

**DARKTIMES**  
DARKPAPER

**DARKTIMES**<sup>TM</sup>

Draft  
Not for distribution



# CONTENTS

DARKTIMES	2
Game Development	3
DARKTIMES Franchise	3
DARKTIMES Gameconomy	4
\$TIMES Game Utility Loop	6
\$TIMES Token	7
\$TIMES Distribution	9
Token Treasury	10
Token Vesting	11
\$TIMES Vesting Schedule	12
Token Staking	13
Token Absorption	14
Token Revenue Distribution	15
Net Token Distribution Burn / Game Fund	16
Ratio of Burned to Retained Token	18
Impact of Burn on Total Token Supply	18
Disclaimer	19



# DARKTIMES

From a portfolio of 500+ investments, Animoca Brands handpicked **DARKTIMES** as one of only three games to be built at its legendary game studio, Blowfish Studios.

A multiplayer Brawler Royale, **DARKTIMES** combines the dark fantasy vibe of Diablo with the competitive gameplay of Fortnite and the incentives of real-money gaming.

- Set in a medieval world, **DARKTIMES** is a visually stunning PvP game with a highly engaging physics based combat system at its core
- Deep character progression and customisation give players multiple paths to success - the result is a dynamic game of 'magic, mixed with madness'
- A social game, **DARKTIMES** is funny, brutal and highly addictive, and emphasises both free-for-all individual skill, as well as cooperative team-based strategies

**DARKTIMES** is the real life Hunger Games; the further you go, the more you can win. The thrill of these real losses and real wins keeps gamers and degens coming back again, and again, and again.

**DARKTIMES** is also tailor-made for the era of social gaming, content creation, and streaming, with compelling GameFi design.

- It is designed for memes, sharing with friends, and viral social media campaigns
- Free-to-play (with clear monetisation) and not token gated
- Distribution through a variety of channels including plans for the Epic Games Store and future mobile app.
- Straight forward Fiat and Crypto onboarding
- Native \$TIMES token integrated as fundamental part of gameplay rewards

**DARKTIMES** is crafted like a traditional game and propelled by a thoughtful token economy. It is well funded, built by an award winning game studio, and targets actual web3 players and communities.

**\$TIMES is the entry ticket to the best ride of 2024.**

**DARKTIMES™**



# GAME DEVELOPMENT

Development of **DARKTIMES** began in late 2021.

**DARKTIMES** has been designed and produced by a rockstar team with experience working at, with, and for EA, Blizzard, Oculus Rift, Horna, Gameloft, Square Enix, The Witcher, and more.

**DARKTIMES** is developed by renowned game studio, Blowfish Studios. It is funded by over 20 meaningful and experienced gaming and crypto investors.

A rich world of narrative and lore, industry leading graphics, and game engines combine to create a visually stunning, immersive, game.

## DARKTIMES FRANCHISE

**DARKTIMES** will become the leading darkish-fantasy franchise in web3. It is an intoxicating blend of fantasy, humour, scintillating gameplay, and has untold transmedia potential.

The **DARKTIMES** game for gamers is the first in a suite of entertainment products as part of the DARKTIMES franchise. These will all revolve around a series of web3 digital assets which are owned by the community. At the centrepiece of the **DARKTIMES** universe is the \$TIMES Token.

### Planned Roadmap:

- DARKTIMES game
- DARKTIMES mobile expansion
- DARKTIMES console expansion
- Anime pilot + limited series
- Retail merchandise expansions (phygital assets, merchandise, etc)
- Future game titles



# DARKTIMES GAMEECONOMY

As an ecosystem, our view is that, aside from a lack of asset ownership, rapacious cost structures, and blatant disregard for communities, there's not that much wrong with traditional games; but there's a lot that could be better.

Whilst it may be "dark times", the goal of the **DARKTIMES** Game-economy is to create a light, bright, growing and self-sustaining Web3 ecosystem.

**DARKTIMES** is free-to-play, but easy to monetise. This is crucial in large scale player acquisition.

At its heart, the economic structure is built around a functioning, lively, and dynamic asset - **DARKTIMES** - with economic value of the game represented by the market capitalisation of the \$TIMES token.

\$TIMES is the lifeblood of the **DARKTIMES** game and the essence of the greater franchise.

A key consideration in the development of **DARKTIMES** has been to create a game and an economy that is fun, social, replayable, and pulls well-known levers to keep gamers coming back for more.



**DARKTIMES™**



# DARKTIMES GAMECONOMY

By capturing social gamers with disposable income and turning them into repeat players, we generate strong network effects.

The Gameconomy is set up to grow with multiple incentive structures. The core loops of this include:

- Simple player onboarding through traditional free download and play, with simple and immediate monetisation
- Rewarding players for interacting with the game and the ecosystem around the game. The more they immerse themselves in the **DARKTIMES** experience, the greater the rewards. Additionally, **DARKTIMES** leverages a novel burn mechanic as a revolutionary player acquisition strategy - turning token holders into active gamers, and gamers into holders
- A non-inflationary environment where in-game sinks absorb supply; the greater the player numbers, the deeper these sinks and pools become, and the more effective the economy as a result

- Creating multiple layers of earning potential for various player archetypes (the casual player, the semi-pro, the scout, the scholar, the landlord, the reward seeker, etc)
- Enabling token holders to share in the success of the ecosystem, and, ultimately, decide what success looks like for themselves

In short the Gameconomy will reward those who risk for it, play for it, and die for it.



