

DARK HORIZON

WHITEPAPER



V1.2



CONTENTS

1. Introduction
2. Dark Horizon: NFTs at our core
3. The Lore of Neothor
4. Staking a Dark Horizon
5. \$RES in the Future
6. Dark Horizon Boosters
7. Building our Alpha
8. First Release
9. NFTWorlds – A New Horizon
10. Roadmap
11. Team





1. INTRODUCTION

Dark Horizon NFT is currently a turn-based online card game that aims to capitalise on this very popular gaming niche with its engrossing art, metaverse world, and play-to-earn (P2E) game mechanics. The advent of cryptocurrency and P2E in online gaming has opened up new revenue streams to people around the world – quite literally enabling gamers and investors alike in developing, and even developed, nations to earn a living. If one of the central aims of blockchain and Web3 technology is to democratise the internet and its centralised value systems, crypto-gaming offers a powerful way for players to be rewarded for investing their time and skill in online games. Many incredibly successful P2E blockchain card games already exist – with Splinterlands and Axie Infinity being the posterchildren in a market projected to grow to be 10% of the overall gaming market by 2030. Additionally, it's expected to have a compounding annual growth rate of 42% by then. A proposition that is worth \$300 Billion+ depending on which study you read.

Bloomberg recently made news arguing that the current Metaverse industry as a whole is already valued at \$800 Billion when you tie all the crossover technical, marketing, and social experiences together. Whatever the outcome, we think things go up from here.

The makers of Dark Horizon aim to bring a dystopian cyberpunk world, engrossing lore, fun staking features, and more advanced battle mechanics to this first iteration of turn-based card games.





We begin our journey by introduction with an understanding our original NFT launch and subsequent ecosystem expansion.

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2. DARK HORIZON: NFTS AT OUR CORE

Although not the traditional route for game funding, Dark Horizon felt that the explosion in NFTs aligned perfectly with its mission and provided a unique opportunity.

At its core, the founders of Dark Horizon believe that gamers should own their assets and should be rewarded for their gameplay. NFTs also gave ownership back to the community in another way, by allowing our players to support our vision from the earliest stage. Projects like *Parallel Alpha* had shown that a strong community can grow around NFT games even in the absence of an actual game, and with public interest in NFTs growing dramatically over summer of 2021, it was decided that they represented an opportunity to cement our fundamental goals by making them our foundation.

With this aim Dark Horizon launched a limited Cyberpunk collection of 8,686 unique NFTs on the Ethereum blockchain. NFT stands for ‘Non-Fungible Token’ (ERC-721) and essentially means that uniqueness and ownership can be verified – allowing beautiful art like Dark Horizon’s to function also as an exclusive membership card to our ecosystem. Launched on October 10th, 2021, against heated competition, the project sold all 8.6K in under 20 minutes.

At its launch, Dark Horizon set itself apart from the majority of NFT projects in tone, aesthetic and message:

The NFTs are hand-drawn by an anonymous established artist and coupled with generative backstories that draw from a compelling story lore. They have stats and levels that have significance in gameplay. Early community members even had some input into fun characteristics of the NFTs that eventually got minted, and continue to help shape later releases.





The collection tells a rich story of distinctive humanoid characters that live in the fictional city of Neothor in the 6th age of man. In a world where altering the human form for fashion and utility is all the rage – and some say a necessity, just to get by.

These futuristic punk characters are diverse in appearance, orientation, vices, and their blood-thirsty motivations for destroying their chosen enemies.

Dark Horizon wants to be the answer to the question everyone is asking: what's the next step in NFT Gaming? Can an NFT project capture the imagination of its community without “cutesy” characters and “cash-grab” tokenomics? How can a steady, diligent approach to building an ecosystem be rewarding to investors, founders, and fans alike? With the gaming market set to eclipse 300 Billion revenue by 2030, Dark Horizon aims to be part of this exploding space.

