs.
- **Age in Years:** The token's age since it was received by the player, in years.

- **Calculating the Release Costs:**

$$Release\ Costs = Base\ Cost\ Factor \times Total\ Score$$

**Base Cost Factor:** A constant of 3, which defines the base cost per TS unit in Arcanum.

## Ethereal Dissolution



In the world of Dark Mythos, gaming, item, and cosmetic cards are more than just collectibles—they embody power, strategy, and endless possibilities. With the Ethereal Dissolution mechanism, players can extract the hidden energy and materials from their cards to create new items or enhance existing ones. This process promotes a dynamic economy where resources continuously flow, and strategic decisions are of paramount importance.

### Process of Ethereal Dissolution

- **Selecting the NFT:** Players choose a card from their inventory to dissolve. This can be a gaming card, an item card, or a cosmetic.
- **Metadata Analysis:** The smart contract analyzes the specific metadata of the selected NFT. Key attributes include:
  - Rarity of the card.
  - Special holo variant of the card.
  - Element affiliation, such as fire, ice, nature, etc.
  - Specific race affiliation of the card.
  - Classification by professions like warrior or mage.
  - Attack, defense, and health.
  - Time since creation or acquisition.
- **Material Generation:** Based on the analysis, the crafting materials to be obtained are determined. The type and quantity directly depend on the NFT's metadata.
- **Dissolution:** The NFT is dissolved, and the generated materials are credited to the player. The original NFT ceases to exist after this process.

#### NFT Selection



Users select an NFT from their inventory that they wish to dissolve.



#### Metadata Analysis



The NFT's metadata is analyzed to determine the materials to be obtained.



#### Material Generation



Based on the metadata analysis, the smart contract generates the corresponding materials.



#### Dissolution



The selected NFT is dissolved, and the generated materials are credited to the user.

## **Metadata and Material Allocation**

The materials obtained are determined by an algorithm that evaluates the NFT's metadata and assigns the materials to the corresponding material pools:

- **Stars:** Influence the rarity of the materials. Higher stars increase the chance of rarer materials.
- **Foil Status:** Cards with a foil effect may yield additional or rarer materials.
- **Element:** Determines the element pool from which materials are drawn (e.g., the „Dark“ element results in materials from the „Dark“ element pool).
- **Race:** Sets the race pool, which contains specific materials for that race.
- **Profession:** Determines the profession pool with materials relevant to that profession.
- **Attributes:** Influence the quantity of materials based on a weighting system.
- **Age:** Older cards have a higher probability of producing more and rarer materials.

## **Material Pools**

Material pools are central repositories for various types of crafting materials and ensure balanced distribution and sustainable use of resources within the ecosystem. Ethereal Dissolution utilizes the following material pools:

- **Element Pools:** Contain materials specific to each element (e.g., „Dark,“ „Fire,“ „Nature,“ etc.).
- **Race Pools:** Contain materials typical for the respective race (e.g., Vitaxian Runes for the „Vitax“ race).
- **Profession Pools:** Contain materials relevant to the respective profession (e.g., Summoning Dust for „Summoner“).



## **Algorithm for Material Generation**

**1. Calculation of Total Score (TS):** The total score (TS) determines the quality of the NFT and influences the quantity and rarity of the materials.

$$TS = Stars + Foil + \left(\frac{Attack}{100}\right) + \left(\frac{Defense}{100}\right) + \left(\frac{Health}{100}\right) + \left(\frac{Age\ in\ Days}{365}\right)$$

**2. Weighting Factor (WF):**

$$WF = Base\ Weighting\ Factor\ (BWF) + (Dynamic\ Weighting\ (DW) \times TS)$$

- **Base Weighting Factor (BWF):** A baseline value to ensure system balance (e.g., 0.5). This value ensures that the WF is not too low, even with a low TS, so that players with lower-value NFTs still receive additional materials.
- **Dynamic Weighting (DW):** A value representing the additional weighting from the TS (e.g., 0.05). This factor determines how much the TS influences the WF. A moderate scaling ensures a balanced gameplay experience.

**3. Determination of Material Quantity:**

- **Base Amount:** A random number between 3 and 5.
- **Additional Materials:** A random number between 0 and  $(TS \times WF)$ .
- **Total Number of Materials:** The sum of the base amount and additional materials.

**4. Determination of Material Rarity:**

The probability of receiving materials of a certain rarity depends on the TS. The following formulas use constants as base probabilities:

**Common:**  $P(\text{Common}) = \max(0, C_{\text{Common}} - k_{\text{Common}} \times TS)$

**Uncommon:**  $P(\text{Uncommon}) = \max(0, C_{\text{Uncommon}} - k_{\text{Uncommon}} \times TS)$

**Rare:**  $P(\text{Rare}) = \max(0, C_{\text{Rare}} - k_{\text{Rare}} \times TS)$

**Epic:**  $P(\text{Epic}) = \min(1, C_{\text{Epic}} + k_{\text{Epic}} \times TS)$

**Legendary:**  $P(\text{Legendary}) = \min(1, C_{\text{Legendary}} + k_{\text{Legendary}} \times TS)$

**Mythic:**  $P(\text{Mythic}) = \min(1, C_{\text{Mythic}} + k_{\text{Mythic}} \times TS)$

### **Explanation of Constants:**

- **C (Base Probability):** The starting probability for generating a material of a certain rarity.
- **k (Scaling Factor):** Determines how much the total score (TS) influences the probability.