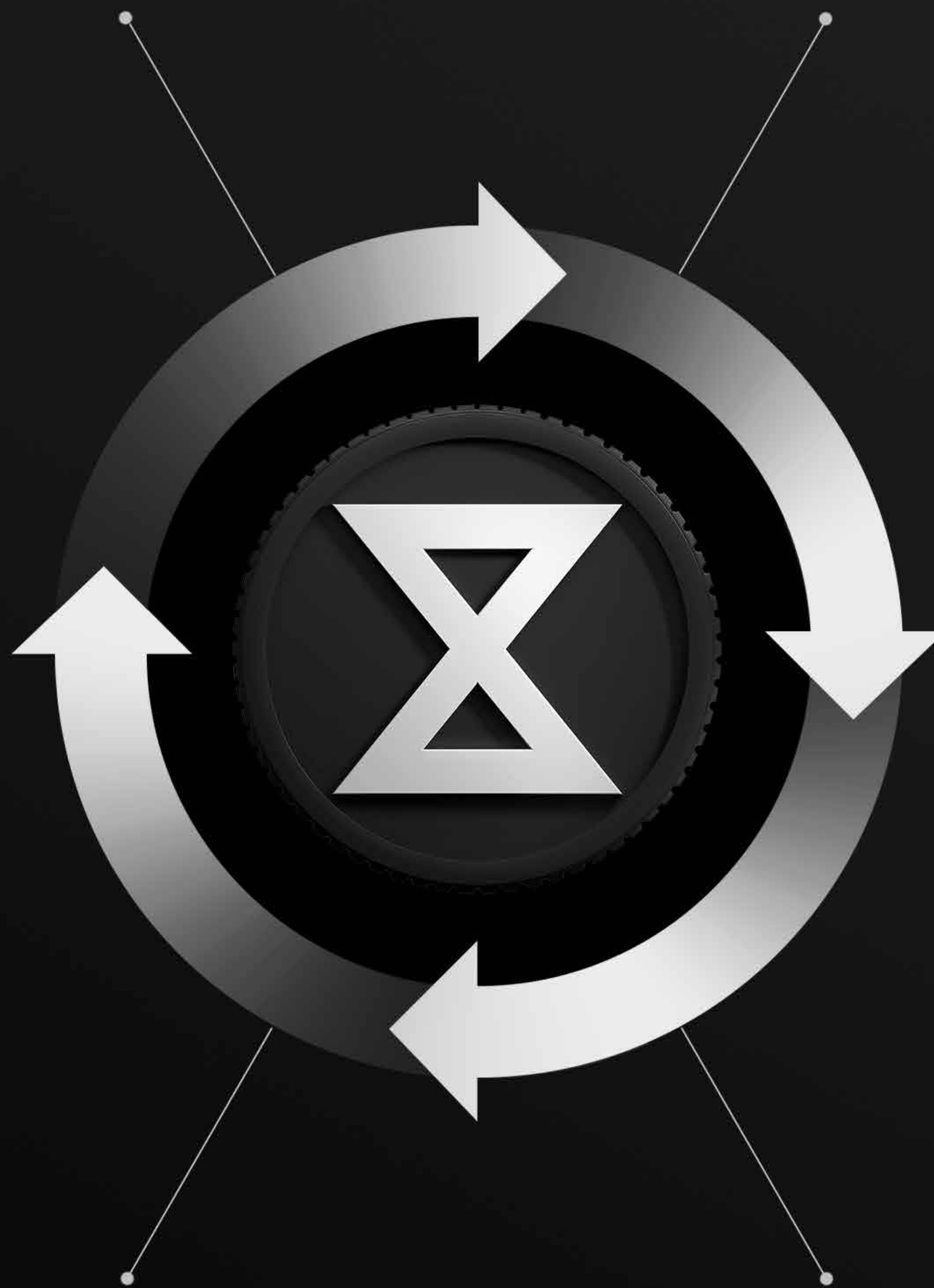
# \$TIMES GAME UTILITY LOOP

## MORE PLAYERS ATTRACTED

Value of rewards attracts additional players and further engages existing players

## NEW PLAYERS

Activity drives demand for \$TIMES



## VALUE OF REWARDS

\$TIMES price appreciation increases value of rewards

## \$TIMES DEMAND

Demand for \$TIMES increases as supply is absorbed



# \$TIMES TOKEN

Symbiotic to the success of the **DARKTIMES** games is \$TIMES. This serves as the in-game currency.

