

# Dark Steel Darkpaper - EN



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## Dark Steel - Overview

Welcome Dark Steel's darkpaper. This is a F2P-P2E game where you can fight against a multitude of enemies, collaborate with other users and fight them for their loot.

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### [Darkpaper in Spanish](#)

The **darkpaper** is a document in constant **evolution** and as such is subject to changes that may occur during development. Last update May 18, 2022. Author: [David Garcia Poyo](#).

[Dark Steel](#) is an **NFT game** for **Android** and **iOS**. As game developers we believe in the future of **blockchain** technology and its settlement in the entertainment industry as one of the pillars for the development of new game styles and mechanics in an open, transparent and unique universe.

In **Dark Steel**, players will be able to collect warriors, knights and assassins, as well as their equipment, armor and weapons as limited edition NFT items. These characters can be used to participate and compete in the **various game modes** based on ruthless 3D combat in a medieval world where only honor counts for success.

Just by playing the different game modes, players will enter our **economic reward system** based on **free transactions between players**, receive progress and experience and the possibility to compete for the recognition of the community by becoming the best soldiers of the game. Players will also be able to **clone, merge or upgrade their NFTs**, as well as **collect tokens**, our main currency and trade it all on the marketplace.

The main cryptocurrency is a multifunctional token (**Red Steel \$RSTL**) that will be allocated during private and public sales with pre-established proportions to ensure the liquidity and maintenance of the economic system of the video game. This token will also be essential to carry out certain transactions with the game's NFTs.





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2. You are responsible for ensuring and complying with the requirements, regulations and restrictions set forth in each case, as applicable.
3. You acknowledge, understand and agree that Tokens or any other in-game assets may not have any monetary value and do not represent a guarantee or reservation of value. As such, they are not considered an investment product and are not intended for any speculative purpose.
4. Neither the Company nor the Distributor or their respective affiliates or the Dark Steel team members shall have any responsibility with regard to the value of any assets in the market, the transfer and/or liquidity or the availability of such assets through, or otherwise, to any third party.
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# COMPANY

## Vision and Values

Our considerations on the introduction of blockchain technology into the video game industry.

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### Philosophy

With over **8 years of experience** in video game development, we firmly believe that the main reason a game is successful is the quality of the experiences that it brings to the players. Besides the possibility of gaining exchange assets through a game, the main motivation for a player to enjoy an interactive and ludic content is **entertainment**. This is our vision, to offer controlled and long-lasting game mechanics as well as economic systems, moving away from pyramid schemes and deflationary economies based on the constant acquisition of new audiences to revitalize the assets of the first players.

For all these reasons, we work every day to offer new, interesting and fun **utilities** to our NFTs in order to **increase the value** of our content in long term. This is without a doubt the best way to reward our entire community, especially those who trusted this project during the early stages of its development.

We are passionate about creating a **fair ecosystem** for players around the world, without borders. We believe that players should own their own assets and have full ownership of what they buy or earn. We believe that players should be able to participate in an open market where any value they bring to the ecosystem should be rewarded as in any **real-world economy**.

### Security

As experienced developers, we are well aware of the predatory mechanisms behind the Play to Earn and Free to Play business models. It is for this reason that we believe that Blockchain technology, based on transparency, helps us to validate our honesty, showing the economic systems we propose to the players to freely value their strengths, opinions and considerations in our **community channels**.

### Property

During this past year we have been able to analyze different titles marketed under the name of Play to Earn that actually render part of the properties of their NFTs on their own private servers. Although this is a resource that saves developers queries and updates to the blockchain network and allow to facilitate the balancing work, we believe that this devalues the real properties of NFTs and their very raison of being, an immutable nature owned by their holder, **the player**. That is why, as far as possible, our NFTs will have most of their **properties** (utilities) specified in their own contract, without using encryption that would make it difficult for the community to understand and fairly value each one of our NFTs.

# Dark Curry

Our story

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**Dark Curry** is a video game studio based in **Barcelona** founded in **2014** by developers with extensive experience in the video game industry. The first game of the company, [Final Kick](#), is an online soccer game for mobile platforms that today accumulates more than **30 million downloads worldwide**, appears.

Shortly after the release of the game, it reached the **Top 7** of the most downloaded apps in the **USA** and was highlighted in all **Apple** platforms. Afterwards the game surpassed it's own download record on **Google Play**.

In **2015** **Equalicious** was published as a serius game designed in line with the rise of *Brain Training Games* modalities. The game is also published in the main mobile stores: Apple, **Android** and **Windows Phone**.

Dark Curry has also moved into the field of **Virtual Reality (VR)**, first with **Final Kick VR**, a virtual reality version of the successful soccer video game and subsequently embarking on the development of [Undead Citadel](#) which is currently in its final stages of production and has a release date for the **Q3 of 2022**. The game will be available on platforms such as **Steam**, **Oculus** and **PlayStation VR**.



Daniel Solís (CEO) and Pau Illán (CEO)

Dark Curry currently has a multitude of simultaneous developments, some of which will be announced during the course of 2022. Under the supervision and tutelage of an excellent team of specialists passionate about video games and proactive with the adoption and integration of new emerging technologies such as **Blockchain**.

# Team

Meet our team

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The Dark Curry **team** is made up of a wide range of **professionals** from the videogame industry. All of them come from companies in which they gained **technical and human knowledge** that legitimates their participation in the various projects of the company and especially in Dark Steel.

- [Daniel Solís](#) → CEO, Blockchain Development Director, IT Specialist
- [Pau Illán](#) → CEO, Creative Director, Lead Artist
- [David Garcia Poyo](#) → Game Economy Designer for F2P and P2E products
- [Extrys Casasola](#) → Blockchain Programmer
- [Danny Gonzalez](#) → Blockchain Programmer
- [Frederic Gil](#) → Project Manager, Data Analyst
- [Oscar Copado](#) → Backend Developer
- [Wei Zheng](#) → Gameplay Programmer
- [Sule Billur](#) → Concept Artist
- [Javier Benitez](#) → 3D Generalist

The team members have participated on the development of **over 20 videogames** for various platforms, such as:

- **Wanted Weapons of Fate**
- **Train Crisis (series)**
- **Striker Soccer (series)**
- **Tadeo Jones**
- **Tadeo Jones and the Lost Scroll**
- **Pro Basket Manager**
- **Wild Summer**
- **Euroleague Basketball Manager**
- **International Basketball Manager**
- **Magnate**
- **Wild Guardians**
- **Cybertitans**
- **Hyperstacks**



## Partners

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### [Be Global](#)

BeGlobalDAO: Your DeFi in one platform. Invest in early projects, trade your favourite NFTs or earn yield by lending your assets.



