

**This document describes a project in development and is being regularly updated**



# Dark Galaxies

Black (White) Paper

V1.01 August 2021

## ***PREAMBLE***

*Humanity has struggled to attain peace, balance, and unity for all of its existence. In the year, 2028, things finally came together like different pieces of the puzzle. Humanity finally attained unity - one species living in harmony and peace. And balance is finally attained after eras of global strife, wars, and rebellion.*

*Soon after in the year 2032, the human race made a big breakthrough, completing the first space station. Every nation all of the world finally realized the strength in togetherness, and the progress that could be achieved if every nation worked together.*

*With the power in the realization of global unity and togetherness, humanity moved far beyond the stratosphere, and into the stars.*

*The exploration led to human interaction with other species. And the contact with these species led to knowledge accumulation, and trade deals with this new species who were different from the human species.*

*With further explorations and as humans ventured far into the outer parts of space, humanity realized the need to colonize other habitable planets, so as to be able to subsist beyond the restrictions of the fragile planet, called earth.*

*In their quest to colonize other planets, humanity is met with a rude and shocking revelation. They are not alone in the race to populate other planets. As with every quest for power, influence, or colonization, they are met with stiff competition and conflict. Except this time, it is not from another race of humanity, it is from alien species.*

*And thus, it begins,*

*The race for the colonization of planets...*

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## **PURPOSE**

The purpose of this document is to outline the ecosystem of Dark Galaxies. It is a complex ecosystem consisting of more than just a trading card game.

1. The SciFi book series
2. The NFT Structure
3. The trading card game
4. The poker chips
5. Planets and Planet ownership
6. The Token
7. The Timeline

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## **The Science Fiction Book Series**

In the dark galaxies book series there will be a total of 7 mid-sized science fiction novels. The novels will be published and distributed in a variety of ways.

1. Via Amazon for distribution of both Kindle and paperback versions worldwide
2. Via redeemable PDF NFT's on the WAX blockchain
3. Via the celestial bundle pack to be sold via the Dark Galaxies web site
4. Via the Publish0x website

The first novel is titled The Illegal Texts and focuses on introducing some of the characters from the Dark Galaxies series and their initial meetings with some of species in the multiple universes.

Book 1 was released in August 2021 and can be found on the Amazon book store, with each subsequent book being released approximately every 3 months thereafter.

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## **The NFT Structure**

The Dark Galaxies NFT's will exist on the WAX blockchain in the Atomic Assets structure.

They will live in the darkgalaxies collection. The first series of cards will be contained within the series.1 schema.

Each card will consist of 5 templates as follows:

1. Common
2. Rare
3. Epic
4. Legendary
5. 3D – Special use template reserved for planet sales and special uses

Each template will have the following attributes:

Attribute Name	Attribute Type	Description
name	Text	The characters name
img	Image	The in-game card for this character/rarity with stats
backing	Image	The back image of the card
fullimg	Image	The full character image
loreimg	Image	A card containing the characters lore
cardnumber	Text	The card number for the game
faction	Text	The characters faction. Human, Android etc...
rarity	Text	The card rarity. Common, Rare, Epic, Legendary
lore	Text	Text version of the characters lore
cardtype	Text	The class of card, character, planet, ship, defences etc...
value	Integer Number	The value assigned to the card to assist with match making in-game

The card number are determined as follows:

- 000 – Common
- 010 – Rare
- 020 – Epic
- 030 – Legendary

Each card has this specific number, and the number on the card determines how rare the card is.

The card numbers are made up of a letter, and numbers. The letter in each card number reflects the race of the card as follows:

H for Human

C for Creature

A for Android

J for Jujari

L for Order of the Luma

S for Artifacts

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Planet NFT Structure to follow.

## **The Trading Card Game**

The game itself will have multiple play options:

- Single Player – Test your decks and play against our AI. We will use the same deck you created so you can test your own skills and strength of this deck before taking it into battle.
- Play Now – The master AI will match you against an opponent of similar strength to battle it out together for universal supremacy in the leaderboards
- Create Game – Create your own match and wait for an opponent or play against your friends
- Planets – Manage and defend your planets against others in the universe. Recruit more defenders to your planet and share in the rewards of a strong fighting force.

At the beginning of a match, each player is given 5 cards and awarded 1 mana point. With sufficient mana comes the ability to play a card that has a mana value equal to, or less than the mana value on hand.

Based on the amount of mana at hand, a player can play as many cards as they want during their turn. Thus, the amount of mana at hand determines the number of cards a user can play.