\$TIMES is the heart of the **DARKTIMES** franchise; it gives central foundation to the game, and almost every expansion of the brand that is planned to follow, both within future games, and across transmedia and popular culture. \$TIMES is the lifeblood of the brand.

**DARKTIMES** and \$TIMES are co-designed to drive utility and value to the token while enhancing the game experience. At launch, \$TIMES will be used for:

## **Gameplay**

- Skins and cosmetics
- Trading for in-game currency
- Loadout weapons
- Buying Battle Passes that allow access to the highest tiers of real money rewards and prizepools
- In-game rewards
- Buying and selling in-game assets, equipment, abilities and content
- Unlocking unique in-game items

## **Community**

- Token gated discord channels
- Access to exclusive members only events, meet-ups, dev chats, access, and meet and greets

## **Staking**

- Ecosystem participation through \$TIMES staking



# \$TIMES TOKEN

As user counts increase and expansions are rolled out, the token will be integrated more deeply into the franchise, allowing for increased access and privileges across the entire **DARKTIMES** franchise.

As the franchise is developed and a critical player mass is achieved, the deeply embedded \$TIMES token can be used to allow the community to fully experience the **DARKTIMES** ecosystem.

The success of \$TIMES is intrinsically linked to the number of players in the game and in-game activity. Player numbers are supported by the game's unique streamability, close relationships with content creators, and player's ability to win real rewards.

A core onboarding strategy is leveraging the power of free-to-play.

Whilst this is the heart of player acquisition, and there will always be free to play elements within the franchise, each player will require access to \$TIMES to participate in the most rewarding aspects, and to be able to participate in the **DARKTIMES** Season prizepools, which are expected to be substantial; in the hundreds of thousands, or even millions of dollars.

By working with traditional game developers to build the core game, but also leveraging the vast expertise of game designers with decades of experience in developing real-money gaming and casino-style games, **DARKTIMES** combines a traditional game experience with proven psychological levers that keep players playing - in turn creating massive demand for \$TIMES.



# \$TIMES DISTRIBUTION

## INSTITUTIONAL INVESTORS

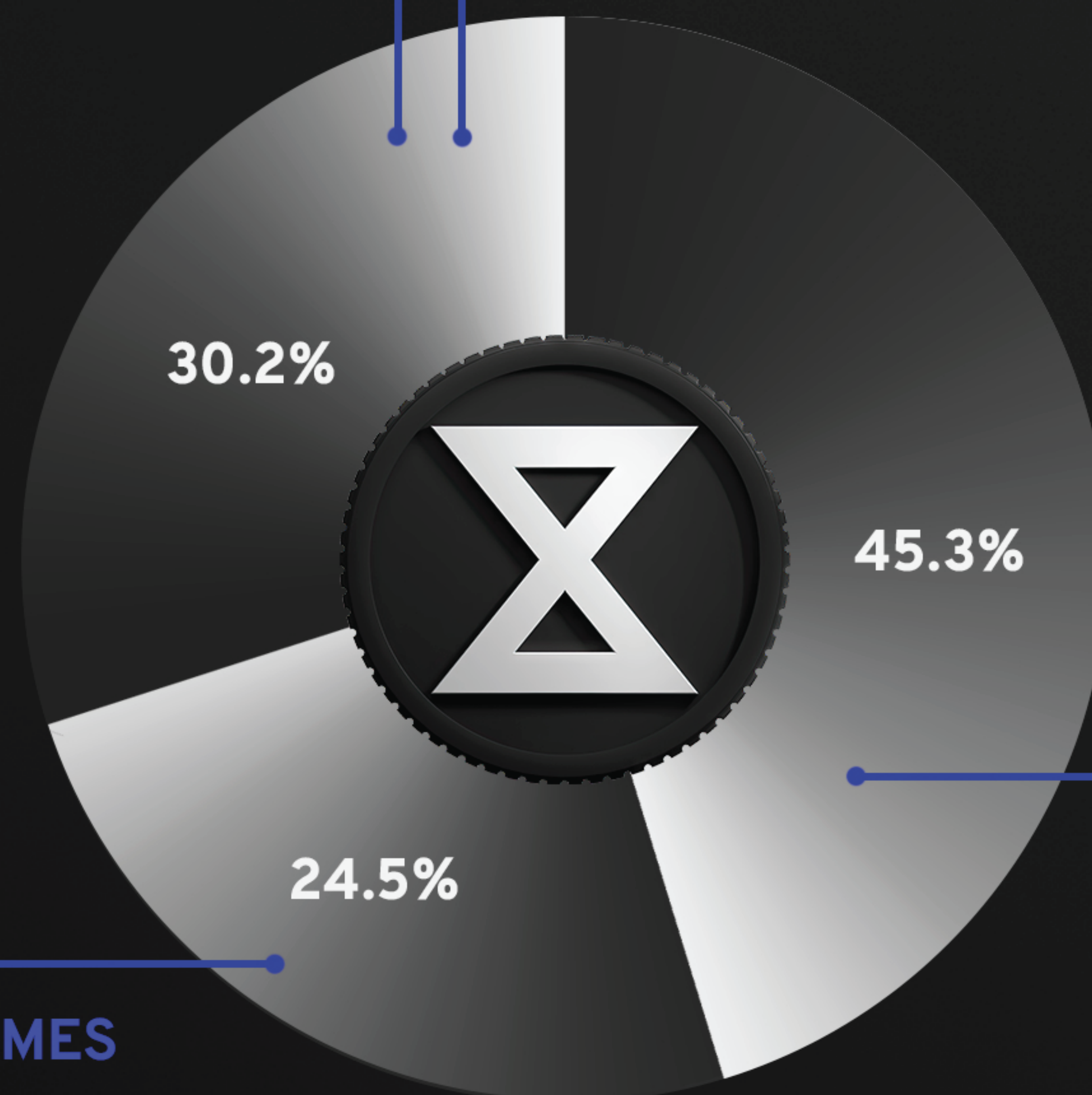
**Strategic Investors  
Fuelling Expansion**