### [Gamevolution](#)



# GAME

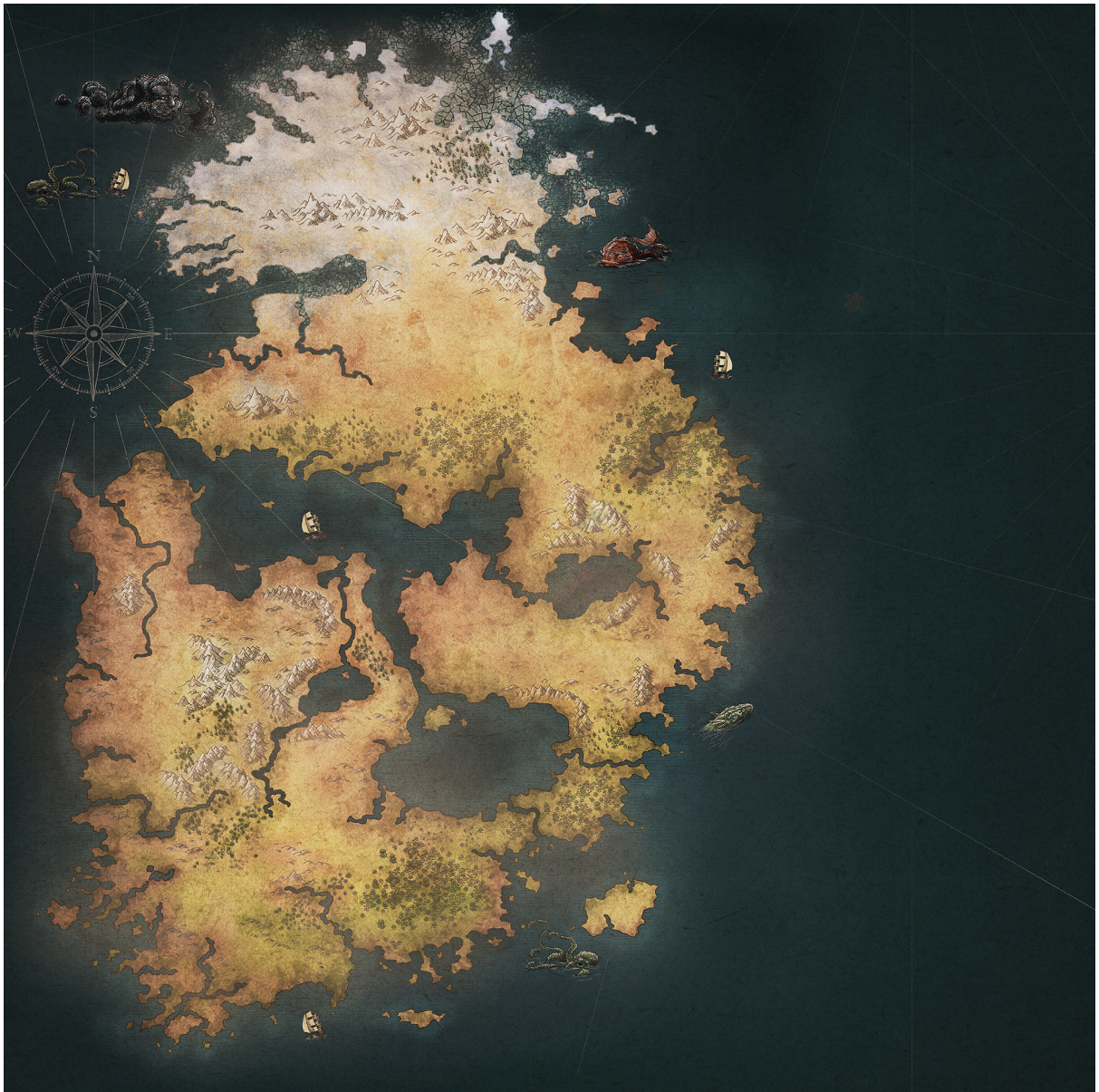
## History

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In a world struck by hunger and years of war between nations, kings and houses for control of the few remaining fertile territories have left a dark, barren and hopeless land. They have left a dark, waste and hopeless land. Each passing year is a long and grim punishment to the eyes of men who see an uncertain future, as if a dense fog is obscuring their sight and twisting their souls. A name is the only wealth that can grant a man a certain status and recognition. The rest of men have nothing, human life is not worth, in too many occasions life is less than a piece of clothing with no holes in it or a bowl of cold, thin soup.

Yet, amongst so much pain and despair, a whisper travels across the continent. A shy rumor of a little explored land, a nameless island, said to give men a new beginning. A place where the past does not matter, where new legends can be forged and where certain materials are hidden with which to make weapons and armor with properties beyond human imagination.

It is said that reaching this land is not easy, men must let themselves be captured by slavers in the west, as only those have the knowledge to cross the dense mist and the sharp cliffs that surround it. Only the strongest of men survive the journey across the sea to end up imprisoned and awaiting their chance to prove their value.



# Gameplay

## Combat system

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### Combat

Dark Steel's gameplay consists of a **third person 1 vs 1 combat**. The player can take control of his character and decide what actions to perform to solve the confrontation. **Move, dodge, attack or block** are the basic moves that the player can command with subtle movements described on his device's touch screen. His **equipment** and skills will largely determine the outcome of the fight, allowing the player to perform different actions or provoke certain effects on his opponent.

The game's camera is automatically positioned, as well as the orientation of the characters within a **3D scenario** using **realistic physics and graphics** that run on mobile devices.



Capture of Dark Steel gameplay

### Classes

There are **3 classes** available when creating an account in Dark Steel. Within the game there are objects to reset this type of characteristics, giving the possibility of using specialized equipment from your inventory in all classes that exist in the game.

1. **Assassin** --> High attack, possibility of equipping a dagger in each hand.
2. **knight** --> High resistance, possibility of equipping shields.
3. **Warrior** --> Balanced, possibility of equipping heavy weapons.





Dark Steel concept image

Player classes have a certain influence load. That is, there are classes that are more effective against others. In this sense the knight has an extra effect on the assassin, the assassin on the warrior and the warrior on the knight.

**Assassin (+) --> Warrior (-)**

**knight (+) --> Assassin (-)**

**Warrior (+) --> knight (-)**

## Telents

In addition to the stats and special weapons for each class, there is a **talent tree** to enhance different aspects of combat, as well as active and passive **skills** that act during gameplay. Allowing the player to specialize in a specific combat style or strategy, improving attributes such as life or adding enhancers to certain types of armor and weapons.



Talent trees

Talent trees are unlocked only with **talent points** that are acquired each time the player gains experience. There are **50 levels** that give the player a total of **50 points** to distribute in a talent tree that can absorb up to 65 talent points. Read well the attributes of each talent and invest in the best strategy.