Dark Horizon’s foundational elements stand on universal themes (“Elites” vs. “Resistance”, “David vs. Goliath,”) as well as a good ‘ole fashioned fight with futuristic weapons, cyberpunk gear, and just the right shade of dark lipstick. Cybernetic implants are optional. The game is as much about the place as it is the characters, and Neothor itself is a great character.



3. PRELUDE I: THE LORE OF NEOTHON

Neothor was supposed to herald a joyous future. For five generations, we prospered alongside the outer tyrannical states. After the era of blood and strife, we were the only surviving city. The others were reduced to dust, leaving us alone to attract travelers, traders, and the hopeful.

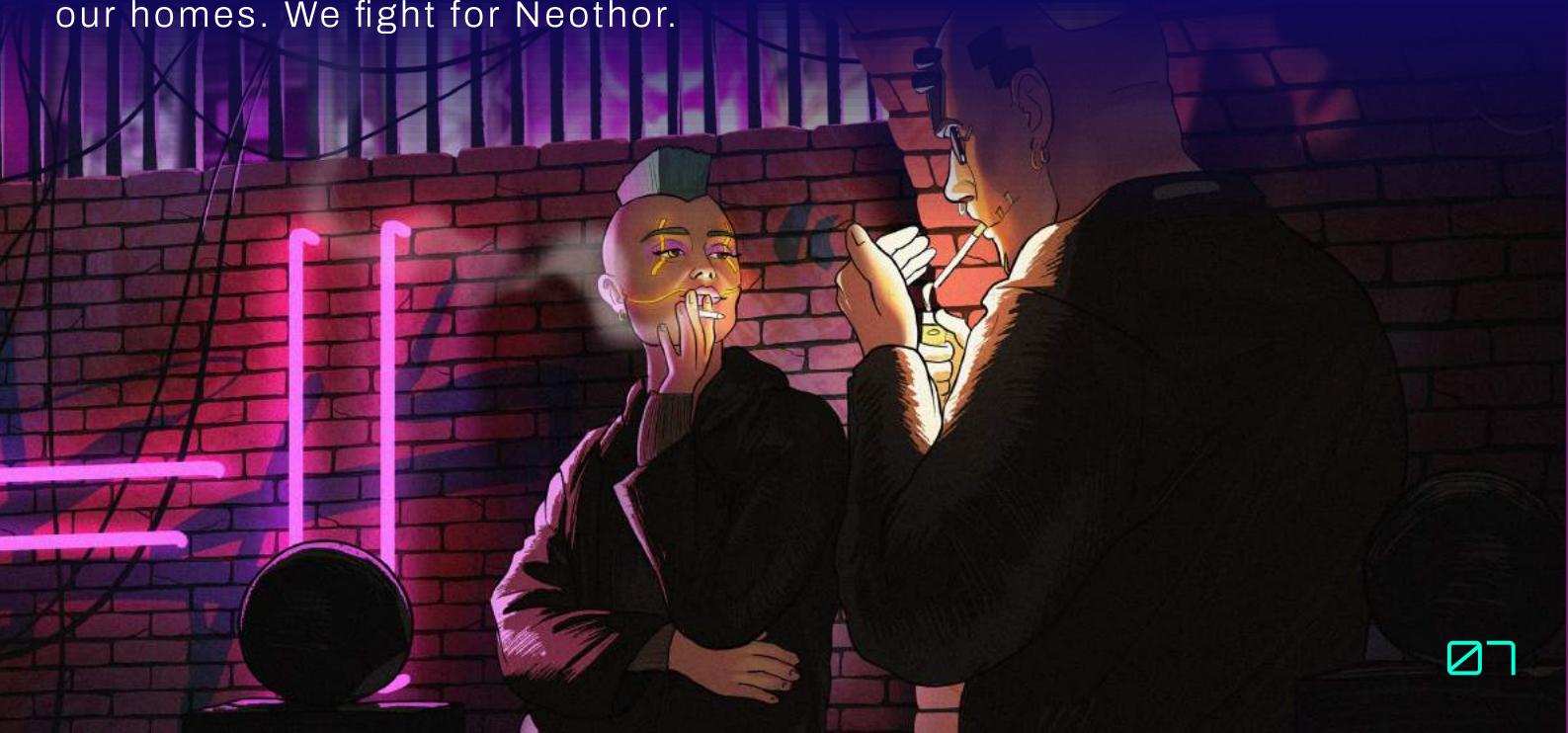
The Elites, ancestral leaders of Neothor, betrayed their people in a quest to keep power. When the pestilence arrived with the outside migration, keeping up appearances of control led to ignoring laws and the common sense of burning the infected corpses. Despite the risks, Elites continued to bury their dead in family graves and ancestral catacombs. The pandemic, now inescapable, plunged the city into death and misery, all because of hubris. Now in the current day, The Elites run commercial interests in robotics, cybernetics, bionic implants, nanotechnology, medicine, energy, and more through a mega-corporation called KRAD Industries. This venture is their path to erasing past crimes and long-standing sins.