15% at TGE, remainder  
unlocking over 18 months

## COMMUNITY SALE

**Public Access to  
the \$TIMES Token**

20% at TGE, remainder  
unlocking over 12 months



## CONTRIBUTORS

**The Builders Behind DARKTIMES**

### Team

12 month lock-up, remainder  
unlocking over 24 months

### Studios & Advisors

1% at TGE, remainder  
unlocking over 30 months

## ECOSYSTEM GROWTH FUND

**Rewards, Marketing, Airdrops,  
Liquidity & Future Funding**

13% at TGE, remainder  
unlocking over 48 months

**TOTAL SUPPLY 1.000.000.000**

# TOKEN TREASURY

The game will maintain a Treasury function which will be responsible for holding and managing the volume of \$TIMES used within the game.

The Treasury will also maintain, where required, fiat balances for reward, liquidity, operational and marketing purposes. These will be accumulated either on market, via an afterburner, or from in game purchases (IAP).

On top of this, over time, players will build up \$TIMES balances within the game, absorbing \$TIMES supply from the market.



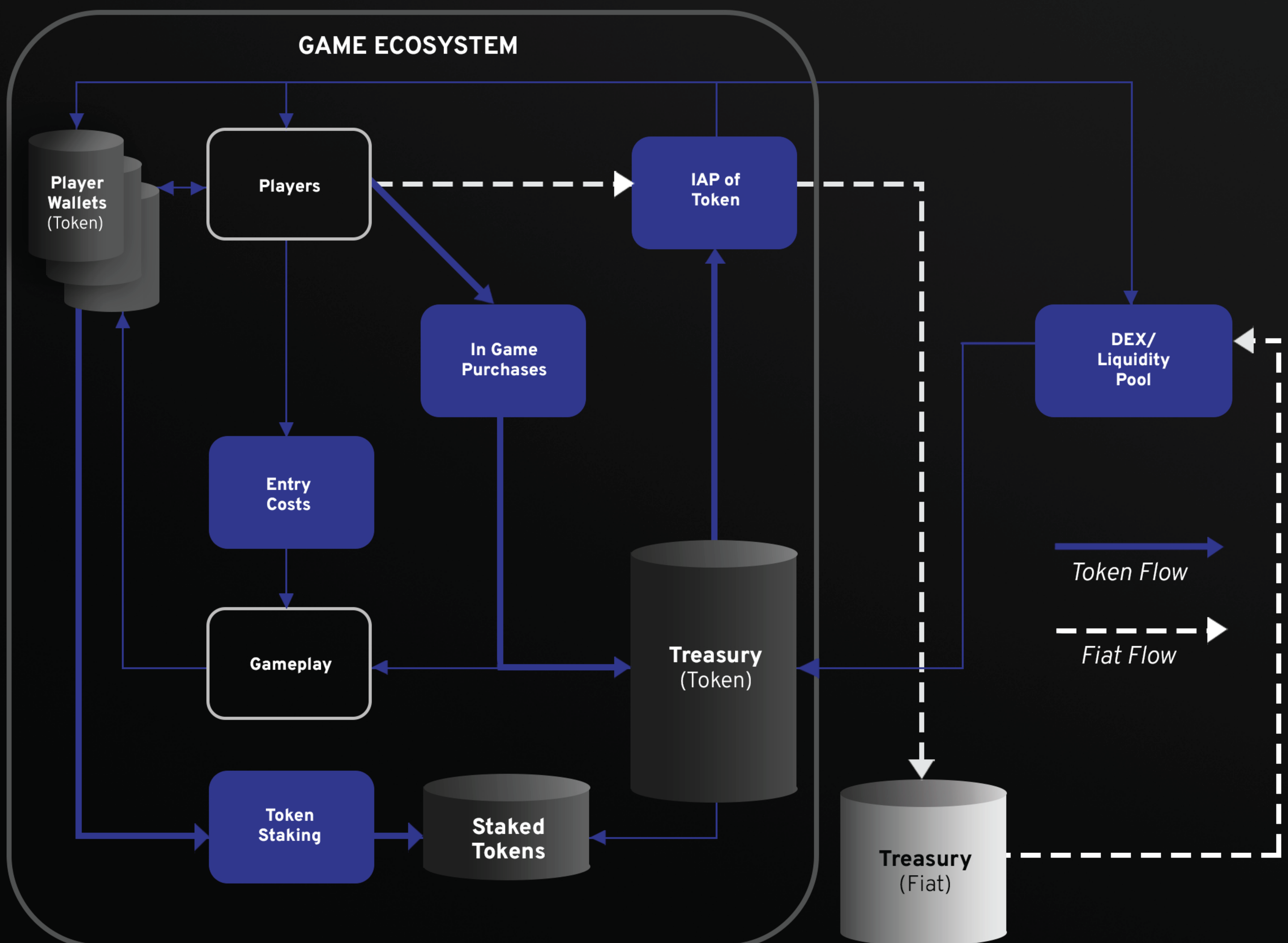
# TOKEN TREASURY

This has been extensively modelled based on traditional game economies and known player behaviour, using industry leading economic simulation tools such as Machinations.

Players of **DARKTIMES** will be further incentivised to hold or 'pool' tokens in their wallets to receive special access events, rewards, and cosmetics, which are distributed randomly after snapshots are taken of token balances.

The Treasury will algorithmically align overall game token holdings to ensure in-game liquidity of token and also balance in-game inflation so there is price stability within the game.

The Treasury will also purchase - on market - additional \$TIMES to ensure in-game supply of token to meet game activity and turnover. This will have the added effect of driving up demand for the token, thereby increasing its value.





# TOKEN VESTING

Crucially, the main contributors to **DARKTIMES**, including Blowfish Studios themselves, have taken payment for their work in \$TIMES; all the incentives of ecosystem partners are aligned to drive the game and \$TIMES forward.

The founding team itself has an extended vesting schedule, delayed 12 months after TGE, as a show of confidence. \$TIMES is the mechanism which brings the contributors together, and ensures that the goal of a long lasting and sustainable ecosystem is a shared one.

The vesting schedule for participants in the Pre-Sale is for 20% of the token to be vested at TGE and then 6.66% each month for the next 12 months.

TGE is set for September 2024.