Rarity	C	k
Common	1,0	0,05
Uncommon	0,6	0,05
Rare	0,4	0,04
Epic	0,3	0,03
Legendary	0,1	0,02
Mythic	0,0	0,02

These values are chosen to ensure a balanced ratio between the different rarity levels. They represent the base probabilities before the total score (TS) is taken into account.

### **Why are max and min used?**

- **max:** Prevents negative probabilities. If the calculated probability drops below 0, it is set to 0.
- **min:** Limits the probability to a maximum of 1 (100%) to prevent it from exceeding 100%.

### **5. Assignment of Materials:**

Based on the metadata, materials are drawn from the corresponding material pools. The rarity is determined by the calculated probabilities.

## **Material Pools**

Ethereal Dissolution utilizes various material pools to ensure balanced resource usage:

- **Element Pools:** Materials specific to each element (e.g., Fire, Ice, Nature).
- **Race Pools:** Materials typical for the respective race.
- **Profession Pools:** Materials relevant to the respective profession.

## **Strategic Advantages of Ethereal Dissolution**

- **Efficient Resource Management:** Convert surplus cards into valuable materials.
- **Market Dynamics Enhancement:** Contribute to market stability and diversity through material generation.
- **Long-Term Incentives:** Older cards generate more valuable materials, rewarding holding and strategic dissolution.

## Ethereal Eruption: Unexpected treasures with every transaction



At the heart of the Dark Mythos universe lies a mechanism that blends the excitement of randomness with the thrill of discovery: the Ethereal Eruption. This unique process allows players to receive unexpected and valuable crafting materials with each use of Arcanum. The more Arcanum used, the greater the chances of discovering rare resources that enrich your collection and enhance your gameplay experience.

### How Ethereal Eruption Works

Ethereal Eruption is an automated mechanism that can be triggered during purchase transactions within the ecosystem. This may occur when acquiring gaming tokens, resources, or other items through the Auction House or Black Market

- **Random Drops:** During every qualifying transaction, there is a certain probability

that additional crafting materials from predefined material pools will be granted to the player.

- **Scaling Chances:** The probability and quantity of drops depend on the transaction value. A higher value results in larger and more frequent rewards.
- **Variety of Materials:** The materials received vary in rarity and may include seasonal resources as well as materials from specific material pools, from which the user can choose.

### Probability Calculation

An approximated sigmoid function is used to calculate the probability of an Ethereal Eruption.

$$P(E) = \frac{1+nx}{1+e^{-k(T-T_0)}}$$

- **P(E):** Probability of an Ethereal Eruption
- **T:** Transaction value
- **T<sub>0</sub>:** Threshold at which the probability increases significantly
- **k:** Steepness of the curve





This feature ensures that the probability of an Ethereal Eruption increases with a rising transaction value  $T$ , with the increase becoming significant after a certain threshold  $T_0$ . The variable  $k$  controls how steeply this increase occurs.

### **Rewards and Optimization**

When the Ethereal Eruption is triggered, the mechanism randomly selects crafting materials from the chosen material pool, which the player can claim.

- **Reroll Option:** Players can use Arcanum to reroll the reward selection. A player can purchase a maximum of three rerolls per Ethereal Eruption.

This mechanism provides players with the opportunity to optimize their rewards and obtain valuable materials for crafting and customizing their in-game tokens.

### **Strategic Benefits**

The Ethereal Eruption adds an additional strategic layer to the ecosystem by encouraging players to carefully plan their use of Arcanum.

- **Optimizing Transactions:** By bundling trades, players can maximize their chances of triggering an Ethereal Eruption.
- **Active Participation:** This mechanism rewards active participation and promotes trading within the ecosystem, contributing to a vibrant and dynamic in-game economy.
- **Supporting the Crafting System:** Receiving rare materials enables the crafting of diverse items, enhancing the customization and strategic depth of the game.

The Ethereal Eruption is more than just a random mechanism; it is an integral part of the Dark Mythos ecosystem, connecting excitement, strategy, and community. It rewards engagement and foresight, allowing every player to discover unexpected treasures through smart use of Arcanum.

## Arcane Binding



Arcane Binding is a central feature in the Dark Mythos ecosystem, allowing players to bind their Arcanum and receive valuable rewards. This system not only encourages long-term engagement with the ecosystem but also offers attractive incentives in the form of Arcane Essences.