The Elites, once one with nature, are now huge proponents of human augmentation—their answer to surviving, expanding human capability, and showing fashionable status. In a world of stark environmental realities and wastelands, they choose to chase more dominion. The Elites are prominent in Neothor through political proxies and “social cleansing.” Murder squads, political prisoners, and seizure of property are the norm, distracting from the lack of safe resources to keep Neothor’s people fed and healthy.

Yet, the brutality brought more sympathisers to the fold of “those that chose to fight the oppression.” The small and resilient group steeled themselves for a fight. Finally came the daring attack that crippled the public data systems at the core of the “resistance” targeting campaign. The Elites countered by spraying chemical agents in suspected hideouts. They drove the survivors of the objector group underground. But this came a little too late: the idea of the resistance now took hold in the city’s consciousness.

We are “The Resistance.” Viewed by some as pariahs, others as legends. Rebel fighters, never to be free to move amongst Neothor’s citizens; never to be without the suspicion of the Elite hunters in pursuit of us. We fight back against the tyranny of the Elite through nighttime raids, espionage, and guerrilla attacks on their facilities and subsidiaries. We fight for our full measure of vengeance and freedom. We fight for agency over our souls and our homes. We fight for Neothor.



Survival is not the only thing that drives us, for we have discovered the secret key to our freedom. Long ago, during an intelligence-gathering raid, we learned about the existence of Jhene-3xA4 and her subsequent disappearance. Recovered data files showed that during the early days of bionic fabrication on humans and the development of biotech implants, a special conductive ore was used in the act of creating Jhene, a heavily-funded prototype. The researchers believed this ore gave her abilities they did not truly understand. According to their notes, She became a true balance of human and machine, a new achievement in cyborg and android sciences. Then something changed; the doctors started to fear their creation and her potential. Without warning, she disappeared— that is all the heavily-redacted records say.

That was 30 years ago, and The Elites have been hunting her and the origins of the conductive ore ever since. Figuring out where Jhene is and why the Elites want her back is the key to ending the war. So many open questions remain.

Is Jhene a monster to be stopped? Is she a saviour? And whose side is she on? Where did the research team find this mysterious conductive ore? Who destroyed the research? Does the lab still exist?

Do the answers lead to more questions? Find out with us. Join the world of Dark Horizon.

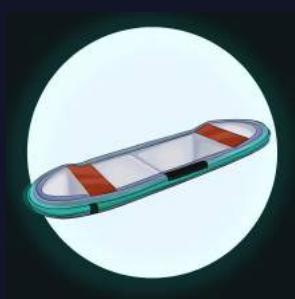




4. STAKING: WELCOMING \$RES AND BOOSTERS

Although game development began soon after launch, the Dark Horizon team saw that another popular feature of the NFT space provided an opportunity to begin expanding the game ecosystem and provide its new community with added value as quickly as possible.

Much like in other projects, staking functions like an interest account at a bank: keeping your Resistance Fighter in our project bank “on missions” earns you rewards in the form of \$RES tokens – our ecosystem currency.



