



# Dark Emblem White Paper

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## Dark Emblem

Dark Emblem is an NFT Collectible Card Game where every card is unique.

Buy packs, collect cards, earn rewards and more! There are Hero and Equipment cards that have 48 unique traits each that determine their card art, stats, and effects. Hero Cards can be Ascended to create a new card with a mix of their traits, plus a Boost to create a better card. And Equipment Cards can be Transmogrified and Burned to create

a new Equipment Card with a mix of the traits, plus a Boost to create a better Equipment Card.

You can read more on the website (<https://darkemblem.com>) or get started on the Dapp (<https://dapp.darkemblem.com>).

## Non-Fungible Tokens

Every pack and card in Dark Emblem is an NFT. This means that all cards and packs can be transferred, interacted with, and burned. This lets you have total control over your Dark Emblem assets.

We are also leveraging AtomicHub to handle NFT creation and management. In practice, this means that we have very little control over Dark Emblem NFTs after they are minted – **we cannot take them away, burn them, or interact with them without your permission.**

## Every Card is Unique

Every card in Dark Emblem has a Pack ID (commonly associated with a Season, explained below), a Card Type, and Traits.

Traits are a randomly generated set of 48 numbers that are used to determine the card's appearance, stats, and effects. How exactly these 48 traits are interpreted depends on the Pack ID.

Traits are also used to determine the outcome of an Ascend or Transmogrify. The parent cards used to Ascend have their traits randomly shuffled between them to produce a new set of traits that the new card uses.

## Minting Cards

There are three common ways to get Dark Emblem cards:

1. Through Packs. A Legendary, Rare, or Common Pack can be purchased on the Dark Emblem Dapp. A pack is given a Pack ID, which all cards created from the pack will have when the pack is opened. This also means that even after a Season ends, you can still get cards from that season by opening an old pack.

2. Through Auctions. At the start of every Season, we will create promotional cards that are put up for auction.
3. Through Ascend/Transmogrify actions. For an Ascend action, you can select two Hero Cards, and have a new card created with a mix of their traits. For a Transmogrify action, you can select three Equipment Cards, **burn them**, and create a new Equipment card with a mix of their traits.

## DREM - the Dark Emblem Currency

The Dark Emblem smart contract contains a currency, called DREM, to make interacting with the contract easier. You can exchange WAX to purchase DREM from the smart contract. The roadmap also contains plans to make DREM a reward for owning cards, and other future mechanics.

DREM is required to Ascend and Transmogrify cards.

## The Dark Emblem Dapp

The [Dark Emblem Dapp](https://dapp.darkemblem.com) (<https://dapp.darkemblem.com>) lets you interact with the Dark Emblem smart contract. From the site, you can:

- View cards owned by your wallet;
- View other wallets;
- See card details;
- Buy packs;
- Open packs;
- See your DREM balance;
- Buy DREM;
- Ascend cards;
- Transmogrify cards.

# Seasons and Pack IDs

When cards are minted, they are given a **Pack ID** that is set by the Pack it was minted from. This **Pack ID** will influence how the card's traits are interpreted and displayed on dapps that use Dark Emblem NFTs.

A **Season** is a period of time when minted cards will have a given **Pack ID**. The traits of a card will be interpreted based on the **Pack ID** they have.

Current planned seasons:

- **GEN0** – Generation 0. This is the alpha season where cards are minted and burned for testing purposes. 5000 promo cards will be minted during this time period to give alpha testers.
- **GENI** – Genesis season. 5000 promo cards will be minted to kick off the Genesis season. All 5000 promo cards will be auctioned off on the Dark Emblem Smart Contract.
- More seasons will be announced in the future.