### Concept of Arcane Binding

- **Binding Process:** A specific amount of Arcanum is bound through this mechanism. Players can choose a binding duration of 30, 60, 90, or 120 days.
- **Points Generation:** During the binding period, the bound Arcanum generates Arcane Essences daily. The number of essences generated depends on the amount of Arcanum bound and the chosen binding duration.
- **Redeeming Points:** The collected Arcane Essences can be redeemed within the ecosystem for rewards such as rare items, crafting materials, or exclusive NFTs.
- **Waiting Period and Early Release:** After the binding period ends, the bound Arcanum is released. If players wish to release it early, they can request an early release, receiving 80% of the bound Arcanum back. The remaining 20% is returned to the Arcanum Cycle to support the sustainability of the ecosystem.

### Algorithm for Points Generation

The daily generation of Arcane Essences is based on the following formula:

$$P=S \times D \times R$$

- **P:** Points per day
- **S:** Bound tokens
- **D:** Duration of binding (in days)
- **R:** Points rate per bound token per day

- **30 days:** R = 0.01 essences per bound Arcanum per day
- **60 days:** R = 0.015 essences per bound Arcanum per day
- **90 days:** R = 0.02 essences per bound Arcanum per day
- **120 days:** R = 0.025 essences per bound Arcanum per day

### **Example:**

If 1,000 Arcanum are bound for 90 days:

$$P = 1,000 \times 90 \times 0.02 = 1,800 \text{ Arcane Essences}$$

This corresponds to 20 essences per day.

### **Bonus Essences for Regular Claiming**

To encourage active participation, there is a bonus system for daily claiming of Arcane Essences. Bonus essences are calculated as follows:

$$B = C \times F$$

- **B:** Bonus essences
- **C:** Number of consecutive claim days
- **F:** Fixed bonus multiplier (e.g., 0.1 essences per claim day)

### **Example:**

If essences are claimed for 10 consecutive days and the bonus multiplier F = 0.1:

$$B = 10 \times 0.1 = 1 \text{ bonus point}$$

These bonus points increase the total number of Arcane Essences collected and enable faster redemption of rewards.

## Trading and Purchasing Opportunities

In the universe of Dark Mythos, players have access to a comprehensive trading and purchasing ecosystem that is deeply integrated into the game world. Whether it's acquiring powerful gaming assets, trading rare crafting materials, or discovering exclusive items, the ecosystem offers a wide range of opportunities to enhance and personalize the gameplay experience.

### Auction House



The Auction House is the central trading hub within the Dark Mythos ecosystem, serving as the main platform for player-to-player transactions. Here, participants can offer and acquire gaming, item, or cosmetic cards, crafting materials, modified gaming cards via the Asset Assembler, and other valuable items. By integrating various cryptocurrencies, a flexible and user-friendly trading system is created that caters to both newcomers and experienced participants.

#### Features and Highlights of the Auction House:

- **Diverse Trading Options:**

Participants can trade a wide range of items, including gaming, item, and cosmetic cards, crafting materials, Card Assemblers, and other rare items. This fosters a vibrant in-game economy and allows players to continually expand their strategies and collections.

- **Support for Multiple Cryptocurrencies:**

The Auction House accepts not only

Arcanum (\$ARC) but also registered ERC20 cryptocurrencies such as USDT, WETH, WBTC, and WIOTA. This allows players to flexibly operate between different cryptocurrencies and manage their in-game resources efficiently.

- **Exchanging Arcanum for External Cryptocurrencies:**

While Arcanum (\$ARC), as an eco-bound token, cannot be directly transferred or exchanged outside the ecosystem, the Auction House offers indirect ways to exchange Arcanum for other external cryptocurrencies. Participants can list items for Arcanum and, if they meet KYC requirements, trade them for external cryptocurrencies. This allows players to convert their in-game achievements into other crypto assets.

- **User-Friendly Interface:**

An intuitive user interface makes it easy to navigate and trade in the Auction House. Filter and search functions help players quickly find desired items and conduct transactions efficiently.



## **KYC (Know Your Customer) Guidelines:**



To comply with legal requirements and ensure a secure trading environment, specific KYC guidelines apply within the Auction House:

- **Trading with Arcanum:** Transactions conducted solely with Arcanum (\$ARC) do not require KYC verification. Players can freely trade with Arcanum and optimize their in-game resources without needing to provide personal information.
- **External Cryptocurrencies:** When external cryptocurrencies such as USDC, WETH, WBTC, or WIOTA are involved in listing transactions, and the executing party wishes to exchange items for external cryptocurrencies, KYC verification is required. This ensures compliance with regulatory requirements and provides a secure trading environment.
- **Entry from Outside:** The purchase of Arcanum or other items with external cryptocurrencies does not require KYC. Players can use external crypto assets at any time to expand their inventory.
- **Listing Offers:** Listing items for trade in exchange for external cryptocurrencies requires KYC verification. This ensures that all sellers are legitimate and that legal regulations are adhered to.