Our community showed its enthusiasm for our project by staking 30% of fighters within the first few weeks of opening, signalling the demand to earn \$RES and participate in our game.

In anticipation of the game, a Booster Store was also simultaneously launched, allowing the purchase [and soon mint] of an expanding ancillary NFT (ECR-1122) collection that aids fighters in battle.

Indeed, at the time of writing over 1.8 million \$RES has been spent in the Dark Horizon store on a diverse selection of limited edition boosters, many of which hand-drawn by our talented artists.





With the release of the Dark Horizon game, \$RES token utility will greatly expand to become the means of currency within the ecosystem – allowing users to purchase temporary boosts, wager on matches, and even buy fighters from each other.

The screenshot shows the game's main menu with tabs for Lore, Missions, Store, Game, and FAQ. Below the tabs are three fighter decks labeled DECK 1, DECK 2, and DECK 3. Each deck contains five fighters with their stats: Accuracy, Defence, Ability, Cunning, Stamina, Strength, and Intelligence. To the right of the decks are three booster cards: Bionic Arm (+1 Strength), K-9 Cyber Cat (+1 Cunning), and K-11 Cyber Dog (+1 Intelligence). At the bottom, there are sections for 'YOUR FIGHTERS' and 'YOUR BOOSTERS'.

As with other projects, it will also eventually be possible for users to withdraw \$RES to their Ethereum crypto wallets (as ERC20 tokens) and trade them on exchanges; HQ remains pleased that they made the decision to prioritise the game launch as this will bring the utility needed to make the latter a success.

The screenshot shows a detailed view of a booster item called 'LIQUID Y LIVER AUGMENT'. It includes fields for Name, Type (Permanent), and About (describing it as a black market chemical that boosts metabolism at great detriment to their intelligence). The item has attributes: Intelligence -1, Stamina +2, and Strength +2.





5. \$RES IN THE FUTURE

As the primary means of exchange in our world, the importance of our \$RES token cannot be underestimated: if our community is the heart of our project, and our NFTs are its fist, our \$RES token is Dark Horizon's backbone.

Below follows a small list of the possibilities that having a robust token bring to our ecosystem.

What Will I Be Able To Do With It?

- Gamers will be able to win \$RES based on bounties in player vs. player battles.
- Gamers will be able to win \$RES based on tournament purses set up in-game.
- Gamers will be able to place wagers against invited and/or randomized opposing players in showdown battles.
- Gamers can buy “Boosters” to aid their cause and enhance their NFTs' chances during in-game battles during gameplay. (See below.).
- Gamers will earn \$RES for time spent in-game or be rewarded with opportunities to buy exclusive items with \$RES based on user activity.
- Gamers will earn \$RES for in-game skill and performance or be rewarded with opportunities to buy exclusive items with \$RES based on user activity.





- Gamers can use \$RES to rent virtual battle “cards” for gameplay and “real” cards from other Gamers from the game interface and from the DH marketplace.
- Gamers will be able to purchase special time-based boosts or helpers to allow for better decision-making while in battle.
- Gamers will be able to be rewarded for completing missions.
- Gamers will be able to “find” and “discover” \$RES loot in mapped worlds, during gameplay.
- Gamers will be able to take “at-risk” \$RES away from other players in certain game modes.
- Gamers will be able to buy and utilize larger items to move around and support themselves in the “DH” universe e.g. information, loyalty, spies, access keys, vehicles, ships, housing, food/health, hideouts, weapons of varying scale, etc.





