Dark Galaxies

Dark (White) Paper

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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 technological 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. Contact with these species led to knowledge accumulation, and trade deals with these new species who were different from the humans.

With further explorations, and as humans ventured far into the outer reaches of space, humanity realized the need to colonize other habitable worlds, to be able to subsist beyond the restrictions of a 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 an alien species.

The race for the colonization of planets was on and the many riches and rewards for the brave at heart were to be found in plentiful bounty.

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.

Table of Contents

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

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 bookstore, with each subsequent book being released approximately every 3 months thereafter.

Book 2 titled The Violent Universe was released in November 2021 and is now available in all formats.

Book 3 titled No Graves was released in January 2022 and is now available in all formats.

Book 4 titled Giant Killers is well underway and expected to be released in March 2022

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.

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.

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

The card number are determined as follows:

- 000 – Common
- 010 – Rare
- 020 – Epic
- 030 – Legendary
- 040 – 3D

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
D for The Dread
S for Artifacts

Character Card NFT Structure

Character Cards will be contained in the series.1 schema with the following attributes:

Card Name
Image
Back Image
Full Image
Lore Image
Card Number
Faction
Rarity
Lore
Card Type
Value

Planet NFT Structure

Planet will be contained in the dark.planets schema and have the following attributes:

Planet ID
Planet Name
Planet Card Image
Planet Faction
Location X
Location Y
Difficulty
Cooldown
Card Type

Land NFT Structure

Land will be contained in the dark.lands schema and have the following attributes:

Land ID
Land Name
Land Image
Location X
Location Y
Planet ID
Card Type

Mining Tool Structure

Mining tools will be contained in the dark.mining schema and will have the following attributes:

Tool ID
Tool Name
Tool Image
Tool Power
Tool Cooldown
Card Type
Card Number

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.
- Planet Management – 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. Managing your mining force and maximise your rewards from a strong mining workforce.

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.

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 an 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
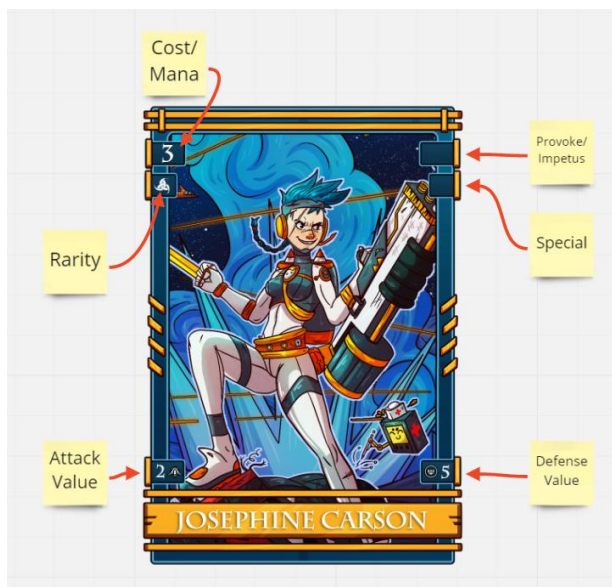
Mana/Cost:

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.

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

Common

Rare

Epic

Legendary

3D

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.

Extra Abilities:

Most cards that are Epic and Legendary will have additional abilities added to them. Those abilities are listed on each card. There is no common set of abilities, and most cards will perform differently depending on it ability configuration.

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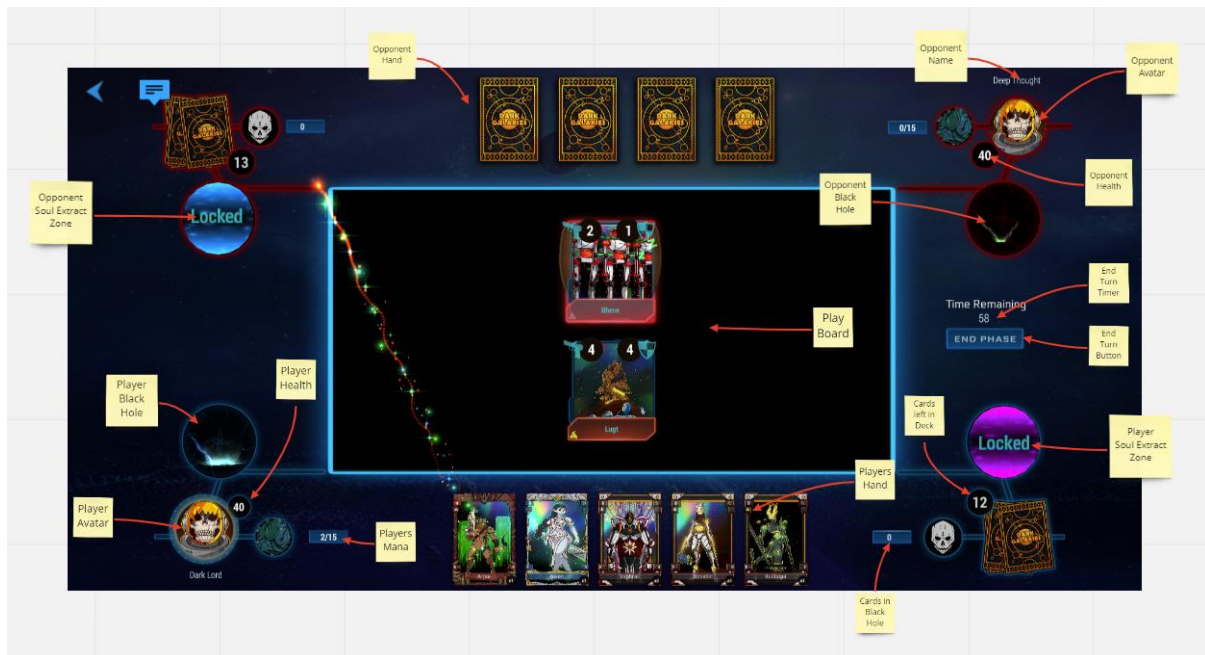
** Depicted graphics and positions may change prior to game release **

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.