Once a user has played a card, the ability to attack opponents, directly or through the opponent's card is bestowed on the user/player. There are 2 special abilities that a card can possess:

1. Provoke
2. Impetus

In the case where a player's opponent has a card that has the provoke ability, the user playing against such a player will be unable to deal attacks on the player that has the cards with the provoke ability until all the opponents provoke cards have been defeated.

Once all the cards with the provoke ability are destroyed, a player can then proceed to successfully attack an opponent directly.

A player dealing a card with the impetus ability will have the unique opportunity to play that card on the same turn. Once a card is played, a player's mana is reduced by the mana value of the card and a card can only be played by a user, once per turn. This gives the user the option to attack as soon as the card is played and not wait until the next turn.

The game continues turn-by-turn until one of the players either runs out of cards or their health reaches 0.

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## CARDS

The playing deck is shuffled and 5 cards are dealt into the hands of each player. Each player is given cards at the beginning of a match. These cards enable the player the ability to play the game.

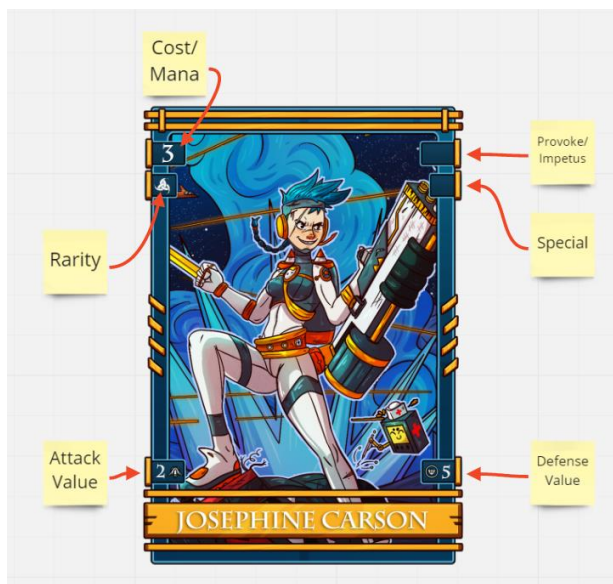
Cards start at the deck, and each subsequent turn draws an additional card to a player's hand from the player's deck. When the card is played, it moves from the player's hand onto to board, and remains there until it is defeated in battle. The ability of a card to survive in battle depends on the status of the card, it's defence points and if it has had any special abilities added to it via a artifact.

Cards are divided into two categories;

- Character cards
- Artifact cards

Each of these cards, either character or artifact cards are used to make up a player's deck. Each character card has specific attributes associated with it. These attributes include;

- Mana/Cost
- Attack Points
- Defence Points
- Rarity
- Ability
- Special



### Mana/Cost:

Mana is the in-game cost to play this card. The player will need to have enough mana in their mana bar to be able to play this game. Mana increases by 1 point each turn or by playing other special ability cards.

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## Rarity:

This identifies the rarity of the card with the following icons:



A cards attack and defence abilities increase as a card rarity increases.

## Attack Value:

The attack points that lie in a card refer to the amount of damage that the card can deal against a target or an opponent's card.

## Defence Value:

Defence points on a card refer to the amount of life that's left in a character card, once it reaches 0 it is sent to the black hole. (The black hole is the destination of characters that are and are defeated in battle).

The health of a character can be reduced based on the amount of attack points the attacker or opponent possesses during combat.

Health can be increased when certain artifacts are played against a card during play.

## Abilities:

Each card can have two abilities.

- Impetus
- Provoke

### IMPETUS

A card that has the impetus ability does not need to wait for the next turn to be played. Thus, once a card has the impetus ability a player can utilize it in attacking as soon as it is played.

### PROVOKE

The provoke ability provides a player with an advanced defence mechanism. When a card with a provoke ability is played on the board, the opposing and attacking player must attack the card before the player itself can be attacked. The provoke ability provides the card with a defence mechanism that makes it a blocking card.