## Special skills

Some of the unlockable talents are active attacks of great power that can be launched during combat. Special attacks generate great damage to the enemy and their use can turn the odds of a fight.

- Assassin
  - Blind Rage → Greatly increases damage for a set amount of time.
  - Hemorrhage → Inflicts critical damage to the enemy and deals bleeding damage.
  - Mock Death → When receiving a mortal blow, one life point will remain.
- knight
  - Tremble → Stamps on the ground with force to stun the enemy for a few seconds.
  - Devastator → Inflicts a large amount of critical damage to the enemy.

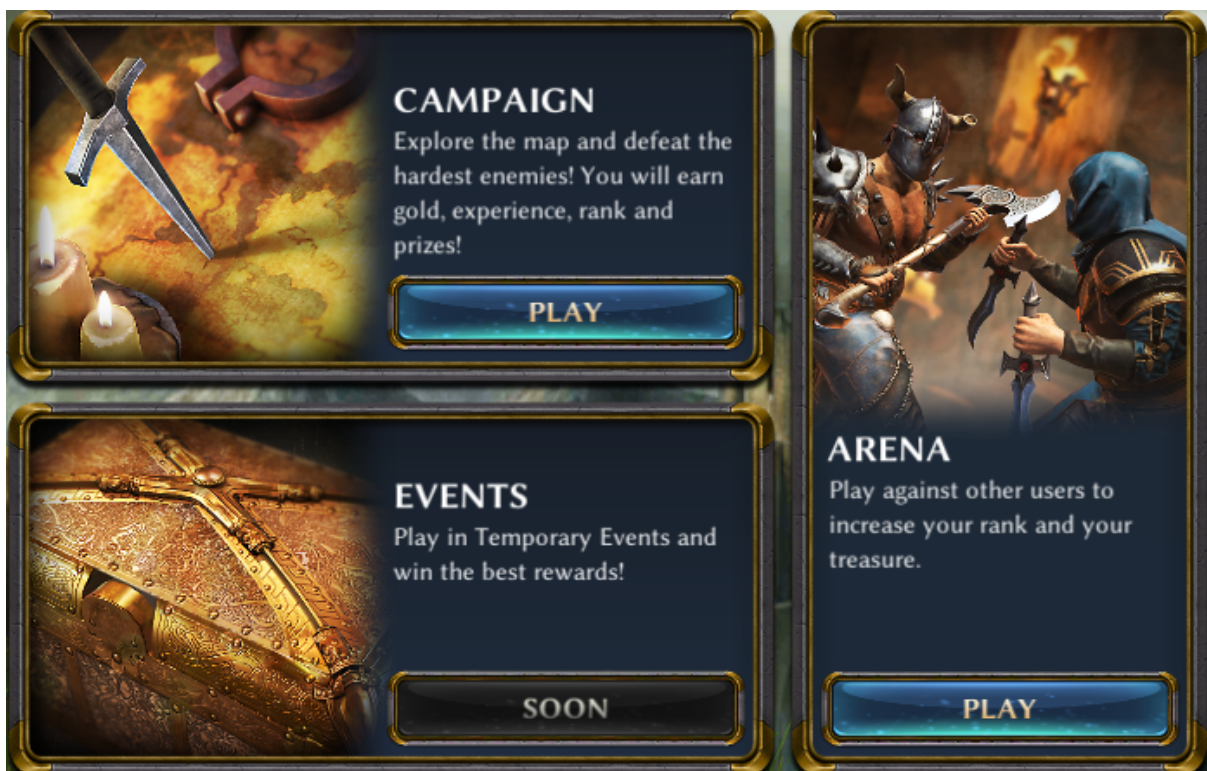
- Purity → Increases the damage considerably when the health is higher than 75%.
- Warrior
  - Demoralizing Scream → Reduces the enemy's damage for a set amount of time.
  - Trauma → Inflicts a large amount of critical damage to the enemy with a heavy weapon.
  - Rage → Greatly increases damage when life is less than 25%.

## Game modes

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Dark Steel has **3 different game modes** that players can find in the "Fight" menu. All modes take advantage of the player's **inventory** and each of them provides one or another asset necessary for the progress of each character, both in the **Free to play** version and in the **Play to Earn** version.

1. Campaign (PVE)
2. Arena (PVP)
3. Events



"Fight" Menu of Dark Steel

### Campaign

The **Campaign** mode is available from the start of the game and it is where the tutorial is located. In this mode players can consume their energy to participate in combat and earn rewards such as **energy packs**, **soft and hard in-game currency**, as well as **non-NFT items**.

### Arena

Players who reach **level 5** will be able to access the **arena**, a system of duels between players. This mode allows you to attack other players to loot part of their **medals** (PVP currency).



To challenge another player, you only need to consume mana, which, like energy, will be recovered over time. You can use the coins of other players to buy sand chests in the store and get items exclusive to this mode.

## Events

**Events** are temporary game modes that grant the winners **exclusive rewards (NFT items)**. In order to access them, the player must reach **level 15**. The game mode of the events is diverse and new modes of competition and collaboration between users will be developed during the game's lifespan.

## Campaign

The **Campaign** (PVE) mode is made up of a series of **chapters**, **maps**, and **nodes** spread across the world of Dark Steel. Each of the **5 chapters** contains **6 maps** that, in turn, contain **5 nodes** that represent an enemy to beat. It is necessary to follow the marked path, in order to fully unlock the content of all chapters..

Each node is assigned an energy consumption and, in turn, some rewards that allow the user to decide what type of asset they prefer to accumulate: Gold, Gems, Experience, Weapons or Armor. All the nodes of the campaign mode allow players to **repeat them** as many times as they want and thus obtain, in addition to game currency and experience, the **items** they need (swords, axes, helmets...) depending on the **rarity** and type that you decide.

All reward items obtained in this mode are **non-NFT items**, but can be used in all other modes and playstyles, including the event, which does provide **exclusive rewards**.

When selecting each of the maps of any chapter, an information box will appear at the **bottom** with the type of objects that the enemies of the selected map hide.



Maps of the second chapter of the Dark Steel campaign mode

Upon defeating an enemy, the player will be able to activate **auto mode** to farm the rewards from that node with up to **10 auto battles**. An **AI** will take control of the character to engage the enemy. **The ability to increase combat speed** to reduce cooldown will also be enabled if the player wishes.



Dark Steel Campaign Mode Map



Combat Menu



Stop conditions for automatic mode



## Arena

Arena is a **competitive mode** (PVP) that players can play without prejudice to other modes. This means that it does not consume energy (necessary for the campaign mode and events) but it does consume **Mana**, a separate resource, which is required for each looting attempt. Every time a player attacks another, Mana will be consumed and combat will take place. If the attacking player wins, he will steal **15% of his medals from the other player**. If you loot a player with a lot of medals, the bigger the loot will be!