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

THE KULZE - Creatures

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 - Androids

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

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

The Jujari 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.

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.

Planets & Planet Ownership

Dark Galaxies has a universe of 2400 planets, 400 planets per faction. Each planet will be owned by a player.

Planets have multiple purposes in Dark Galaxies.

1. The ownership and distribution of land
2. The mining of planet resources to produce DTF
3. To be defended and attacked in gameplay to earn additional rewards

The purpose of a planet is to hold onto the planet and defend it with both character defending decks on land and planetary defence decks in space.

The other reason planets exist is so that you can mine them for the rare mineral Duterium Refined (DTF). This resource is required for gameplay within the game and is a valuable commodity.

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 Dark Galaxies universe will be broken into 6 different galaxies, 1 galaxy for each race. A galaxy will be divided into a 20 x 20 grid pattern with each planet holding 1 grid space.

With the introduction of planet mining, each planet will have specific mining attributes. A planet will have a mining difficulty and cooldown time - these values will start low on the outside of their faction's galaxy and increase in value as they move inwards.

This will result in the outer reaches of the galaxy being easier to mine but will produce less rewards and will increase in difficult and rewards as you move closer to the centre of a faction's galaxy.

Galaxy Map

A planet has 3 types of game play, a planet:

1. Can be mined with mining card decks
2. Can be defended and attacked with planet defence/attack decks
3. Land can be defended and attacked with character decks

Planet Mining

All planets in Dark Galaxies can be mined for the rare mineral Duterium Refined (DTF). This rare material is what is used to fuel the many fighting and transport ships around the galaxy.

The Mining Operations section of the game is where you will perform all your mining operations. It is here that you can create a mining deck. A mining deck can consist of 3 mining tools plus an optional mining manager.

The mining manager can be any 3D character card from your wallet that is not currently defending assets, the addition of this character to your deck will aid in your mining operations by reducing your total cooldown time and increasing your mining profits.

When you create a mining deck and save it, the cards you allocate to that particular deck will be locked against the mining contract ready for deployment to a planet.

This will mean that those cards **WILL NOT** show in your Atomic Assets inventory and cannot be sold, transferred or burnt until you remove them from the deck they are contained in and reappear in your wallet.

The mining component of the game can be played from https://darkgalaxiesmining.com and will be mobile friendly.

Planet Taxes and Rewards

A planet owner will determine the tax rates for the entire planet. They will determine what % they receive and what % of their % the attackers and defenders receive, the miner receives the balance from each successful mining attempt.

To simplify that a little, the attackers and defenders pool is additionally funded from the planet owners share of the mining rewards.

For example, if the planet owner sets:

Planet Owner: 10%
Defenders/Attackers Pool: 50%

and a miner mines 5 DTF in a mining attempt then the payout would be:

Planet Owner: 0.25 DTF (10% of the mining reward – 50%)
Defenders/Attackers: 0.25 DTF / number of defenders (50% of the planet owners 10%)
Miner: 4.5 DTF

This will incentivise the planet owner to correctly balance his planet so that there is enough reward for all parties.

Each planet has its own mining difficulty and mining cool down time.

Mining Tools

Basic mining tools can be purchased in mining packs which are available on https://neftyblocks.com. There will also be enhanced mining tools which will produce better mining results, have a shorter cooldown time and less prone to breakage. These enhanced tools will be released at a rate of 1 tool every few weeks and will be made available first to players of the card battle games.

Each mining tool will have its own mining power and cool down time. The combination of the tools in a mining deck along with the attributes of the planet you are mining will determine the results of the mine attempt and the duration of the cooldown before this deck can mine again or be moved to a different planet.

Mining operations require fuel, a normal mining operation can mine up to 7 times before it runs out of fuel. Once the fuel for that operation has been exhausted, a fuel recharge card will need to be purchased to start this rig's mining operation again.

Fuel recharge cards will be available for sale on the Nefty Block web site in the Dark Galaxies collection.

After Mining

Once a mining operation is complete, the planet owner, battle pool and miner will be awarded the DTF in the percentages set by the planet owner (refer above).

The players mining operation on that planet will then enter the cooldown phase before it can be removed from the planet or re-used in a mining operation.

Once cooldown is complete, the player can choose to mine again or withdraw the equipment back to their base, as with all deck movement within Dark Galaxies, this will require a small amount of DTF to be paid in fuel costs to transport the equipment.

Planet Owner

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.

As a planet owner, you are responsible for the management of your planet. The planet owner determines the tax rates for their planet, percentages will need to be allocated for:

- Planet Owner
- Battle Pool

It is the responsibility of the planet owner to set affordable tax rates that will entice players to want to come and work on their planet by defending and mining.

Planet Defenders

Planet defenders are people that choose to defend rather than attack a planet.

To help defend a planet, a player will create a planet defence deck consisting of planet defence cards. This deck can then be allocated and staked to a planet to receive the awarded DTF. To get troops (decks) to a planet the player will need to spend a little DTF on fuel for the journey. DTF can either be purchased from an exchange with DTX or can be mined from a planet (refer Planet Mining above).

A daily allocation of Duterium Refined (DTF) will be allocated to each planets battle pool. As a planet defended and attacked, the appropriate amount of DTF will be awarded to the relevant parties. Once a planets daily allocation cap has been reached there will be no more funds awarded from that planet until it's next allocated daily payment.