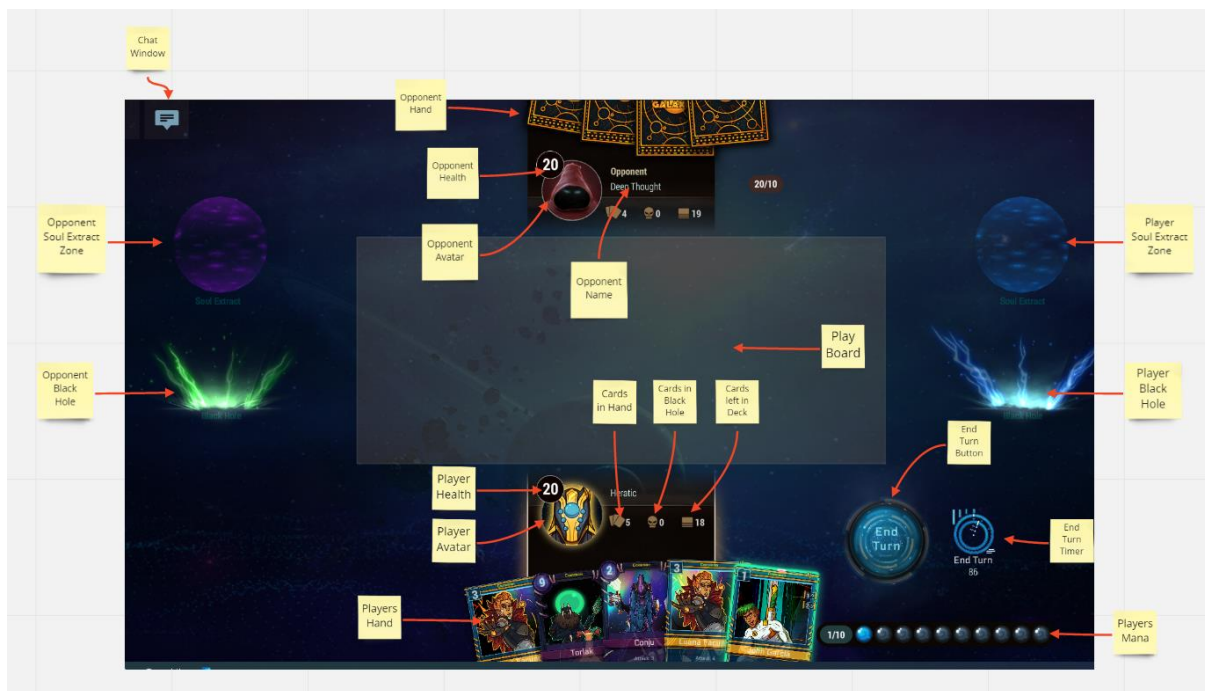
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## **BATTLE**

In the galaxy, a player has the chance to come up against another player, or in other instances, against another player's cards on the board. In deciding to battle, a player selects the card on a board and then selects a target card to attack. Each player has the opportunity to do this in turn and challenge another player to battle. If a player is battling a defended planet that has players defence decks assigned to it then the attacking player will battle against the AI using the defence deck assign to defend the planet.

## **GAME BOARD**

The game board is divided into various sections as depicted here:



**\*\* Depicted graphics and positions may change prior to game release \*\***

Most items on the game board are self-explanatory. One item that is unique to Dark Galaxies is the Soul Extract Zone. A play may play a card from their hand to the Soul Extract Zone, this will immediately destroy the card, add the cards mana cost back onto the players mana and add the cards defence value back onto the players health.

A card can only be played into this zone 2 times in any game. This zone can be used strategically and can be the difference to winning or losing a game.

## **DECK**

A minimum of 1 deck must be created before a player can play the game. A deck is created in the Deck Builder screen. This is where a player creates a deck they believe will be strong in battle or defence to give them the best chance of winning a game.

Decks are where a player builds up what they believe is a winning combination of cards.



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There are certain requirements that are necessary for the deck to exist.

- A deck must have a minimum of 10 cards
- A deck can be built with a mixture of character and artifact cards
- Cards in a deck have pre-assigned points, these points will be added together in deck creation to form a deck score. This deck score will then be used in match making to match players with similar deck scores to ensure that matches are generally always fair for both players and the result of a match will come down to the skill of how the player plays their deck.

## **CHARACTERS**

The characters in the dark galaxies are numerous. At release the characters will be divided into 6 different factions, each faction has 10 characters in it, and each character has 4 rarities which enhance the profile of the character. The abilities of characters can be further affected by artifacts played during a match.

The different factions that house the characters are:

- Human
- Creature
- Android
- Jujari
- Order of the Luma
- The Dread

## **HUMAN**

The humans are the species from planet Earth. After a long era of strife and wars, they somehow managed to find peace and unity. The result of this unity culminated in the establishment of a space station outside the confines of their planet. This establishment and the drive to explore outer space led to the discovery of other planets and species.