If a player is looted, they automatically go into a **protection mode** that will prevent other players from looting them for a set amount of time. The main objective of the player is to obtain enough medals to buy Arena chests and thus **progress** in inventory and power.

There is no other possibility to get medals other than playing Arena mode, so players who prefer to play this mode will be clearly identified by the rest of the players, since they will be equipped with **objects characteristic** of this mode.



Arena Chests

All reward items obtained in this mode are **non-NFT items**, but can be used in all other modes and playstyles, including the event, which does provide **exclusive rewards**.

## Events

Events are **temporary** game modes that allow players to use their energy to defeat special enemies in **cooperative gameplay**. Unlike the other modes, the events will have a **start date** and an **end date** shared by the entire community. The players, or group of players, who progress the most in these challenges will be rewarded with **items with unique properties** that cannot be found in the rest of the game. In addition to holding the **throne of the week**, where the entire community will be able to see the achievements and equipment of the best players.

The event modalities **will be diverse**, testing each one of the challenges so that the community decides which ones are the most **fun**. The Dark Steel team will take into account the feedback and reactions of the community to change, remove or design new challenges that fit with this cooperative game mode.



Ingolstadt Fortress

## Rewards

The event rewards are the main draw of this mode. Depending on the type of event the player participates in, they will access different **exclusive rewards**. For example, winners of **open events** (participation without NFT items is allowed) will be able to purchase **NFT items from the current event**. Players who participate in the exclusive mode (only players with one or more NFT items equipped can participate) will be able to obtain Game **Token**.

## Play 2 Earn

The first versions of Dark Steel, available for Android and iOS, will be enabled with full P2E integration, including marketplace, token farming and NFT utilities.

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Dark Steel is a free-to-play **P2E game**, that is it includes an entire **F2P** economy and progression and participates in the main features of **Blockchain games**, to allow an open economy and a free market of **NFT items** and **tokens** between players.

The player has the possibility to play only the **F2P version**, everything he gets in the game will be non-NFT objects, and the **coins** he generates can be used within his session to perform the different functionalities that these objects allow: **Merge**, **improve** or **melt**, are recurring game mechanics for player progress. Coins cannot be traded or sold outside of the user's F2P account.

However, at any time the player can **link his wallet** to his user account. Once a wallet is linked to a user account, the player will be able to access the P2E game and see how the **NFT objects they** own have been assigned to their inventory.



## How to Earn

How can I earn game assets on the Blockchain?

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Dark Steel players have the option to earn in - game assets (**NFTs** or **Tokens**) **completely free of charge**. For this it is necessary that they play the different modes of the game and decide the best strategy to achieve them.

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how to earn NFT's?

The best strategy to win the NFTs of the Game for free is to play **Campaign mode (PVE)** and **Arena mode (PVP)**, to improve your team as much as you can. Get a lot of attack and defense points to face powerful enemies!

Once you have reached **Level 15** and equipped yourself with your best weapons and armor, visit **the event**. The event is a **10-day** temporary **game mode**. The event allows you to compete with other players for a reward that will be assigned to all users who have linked their wallet to their user account.

Every 10 days a total of **32 NFT's will be distributed** to the best 32 players of the event who have their linked wallets, up to a total of **1632 NFT's** during **the first 510 days** from the global launch of the game.

The higher your position in the **final Ranking of the Event**, the higher your rarity and value NFT will be.

Position	Rarity	Number of NFT's
TOP 1	Legendary	1
TOP 2-3	Epic	2
TOP 4-8	Rare	5
TOP 9-16	uncommon	8
TOP 17-32	Common	16

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How to earn tokens?

The **Red Steel (\$RSTL)** is the name of the Game token. Once you have obtained your NFT items, you can use them in different ways to get the Game Token.

- Play with them in **campaign mode (PVE)** to extract Token. When you win campaign mode matches with one or more NFT items equipped, you will automatically generate token. To earn all the token that an NFT can generate in a day, you need to spend all **1080 points of daily energy** in battle wins. Depending on the rarity and level of the NFT item you will generate more or less daily token.

Rarity	Daily Token Level 20 Fusion 0	Daily Token Level 30 Fusion 1	Daily Token Level 40 Fusion 2	Daily Token Level 50 Fusion 3
1	38	94	225	501
2	46	116	279	819
3	60	149	357	794
4	80	200	480	1067
5	127	266	639	1420

\*For heavy items a X2 is applied.

\*Review the complete table in the subcategory "Generation Table".

- Participate in the **P2E event**. Users who have an equipped NFT will be able to access the P2E Event competition. The P2E Event is a competition that lasts for **5 days**. Once the Event has finished, players will be allocated a pot based on their position in the Ranking and the number of participants. Each event will have a **fixed prize of tokens** that will be distributed based on the percentages in the following table. The prizes will be distributed throughout the first **96 months** (8 years) after the launch of the game.

Users	TOP 1	TOP 2	TOP 3	TOP 4	TOP 5	TOP 6	TOP 7	TOP 8	TOP 9-16	TOP 17-32	TOP 33-64	TOP 65-128
1-8	50,00 00000 %	30,00 00000 %	20,00 00000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %
9-16	40,00 00000 %	27,00 00000 %	19,00 00000 %	14,00 00000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %
17-32	32,00 00000 %	22,00 00000 %	16,50 00000 %	12,50 00000 %	9,000 0000 %	8,000 0000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %
33-64	29,75 00000	18,75 00000	14,75 00000	11,250 0000	8,500 0000	7,000 0000	5,500 0000	4,500 0000	0,000 0000	0,000 0000	0,000 0000	0,000 0000

	%	%	%	%	%	%	%	%	%	%	%	%
65-12 8	25,75 00000 %	17,05 00000 %	11,000 0000 %	8,500 0000 %	6,250 0000 %	5,000 0000 %	4,000 0000 %	3,170 0000 %	2,410 0000 %	0,000 0000 %	0,000 0000 %	0,000 0000 %
129-2 56	20,00 00000 %	14,00 00000 %	9,450 0000 %	7,700 0000 %	6,000 0000 %	5,000 0000 %	4,000 0000 %	3,125 0000 %	1,640 6300 %	1,100 0000 %	0,000 0000 %	0,000 0000 %
257-5 12	18,25 00000 %	13,25 00000 %	8,420 0000 %	7,000 0000 %	5,625 0000 %	4,600 0000 %	3,600 0000 %	2,650 0000 %	1,300 0000 %	0,730 0125 %	0,453 9000 %	0,000 0000 %
513-X	17,80 00000 %	12,75 00000 %	7,850 0000 %	6,092 0000 %	5,075 0000 %	4,120 0000 %	3,200 0000 %	2,325 0000 %	1,050 0000 %	0,510 0000 %	0,317 1250 %	0,220 0000 %

