

DARK FANTASY AUTO-BATTLER PLATFORM. FIRST FEELESS PLAYABLE AND TRADABLE CRYPTO TCG

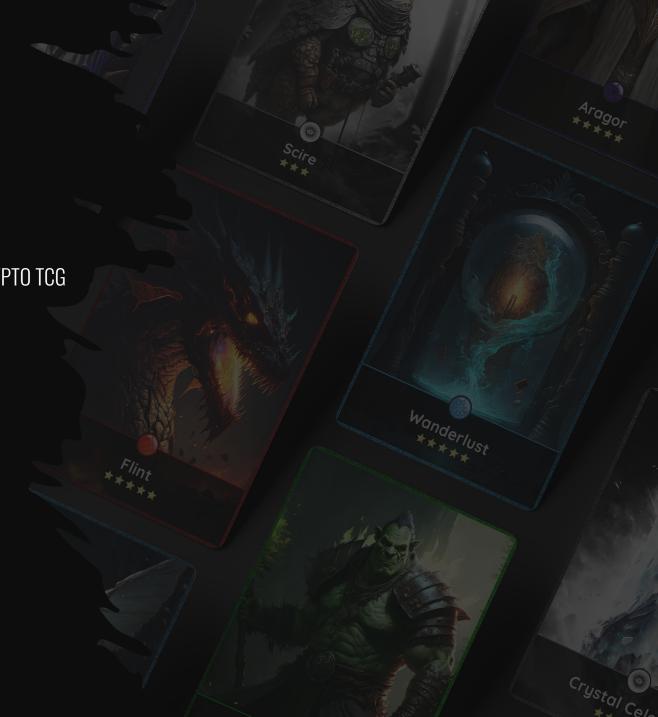
Based on IOTA

www.dark-mythos.com

DARK MYTHOS

AUTO-BATTLER PLATFORM. FIRST FEELESS PLAYABLE AND TRADABLE CRYPTO TCG

- Immerse yourself in the world of Dark Mythos.
- Get super rare cards and trade, rent, sell or play the game with them.
- Collect physical cards and create digital twins, read stories about the saga of Dark Mythos and its characters.





OUR OBJECTIVES

- Become a bridge between traditional TCGs and Web3
- Create a universe for players, traders, and fantasy enthusiasts
- Enable true ownership of in-game assets
- Generate passive income from in-game assets
- Use Phygitals to bring no-coiners into the web3 world
- Cross chain platform and marketplace, users can interact and play each other

AI INSIDE

- Al Balancer simulates thousands of games, based on real players to generate the best experience
 - Train your Skills in Adventure mode againts Al
 - Al graphics (cards) refined by artists



OUR COMPETITORS

WEB2 COMPETITORS WEB3 COMPETITORS HEARTHS TONE SKYWEAVER UNCHAINED 23.5M 13.0M 10.0M 350K 100K active users active users active users active users active users active users In 2020 In 2021 In 2021 In 2022 In 2022 In 2022

Our target with the Beta is to have min 2.5k active players at mid of 2024 and 5k active traders on the platform. With the new IOTA technology and the feeless chain, we aim to get a massive grow with these benefits, with multi-chain our target by end of 2024 are 50k active users on the platform.

EXPLORER PLATFORM

- Fully responsive explorer for the Dark Mythos modules
- Cards, Inventory, Marketplace, Compare, Events, Stories are still live
- Upcoming: Buy & Sell, Renting, Staking, Tokenomics, Auto-Battler Game, Physical Cards

The explorer is the heart of the platform, based on our upcoming Cardery* Framework. All modules come together and form a perfect interaction with the game later. This is also where rewards are distributed and sales take place.



*Cardery is a german company based in southern germany, to show the potential of this framework, **Dark Mythos will be the showcase project of cardery.** www.cardery.de / Cardery UG





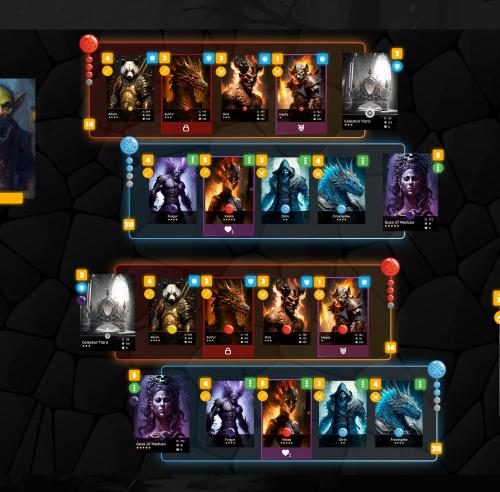
DARK MYTHOS FRAMEWORK OVERVIEW

In the future we have the vision to provide a blueprint solution for other customers and projects. For more detailed information please visit www.cardery.de



