

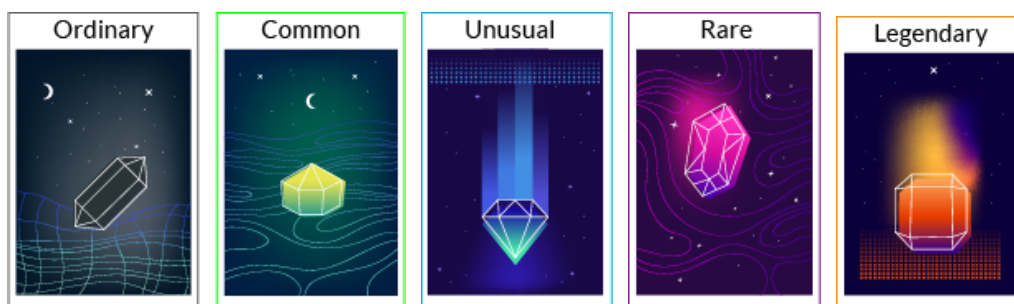
NFT Magic Emicards

About Magic EmiCards

Magic EmiCards are bonus NFT cards that a user receives for buying ESW tokens as a result of the events and other activities on the EmiSwap project website.

As the releases intend to progress, a farming mechanism will be implemented (receiving cards as a result of staking).

5 Types of Magic Cards



The type of card determines the number of bonuses (Ordinary-Legendary).

The **Legendary cards** are collectible cards where each collection has a strictly limited number. Other types have an unlimited or very large number of cards. The rarer the card is, the fewer of them will be released in the collection and the more value they will have.

The first release of the collection will have 2000 cards: 1200 - Ordinary, 500 - Common, 200 - Unusual, 90 - Rare, and only 10 - Legendary.

How often are the releases?

As scheduled, the collections will be released every 1 month, however, there can be some exceptions. The release of cards can be timed to coincide with the release of a new product, holiday occasion (e.g. Halloween, Christmas, etc), a partnership, or any other event.

The first release of the card collection is timed to coincide with the launch of the EmiSwap token sale. The first 2000 cards will be credited to the first participants of the token sale for the transactions recorded in the blockchain (according to the distribution rules included below).

What are collectible cards?

Collectible cards are cards that do not provide an instant bonus but have a high collectible value. Most often, collectible cards will appear in the **Rare** and **Legendary** categories but can be found in other types of cards, but much less often.

There will be also special **Mythic** cards that will be released once a year up to a maximum of 5 cards. Such cards have an exceptional value, special privileges on the platform and can be used many times in various special events for holders of collectible cards.

Collectible cards can be sold or bought on the platform's internal marketplace.

Distribution of collectible cards in each category:

- **Ordinary** - 1% of all issued cards;
- **Common** - 3% of all issued cards;
- **Unusual** - 5% of all issued cards;
- **Rare** - 20% of all issued cards;
- **Legendary** - 60% of all issued cards;
- **Mythic** - 100% of all issued cards.

How can I change the card type to a higher category?

Any bonus card can be changed according to the 1:5 ratio. This means that, if you have 5 cards of the Common category, then you can exchange them for one card of the Unusual category. This rule does not work in the opposite direction (one cannot exchange 1 Unusual card for 5 Common cards).

Cards bonuses types

Each card contains a bonus. Regardless of its rarity and priority, a card can contain:

- A certain amount of bonus ESW tokens;
- x2 multiplier for an exchange or x3 multiplier for a higher category exchange (i.e. the card becomes an equivalent of two or three cards of the same category);
- Collectible cards that give special privileges and opportunities to participate in the numbers game, receive holders' bonuses of special editions collectible cards, etc.;
- Extra rare collectible cards with their own initial value.

All cards can be bought and sold on the internal marketplace of the platform 1) without restrictions 2) not lower than the baseline prices of a card, whether the value is for collectible cards or it has a par value.

Hole cards and cards that open instantly upon receipt

Initially, all received cards (as a result of a numbers game, farming, or as a bonus for buying tokens) are the hole cards. The collections and the bonuses contained in these cards will be publicly announced. The size of the bonuses, x2 multipliers, and other data will be specified. Collectible cards with detailed descriptions are specified separately.

Thus, users will receive general information about possible incentives. For example, during Halloween, special cards are issued with an increased bonus, zombie income, and collectible cards of the priority level, which can be obtained exclusively for Halloween once a year.

Double (x2) or triple (x3) cards are opened automatically after the user receives them. Collectible cards and cards with a bonus remain closed until the user opens them himself. The opened cards cannot be exchanged for a card of a higher category. It only gives the right to receive a bonus or have a collection value. Thus, the user decides for himself whether he wants to open a card or accumulate cards for exchange.

How to receive cards?

The system for crediting bonus cards has already been working since the launch of the token sale for all participants. Each token sale participant who fulfills the conditions below will receive bonus cards and will be able to use all the privileges they have.

The launch of the user interface for working with Magic Cards and the actual receipt of the accrued 2000 NFT cards from the first collection is dedicated to the launch of EmiSwap. These events are planned for the first update of the EmiSwap platform.

Conditions for the cards' distribution among the first participants in the token sale:

- 1 **Ordinary** card - for the single purchase of 500 ESW or more;
- 1 **Common** card - for the single purchase of 2,500 ESW or more;
- 1 **Unusual** card - for the single purchase of 10,000 ESW or more;
- 1 **Rare** card - for the single purchase of 30,000 ESW or more;
- 1 **Legendary** card - for the single purchase of 100,000 ESW or more.

Special bonuses for the “early birdies”:

In addition to the general conditions for the cards’ distribution, there will be a special random draw of 100 cards of the highest categories among the first 1000 ESW token sale participants for making a one-time purchase of 500 ESW or more:

- **Unusual** - 75 cards;
- **Rare** - 20 cards;
- **Legendary** - 5 cards.

And all participants from the first 1000 who do not win these special cards will receive cards corresponding to their purchase under the general conditions with an x2 multiplier. For example, if a user makes a minimum purchase of 500 ESW tokens, he will receive 2 Ordinary cards instead of one, and so on.

Following the distribution of the first collection of 2,000 cards in total, a second collection will be released, the distribution terms of which will be described separately in an updated Magic EmiCards document.

Note that the cards from the first collection dedicated to the launch of the EmiSwap token sale will be historically unique and inimitable, which adds special value to them.

Farming and other ways to receive cards

In addition to the simple purchase, the cards can also be obtained as a result of farming. Farming is staking various currencies in liquidity pools on AMM Emiswap.

Farming does not happen immediately, it is distributed over time. The general scheme for earning cards: if you need to buy 500 ESW tokens to receive a nominal gray card of the **Ordinary** category, then the farming will use 500 ESW as nominal in the liquidity pool. But, unlike receiving a card for a purchase, farming is proportionally divided by day.

For example, to earn an **Ordinary** card from farming, you need 500 ESW and 1 day (24 hours). And if you have 100 ESW coins you will need 5 days (120 hours) and so on.

Before the release of the functionality for receiving bonus cards as a result of farming, the distribution conditions will be described separately in the updated document of the Magic EmiCards program.