Month	Tokens per Month	Tokens per Events
1	480.480	80.080
2	530.400	88.400
3	686.400	114.400
4	717.600	119.600
5-8	780.000	130.000
9-14	811.200	135.200
15-21	811.200	135.200
22-35	811.200	135.200
36-50	780.000	130.000
51-65	717.600	119.600
66-80	500.448	83.408
81-96	312.000	52.000

Tabla de Generación

Level Fusion	Level	Daily Token Common rarity	Daily Token Uncommon rarity	Daily Token Rare rarity	Daily Token Epic rarity	Daily Token Legendary rarity
0	1	25	27	41	58	72
0	2	25	28	42	59	73
0	3	25	29	43	60	74
0	4	25	30	44	61	75
0	5	25	31	45	62	77
0	6	25	32	46	63	79
0	7	25	33	47	64	81
0	8	26	34	48	65	83
0	9	27	35	49	66	85
0	10	28	36	50	67	87
0	11	29	37	51	68	89
0	12	30	38	52	69	91
0	13	31	39	53	70	93
0	14	32	40	54	71	95
0	15	33	41	55	72	97
0	16	34	42	56	73	99
0	17	35	43	57	74	101
0	18	36	44	58	76	103
0	19	37	45	59	78	105
0	20	38	46	60	80	107
1	1	55	66	83	112	149
1	2	56	67	85	114	152
1	3	57	68	87	116	155
1	4	58	69	89	118	158
1	5	59	70	91	120	161
1	6	60	71	93	122	164
1	7	61	72	95	124	167
1	8	62	73	97	127	170
1	9	63	74	99	130	173
1	10	64	76	101	133	177
1	11	65	78	103	136	181
1	12	66	80	105	139	185
1	13	67	82	107	142	189

1	14	68	84	109	145	193
1	15	69	86	111	148	197
1	16	70	88	113	151	201
1	17	71	90	115	154	205
1	18	72	92	117	157	209
1	19	73	94	119	160	213
1	20	74	96	121	163	217
1	21	76	98	123	166	221
1	22	78	100	125	169	226
1	23	80	102	128	172	231
1	24	82	104	131	176	236
1	25	84	106	134	180	241
1	26	86	108	137	184	246
1	27	88	110	140	188	251
1	28	90	112	143	192	256
1	29	92	114	146	196	261
1	30	94	116	149	200	266
2	1	105	127	163	218	290
2	2	107	130	166	222	296
2	3	109	133	169	227	302
2	4	111	136	172	232	308
2	5	113	139	176	237	314
2	6	115	142	180	242	320
2	7	117	145	184	247	327
2	8	119	148	188	252	334
2	9	121	151	192	257	341
2	10	123	154	196	262	348
2	11	125	157	200	267	355
2	12	128	160	204	272	362
2	13	131	163	208	278	369
2	14	134	166	212	284	377
2	15	137	169	216	290	385
2	16	140	172	220	296	393
2	17	143	175	224	302	401
2	18	146	179	229	308	409
2	19	149	183	234	314	417
2	20	152	187	239	320	426

2	21	155	191	244	327	435
2	22	158	195	249	334	444
2	23	161	199	254	341	453
2	24	164	203	259	348	462
2	25	167	207	264	355	471
2	26	170	211	269	362	481
2	27	173	215	274	369	491
2	28	177	219	280	377	501
2	29	181	223	286	385	511
2	30	185	228	292	393	521
2	31	189	233	298	401	532
2	32	193	238	304	409	543
2	33	197	243	310	417	554
2	34	201	248	316	425	565
2	35	205	253	322	434	577
2	36	209	258	329	443	589
2	37	213	263	336	452	601
2	38	217	268	343	461	613
2	39	221	273	350	470	626
2	40	225	279	357	480	639
3	1	186	230	296	397	529
3	2	190	235	302	405	540
3	3	194	240	308	413	551
3	4	198	245	314	421	562
3	5	202	250	320	430	573
3	6	206	255	327	439	585
3	7	210	260	334	448	597
3	8	214	265	341	457	609
3	9	218	270	348	466	621
3	10	222	276	355	476	634
3	11	227	282	362	486	647
3	12	232	288	369	496	660
3	13	237	294	377	506	673
3	14	242	300	385	516	687
3	15	247	306	393	527	701
3	16	252	312	401	538	715
3	17	257	318	409	549	730

3	18	262	324	417	560	745
3	19	267	331	425	571	760
3	20	272	338	434	583	775
3	21	278	345	443	595	791
3	22	284	352	452	607	807
3	23	290	359	461	619	823
3	24	296	366	470	632	840
3	25	302	373	480	645	857
3	26	308	381	490	658	874
3	27	314	389	500	671	892
3	28	320	397	510	685	910
3	29	327	405	520	699	929
3	30	334	413	531	713	948
3	31	341	421	542	728	967
3	32	348	430	553	743	987
3	33	355	439	564	758	1007
3	34	362	448	575	773	1028
3	35	369	457	587	789	1049
3	36	377	466	599	805	1070
3	37	385	476	611	821	1092
3	38	393	486	623	838	1114
3	39	401	496	636	855	1137
3	40	409	506	649	872	1160
3	41	417	516	662	890	1184
3	42	426	527	675	908	1208
3	43	435	538	689	927	1233
3	44	444	549	703	946	1258
3	45	453	560	717	965	1284
3	46	462	571	732	985	1310
3	47	471	583	747	1005	1337
3	48	481	595	762	1025	1364
3	49	491	607	778	1046	1392
3	50	501	619	794	1067	1420

\*For heavy items a X2 is applied.

# ECONOMIC SYSTEM

## NFT's

What are our NFT's?

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In Dark Steel each character can equip different **weapons** and **armor**. These items are essential for the player to progress their gaming experience, participate in events and tournaments, and fully enjoy the Dark Steel experience.

In this way, each character can equip certain items, depending on their **class** and the **talents** they have unlocked.



- Assassin
  - Assassin armor.
  - Short weapons.



- Daggers.
- Knight
  - Knight armor.
  - Short weapons.
  - Shields.
- Warriors
  - Warriors armor.
  - Short weapons.
  - Heavy weapons.

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## Distribution

The Dark Steel NFT's are divided into 3 unique games:

- NFT's Pre-Sales.
- NFT's F2P Event Rewards.
- Team NFT's.