Future ideas for how we can add utility for the \$RES token are diverse and may include:

- **A. Restore Identity:** Holders will be able to use \$RES to initiate an “upgrade” process where they change the metadata of their ERC-721 token with a customized identity and back story. Additional gas costs may apply to mint to the blockchain.
- **B. Create an Upgraded hybrid ERC-721 token:** Using \$RES NFT holders will be able to combine aesthetic traits and metadata from cards already in their possession to produce a unique-traited card. Additional gas costs may apply to mint to the blockchain.
- **C. Mint Future Collections and Boosters:** Access to new NFTs will be conducted in \$RES token to reward our community.
- **D. Weekly \$RES Rewards:** Holders of multiple NFTs of the same rank (below captain) 5 or more will receive weekly \$RES reward increases on the staking platform.
- **E. Renting DH NFTs:** Gamers will be able to rent other holder's NFTs as well as purchase virtual NFTs in-game for use in battle gameplay using \$RES.
- **F. Training Missions:** Dark Horizon NFTs will have the ability to go on special training (staking) missions that will improve their trait metadata. Adding an element of risk, the missions can fail and negatively impact the NFT or cause the NFT to be locked up longer than originally expected.



6. PRELUDE II: BOOSTING YOUR VICTORIES

Boosters give you the edge in battle. They are mainly imaginative weapons, critical tools, awesome features, or special enhancements that extend the capability of the original DH Fighter NFTs during gameplay.

- Weapons
- Clothing
- Health/Consumables
- Medals and Honors
- Cybernetic Implants & Enhancements
- Vehicles
- Keys
- Skill upgrades/Training
- Specials
- Pets/Non-Humanoid Supportive “Agents”

With very limited editions, these special boosters are coveted by DH fans as collectibles but their main purpose is to “save your ass” in battle – helping to give you the upper hand in a gaming session.



TWO TYPES OF BOOSTERS

In the game there will be two types of boosters:

➤ Permanent boosters

Are not used up in battle and as such are free to be used in subsequent battles. Because of this, they are significantly more valuable and rare in the Dark Horizon ecosystem and because they exist as digital assets in their own right, their owners are free to trade them on NFT marketplaces. In the future, gaming experts predict a world of crossover NFTs, and “universal” metaverse gaming, in which NFTs like these might outpace the value of the original collection as assets.

➤ Temporary boosters

Are impermanent objects that are used during gameplay or gaming sessions meant to boost your prospects of victory during a given battle. These items will be purchasable in-game for far lesser amounts of \$RES and will never exist outside the DH game(s,) DH marketplace or the DH metaverse.

Having both temporary and permanent boosters appeals to both sides of the gaming world, allowing cheap gains on one hand and user-owned assets on the other.



CROSSOVER TECHNOLOGY PARTNERSHIPS

Dark Horizon founders believe in a shared metaverse, in which assets can move from one virtual experience to another. With this vision, they have already reached out to and are open to supporting the use of Dark Horizon assets (boosters and fighters) in third-party games and worlds. Our central vision is to provide utility for our holders, while our wider aim is to foster connections in the gaming metaverse, and these sorts of collaborations and partnerships fulfill both.

Recently, the upcoming NFT project It Remains produced two special boosters for our Dark Horizon store which were received with strong support from both communities, and we already have more in the pipeline.



FATHER EYE GOOGLES



LIQUID Y LIVER AUGMENT



7. BUILDING OUR ALPHA

With the ecosystem expanding, attention turned to creating a game that would honor our dystopian world, excite our community, and entice new users into the platform.

Although not short on excellent concepts, it initially proved hard to find the best team to execute our collective vision. One developer was fired immediately after it emerged they'd plagiarised a concept render they'd been commissioned to create. Another, Whimsy, showed promise but as the months started to add up, it was eventually decided that our hunger had outgrown the pace and execution of their delivery.

Around the end of December it was decided that the game needed to be brought in-house to deliver something we were proud of that stayed true to our community. Rallying around Dark Horizon's core developer, LastHope, several hires were made to create a talented, nimble team. Even with several delays, the schedule has been far quicker than traditional game development, and as we near completion of our Pre-Alpha stage we look forward to bringing the game to our community.