Soon, the humans find out, they are not the only ones trying to colonize more planets and spread themselves out in the universe. The few years of peace they experienced comes to an abrupt end as they discover they must battle other species if they are to have control of the newfound planets and resources and to simply survive.

For a detailed list of Human characters and their lore, please see the WiKi here:

[Humans WiKi](#)

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## **THE KULZE**

The Kulze are the first race the Humans encountered, most rose above 20 feet in height, muscle bound, four arms and most with deadly claws.

Their physical experience conveys the terror and destruction they spread. Used initially as assassins by other races, they began conquering worlds on their own about 500 years before interactions with humans. They enslave conquered races, putting them to work in various capacities. When a planet's value is exhausted, they exterminate the conquered race and move to the next world.

Find out more about each character in the Kulze race here:

[Kulze Wiki](#)

## **THE GUQ'UK**

The Guq'uk evolved from a single AI into an independent being many hundreds of years ago. The basics are humanoid looking robots while the more advanced AI's have more elegant looks.

The Guq'uk are designed for their task, with more basics being produced than more advanced control droids and only one master droid at a time. Guq'uk's never advance past the function they were designed for, and all are unfailingly loyal to the master droid, who is the controller of the AI. The Guq'uk have been around centuries longer than the Kulze or humans. Unlike the Kulze, they prefer to make peace and coexist. However, they are deadly fighters when provoked.

Detailed lore on the Guq'uk can be found here:

[Goq'uk Wiki](#)

## **THE DREAD**

The universe is a vast place with many different species and races but what most people don't know or understand are the other dimensions, what is in them and more importantly - what comes out of them...

No one knows their true names but in our dimension, they are called The Dread - they seem to appear and disappear at will, wreaking havoc wherever they go and leaving death and destruction in their wake. The best way to describe them is fear!

Find out more about The Dread here:

[The Dread Wiki](#)

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## **ORDER OF THE LUMA**

A peace-loving bipedal species, very "religious" in order and have a special connection to the Unity of All Things - a realm of existence between matter and null space where they can control people and matter in the real world and have the ability to see things in the Unity that other are unable to see.

The Luma are the arbiters of the galaxy, trying to bring peace and harmony amongst the various races.

Find out more about the Luma here:

[Luma WiKi](#)

The Order of the Luma have been taken with permission from the most excellent book series Ruins of the Galaxy. Head on over to [Ruins of the Galaxy](#) for an excellent series and to find out more.

## **JUJARI**

A Hyena like warrior race that have evolved to walk on 2 legs and use their forearms as humanoids do, however prefer to run and attack on all 4's making them a dramatic and terrifying amalgamation of human and K9 characteristics. The Jujari are one of the most feared adversaries in the galaxy and are well known for their blood thirsty, ruthless, take no prisoners' battles.

Get your teeth into the Jujari characters here:

[Jujari WiKi](#)

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## **LEADERBOARDS**

There will be a series of leader boards in Dark Galaxies which will show the leaders of various types of competitions.

- Game Leader Board – this will show a list of the top 10 players by games won.
- Faction Leader Board – this will show the races in the order of winning games by faction participants

More leader boards to be decided.

Competitions will be based around leader boards and prizes will be given regularly to the leader board leaders.

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## **The Poker Chips**

The poker chips are simply a novelty collectable. Like the book series, we wanted players to be able to actually touch and feel the game. Having physical poker chips was a good way to both promote the game and give users a sense of something more than just a digital entity.

When the computer is off, Dark Galaxies is still in mind with a poker chip in hand, they are a great distraction during your daily life the same way “fiddle toys” like poppets, fidget spinners, squishy balls are.

Poker chips can be purchased from our website and delivered worldwide.

They will also be used in competitions and giveaways.

## **Planets and Planet Ownership**

Dark Galaxies will have 4200 planets, 700 planets per faction. Each planet will be owned by a player. The purpose of a planet is to hold onto the planet and defend it with both character defending decks and planetary defence decks. Each planet can have 3 different types of players attached to it at any one time.

1. The planet owner
2. The planet overlord
3. Planet defenders

When the planets are created, they will be created with factions mostly grouped together, this will help a particular species to help defend its territory. There will be no limitation however on where a player, or group of players choose to attack.

The planet owner is the person that purchased the planet during the planet sale phase. A planet cannot be lost in battle but may change ownership by trading it on the open market.