Batch	Description	NFT's Number
Total NFT's	Initial number of NFT's	10587
NFT's Pre-Sales	Number of NFTs for sale for a limited time in the in-game Marketplace.	8895
Event F2P NFT's	Number of NFTs that will be distributed in the F2P event during 510 days.	1632
Team NFT's	NFT's for Development, test, Marketing... etc.	60

## Properties



Properties	Description	Values
Rarity	Marks the rarity of the item. An item never changes rarity.	Common, Uncommon, Rare, Epic and Legendary
Fusion Level	Determines the number of times an item has been fused.	0-3
Level	Best level of the item within its fusion level.	Fusion 0 --> 1-20 Fusión 1 --> 1-30 Fusión 2 --> 1-40 Fusión 3 --> 1-50
Remaining clones	Indicates the number of clones that an item allows to make.	3-0
Token/Day	Indicates the amount of Token that an NFT can produce daily	38-1420
Class	Indicates the class of the item	Non Class Assassin Knight Warrior
Type	Indicates the nature of the item to be allocated in the player's inventory	Helmet Armor Gloves Legs Shield Dagger Short weapons Heavy weapons
Exclusiveness	Percentage, over the total, of equal items.	%
Set	Set to which the Armour item belongs	1-X

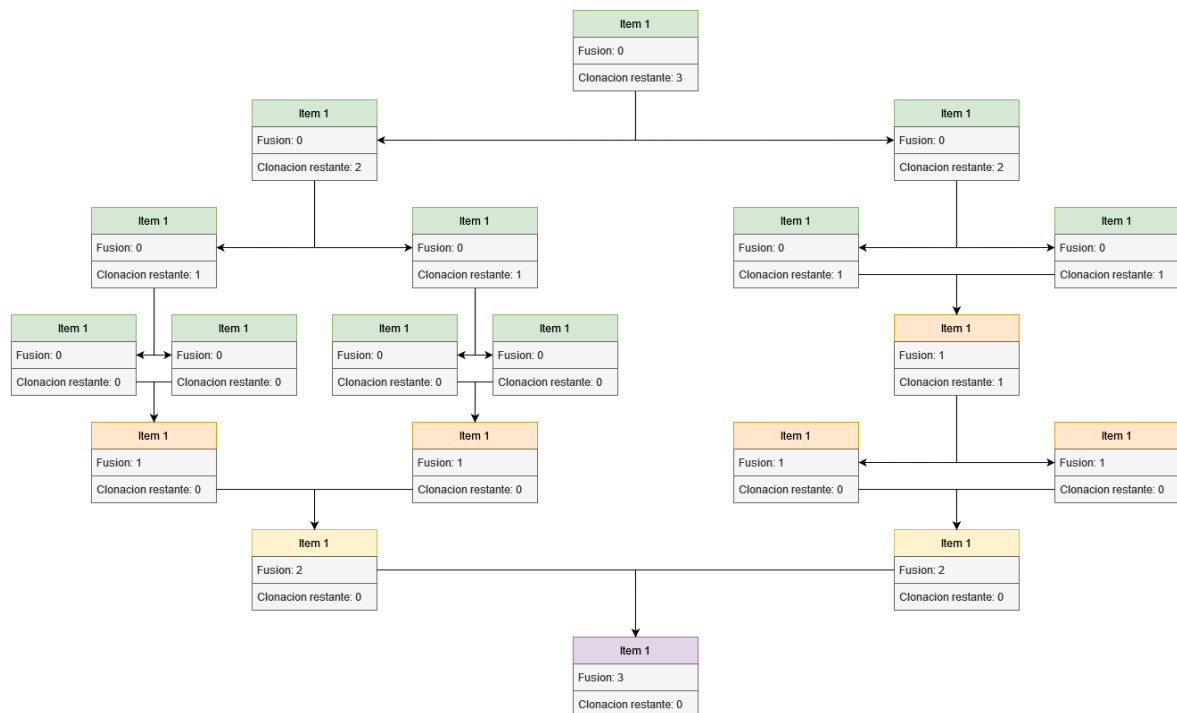
## Progression

The improvement of each NFT is structured in different parts in which the user must intelligently reinvest the Game Token. In order for an NFT to reach its **maximum potential**, it is necessary to go through the different **stages** of improvement:

- **Upgrade** --> Increase NFT Level.
- **Cloning** --> Duplicate the NFT to get two copies of it (Only available when the item is fully upgraded).
- **Fusion** --> Merge the same NFTs to get one with higher potential (Only available when the item is fully upgraded).

Each of these actions involves burning the token.

The combination of these functionalities allows the same NFT to have different paths that the user can use to improve it to the maximum.



### Upgrade

An item can be upgraded without needing to be merged or cloned in exchange for small Game Token transactions. Upgrading an item will increase:

- Attack points.
- Defense Points.
- Daily Token Generation.

Level Fusion	Level	Token Common cost	Token Uncommon cost	Token Rare cost	Token Epic cost	Token Legendary cost
0	1	8	10	13	17	23
0	2	9	11	14	19	25
0	3	10	12	15	21	28
0	4	11	13	17	23	30
0	5	12	15	19	25	33
0	6	13	16	20	28	37
0	7	14	18	23	30	40
0	8	16	19	25	33	44
0	9	17	21	27	37	49
0	10	19	23	30	40	54
0	11	21	26	33	44	59
0	12	23	28	36	49	65
0	13	25	31	40	54	71
0	14	28	34	44	59	78
0	15	30	38	48	65	86
0	16	33	41	53	71	95
0	17	37	46	58	79	104
0	18	41	50	64	86	115
0	19	45	55	71	95	126
0	20	0	0	0	0	0
1	1	11	14	17	24	31
1	2	12	15	19	26	34
1	3	13	17	21	28	38
1	4	15	18	23	31	42
1	5	16	20	26	34	46
1	6	18	22	28	38	50
1	7	20	24	31	42	55
1	8	22	27	34	46	61
1	9	24	29	37	50	67
1	10	26	32	41	55	74
1	11	29	35	45	61	81
1	12	32	39	50	67	89
1	13	35	43	55	74	98
1	14	38	47	60	81	108
1	15	42	52	66	89	119
1	16	46	57	73	98	131

1	17	51	63	80	108	144
1	18	56	69	88	119	158
1	19	61	76	97	131	174
1	20	68	83	107	144	191
1	21	74	92	118	158	211
1	22	82	101	129	174	232
1	23	90	111	142	191	255
1	24	99	122	157	210	280
1	25	109	134	172	232	308
1	26	120	148	190	255	339
1	27	132	163	208	280	373
1	28	145	179	229	308	410
1	29	159	197	252	339	451
1	30	0	0	0	0	0
2	1	16	20	26	35	46
2	2	18	22	28	38	51
2	3	20	24	31	42	56
2	4	22	27	34	46	62
2	5	24	30	38	51	68
2	6	26	33	42	56	75
2	7	29	36	46	62	82
2	8	32	39	50	68	90
2	9	35	43	56	75	99
2	10	39	48	61	82	109
2	11	42	52	67	90	120
2	12	47	58	74	99	132
2	13	51	63	81	109	145
2	14	56	70	89	120	160
2	15	62	77	98	132	176
2	16	68	84	108	145	194
2	17	75	93	119	160	213
2	18	83	102	131	176	234
2	19	91	112	144	194	258
2	20	100	124	158	213	283
2	21	110	136	174	234	312
2	22	121	150	192	258	343
2	23	133	164	211	283	377