GAMEPLAY

As signaled by the name, turn-based card games center around players taking turns to play cards. These can be simple (i.e. comparative) or more complex with added gameplay mechanics. Dark Horizon wanted to build a game that allowed users of all skills to play, while still allowing more experienced gamers to test out their strategies; as such we opted to use the comparative system as a foundation and expand gameplay initially with decks made up of both fighters and boosters:

- **Fighters** make up the core of a player's deck and are required to play a hand. When all your fighters are dead, the game is over.
- **Boosters** are not necessary but are a useful bonus to have. They can aid your fighter in battle, reduce your opponent's stats, or both together.

As with other popular competitors like Hearthstone, users are given cards intermittently and invited to create and play decks. To reward our NFT holders, their unique fighters are classified as Gold Fighters; although not invincible, they have the strongest stats in battle and therefore represent a clear advantage. Below them are two levels of in-game fighter (Silver and Bronze) that allow both new users and holders to build varied decks. Similarly, with Boosters, those held by a user are Permanent, whereas those acquired in-game are Temporary.



Gameplay centres around comparing individual card traits (e.g. accuracy, cunning, intelligence, strength, etc.) for dominance. The card with the higher trait score wins the battle round, and that winning card survives to continue the battle. The losing card is killed and cannot play again in that battle. This action continues until one player's fighters have all been killed and declared the loser.

Already, we have advanced gameplay, as mentioned earlier, by introducing Boosters that can be played alongside a particular fighter to affect their traits / their opponent's traits. Beyond that, we're excited to start development on working on ideas such as:

- Developing more of our NFT stats such as 'Rank' affects the success of the attack
- Battle Locations' which affect specific attribute classes and can be changed by playing special boosters
- Rage - By winning a fight against another fighter, the fighter who won earns Rage points. When a fighter collected 5 Rage points, he can perform an extra strong attack.
- Elite - special effects for Elite fighters
- Leader - Choosing one Leader of the Team which effects all Levels of the other fighters.



B. FIRST RELEASE

Dark Horizon was born out of the community, and so our first release will centre around multiplayer mode. Traditionally, many projects tackle this milestone later due to the issue of producing smooth, lag-free gameplay between users who may be on other sides of the globe. However, we chose to prioritise multiplayer for several reasons:

- The ability for our community to engage with each other
- \$RES betting expands token utility
- more rigorous testing of gameplay functions
- User feedback shaping our computer opponent AI

Although there is no disputing the fact that the project has been hit by setbacks arising from changing developers, but bringing the project in house has allowed us to build a solid foundation that can be expanded upon to allow single player matches.



9. PRELUDE III: NFT WORLD, A NEW HORIZON

The explosion of NFTs happened at the same time as an explosion of metaverse projects. As more and more people became interested in gaining access into this digital realm, its intersections with community and gaming began to have importance for Dark Horizon.

Thanks to the inspired knowledge and foresight of members of the team, around Christmas space in the NFT Worlds metaverse was acquired by the project.

NFT Worlds was chosen over other more well-known projects like Decentraland because it offered a lot more utility, had a great narrative, and came as a larger space as standard meaning there were fewer limits on how many members could enjoy our space at the same time. It was, undoubtedly, the right decision: of late NFT Worlds has really established itself with projects seeking to create bespoke metaverses for their communities.

With a similar desire, we quickly contracted Eco Studios – a leading Verified Builder in the NFT Worlds ecosystem – to build Neothor, the brutal dystopian city that lies at the core of Dark Horizon.