## **Integration into the Ecosystem:**

- **Cosmic Vault:** A portion of the transaction fees generated in the Auction House flows into the Cosmic Vault, a central pool for community rewards. This vault funds tournaments, competitions, and prize pools to encourage active player participation and support the growth of the ecosystem. The total transaction fees amount to 5%, with 2.5% allocated to the Cosmic Vault, while the remaining portion ensures ongoing development by the Dark Mythos team.
- **Crafting System:** The Auction House facilitates the trade of crafting materials. Players can purchase needed materials or trade surplus resources to advance their crafting projects and create unique items.
- **Ethereal Eruption:** Transactions in the Auction House can trigger an Ethereal Eruption, where players receive random drops of rare crafting materials. The higher the amount of Arcanum used, the greater the chance of obtaining valuable resources.

The Auction House is more than just a marketplace—it is an integral part of the Dark Mythos ecosystem, connecting trade, strategy, and community. With its diverse functions and deep integration into the ecosystem's mechanisms, it offers players numerous opportunities to personalize their journey in Dark Mythos and expand their inventory. Dive in and discover the secrets and treasures waiting for you!

## Bazaar



The Bazaar is a central trading hub within the Dark Mythos ecosystem, offering players the opportunity to acquire exclusive and rare items. It is specifically focused on limited collections, claim drops, and crafting materials. Players can use Arcanum to make purchases.

### Features and Highlights of the Bazaar

- **Limited Collections and Claim Drops:** The Bazaar offers collections of gaming, item and cosmetic cards at specific times and events, which are limited in quantity. These limited editions are more available than the extremely rare offerings on the Black Market and provide unique designs and abilities. Players can also redeem claim drops, where they can receive gifts without incurring additional costs. These claim drops allow players to obtain exclusive tokens.
- **Trading Crafting Materials:** In the Bazaar, players can specifically purchase crafting materials from designated material pools. These materials are always available and can be purchased at any time using Arcane Essences or Arcanum. Only Arcane Essences are required for the acquisition of crafting materials, allowing players to collect and strategically use essences earned through active participation in game mechanisms like Arcane Binding or achieving in-game goals.
- **Wider Availability:** Unlike the Black Market, the Bazaar is open continuously. The items in the Bazaar are available in larger quantities and for longer periods, giving players more flexibility when acquiring items.

### Advantages of the bazaar for players

- **Targeted Acquisition of Crafting Materials:** By directly selecting from material pools, players can plan and execute their crafting projects more efficiently by using Arcane Essences and Arcanum.
- **Exclusivity and Rarity:** Limited collections and claim drops offer the opportunity to collect rare and coveted tokens, with greater availability in the Bazaar than on the Black Market, but still limited.

## Black Market



The Black Market is a secret and exclusive trading platform within the Dark Mythos ecosystem, offering players access to particularly rare and highly sought-after tokens. It opens unpredictably and remains accessible for only very short periods, enhancing the excitement and exclusivity. To shop on the Black Market, players need both Arcanum and Arcane Essences, promoting strategic planning and the collection of these resources.

### Key Features of the Black Market

- **Spontaneous Openings:** The Black Market opens at unpredictable times and is only available for a limited period. These spontaneous openings increase the excitement and appeal, as players must stay alert to avoid missing rare opportunities.
- **Extremely Limited Collections:** The items offered on the Black Market are available in extremely limited quantities. These collections include unique gaming, item, and cosmetic cards, as well as exclusive crafting materials that are only available here. The high limitation of these offerings greatly increases their exclusivity.
- **Tokens from Past Collections:** The Black Market gives players the rare opportunity to acquire tokens from previous collections. Some of these tokens were intentionally withheld during their original release by Dark Mythos to be made exclusively available through the Black Market. These are not newly minted assets but already existing tokens from strictly limited editions.
- **Limited Purchases:** Players are limited to purchasing only a small number of tokens per opening period. This restriction promotes the exclusivity of the offered items and adds additional competition among players.
- **Required Resources:** To shop on the Black Market, both Arcanum and Arcane Essences are required. This adds strategic depth to the purchases, as players must carefully plan how to best use their resources.
- **Ethereal Eruption:** When using Arcanum on the Black Market, players have a chance to trigger an Ethereal Eruption. This provides additional rewards for their efforts and increases the appeal of participating in the Black Market.
- **Special Events:** Regular special offers and unique events make the Black Market an exciting place to trade. During these events, players can gain access to unique items and rewards that are otherwise unavailable anywhere else in the ecosystem.



The Black Market plays an important role in the Arcanum Cycle, as all used Arcanum is fully returned to the Arcane Vortex. This supports the constant circulation of Arcanum and contributes to the sustainability and balance of the ecosystem. Additionally, by requiring Arcane Essences, the Black Market encourages active participation in game mechanisms like Arcane Binding and achieving in-game goals, strategically enriching the gameplay experience.