Ongoing mining operations will trickle DTF into the battle pool during the course of the day ensuring there is generally always funds in the pool.

When a player chooses to attack another players defending deck, the defending deck will be played by the Dark Galaxies AI against the attacker. If the defender wins the match, they will be awarded in DTF from the planetary battle pool for their service.

If the attacker wins the match, they will be awarded from the planetary battle pool in DTF for their skill and bravery in the raid. The defending deck will then be released back to the defending player and can be re-deployed back into battle.

Once a planet becomes undefended, there will be no opportunity to attack for reward however can still be mined for resources.

The planet owner can use their DTF 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. Or they may choose to convert it to DTX to increase their mining abilities on their own land.

The cards assigned to defend will be staked and locked to the planet. If they are defeated, they will be un-staked and returned to the player in 24 hours to be re-used. Think of it like your battleship just got shot up and needs to head back to a space dock somewhere for repairs… travel and repairs take time and money. 😊

An attacker can choose to attack either orbital defences or ground defences. When a player views a planet, they will be shown the planets current treasury values, how many orbital defence decks it has and how many ground defence decks it has.

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

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

Land and Land Ownership

Each planet will initially be divided up into 25 land plots. Each land plot will be a separate NFT of land assigned to its respective planet. Each planet owner will be awarded 10 plots of land as a bonus for owning the planet, the balance will be sold in DTX via the Dark Galaxies web site.

Land in Dark Galaxies has 2 purposes:

1. To be defended by the owner and other players with planet defence decks
2. To be retained to earn passive earning of DTX on a daily basis

An allocation of DTX will be distributed to each land plot owner daily.

As a landowner, it is up to you to keep your land defended, having a defended piece of land will give you 100% of its DTX at the time of distribution.

If your land is undefended then you will only receive 50% of the allocation during the time it is undefended, the additional 50% will go back to the intergalactic treasury.

If all of the land defence decks are beaten in battle, then the land becomes undefended.

When a battle occurs on land, the attacking player will choose the land plot and defending deck to battle against. Only decks of similar strength can battle each other. The defending deck will be played by the AI and the attacking deck by the player.

The winner of the battle will be rewarded in DTX from the land's battle pool until such time as the pool has been depleted. Once the pool is empty there will be no reward until the pool is allocated more funds. This will occur on a regular basis.

A defence deck will be staked and locked against the land plot until such time it is defeated or withdrawn from the land. Once defeated or withdrawn the cards in the deck will take 24 hours to be returned to the player to be re-used elsewhere.

Moving troops (decks) to and from land will require the use of fuel (DTF), this is a big universe, spaceships and troop transports need fuel to be able to travel around and this fuel is DTF.

Token Usage and Flow

The flow of tokens and uses in Dark Galaxies can be visualised in the following diagram:
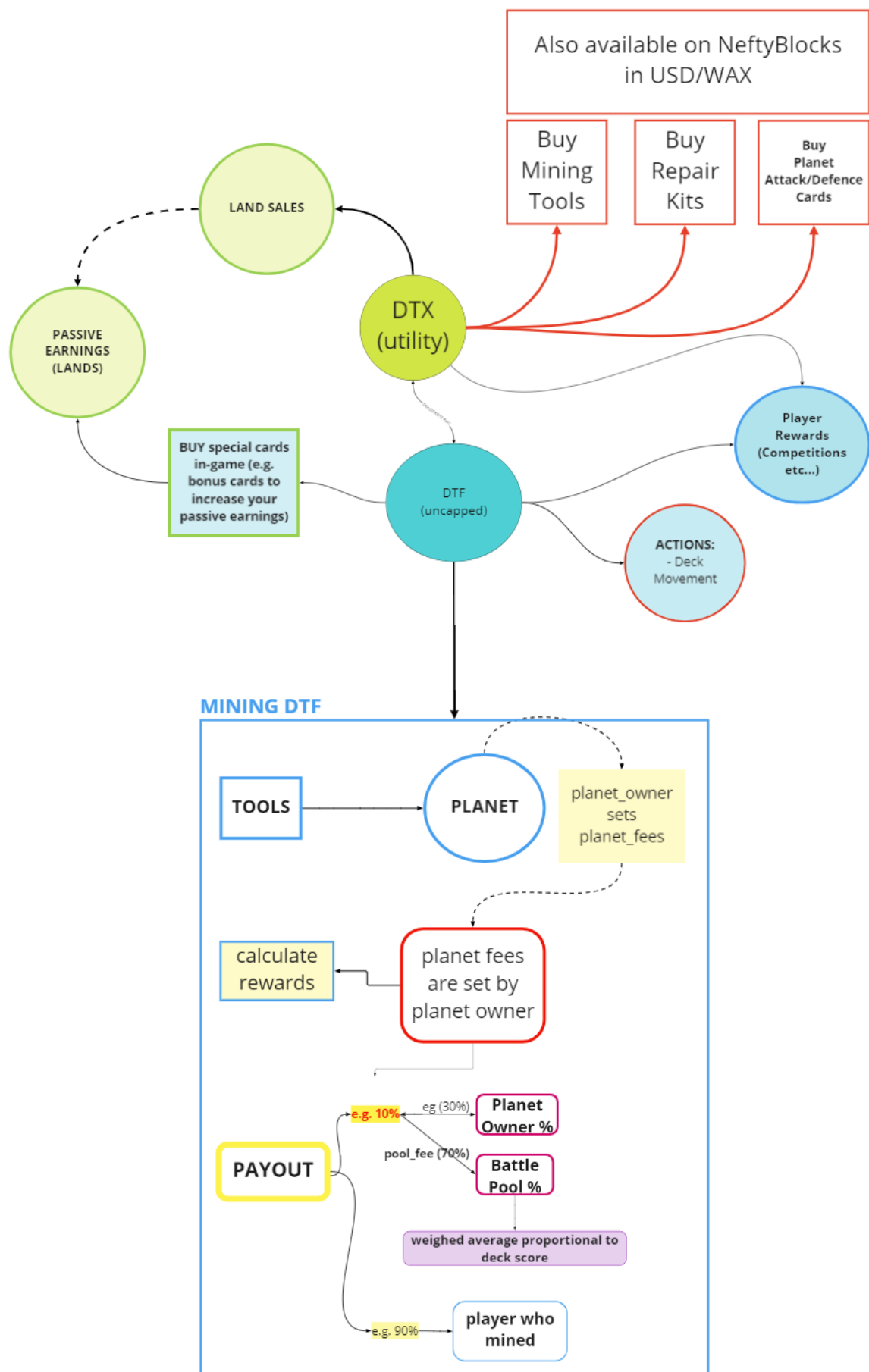
The Tokens – Duterium (DTX)