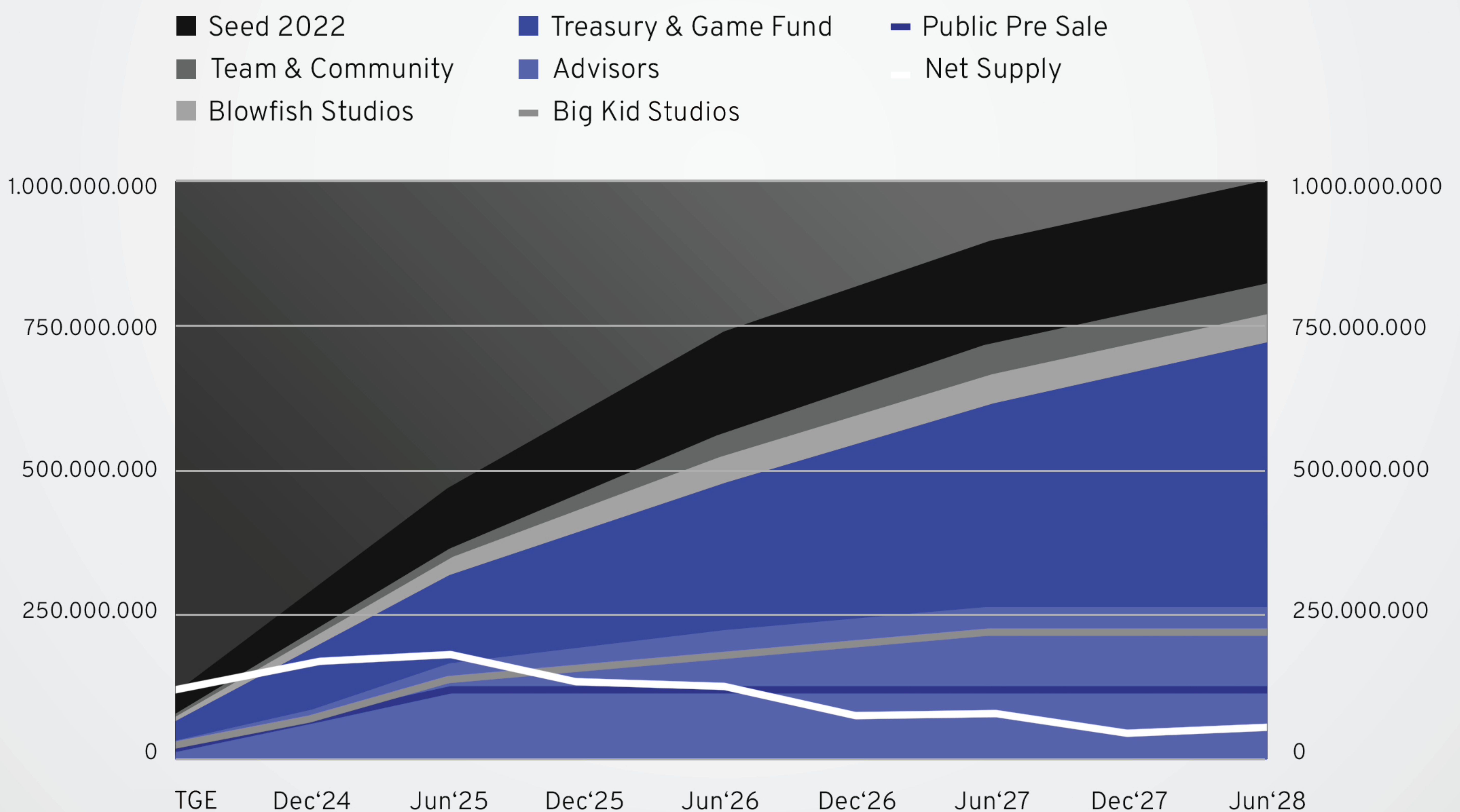
# \$TIMES VESTING SCHEDULE

**Total Fixed Supply: 1,000,000,000**

The vesting schedule is designed to coincide with the liquidity requirements for the game in alignment with its quarterly based seasons and projected player acquisition schedule.

The total supply of \$TIMES will be minted at genesis and vest to the community, sale participants, investors, developers, and the **DARKTIMES** treasury on a periodic basis over time.

This is a single fungible token system consisting of a fixed maximum supply of 1 billion \$TIMES.



*Note: This excludes impact of Token Staking and game utility absorption.*