2	24	146	181	232	312	415
2	25	161	199	255	343	456
2	26	177	219	281	377	502
2	27	195	241	309	415	552
2	28	214	265	340	456	608
2	29	236	291	374	502	668
2	30	259	321	411	552	735
2	31	285	353	452	608	809
2	32	314	388	497	668	890
2	33	345	427	547	735	978
2	34	380	469	602	809	1076
2	35	418	516	662	890	1184
2	36	460	568	728	978	1302
2	37	506	625	801	1076	1433
2	38	556	687	881	1184	1576
2	39	612	756	969	1302	1733
2	40	0	0	0	0	0
3	1	25	31	39	53	71
3	2	27	34	43	58	78
3	3	30	37	48	64	85
3	4	33	41	52	71	94
3	5	36	45	58	78	103
3	6	40	50	63	85	114
3	7	44	54	70	94	125
3	8	48	60	77	103	137
3	9	53	66	85	114	151
3	10	59	73	93	125	166
3	11	65	80	102	137	183
3	12	71	88	112	151	201
3	13	78	97	124	166	221
3	14	86	106	136	183	243
3	15	95	117	150	201	268
3	16	104	128	165	221	295
3	17	114	141	181	243	324
3	18	126	155	199	268	356
3	19	138	171	219	295	392
3	20	152	188	241	324	431

3	21	167	207	265	356	474
3	22	184	228	292	392	522
3	23	203	250	321	431	574
3	24	223	275	353	474	631
3	25	245	303	388	522	695
3	26	270	333	427	574	764
3	27	297	366	470	631	840
3	28	326	403	517	695	925
3	29	359	443	568	764	1017
3	30	395	488	625	840	1119
3	31	434	537	688	924	1231
3	32	478	590	757	1017	1354
3	33	525	649	832	1119	1489
3	34	578	714	916	1230	1638
3	35	636	786	1007	1354	1802
3	36	699	864	1108	1489	1982
3	37	769	951	1219	1638	2180
3	38	846	1046	1340	1802	2398
3	39	931	1150	1474	1982	2638
3	40	1024	1265	1622	2180	2901
3	41	1126	1392	1784	2398	3192
3	42	1239	1531	1963	2638	3511
3	43	1363	1684	2159	2901	3862
3	44	1499	1852	2375	3192	4248
3	45	1649	2038	2612	3511	4673
3	46	1814	2241	2873	3862	5140
3	47	1995	2465	3161	4248	5654
3	48	2195	2712	3477	4673	6220
3	49	2414	2983	3824	5140	6842
3	50	0	0	0	0	0

\*For heavy items a X2 is applied



## Cloning

A fully upgraded item within its fusion level can be cloned into two copies of it with identical characteristics, except for the number of clones remaining. The following table shows the Cloning costs.

Level Fusion	Common Rarity Price	Uncommon Rarity Price	Rare Rarity Price	Epic Rarity Price	Legendary Rarity Price
0	361	446	571	768	1022
1	1443	1783	2286	3072	4089
2	5772	7131	9143	12288	16356

\*For heavy items a X2 is applied

## Fusion

As long as the player has two of the same items (at the same fusion level and same number of clones remaining) they can fuse them to get a new item with higher potential. The following table shows the Fusion costs.

Level Fusion	Common Rarity Price	Uncommon Rarity Price	Rare Rarity Price	Epic Rarity Price	Legendary Rarity Price
0	721	891	1143	1536	2044
1	2886	3566	4572	6144	8178
2	11363	14040	18000	24192	32200

\*For heavy items a X2 is applied

## Scholarship

Dark Steel's NFT's contain a functionality that allows the owner to **give up** his NFT so that another player collaborates in the **P2E strategy**. In this way, two users will be able to **cooperate** to optimize the use of their combined energy in the different PVE and Event game modes.



- **The owner** can decide what commission he wants to establish for the use of his NFT.
- **The owner** can reclaim their NFT at any time.

## Token

The Game Token, called **Red Steel (\$RSTL)**, is the cornerstone of game progress. It is a **multifunctional token** that allows players to execute the **key actions** of the video game in order to fully enjoy the experience.

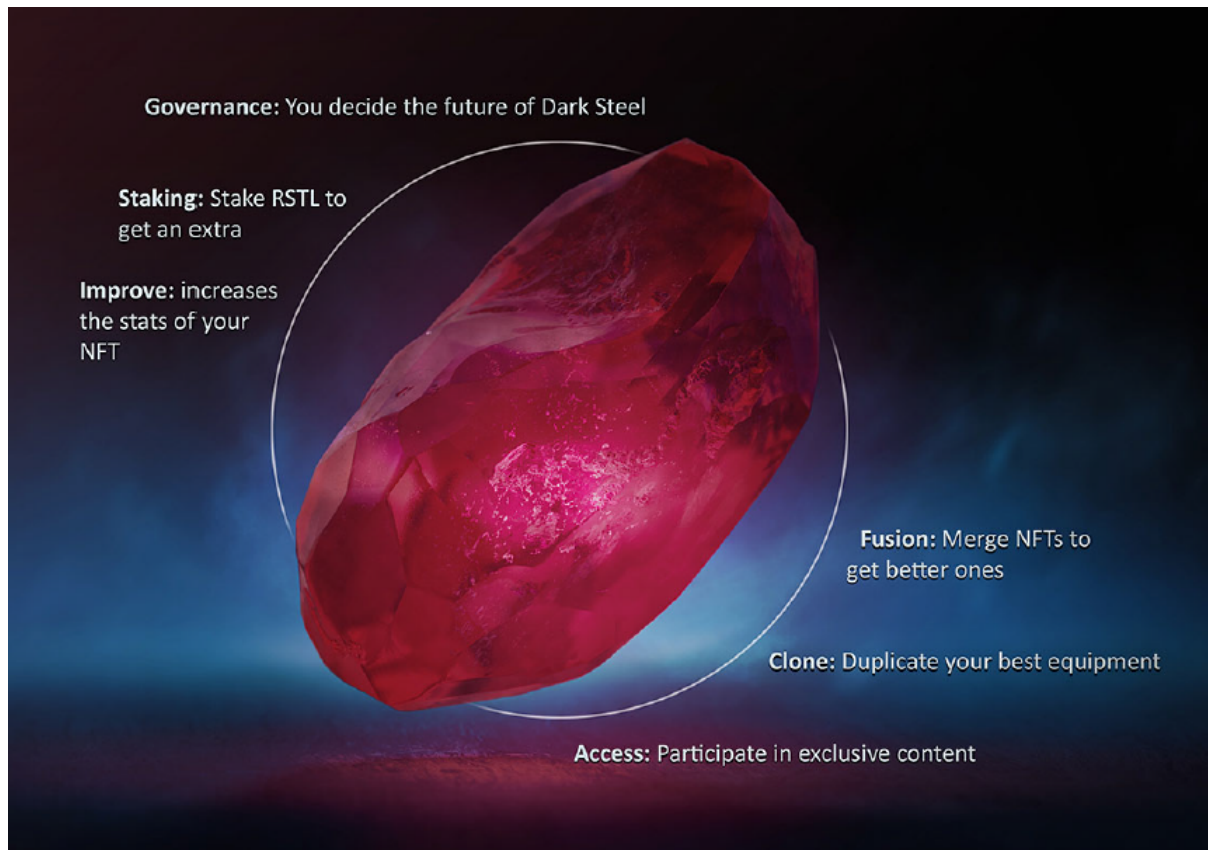
Deciding which actions are or are not a priority, make up a complex strategy in which the player will be immersed in order to maximize and optimize the improvement and progress of his team.