The primary 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 defence cards, planet attack cards, mining cards, advanced training cards and in game items such as player avatars.

There will a hard limit of 1,000,000,000 (1bn) DTX tokens created.

As DTX is spent throughout the game it will be allocated back into Player Rewards pool to ensure its circulating supply is kept within the ecosystem.

Actions in-game that require DTX, such as land sales, tool purchases etc… will incur a fee to be paid to the Galactic Treasury. Part of those proceeds will be automatically shared with the team and the remainder may be redistributed back to players through the Player Rewards pool.

DTX Supply Schedule

There will be a maximum supply of 1 billion Duterium (DTX).

Supply # DTX

Type	%	Total DTX
Player Rewards	35%	350,000,000
Community Development	20%	200,000,000
Developers	15%	150,000,000
Advisors	5%	50,000,000
Galactic Treasury	10%	100,000,000
Reserves	15%	150,000,000
Total	100%	1,000,000,000

DTX Distribution

Reserves 15.0%

Galactic Treasury 10.0%

Advisors 5.0%

Developers 15.0%

Player Rewards 35.0%

Community Development 20.0%
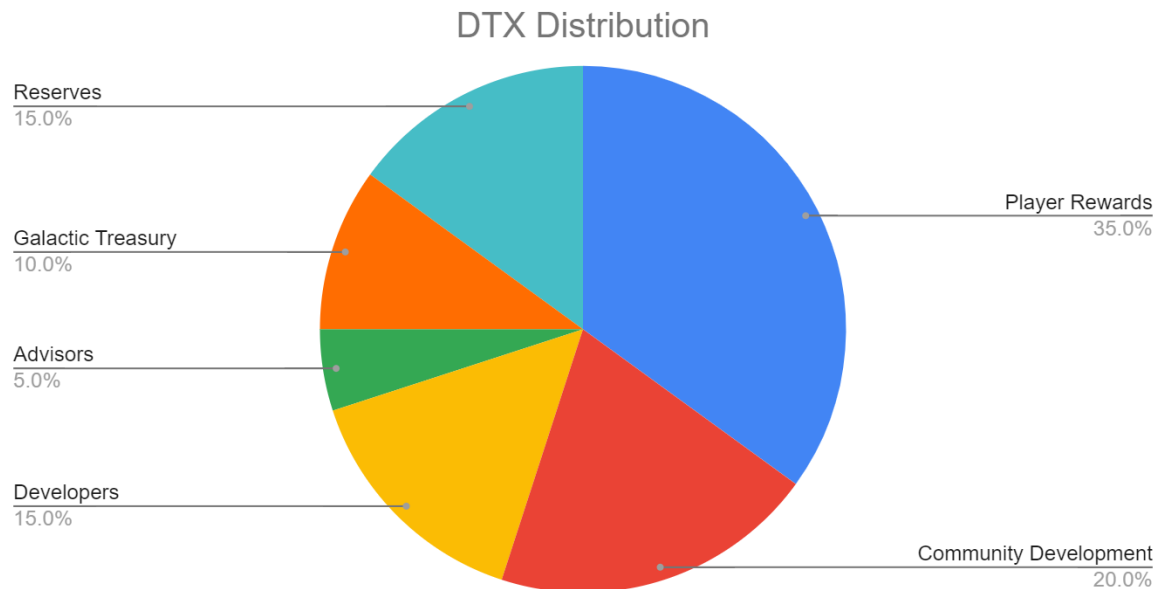
Token Reserves

- 15% of the total supply of DTX, 150,000,000 we be held as reserves for future use.

Developers

- 150,000,000 DTX will be allocated to the project owner as the developers of the game.
- 1% (1,500,000) DTX will be released at the genesis event
- These tokens will be unlocked over a period of 48 months after a 6-month cliff period to ensure the long-term strategy of Dark Galaxies

Player Rewards

- 350,000,000 DTX has been allocated to player rewards
- At pre-determined time periods, DTX will be released from the smart contract, the amount released will be distributed to players for:
    - Passive land earnings from retained lands
    - Land battle pool

Community Development

- 200,000,000 DTX will be reserved for community reward and development to be distributed to the community on a discretionary basis. 50% (100,000,000) will be released on the genesis event whilst the remaining 50% (100,000,000) will be unlocked and available over 36 months after a 12 month cliff period
- This pool will be used to fund such activities as:
    - Bonus rewards for competitions
    - Liquidity mining
    - Community participation events
    - 3rd part development
    - Referrals

Advisors

- 50,000,000 DTX has be allocated to Dark Galaxy advisors. Without our dedicated team of advisors, it would have been extremely difficult to bring Dark Galaxies to life. Their breadth of experience and knowledge in their various fields are a valuable contribution to the ecosystem.
- 100% of allocated DTX will become available immediately to our advisors upon the genesis event.

