

**Mego Corp launches Darkwinds,
The first collectible card game
about wild creatures, savage pirates and Princess Eleanor, the most fierce heroine.**

Mego Corp., chilean studio that develops video games incorporating blockchain technology, announces the launch of Darkwinds, the first crypto collectible card game that runs in the Ethereum blockchain.

In this first edition, the players will discover the story of Princess Eleanor, who sets sails in a rescue mission for her father, King Henry IX of Itova, after disappearing in the middle of a dark and magic storm. After this event, forgotten pirates, powerful sorcerers and gigantic creatures appeared in the with the purpose of conquering one of the most coveted realms in Thard. All these characters and other elements are represented in tradeable, unique cards.

Darkwinds works with a similar system of rules used in online games like Heartstone or Magic, but with simpler mechanics making it easy to be learned and allows the players to become agile and fast strategists. Also, the subject of the game takes distance from typical medieval fantasy experiences as it goes deep inside the dark, chaotic world of pirates where honor, madness, rum and luck are the keys to survival.

Darkwinds revolutionary feature, that sets it apart from other online card games and even other crypto games, is that all cards are non-fungible tokens or crypto collectibles: a new standard of virtual objects where players have perpetual rights for selling, exchanging or transferring them, whether inside or outside the games' ecosystem. René Mujica, leader of the project, points out that "There is a fundamental difference between Darkwinds and all other current online trading card games: that the player is actually the owner of the cards it possesses. This means that the player can trade its cards with other players or auction them at third party marketplaces. Moreover, the player can create its own game based of Darkwinds cards, the same way that home rules or completely different games exist for other physical card games. On the other hand, using the Ethereum blockchain to store the cards makes for avoiding single points of failure (i.e., cards being stored only in our servers) and that the safety and security of the players cards are cryptographically assured. Because of all this, we can assure that our game is made to last and be enjoyed by generations of pirates to come!".

To be part of this adventure, players must own an Ethereum wallet with a few Ether on it to buy Booster Packs and obtain the cards needed to create powerful decks that will be tested against other pirates. The more games won, the more you climb in Darkwinds' World Ranking, until the player becomes the most fearsome and respected Pirate of the Universe!

Darkwinds can be played in a desktop browser like Chrome or Firefox, and is essential to have Ether (which can be bought at [COINBASE](#), for example) to buy cards.

For more information, please visit [Darkwinds](#) or come on-board at [Discord](#)

About Mego Corp.

Mego is one of the most recognized video games studios in Latin America, and unique for experimenting with cryptocurrencies in games. On their way to achieve their mission, many products have been developed under their vision: high quality software craftsmanship, original and creative scripts and unique settings.