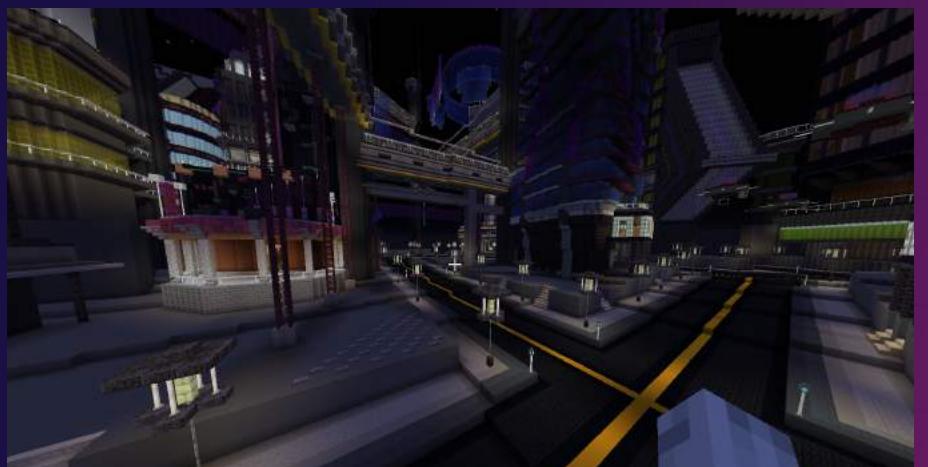
DARK HORIZON

To capitalise on such an exciting space and platform, we immediately started considering how best to involve our community beyond allowing them input into the design. In a bid to directly increase the utility of our NFT collection, we decided to gift every Resistance Fighter their very own living space in the city of Neothor – unlockable with a separate NFT. This would also be transferrable so that people could buy and sell their metaverse apartments, and it is hoped they would eventually be customisable too.

There will furthermore be several different types of homes, reflecting different rarities in our NFT collection – with the rarest (such as Hunters and Known Deviants) being able to unlock Penthouse apartments and Unique Houses, with even the most common fighter receiving a small apartment to call their very own.

This is a huge undertaking, involving 8,686 individual residences, but it's also another way of providing value to our holders in a unique and emerging metaverse world.

Beyond that, the possibilities offered to Dark Horizon by expansion into the metaverse are both thrilling and endless: our team is watching the first iteration of games built to run in NFT Worlds and mulling over the possibility of our card game one day also being played in our very own city. Beyond that their \$WRLD token offers a way of expanding the possibilities of \$RES.



Each fighter has:

- Generated artwork
- Stats (accuracy, agility, cunning, defence, intelligence, stamina, strength)
- Short Generated backstory
- A number in our collection (i.e. #1 - 8,686)

Here is an example:

The screenshot shows a game interface for 'DARK HORIZON'. On the left, there's a sidebar with filters for Price (United States Dollars), Allegiance, Card Type, and Rank (Cadet checked). The main area displays a fighter card for 'Fighter #1868'. The card includes a portrait of a warrior with a red circular background, the name 'Fighter #1868' with a gold star icon, type 'Gold', rank 'Cadet', and an 'About' section describing their origin from Neo Grandia. Below this is a 'Attributes' section showing stats: Accuracy 60, Agility 40, Cunning 80, Defense 50, Intelligence 60, Stamina 40, and Strength 60. A 'BUY' button costs 20 diamonds. To the right, there's a sidebar with other fighter cards and options like 'INFO' and 'BUY'.

Attribute	Value
Accuracy	60
Agility	40
Cunning	80
Defense	50
Intelligence	60
Stamina	40
Strength	60



10. ROADMAP

➤ Q1 2022

Game First Release – multiplayer mode delivered to alpha testers and then whole community.

NFTWorld launch – first iteration of Neothor in the metaverse arrives.

➤ Q2 2022

Game Release – single player mode joins updated multiplayer mode; advanced battle mechanics and expanded Booster store add further complexity to battles.

NFTWorld Player Residences – every DH holder receives their very own metaverse pad.

\$RES Token Utility – with launch of game and metaverse, \$RES token will open up to provide more access to our in-game currency.

Strategic Gaming Partnerships – Dark Horizon expands network and user base by forming alliances with crypto gaming partners.

Governance Expansion – with Dark Horizon reaching the end, and succeeding in some areas, its original roadmap, HQ will expand to bring fresh talent and more define roles to the team.





➤ Q3 & Q4, 2022 [Projected]

Elites NFT Collection – the Resistance is dealt a blow by the arrival of the merciless elites in Dark Horizon's next NFT collection.