## Crafting System

The crafting system in Dark Mythos allows players to create unique gaming, item, and cosmetic cards by processing basic materials, refined materials, and creation plans. Creation plans are accessible to all players and can be used as long as the necessary materials are available. They do not require specific professions or specializations, but refined materials from all three crafting professions are necessary. This system promotes a dynamic economy, enhances player cooperation, and is seamlessly integrated into the existing Dark Mythos ecosystem.

## Crafting Professions

There are three specialized crafting professions—Elementalist, Technician, and Rune Weaver—that process specific materials and play unique roles in the crafting system without restricting the items that can be crafted.



**Elementalist:** Focuses on processing and refining elemental materials such as fire particles, ice particles, and nature fragments into elemental essences of various rarities.



**Technician:** Specializes in processing physical materials and turning basic materials like metal chunks, wood logs, and stone shards into enhanced components with different rarity levels.



**Rune Weaver:** Masters the magical art of enchantment, processing magical base materials such as magic ink, rune stones, and crystal shards into magical symbols of varying rarities.



## Crafting Profession Mechanics

Each crafting profession has unique mechanics—Innovation, Production Boost, and Efficiency—that can be learned and improved through specialization knowledge. These mechanics allow players to enhance their production processes, whether through material savings, increased production quantities, or reduced crafting times.

**Innovation:** Promotes material efficiency and creative material use, saving resources and increasing flexibility in crafting.

**Production Boost:** Enables mass production and increases output without requiring additional materials.

**Efficiency:** Reduces crafting times and speeds up the production process, especially for higher-rarity materials.

## Specialization Knowledge and Skill Tree

Specialization knowledge is gained through active participation in the crafting system and the production of materials. The more a player produces, and the more complex the materials, the more knowledge they gain. This knowledge can be converted into specialization points, which can be invested in the specialization tree. Players can earn a limited number of specialization points, requiring strategic decisions in their allocation.

The **specialization tree** enhances mechanics through abilities and upgrades, allowing players to customize their crafting style. Each profession has its own tree, divided into Innovation, Production Boost, and Efficiency. By investing specialization points, players can optimize specific aspects of their crafting, such as saving resources, producing larger quantities, or speeding up production processes.

## Limitations and Respecialization

Since the number of specialization points is limited, players must carefully consider how to invest them. Respecialization is possible but comes with costs that increase with frequent use in a short period. After some time without respecialization, the costs decrease, offering flexibility without promoting constant changes.

## Blueprints and Creation Plans



**Blueprints:** Recipes used to process basic materials into refined materials within the crafting professions. These are available to all professions, with production time increasing based on the material's rarity.



**Creation Plans:** Recipes for crafting gaming, item, and cosmetic cards that can be used by all players. They require specific refined materials from all three crafting professions, as well as basic materials. Production time depends on the rarity of the item, and creation plans are often tied to specific elements such as fire, ice, or nature.

## Materials and Resources



**Basic Materials:** Essential raw materials categorized by elements, races, and professions, with varying rarities. They are required for crafting both in professions and creation plans and can be obtained through ecosystem mechanisms or via marketplaces.



**Refined Materials:** Enhanced versions of basic materials, crafted by the professions using blueprints. They come in different rarity levels and are required for creation plans and more complex blueprints.

## Crafting Process

The process begins with gathering basic materials, either obtained through gameplay mechanics or purchased from marketplaces. These materials are then processed into refined materials following blueprints, with production times depending on the rarity. Specialization knowledge and invested points in mechanics can make the process more efficient.



Cards are produced by selecting a creation plan, which is freely available, providing the necessary materials and Arcane Essence and carrying out the production process. The waiting time varies depending on the rarity of the end product. Once the process is complete, the crafted item can be used or traded.

## Trade and Economy



Trading materials and items encourages player collaboration and strengthens the in-game economy. Various marketplaces, such as the Auction House, Bazaar, and Black Market, provide platforms for trading. Players can trade surplus materials, fostering community and strategic exchange.

## Regulatory Requirements



To ensure a fair trading environment and comply with legal requirements, identity checks (KYC - Know Your Customer) are required. Each player can only practice one crafting profession, and choosing a profession and using creation plans require identity verification. This ensures transparency and prevents abuse in the creation of limited and exclusive items.

The crafting system in Dark Mythos offers a deep and cooperative gameplay experience enriched by specialized crafting professions and a well-thought-out progression system. Active participation and continuous player engagement are rewarded, fostering long-term motivation. By strategically allocating specialization points, production processes can be optimized, and individual focuses can be set. The necessity of all crafting professions for the creation of powerful items promotes trade, strategic planning, and strengthens the community within the Dark Mythos ecosystem, leading to sustained engagement and intense player interaction.