Galactic Treasury

- 100,000,000 DTX has been allocated to the Galactic Treasury
- 50% (50,000,000) DTX will be unlocked immediately with the balance being released over 24 months after a 6-month cliff period
- Treasury funds will be used for providing liquidity to a decentralized exchange as well as other corporate uses.

The Tokens – Refined Duterium (DTF)

This token is used to get around the universe, spaceships need fuel to move, and this fuel is DTF.

DTF will be spent when a defence deck, either orbital or land, is assigned to defend. You will need enough DTF to be able to deploy your troops.

DTF is also the mining reward currency allocated to each planet and distributed to the player upon a successful mining attempt.

DTF along with DTX can be used to purchased enhance mining tools which will give the player increased mining returns and shorter cooldown times.

DTF Supply Schedule

There will be a maximum supply of 100 billion Duterium Refined (DTF)

Supply # DTF

Each planet will be allocated a daily supply of DTF at a pre-determined rate. Based on how the planet owner has determined the planet tax rates, the allocated percentages will split the supplied DTF into:

- Owners Fee
- Mining Pool
- Battle Pool

DTF Distribution

Type	%	Total DTF
Player Rewards	10%	10,000,000,000
Galactic Treasury	10%	10,000,000,000
Planet Supply	80%	80,000,000,000
Total	100%	100,000,000,000

DTF Distribution

Player Rewards
10.0%

Galactic Treasury
10.0%

Planet Supply
80.0%
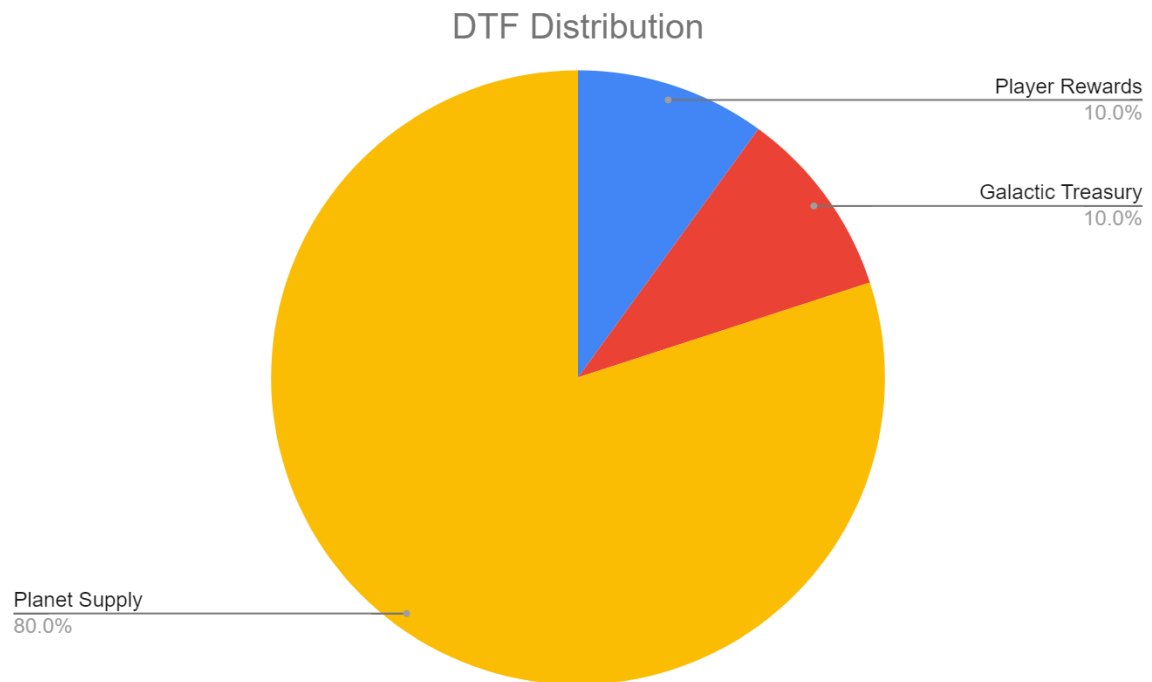
DTF Usage

As DTF is spent and used within the ecosystem it will be burnt to ensure that its circulating supply is always maintained and balanced.

Allocation of Raised Funds

There will be no sales rounds of tokens. Tokens will be distributed to players in the form of mining rewards, therefore all funds raised will be via the sale of mining card packs and fuel recharge cards as well as special events.

All income earned will be returned back into the development of the game and to further enhance player rewards.