# TOKEN STAKING

Holders of \$TIMES will have the opportunity to stake their holdings, and are rewarded for supporting the ecosystem. Holders will be able to stake at any time, however, there will be set caps on the volume of Token that may be staked at any given time. This will facilitate an orderly market where supply and demand for Tokens are more evenly matched.

The longer Tokens are staked, the higher the return received.

## Proposed Staking Returns

Initial Token staking will likely be available in Sept. 2024, after TGE. Two tranches of staking will be offered:

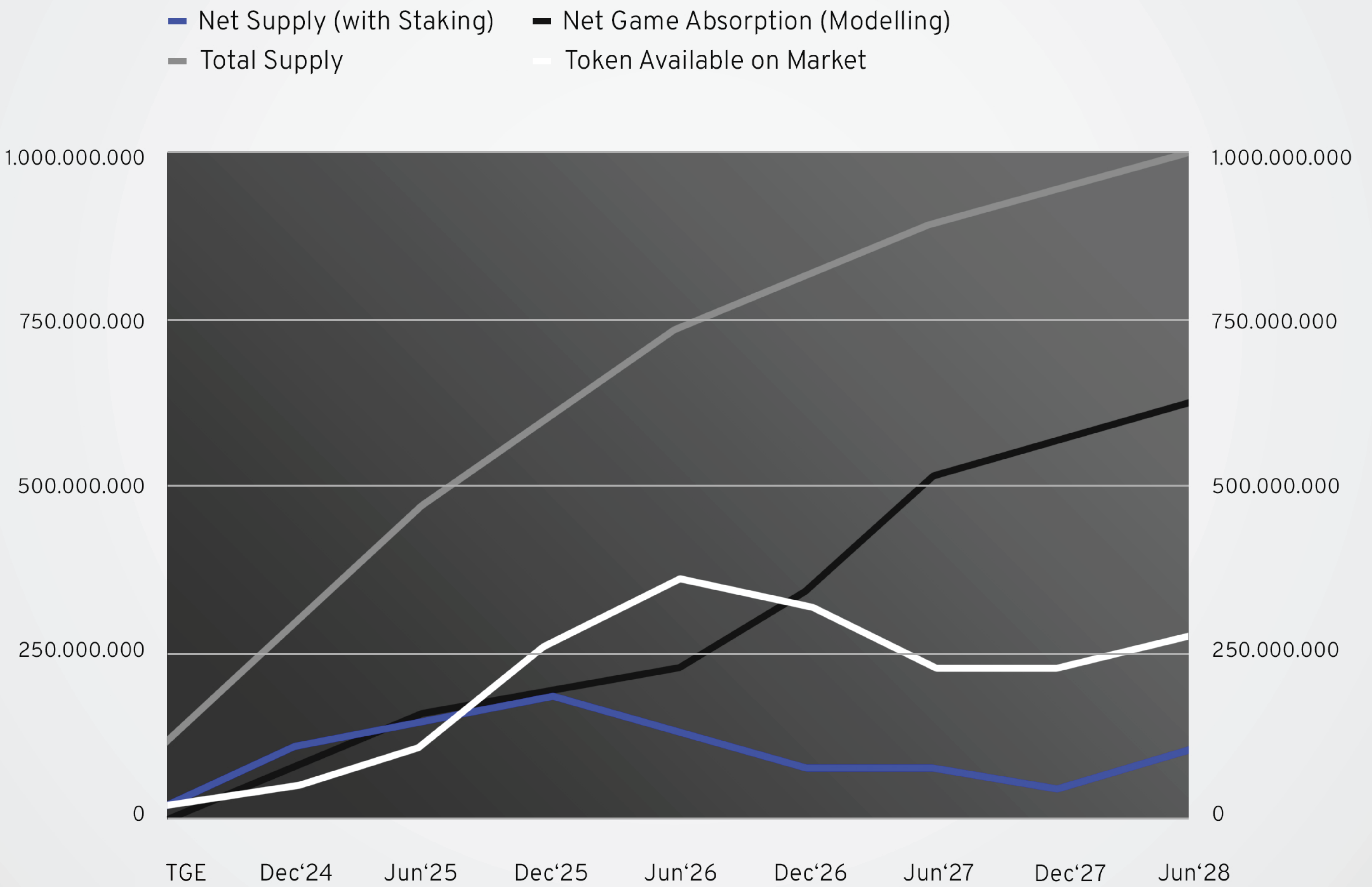
- Token staking for 6 months with an APY of 14%
- Token staking for 12 months with an APY of 18%