The planet overlord is the first person to win a game on a planet or the last person to challenge the overlord and win on a planet. An overlord can only be challenged when there are no other defence decks allocated to the planet. A player may choose to attack the overlord at this stage or team up and recruit further defenders to hold their position.

Planet defenders are people that choose to defend rather than attack a planet. A planet can have multiple defenders and these defenders can be made of either character defence decks or orbital defence decks. Orbital defence decks are special decks that can only be assigned to a planet and can only be attacked by planet attack decks.

A daily allocation of Duterium (DTX) will be distributed to the planets. This will be allocated to the planet owner, planet overlord and planet defenders as a reward for defending the planet. The planet owner can use their DTX in any way they see fit, for example they may wish to create contests on their own planet to entice more people to defend it. Any competitions like this will be managed outside of the game and the responsibility of the planet owner.

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A percentage of the daily distribution will also be used to fund a planet attacker pool. This pool will be used to reward attacking players for making successful raids on a planet. In order to make a successful raid on a planet, the planet must have no defending decks, no planetary decks assigned to it and no overlord.

As a planet is attacked the attackers will first be attacking the orbital defences assigned by the planet owner and defenders. Once the orbital defences are defeated then the ground assault may commence. An attacker will then need to battle through all the defending decks to get to the overlord. If the overlord is defeated, then the planet becomes un-defended and any attacks on that planet will be rewarded from the planet attacker pool. The person that defeats the planet overlord has the option to then replace his position or leave it open for the next person.

A planets orbital defences can only be attacked with decks consisting of planet attack cards, a character card cannot attack an orbital defence deck.

Planet defence and planet attack cards will only be available to purchase with DTX.

As a planet owner, you will be rewarded daily in DTX for defending your planet against attack, if your planet becomes undefended then the reward you receive will be reduced after 24 hours.

As a planet overlord you will be rewarded for helping to defend a planet. Your rewards will be higher than a normal defender as the planet owner would expect you to help recruit defenders for the planet. You can be an overlord on multiple planets. A gameplay tip would be to fight your way to the overlord position with a strong attack deck and then allocate a strong defence deck to guard your position whilst you take your attack deck out to other battles. That's just one scenario, everyone will have their own strategy on how best to play their cards.

As a planet defender you are rewarded for helping to defend a planet against attack. You can create and assign multiple defender decks to multiple planets.

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## **The Token – Duterium (DTX)**

The currency of Dark Galaxies will be called Duterium with the symbol DTX. DTX will be created and run on the EOS blockchain.

The main purpose of DTX will be to purchase planetary defences cards, planet attack cards and in game items such as player avatars, card buffs etc...

### **DTX Token Emission**

The DTX token will be minted at the rate of 5 tokens per block each 3 seconds making a total of 144,000 tokens daily.

### **Emissions Distribution – Reward**

- 20% of emitted tokens will be allocated to Planet owners
- 10% of emitted tokens - to Planet overlords
- 60% - Planet defender pool for further allocation based on holding defense position time
- 10% - Planet attacker pool – held for reward from undefended planets

### **Genesis Token Supply**

	Minted	Locked	Vesting
Pre-Sale	75,000,000	6 months	6 Months
Main Sale	125,000,000	6 months	12 months
Team	50,000,000	3 months	24 months
Rewards Pool			
Liquidity Pool	100,000,000		
Advisors	50,000,000	6 months	12 months

### **Main Sale**

Hard Cap – 1,000 ETH (max)

Soft Cap – 500 ETH (min)

90% of ETH raised from Main sale will be allocated to Uniswap to provide liquidity

10% of ETH will go to Founders

### **Allocation Ratios**

Main Sale 125,000,000 DTX | 1,000 ETH

Liquidity Pool 100,000,000 DTX | 900 ETH

### **DTX/ETH Ratios**

Main Sale 125,000 DTX = 1 ETH

On Listing 111,111 DTX = 1 ETH

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During the Main Sale investors receive 13% more tokens for the same amount of DTX as they would swap via Uniswap. On listing, these tokens are automatically listed at the ratio that provides 13% more ETH per DTX token.

**DTX Token list price**

Amount of DTX added to liquidity pool - 100,000,000  
Amount of ETH added to liquidity pool - 900  
Current ETH/USD price at time of publication - 2,800

List price of 1 DTX Token =  $(\$2800 \times 900) / 100,000,000 = \$0.0252$

If hard cap is not met, then all unsold tokens will be burned to ensure the listing ratio remains the same and prevents inflation or deflation.

**Preliminary DTX price**



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## The Timeline