The P2E economy on which Red Steel (\$RSTL) is based has an estimated duration of **8 years**, the entire life of the video game.



## Features

As a multifunctional token, Red Steel (\$RSTL) has **6 fundamental** functionalities.



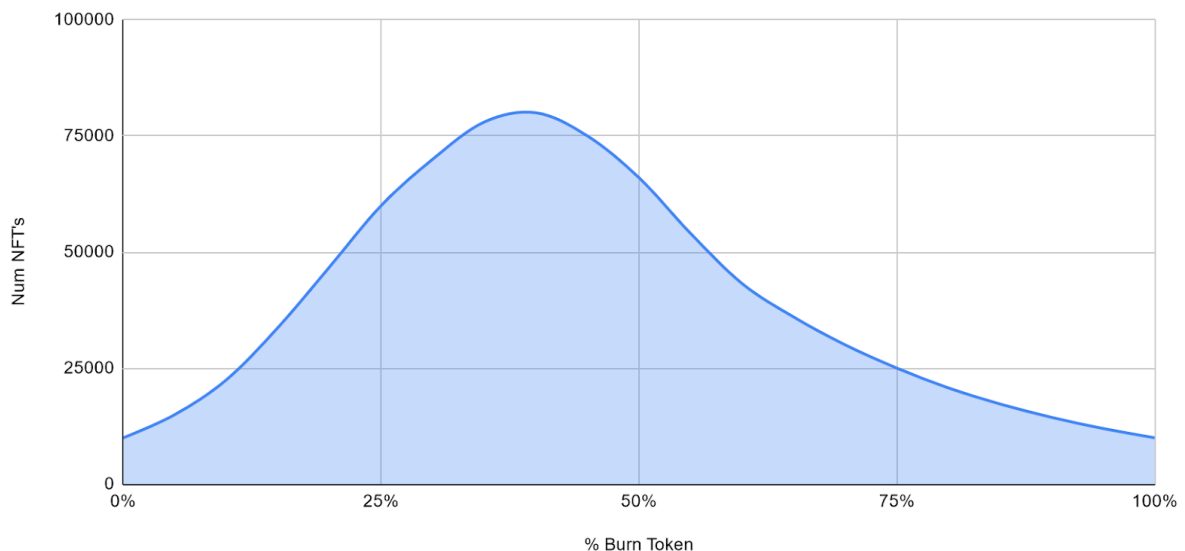
- **Governance** --> Players who own more Red Steel units will have more weight in community decision-making for the development team to create content in the medium and long term.
- **Stacking** --> A part of the total Tokens will be reserved in a Staking process.
- **Upgrade** --> Increase the base level of each NFT.
- **Fusion** --> To be able to fuse items and increase the base parameters of the new fusion level.
- **Cloning** --> To be able to clone items and maximize farming sessions, as well as open the door to new players.
- **Access** --> Possessing certain amounts of Red Steel grants access to certain special events.

## Progression

Dark Steel is a video game that gives **utility** to the last unit of Token (**Red Steel \$RSTL**). Therefore, if the community **improved 100%** of all the existing NFT's in the video game, we would obtain the **burning** of 100% of the Token issued.

Given that the initial number of NFT's is around **10,000 units**, the maximum number of NFT's possible in circulation (if all users opt for the improvement stages that use the most cloning) would be **x8** of the total number of NFT's. Since each initial NFT can be cloned up to **3 times**. That is, up to a theoretical maximum of **80,000 units** of NFT's.

Likewise, after a certain level of improvement, the need to merge the NFT's **would** again reduce the number of items in circulation, tending to the number of **initial NFT's**.



Conceptual graphic, the values described in this graphic are estimates

Both the number of users and the total number of NFT's in circulation depends on the behaviour of the **community**. Dark Steel is a game that **is alive** and therefore it is the players who decide how each game evolves.

# PLNNING

Guidance Roadmap for Dark Steel P2E

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## Roadmap

### Q3 2021

- ☒ ~~Game idea.~~
- ☒ ~~Blockchain skills training.~~
- ☒ ~~DeFi-oriented market study.~~

### Q4 2021

- ☒ ~~Development of PVE and PVP modes.~~
- ☒ ~~BETA launch of Dark Steel F2P in 4 countries.~~
- ☒ ~~Preliminary analysis of metrics.~~
- ☒ ~~Item Progression Implementation.~~

### Q1 2022

- ☒ ~~Implementation of the Game Tutorial.~~
- ☒ ~~Balancing of the main game modes.~~
- ☒ ~~First version of NFT's Smart Contracts.~~
- ☒ ~~First version of Smart Token Contract.~~

### Q2 2022

- ☒ ~~Start of the Marketing Campaign.~~
- ☒ ~~Dark Steel Web Publishing.~~
- ☒ ~~Publication of the Dark Paper.~~
- ☒ ~~Game Trailer Release.~~

### Q3 2022

- ☒ ~~Introduction of service items for PVE and PVP modes~~
- ☒ ~~Dark Steel F2P-P2E worldwide release~~
- ☒ ~~Launch of the Dark Steel village and Dark Steel membership~~

### Q4 2022

- ☐ First F2E Event
- ☐ NFT's Marketplace
- ☐ Private Game Token Sales
- ☐ Launch of the second F2P event mode



# Tokenomics

Coming soon

## Marketplace

Coming soon

# OTHERS

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## Contact

WEB → <https://darksteel.app/>

Twitter → <https://twitter.com/DarkSteelGame>

Telegram → <https://t.me/DarkSteelP2E>

Discord → <https://discord.com/invite/sN6Ha9VgtU>