# TOKEN ABSORPTION

Available token supply is actively absorbed from the market. The **DARKTIMES** game is designed to encourage players and token holders to retain balances of the token. This results in net absorption, as token is released into the market via vesting. To help smooth out this supply a generous token staking mechanism is made available to holders.





# TOKEN REVENUE DISTRIBUTION

Net Token revenue is distributed between staking, burning, Season Prize Fund and Game Fund using a dynamic 2 stage distribution algorithm.

**Stage 1.** Allocate tokens to the Season Prize Fund until it contains 250% of the Season prize value, ensuring an additional Season and a half of rewards.

Revenue Distribution;

- Staking rewards - 30%
- Season prize fund - 70%

**Stage 2.** Once the prize fund target is met, distribute revenue between staking, burn & game fund.

Revenue Distribution;

- Staking rewards - 30%
- Burn/gamefund - 70%

The portion of revenue allocated to staking is designed to substantially cover any staking reward payout. The excess token, in effect, further removes token from the circulating supply.



# Net Token Distribution

## Burn/Game Fund

**DARKTIMES** leverages a novel burn mechanic as a revolutionary player acquisition strategy. Once the Season Prizepool is filled in Stage 1, the remaining \$TIMES revenue is divided between the game fund and a burn allocation using a dynamic distribution function.

This function is designed in a way that incentivizes players to not only hold their token within the in-game wallet, but to also be an active user of the game - meaning the more active players holding tokens in-game the more tokens are burnt - incentivising holders to be active players of the game, and players to be holders.





# Net Token Distribution

## Burn/Game Fund

Burned tokens;

$$BT = Re \cdot 0.7 \cdot BM$$

Gamefund;

$$GF = Re \cdot 0.7 \cdot KM$$

Where;

$$KM = \int_0^1 x^{R \cdot C} dx$$

$$BM = 1 - KM$$

$$R = \frac{T}{Cs}$$

$$T = Pl \cdot \mu$$

Where;