# Ecosystem Overview

## Access



### Crypto Token

Buy Arcanum with ERC20-Tokens like USDC, wETH, wBTC, IOTA, WIOTA.



### Arcanum

Buy exclusive cards, crafting materials, and rare items with this ERC20 Eco-Bound Token. Bind it to earn valuable rewards like Arcane Essences, or use it to unlock your Soul-Bound Tokens.



### Arcane Essence

Special reward points that can only be earned and used within the ecosystem. These points are credited to players when they perform certain activities, such as binding Arcanum or achieving in-game objectives.

## NFTs



### Gaming and Item Cards

These ERC721 NFTs are unique and tradeable on internal and external marketplaces.



### Materials

These ERC20-Eco-Bound Tokens are required for crafting. Obtainable through Ethereal mechanisms or marketplaces.



### Cosmetics

Customize cards and showcase unique styles within the game with these ERC721 NFTs.

## Game



### PVE

Play, level up and earn Arcane Essence. Build your deck, and play in automatic, turn-based battles.



### Tournament

Play, win and earn valuable rewards in form of Arcanum and other cryptocurrencies.



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## Economy



### Auction House

Buy and sell cards, cosmetics, materials, and more with **Arcanum** and other **cryptocurrencies**.



### Black Market

Secret and exclusive, offering super rare tokens. To shop, players need both **Arcanum** and **Arcane Essences**.



### Bazaar

Purchase limited collections and crafting materials and redeem claim drops.

## Mechanics



### Cosmic Vault

A reward system within the ecosystem, strengthening the community while supporting the ecosystem's growth, providing rewards for tournaments, for example.



### Arcane Binding

Bind Arcanum and receive rewards in form of Arcane Essences.



### Arcane Release

Unbind soul-bound item and gaming cards and receive an ERC721 NFT.



### Ethereal Eruption

Receive unexpected crafting materials with each use of Arcanum. The more Arcanum used, the greater the chances of discovering rare resources.



### Ethereal Dissolution

Extract the hidden energy and materials from cards or cosmetics to create new items or enhance existing ones.



### Crafting System

Use Arcane Essence to create unique gaming, item, and cosmetic cards by processing basic materials, refined materials, and creation plans.



### KYC

To comply with legal requirements and ensure a secure trading environment, specific KYC guidelines apply within the Auction House.



# I. Disclaimer

- **No Security or Investment Contract:** ARC tokens are not shares, securities, or investment contracts and do not entitle holders to ownership or equity in the company. They are used as a means of accessing certain services or platforms operated by the company („Project“). These services are not guaranteed, and external factors may prevent their realization. By participating in any of the covered activities, you acknowledge that you have no legal claims against the company regarding the utility of the ARC tokens.
- **No Legal Claims:** ARC tokens do not grant any rights or claims under German law or any other jurisdiction. Token holders have no legal claims against the company, its affiliates, or third parties involved in the project.
- **No Offer:** The information in the materials does not constitute an offer to sell or a solicitation to purchase securities, assets, or financial instruments. The sale of tokens may only be conducted in compliance with applicable legal requirements or exemptions. The materials should not be considered a recommendation or endorsement for any investment or transaction.
- **Compliance with Legal and Regulatory Requirements:** ARC tokens may only be acquired in countries where their marketing, legality, possession, and distribution are permitted. You are solely responsible for any violations of the laws of a country. Due to varying legal provisions, ARC tokens may be subject to different legal requirements in some countries.
- **Restricted Jurisdictions and Persons:** Users from restricted jurisdictions or restricted persons are not eligible to acquire ARC tokens or participate in the token sale.

# II. Limitation of Liability

## 1. Limitation of Liability

Cardery UG (limited liability), its affiliates, employees, or representatives (including developers, auditors, contractors, shareholders, directors, or founders) (collectively referred to as „Cardery UG (limited liability)“) shall not be liable concerning ARC tokens and the project for incidental, special, exemplary, or consequential damages, including but not limited to lost profits, lost revenues, lost savings, lost business opportunities, loss of data or goodwill, service interruptions, computer damage or system failure, or the costs of substitute activities of any kind arising from or related to the following, to the extent permitted by German law:

- (a) the covered activities or your participation therein or inability to participate, whether based on warranty, contract, tort (including negligence), product liability, or any other legal theory, and regardless of whether the company or any of its affiliates, employees, or representatives (including developers, auditors, contractors, shareholders, directors, or founders) have been informed of the possibility of such damages, even if a limited remedy provided herein is found to have failed of its essential purpose;
- (b) any losses or damages caused by reliance on information in the materials;
- (c) any losses arising from the receipt, trading, or other use of the tokens;
- (d) your failure to follow all instructions of the company;
- (e) the accuracy, completeness, or suitability of the tokens and the project;
- (f) your failure to take adequate measures to secure the wallet or any other wallet, vault, or storage system used to receive or store the tokens or relevant access credentials;
- (g) any loss or unauthorized use of relevant access credentials;
- (h) any intentional or unintentional misuse of your wallet address;
- (i) any loss or destruction of your private keys;
- (j) any access by third parties to the private keys associated with your wallet;
- (k) any correspondence regarding past, present, or future performance or the results or outcomes of the tokens and the project;
- (l) any inaccuracies, errors, or defects in the code, ecosystem, platform, and all other proposed company operations or in a wallet or program used