Technology

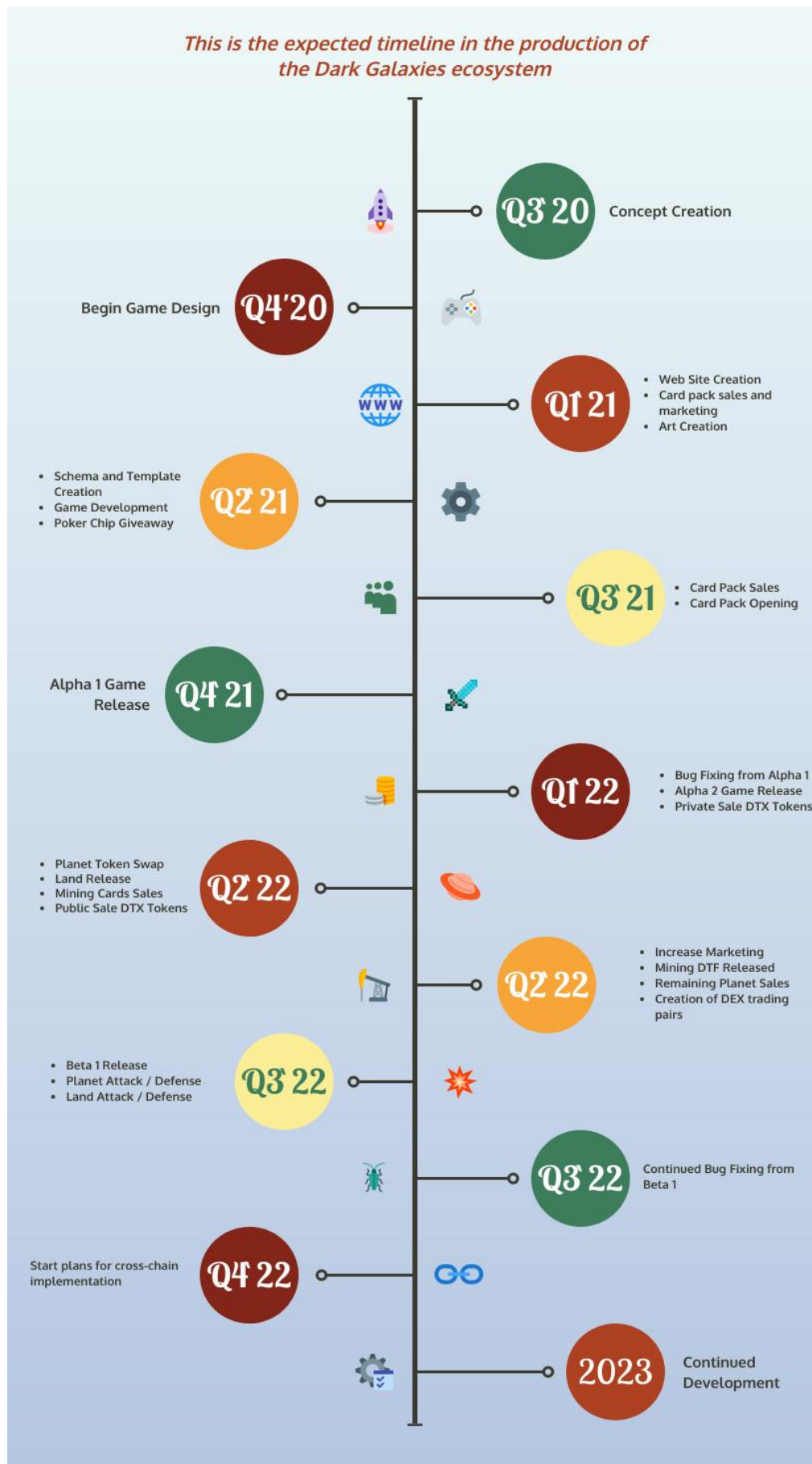DTX and DTF will be tokens created on the EOS blockchain, they will be tradeable by anyone and initially listed on a decentralized exchange in the following trading pairs:

- WAX / DTX
- DTX / DTF

All blockchain assets will reside on the WAX blockchain in the Atomic Assets structure.

Dark Galaxies will be a browser-based game in WebGL format built in Unity. Porting to a mobile platform may be considered at a later stage.

The Timeline

This is the expected timeline in the production of the Dark Galaxies ecosystem

Q3 20 — Concept Creation

Q4'20 — Begin Game Design

Q1 21
- Web Site Creation
- Card pack sales and marketing
- Art Creation

Q2 21
- Schema and Template Creation
- Game Development
- Poker Chip Giveaway

Q3 21
- Card Pack Sales
- Card Pack Opening

Q4 21 — Alpha 1 Game Release

Q1 22
- Bug Fixing from Alpha 1
- Alpha 2 Game Release
- Private Sale DTX Tokens

Q2 22
- Planet Token Swap
- Land Release
- Mining Cards Sales
- Public Sale DTX Tokens

Q2 22
- Increase Marketing
- Mining DTF Released
- Remaining Planet Sales
- Creation of DEX trading pairs

Q3 22
- Beta 1 Release
- Planet Attack / Defense
- Land Attack / Defense

Q3 22 — Continued Bug Fixing from Beta 1

Q4 22 — Start plans for cross-chain implementation

2023 — Continued Development

Disclaimer

Legal Notice and Risk Disclosure

This Legal Notice and Risk Disclosure Statement (the "Notice") is provided by Galactic Treasury Corporation, a British Virgin Islands business incorporated in British Virgin Islands with limited liability (collectively with its affiliates, "we", "our" or "us"). How Fats Ya Cat Pte Ltd, Singapore is an independent service provider to Galactic Treasury Corporation to provide exclusive technology and other related services for Dark Galaxies (the "Project"). Any statements and representations made by us or on our behalf, and any use of the tokens issued by us, being DTX or DTF or of any platform, service or protocol upon which our Tokens operate (the "Project"), regardless of whether such Project is owned, operated, developed or otherwise controlled by us, shall be subject to this Notice. Please read this Notice carefully before using or interacting with the Project or the Token. In addition, the Tokens are subject to additional terms and conditions that may be amended by us from time to time. The Project may also be subject to additional terms and conditions that may be amended by the owner of the Project from time to time.