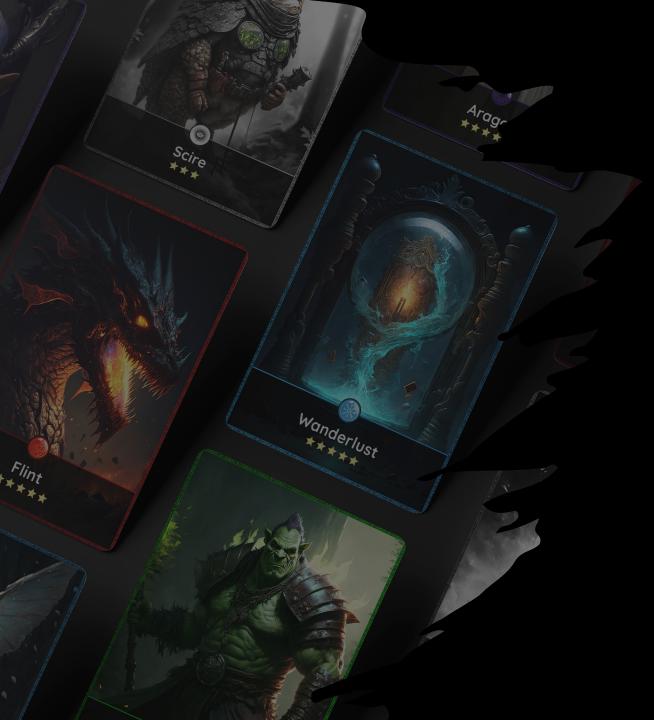
GAMEBOARD

- Interactive Gameboard with all informations
- At the moment there is no live system, only a prototype and a console view
- 4 Player based Auto-Battler



Game Principle

Our innovative platform presents a dynamic round-based auto-battler game, featuring a competitive ladder system that fosters player progression. Alongside, the game provides multiple modes, creating diverse and engaging gameplay experiences for players of all skill levels.



PRODUCT REVENUE STREAMS

- 100% from first-party sales (NFTs, game services,...)
- 5% transaction fee from all in-game market transactions
- 10% fee from Renting Cards
- Up to 10% royalties from NFT sales on third party stores (ShimmerSea, Soonaverse, etc.)
- Tickets for Tournaments

SUCCESSFULLY DROPS

1st Edition: 3325 cards sold out in 3 weeks. Income: 100Gi

Halloween Gift Collection: 3370 cards sold out in 2h. Income: 17Gi

2nd Edition: 4068 cards sold out in 1h. Income: 165Gi

The Plague Edition: 2890 cards sold out in 30h. Income 220Gi

ROADMAP GOALS



EXPLORER 🗸

To start, we will create a registration process and a connection via MetaMask to the Tangle/ ERC20 network. Your cards will then be visible. This explorer will gradually appear in several versions.



PHYGITAL

We will bring physical cards with a special QR code, with these cards you can later create Digital Twins.



MARKETPLACE, COMPARE AND STORY MODULE **V**

Development for the game marketplace, where NFT can be bought and sold in the future.



RENTING MODULE

It will be possible to rent your cards and thus generate passive income.



SHIMMEREVM WITH ERC-721 SMARTCONTRACTS <

The first smart contracts for ShimmerEVM are developed and aligned for our collections. There will also be booster packs later on.



GAME PAPER

We will publish detailed information about the Dark Mythos Auto-Battler.



SHIMMER GO LIVE

Purchases and mintings will be possible on Shimmer.



GAME FRAMEWORK

The first concepts and mechanics are also decided. The first prototypes were already successful at this point. We are now starting to develop the first pre-alpha version.



GAME COIN

We will start with tokenization and create a coin. With this you can also buy in FIAT currency.



ALPHA VERSION

All components are coming together, the first alpha release.

OUR TEAM



MIKAA FOUNDER, DESIGN & TECHNOLOGIES



MOONZ FOUNDER, SALES & STRATEGY



DEXFOUNDER, HEAD OF DEVELOPMENT



ZOGGAOO7 DEVELOPMENT



FIREABEND DEVELOPMENT



LEFOLAS STORY WRITER



HAKUNAMIOTA COMMUNITY MANAGER

PROJECT ADVISORS



HOLGER KÖTHER

SPYCE.5 GMBH

Holger Köther (SPYCE5 GmbH) will support and advise us in the following topics: Infrastructure | Strategy | Networking+

SPYCE.5

Explore SPYCE.5



DR. TANGLE

SHIMMERSEA

Dr. Tangle will support and advise us in the following topics: Tokenomics | Strategy



Explore ShimmerSea



IOTABEN IOTABOTS

iotaben (IOTABOTS) will support and advise us in the following topics: Gamification | Strategy



Explore IOTABOTS



WITALY MINTEDVODKA

Vitaly (MintedVodka) will support and advise us in the following topics: Multi-Chain | Digital Values



Explore MintedVodka



MARCO BESIER

WEB3 DEVELOPER ACADEMY

Marco Besier (Web3 Developer Academy) will support and advise us in the following topics: Web3 and EVM Technologies



Explore Web3 Developer Academy

PROJECT PARTNER

By working together, we aim to deliver a solution that enhances transpareny, improves security, and revolutionizes the way trading cards are exchanged and collected. The Showcase project for this journey will be Dark Mythos