- to interact with the company and the tokens;
- (m) any attempt by the company to predict future conditions;
- (n) any expectation, commitment, representation, or warranty arising (or allegedly arising) from the materials;
- (o) the volatility of token pricing in any countries and/or on any exchanges or markets (regulated, unregulated, primary, secondary, or otherwise);
- (p) any loss of access to the company's private keys or data breaches or data loss;
- (q) the purchase, use, sale, resale, redemption, or other use of the tokens; and
- (r) any information contained in or omitted from the materials.

However, Cardery UG (limited liability) cannot exclude or limit its liability for damages caused by intentional or grossly negligent conduct, for damages resulting from injury to life, body, or health, or for damages where Cardery UG (limited liability) has assumed a guarantee for the quality of a product or has fraudulently concealed a defect. In such cases, Cardery UG (limited liability) is fully liable without limitation.

Should any provision of this liability disclaimer be declared invalid, illegal, or unenforceable for any reason, or should any provision of this disclaimer cause or be expected to cause this disclaimer to become invalid, that provision (or provisions) shall be null and void to the extent of such invalidity or unenforceability and shall have no effect on the remainder of this disclaimer. The remaining provisions of this disclaimer shall remain valid and in full force and shall not be impaired, affected, or disrupted in any way.

You agree to indemnify, defend, and hold harmless Cardery UG (limited liability) and its successors and assigns from any causes of action, claims, liabilities, losses, costs, damages, and expenses (including but not limited to attorneys' fees and expenses) for damage to or loss of property arising out of or resulting from the excluded liability matters, to the extent permitted by law, whether they arise from or are related to breach of contract, tort, or otherwise.

## 2. No Professional Advice

a. All information provided on the company's website, in the related materials, or in connection with the ARC token sale is for informational purposes only and should not be construed as professional advice. You should not take or refrain from taking any action based on the information contained in the company's materials or token offerings. Before making financial, legal, or other decisions related to the ARC token sale, the Dark Mythos ecosystem, or related services, you should seek independent professional advice from a person authorized

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## 3. No Representations or Warranties

a. The Cardery UG (limited liability) website and the related services are provided on an „as is“ and „as available“ basis. You agree that the use of the Cardery UG (limited liability) website, the ARC token sale, and related services is at your own risk. To the fullest extent permitted by law, Cardery UG (limited liability) disclaims all express or implied warranties related to the Cardery UG (limited liability) website, the ARC token sale, and your use thereof, including but not limited to implied warranties of merchantability, fitness for a particular purpose, and non-infringement of third-party rights. Cardery UG (limited liability) makes no warranty or representation regarding the accuracy or completeness of the content, materials, and information on the website or the content of websites linked to the Cardery UG (limited liability) website, and assumes no liability or responsibility for (1) errors, mistakes, or inaccuracies of content, information, and/or materials, (2) personal or property damage of any kind arising from your access to and use of the Cardery UG (limited liability) website and the ARC token sale, (3) any unauthorized access to or use of our secure servers and/or any and all personal information and/or financial information stored therein, (4) any interruption or cessation of transmission to or from the Dark Mythos website, (5) any errors, viruses, trojans, or the like that may be transmitted to or through the Dark Mythos website by any third party, and/or (6) errors or omissions in any content and materials or for any loss or damage of any kind arising from

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## 4. Forward-Looking Statements

a. The information contained in the materials includes „forward-looking statements.“ These statements, identified by words such as „plan,“ „anticipate,“ „believe,“ „estimate,“ „should,“ „expect,“ „will,“ „may,“ and similar forward-looking expressions, include our expectations and goals regarding our future operating results and our business strategy related to the ARC tokens and the associated Dark Mythos ecosystem. Forward-looking statements involve known and unknown risks, uncertainties, assumptions, and other factors that may cause the actual results, performance, or achievements of Cardery UG (limited liability) and its affiliates, or related projects, to differ materially from the future results, performance, or achievements expressed or implied by the forward-looking statements. These factors include, among others, general business, economic, competitive, political, and social uncertainties, dependence on market interest in blockchain technology and token offerings, as well as regulatory or legal changes and uncertainties affecting the cryptocurrency and blockchain industry. Forward-looking statements are based on several essential factors and

assumptions, including expectations regarding economic conditions in the near to mid-term future, the average costs of Cardery's offerings compared to traditional offerings, and fluctuations or changes in tax and other regulatory requirements related to blockchain technology and the industry as a whole. While Cardery UG (limited liability) believes these facts and assumptions are based on the information currently available to it, these assumptions may prove to be incorrect. Actual results may vary from these forward-looking statements for a variety of reasons, including but not limited to known and unknown risks and uncertainties of Cardery UG (limited liability). Since forward-looking statements relate to the future, they are inherently subject to uncertainties, risks, and changes in circumstances that are difficult to predict and many of which are beyond our control. Actual results and conditions of Cardery UG (limited liability) may differ significantly from those indicated in the forward-looking statements. Therefore, you should not rely on these forward-looking statements.