Legal Notice
Information and Communications

The Project website available at https://darkgalaxies.io/ and the Project as described on our website, the Project, and any other information communicated by us or on our behalf, whether through our whitepaper, communication channels or otherwise (collectively, the "Materials"), do not constitute an offer to sell, a recommendation or solicitation to buy, sell or hold Tokens or any other assets. Nothing in the Materials constitutes a recommendation or solicitation to use the Tokens, the Project or any related products, services or technologies. Always make sure to verify that the information that you believe is provided by us is posted or communicated by our authorised representatives.

Any and all Materials are provided for informational and educational purposes only, and should not be relied upon, either wholly or partially, when making any decision. We do not warrant, guarantee or represent, whether expressly or impliedly, that the Materials are true, complete, timely, reliable, accurate, sufficient, non-infringing or fit for a particular purpose, and we will be under no obligation to update or fix such Materials. We shall not be responsible for the accuracy or completeness of the Materials; therefore any use of such Materials is at your own discretion and risk, and you are solely responsible for any possible damages or losses arising from such use. You should always conduct your own independent research and investigation.

Materials may also contain references to third-party data and industry publications. Although we believe that such data is accurate and reasonable, there are no assurances as to the accuracy or completeness of this data. We have not independently verified any of the data from third-party sources referred to on the Website or in connection with the Project, or ascertained the underlying assumptions relied upon by such sources. Any reference to such third-party data and industry publications does not imply our endorsement thereof.

Legal Notice and Risk Disclosure

This Legal Notice and Risk Disclosure Statement (the "Notice") is provided by Galactic Treasury Corporation, a British Virgin Islands business incorporated in British Virgin Islands with limited liability (collectively with its affiliates, "we", "our" or "us"). Galactic Treasury Corporation is the official distributer of the tokens DTX and DTF. How Fats Ya Cat Pte Ltd, Singapore is an independent service provider to Galactic Treasury Corporation to provide exclusive technology and other related services for Dark Galaxies (the "Project"). Any statements and representations made by us or on our behalf, and any use of the tokens issued by us, being DTX or DTF or of any platform, service or protocol upon which our Tokens operate (the "Project"), regardless of whether such Project is owned, operated, developed or otherwise controlled by us, shall be subject to this Notice. Please read this Notice carefully before using or interacting with the Project or the Token. In addition, the Tokens are subject to additional terms and conditions that may be amended by us from time to time. The Project may also be subject to additional terms and conditions that may be amended by the owner of the Project from time to time.

We do not make any warranties or representations of any kind with regard to the Tokens, and we expressly disclaim all warranties and representations relating to the Tokens, whether express or implied, including, without limitation, any implied warranties of merchantability, fitness for a particular purpose, title, and non-infringement.

The Tokens are provided on an "as is" and "as available" basis. There is no guarantee that the Tokens will perform as expected or hold any particular value or price. The Tokens may lose some or all of their value. We do not make any promises with respect to the Tokens, its price, value, supply amount, performance, etc. We cannot and do not influence the price of the Tokens or its performance and assume no liability to any person for the Tokens, their performance, value or loss in value, the use or inability to use the Tokens.

The Token is not an investment, security, share or equity interest, debt, or loan nor a derivative instrument of any of the foregoing. Neither the Materials nor anything communicated or provided by us constitutes a prospectus or offering document or is an offer to sell or solicitation of an offer to buy Tokens or any other asset.

Unless otherwise specified, the Tokens do not provide any person with the rights of any type with respect to us or our affiliates, their revenues or assets, including, but not limited to, any voting, distribution, redemption, liquidation, proprietary or other financial or legal rights, nor are the Tokens intended to provide any person with any other rights of any type. The Tokens are not a loan and do not provide any right of ownership or other interest. Unless expressly allowed by us at our discretion, Tokens cannot be received, used, or held by, transferred or sold to, a person which is (i) the subject of economic or financial sanctions or trade embargoes administered or enforced by any country or government, including, but not limited

to, those administered by the United Nations Security Council, the European Union, Her Majesty's Treasury of the United Kingdom or Office of Foreign Assets Control of the United States or any other applicable jurisdictions, (ii) located, organised or resident in any country or territory that is the subject of country-wide or territory-wide sanctions, (iii) listed in any sanctions-related list of sanctioned persons, including, but not limited to, those maintained by the United Nations Security Council, the European Union, Her Majesty's Treasury of the United Kingdom or Office of Foreign Assets Control of the United States, (iv) located, organised or resident in Canada, Cuba, the Democratic People's Republic of North Korea, Hong Kong SAR, the Islamic Republic of Iran, Libya, the People's Republic of China, South Sudan, Sudan (North), Syria, The Crimea, United States of America, Australia any jurisdiction in which the acquisition and/or ownership of Tokens is prohibited by applicable law, or (v) directly or indirectly owned or controlled by any person or persons described above.

The Project is in its Alpha Stage

While owned, operated, developed or otherwise controlled by us, is in alpha stage, which means that the Project and all related software are experimental. The Project is provided on an "as is" and "as available" basis, without warranty of any kind, either expressed or implied, including, without limitation, warranties that the Project is free of defects, vulnerabilities, merchantable, fit for a particular purpose or non-infringing. Any use of the Project shall be at your own risk. In no event shall we be held liable in connection with or for any claims, losses, damages or other liabilities, whether in contract, tort or otherwise, arising out of or in connection with the Project or its operation or use.

Forward-Looking Statements

The Website, the Project, and the Materials may contain forward-looking statements based on current expectations that involve a number of risks and uncertainties. All opinions, forecasts, projections, future plans or other statements other than statements of historical fact, are forward-looking statements. Any development plans and projections, business projections, future functionality and projected performance of the Tokens, the Project or us, as well as prospects and the future prospects of any industry, are forward-looking statements.