Game Expansion – whether into the metaverse or a more immersive game world, the possibilities for evolving our game are endless.

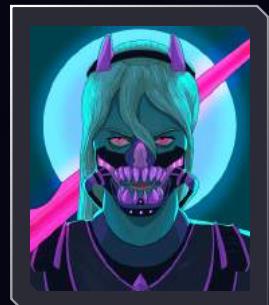




11. TEAM

The team is truly international. Although primarily UK/EST based, the team spans seven time zones between founders, larger team and key moderators.

The founding team has several members with various areas of expertise. The team has members that have worked on other successful NFT and blockchain smart contract projects, aided by newcomers that have skills in community engagement, project management, design, user experience, and game development:



OVERLORD

Overlord is the project founder that has had success leading other NFT projects. He has a background in film and property and is very excited about our metaverse expansion and what we can do with our game.



LASTHOPE

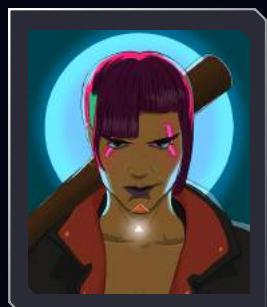
LastHope is the lead developer. A wiz at full stack development and blockchain coding. He speaks in terms of Node.js and stateless databases when he comes up for air from his programming console. Always up for a challenge and a fun twist on a crypto project. Now supported by an ever-growing team of talented devs.





PRAT1KK

Prat1kk, is the resident gaming wizard and game development manager. Familiar with game development, agile project building, team management and more. He helps manage and guide the mechanics of the building of our game(s.))



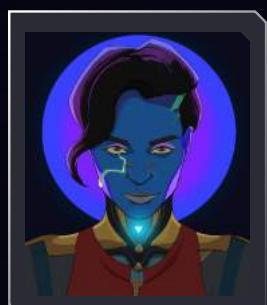
POOJA

Our in-house UI designer. She loves making kick-ass designs and has worked for some of the biggest names in the Sports-tech industry in her day job. Everything related to the game UI and experiences is created by her



EXO

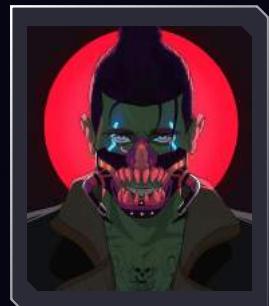
EXO is part of the principal admin team handling Discord logistics, community engagement, and administration



PAUL

Paul is also a principal on the admin team handling finance, marketing logistics, and other behind the scenes operations for Dark Horizon.





BLACK CAT MESSIAH

Black Cat Messiah is a veteran of multiple industries such as marketing, advertising, sports, creative web design, and information technology. A trained agile product owner, UI/UX designer, and creative director he finds himself in the mix wherever the team needs support.



KUHRAK

Kuhrak is an NFT enthusiast brought into the Team, first as a Moderator and then as a Staff member to serve as the resident NFT World expert. An IT professional IRL with over 20 years experience bringing support to companies big and small, he is excited to be able to exercise his creativity in bringing gameplay ideas to life in Dark Horizon's Metaverse.



DEUS

Deus is a very passionate member of the community whose creativity and flare for game mechanics quickly made him an integral part of the team.



KUTIP

Kutip, the youngest on the team handles Discord moderation and community engagement. He took over from the legendary Zurf, running successful gaming tournaments that are a big hit with the community.

All can be found intermittently on the Discord server when they are not executing tasks. Also, you will find a host of friendly moderators around to help you on the server.





JOIN THE COMMUNITY

Thank you for taking the time in reading this first version of the Dark Horizon Whitepaper. This is an evolving document and we plan to update it regularly when there are relevant updates. We thank everyone already involved with the community, and welcome all of you, who are considering it.

Learn more about us:

Website: <https://www.darkhorizon.io>

Twitter: @DarkHorizonNFT

Discord: <https://www.discord.gg/darkhorizonnft>