### Third-Party Data

This Whitepaper contains data and references from third-party sources. While management believes that these data are accurate and reliable, they have not been independently verified, reviewed, or

analyzed by professional legal, accounting, technical, or financial advisors. There is no warranty as to the accuracy, reliability, or completeness of the data.

### References to Third Parties

References in this Whitepaper to certain companies, networks, and/or potential use cases are for illustrative purposes only. The use of company names and/or platform names and trademarks does

not imply affiliation with, endorsement, or support by any of these parties.

### Graphics

All graphics contained in this Whitepaper are for illustrative purposes only. In particular, graphics containing price information do not reflect actual price data.



## Risk Warnings

The purchase of Arcanum is associated with significant risks and may result in the loss of a substantial part or all of the invested capital or other assets.

### 1. General Risk Information Regarding the Acquisition, Holding, and Use of ARC Tokens

The purchase of ARC tokens is associated with significant risks and may result in the loss of a substantial part or all of the invested capital or other assets. Before acquiring ARC tokens, you should carefully assess and consider the risks, including those listed in other documents. A buyer should not acquire ARC tokens for speculative or investment purposes. ARC tokens should only be acquired if the buyer fully understands their nature and accepts the associated risks.

The tradability of ARC tokens depends on their listing on a suitable trading platform. The company will not actively list the ARC tokens on any platform, and listings by third parties cannot be influenced or prevented by the company. Cryptocurrencies and ARC tokens are generally subject to significant price and value fluctuations, which may affect the future exchange rate and liquidity of the ARC tokens.

National and international financial supervisory authorities, such as BaFin and ESMA, have highlighted potential risks associated with the acquisition of tokens or coins. The company hereby expressly draws attention to these warnings.

Access to a wallet and the ARC tokens contained therein can only be gained with the associated private key. Holders of ARC tokens are solely responsible for the safe storage and management of the private key, as well as for protecting the private key and the wallet from unauthorized

access by third parties. Loss of the private key may result in the irrevocable loss of ARC tokens in the wallet. There is usually no recovery mechanism for lost private keys. The company recommends that customers seek professional advice on the secure management of private keys.

### 2. Specific Risks Related to ARC Tokens and Cardery UG (limited liability)

#### 2.1. Risks of Theft and Expropriation

Cryptographic tokens like ARC may be subject to expropriation and/or theft. Malicious groups or organizations may attempt to attack our system/network in various ways, including malware attacks, denial-of-service attacks, consensus-based attacks, Sybil attacks, smurfing, and spoofing. Such attacks may result in the loss of your cryptographic tokens or the inability to use or control them. In such cases, there may be no recourse, and holders of cryptographic tokens have no claim for compensation or refund.

#### 2.2. Uncertain Regulatory Status

The regulatory status of cryptographic tokens and digital assets is currently uncertain in many jurisdictions, varies between jurisdictions, and is subject to significant uncertainties. Future laws, regulations, guidelines, or rules related to cryptographic tokens, digital assets, blockchain technology, or blockchain applications may be implemented that directly or indirectly affect the rights of holders of cryptographic tokens to acquire, own, hold, sell, convert, trade, or use them.

## Purchase of NFTs

The purchase of NFTs (Non-Fungible Tokens) in the Dark Mythos ecosystem also carries significant risks. The value of NFTs can fluctuate significantly, and there is a risk that a substantial part or the entire value of the invested money may be lost. Buyers should not acquire NFTs for speculative or investment purposes but only if they fully understand the nature of NFTs and accept the

associated risks.

NFTs are subject to similar risks as cryptographic tokens, including the possibility of theft, fraud, and legal uncertainties. Furthermore, NFTs on the platform may not be traded, sold, or used as originally intended, which could lead to financial losses.

## Technical Issues and Disclaimer

The Dark Mythos platform may experience technical issues, including but not limited to system failures, network outages, software bugs, or other unforeseen disruptions. These technical issues may impair access to the platform, the execution of transactions, the purchase or trading of Arcanum, NFTs, and other digital assets.

Cardery UG (limited liability) accepts no liability for losses, damages, or inconveniences caused by such technical issues. No guarantee is given for the availability or uninterrupted operation of the platform. Users of the platform should be aware of the potential risks and take appropriate precautions.