Forward-looking statements by their nature address matters that are, to different degrees, uncertain or unknown. We can give no assurance that any forward-looking statements will prove to have been correct. Actual events, results or outcomes could differ materially from what is stated in the forward-looking statement, and you should not rely on any such forward-looking statement.

These risks and uncertainties include the impact of economic, competitive, technical and other factors affecting the Tokens, the Project, us or our operations, including, but not limited to, the following: development of science and technology, development of the industry in which we are in, competition, regulatory uncertainty and government actions, the introduction of new regulations and laws, market changes, the performance of the Tokens, the Project or related products, other business and market conditions.

No Advice

No part of the Website, the Project or the Materials should be considered to be business, legal, financial, investment, or tax advice, or advice of a broker regarding any matters to which all or any part of such information relates. You should consult your own legal, financial, tax, or other professional advisors regarding any such information.

Acceptance of Risks and No Liability

You must read the Risk Disclosure Statement below, and by accessing or using the Tokens and/or the Project you accept all of the listed risks and agree that we shall not be in any way liable for any losses or damages incurred due to or in connection with such risks. You do hereby also acknowledge and agree that both the Tokens and the Project may be subject to additional risk disclosure statements that may be amended from time to time.

Indemnity and Limitation of Liability

You do hereby, to the fullest extent permitted by applicable laws and regulations, indemnify, defend and hold us, our employees, directors, shareholders, officers, consultants, representatives, agents or contractors harmless from and against any and all loss, penalty, claim, damage, liability or expense whatsoever (including reasonable attorneys' fees and disbursements) due to or arising out of or based upon (i) any inaccurate representation or warranty made by you, or breach or failure by you to comply with any covenant or agreement made by you or in any other document furnished by you to any of the foregoing persons in connection with the Tokens or the Project, or (ii) any action instituted by or on your behalf against any of the foregoing persons that is finally resolved by judgment against you or in favour of any of the foregoing persons.

To the maximum extent permitted by applicable laws and regulations, in no event shall us, our employees, directors, shareholders, officers, consultants, representatives, agents or contractors be liable or responsible for any direct, indirect, special, punitive, exemplary, incidental, or consequential damages or losses of any kind, nor shall they be liable for the loss of goodwill, loss of profits (including expected), loss of data, diminution of value, and business interruption arising out of or in connection with the use of the Tokens, the Project or the Materials or reliance thereon, any inaccuracy or omission in any Materials, whether based upon breach of warranty or contract, negligence, strict liability, tort, or any other legal theory, regardless of whether we have been advised of the possibility of such damages or losses.

Risks Disclosure Statement

Risk of Software Weaknesses

Although we make reasonable efforts to ensure that the Tokens, the Project and their related software follow high-security standards, we do not warrant or represent that the Tokens, the Project or any such related software are secure or safe, or protected from fishing, malware or other malicious attacks. Further, the Tokens, the Project and their related software may contain weaknesses, bugs, vulnerabilities, viruses or other defects which may have a material

adverse effect on the operation of the Tokens, the Project or any such related software or may lead to losses and damages for you, other users of the Tokens, the Project or any such related software or third persons.

Risk Inherent in the Blockchain

The Tokens, the Project and their related software are or will be deployed on the EOS/WAX blockchain main network, and later may be deployed on other blockchains. As a result, any malfunction, breakdown or abandonment of such blockchain(s) may have a material adverse effect on the Tokens, the Project or such related software. Moreover, advances in cryptography, or technical advances such as the development of quantum computing, could present risks to the Tokens, the Project or such related software, and related blockchain software by rendering ineffective the cryptographic consensus mechanism that underpins the blockchain. The smart-contract concept, the underlying software application and software platform (i.e., EOS/WAX or other blockchain) are still in an early development stage and unproven. Although it is very unlikely, the blockchain, as well as any other blockchain, can be attacked which may result in downtime, consensus split, long reorganization of the chain, 51 percent attack, or other adverse outcomes each of which may lead to complete loss of your digital assets.

Risk of Flawed Logic of the Tokens, the Project or their Related Software

The underlying logic of the Tokens, the Project and their related software may be flawed, defective or impaired, which can result in smart-contracts operating incorrectly or not as expected, or transactions being executed in violation of logic which underpins the smart-contracts, which can lead to partial or complete loss of digital assets used in the transaction.

Risk of Confusing User Interface

Certain user interface elements or design decisions can be confusing or mislead you, which may result in the execution of a different action or transaction than intended or desired, or connection of a wrong wallet, account or network.

Risk of Legal Uncertainty

Our intended activities are subject to various laws and regulations in the countries where we operate or intend to operate. We might be obliged to obtain different licenses or other permissive documents in some or all jurisdictions where we intend to operate our business, therefore, our business in such jurisdictions shall always be subject to obtaining such licenses or permissive documents, if so directed by applicable laws. There is a risk that certain activities may be deemed in violation of any such law or regulation. Penalties for any such potential violation would be unknown. Additionally, changes in applicable laws or regulations or evolving interpretations of existing law could, in certain circumstances, result in increased compliance costs or capital expenditures, which could affect our ability to carry on our business model.

Risk of Theft

There is no assurance that there will be no theft of your digital assets as a result of hacks, sophisticated cyber-attacks, distributed denials of service or errors, double-spend attacks, flash-loan attacks, vulnerabilities or defects of the Tokens, the Project or their related software or of the EOS/WAX or any other blockchain, or otherwise. Such events may include, for example, flaws in programming or source code leading to exploitation or abuse thereof. Any of the above may lead to partial or complete theft or loss of digital assets used in transactions carried out in connection with the Tokens, the Project or their related software.