BM = Burn Multiple

KM = Keep Multiple

Cs = Circulating Token Supply

Re = Net Token Revenue for a given season

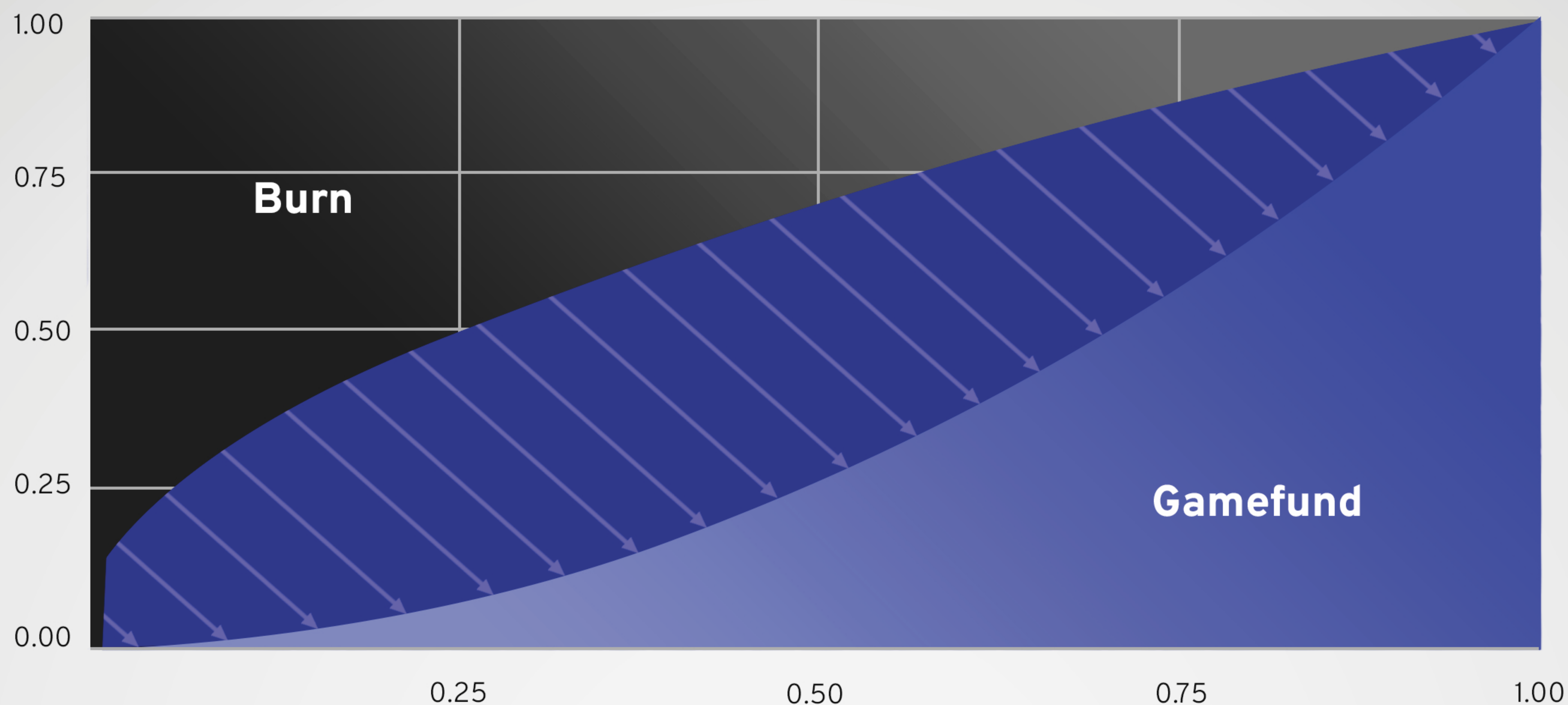
Pl = Players in a given season

$\mu$  = Average number of tokens held by each player  
in game wallet for a given season

C = Variable that decreases regularly as  
**DARKTIMES** gains exposure



# Ratio of Burned to Retained Token



The more token held by active in game wallets the more token is burned.

## Impact of Burn on Total Token Supply

The amount of \$TIMES tokens that have been burnt have the effect of reducing the maximum supply permanently. The value of M is reduced at the end of every season (calculation period) by this amount, B, and included in other calculations.

$$M_t = M_{t-1} - B_t$$

Where M is Maximum token supply.



# DISCLAIMER

This whitepaper (“Darkpaper”) and the Websites are intended for general informational purposes only and does not constitute a prospectus, an offer document, an offer of securities, or capital markets products, or digital payment tokens, or a solicitation for investment, or any offer to sell any product, instrument, or asset (whether digital or otherwise). The information herein may not be exhaustive and does not imply any element of a contractual relationship. There is no assurance as to the accuracy or completeness of such information and no representation, warranty or undertaking is or is purported to be provided as to the accuracy or completeness of such information.

Nothing in the Darkpaper or the Websites constitutes any offer by Social Republic Limited (SRL) and its affiliates and related corporations (“DARKTIMES”) to sell any \$TIMES nor shall it or any part of it nor the fact of its presentation form the basis of, or be relied upon in connection with, any contract or investment decision. Nothing contained in the Darkpaper or the Websites is or may be relied upon as a promise, representation or undertaking as to the future performance of DARKTIMES. The information set out in the Darkpaper and the Websites is for community discussion only and is not legally binding.

No person is bound to enter into any contract or binding legal commitment in relation to the acquisition or receipt of \$TIMES, and no digital asset or other form of payment is to be accepted on the basis of the Darkpaper or the Websites. The agreement for distribution of \$TIMES and/or continued holding of \$TIMES shall be governed by a separate set of terms and conditions setting out the terms of such distribution and/or continued holding of \$TIMES which shall be separately provided to you or made available on the Website.

No regulatory authority has examined or approved, whether formally or informally, any of the information set out in the Darkpaper or the Websites. No such action or assurance has been or will be taken under the laws, regulatory requirements or rules of any jurisdiction. The publication, distribution or dissemination of the Darkpaper or the Websites does not imply that the applicable laws, regulatory requirements or rules have been complied with.

## NO FURTHER INFORMATION OR UPDATE

The information in this Darkpaper is current only as of the document version stated on the cover hereof. Information about any token sale, the \$TIMES functions, information concerning business operations, financial conditions and future planning of DARKTIMES may change from time to time and the information contained in this Darkpaper or the Websites may become outdated as a result and none of the members of DARKTIMES are under any obligation to update or correct this document in connection therewith. This Darkpaper does not constitute any binding commitment. Please do not rely on this information in deciding whether to purchase any \$TIMES because ultimately, the development, release, and timing of any products, features or functionality remains at the sole discretion of DARKTIMES and is subject to change. Further, the Darkpaper or the Websites may be amended or replaced from time to time. There are no obligations to update the Darkpaper or the Websites, or to provide recipients with access to any information beyond what is provided herein.