

WHITEPAPER
$EMER TOKEN

White paper for crypto-assets other than
asset-referenced tokens or e-money tokens (utility token)

This white paper has been prepared in compliance with the requirements of the Commission Implementing Regulation 2024/2984 of 29 November 2024 implementing technical standards for the application of Regulation (EU) 2023/1114 of the European Parliament and of the Council with regard to forms, formats and templates for the crypto-asset white papers

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STATEMENT IN ACCORDANCE WITH ARTICLE 6(3) OF REGULATION (EU) 2023/1114

This crypto-asset white paper has not been approved by any competent authority in any Member State of the European Union. The offeror of the crypto-asset is solely responsible for the content of this crypto-asset white paper.

COMPLIANCE STATEMENT IN ACCORDANCE WITH ARTICLE 6(6) OF REGULATION (EU) 2023/1114

This crypto-asset white paper complies with Title II of Regulation (EU) 2023/1114 of the European Parliament and of the Council and, to the best of the knowledge of the management body, the information presented in the crypto-asset white paper is fair, clear and not misleading and the crypto-asset white paper makes no omission likely to affect its import.

STATEMENT IN ACCORDANCE WITH ARTICLE 6(5), POINTS (A), (B), (C), OF REGULATION (EU) 2023/1114

The crypto-asset referred to in this crypto-asset white paper may lose its value in part or in full, may not always be transferable and may not be liquid.

STATEMENT IN ACCORDANCE WITH ARTICLE 6(5), POINT (D), OF REGULATION (EU) 2023/1114

The utility token referred to in this white paper may not be exchangeable against the good or service promised in this white paper, especially in the case of a failure or discontinuation of the crypto-asset project.

STATEMENT IN ACCORDANCE WITH ARTICLE 6(5), POINTS (E) AND (F), OF REGULATION (EU) 2023/1114

The crypto-asset referred to in this white paper is not covered by the investor compensation schemes under Directive 97/9/EC of the European Parliament and of the Council or the deposit guarantee schemes under Directive 2014/49/EU of the European Parliament and of the Council.

Summary of the $EMER Utility Token

Warning in accordance with Article 6(7), second subparagraph, of Regulation (EU) 2023/1114

This summary serves solely as an introduction to the crypto-asset white paper. Any decision to acquire or use the crypto-asset should be based on the full content of the white paper. The document does not constitute a prospectus under Regulation (EU) 2017/1129 and does not represent an offer to acquire financial instruments or any regulated investment product.

Offeror

The $EMER utility token is offered by **EMEROTH STUDIOS LTD**, a company registered under number 2160039 in the British Virgin Islands, with headquarters at Quijano Chambers, P.O. Box 3159, Road Town, Tortola.

Home Member State for MiCA notification: Lithuania.

The offeror can be contacted via:

- **Website:** https://catacombcrawlers.com
- **Email:** contact@catacombcrawlers.com
- **Telephone:** +40 747 777 920

Inquiries regarding this white paper will receive a response within **10 business days**, extendable by an additional 10 days with prior notice.

Project

Catacomb Crawlers is a survivor-style roguelike RPG integrating fast-paced gameplay, competitive progression, and a player-driven economy. Players engage in combat encounters, obtain tokenized assets, evolve their heroes, and participate in seasonal competitions.

The project incorporates:

- a digital marketplace for tokenized in-game assets
- a multi-layered progression system with upgrades,crafting, and evolutions
- competitive modes and leaderboards
- advisory governance features enabling community input
- on in-game matters

The ecosystem is designed to merge traditional gaming mechanics with the functional use of blockchain-based utility tokens.

Token Type

The **$EMER** token is classified as a **utility token** under Regulation (EU) 2023/1114 (MiCA). It is **not** an e-money token, asset-referenced token, or financial instrument, and it does not confer ownership, profit-sharing, or any form of corporate governance rights. Its purpose is strictly functional within the Catacomb Crawlers ecosystem.

Purpose and Use of the Token

$EMER grants access to specific goods, services, and digital functionalities within the gaming ecosystem. Among its principal uses are:

- **Marketplace transactions:** acquiring or trading heroes, companions, equipment, crafting materials, cosmetic items, and other tokenized assets.
- **Competitive participation:** entry into tournaments, seasonal challenges, and leaderboard-based events.
- **Advisory governance:** expressing preferences on in-game decisions, future content updates, and ecosystem parameters (without extending to company governance).

These functional rights are limited strictly to the Catacomb Crawlers platform.

No Investment Features

$EMER does not entitle holders to profit participation, revenue sharing, redemption rights, or ownership in EMEROTH STUDIOS LTD.
The token is not designed to create expectations of financial return, and holders have no claims beyond access to the digital services described in the white paper.

Token Economy

The total supply of $EMER is **fixed at 10,000,000,000 tokens**.
The internal marketplace applies a **10% transaction fee**, structured as follows:

- **6%** directed toward the Token Supply Management Strategy, supporting reward pools and long-term ecosystem sustainability
- **4%** allocated to operational maintenance and marketplace infrastructure

The ecosystem also includes two non-blockchain in-game currencies:

- **RUBY**, used for crafting, enhancements, and hero development
- **RUNE**, a rarer resource used for hero evolution, higher-tier unlocks, and exclusive items

These currencies exist solely within the game environment and are not transferable nor classified as crypto-assets under MiCA.

Admission to Trading

$EMER is intended to be listed on one or more crypto-asset trading platforms. The specific platforms and the expected start date of trading will be announced after the completion of the relevant listing procedures required by each platform. Purchases on secondary markets may be made using supported assets such as USDC or other cryptocurrencies accepted by the respective trading venue, including ETH or BTC.

The token is transferable between compatible wallets that meet the technical requirements of the underlying network. Access to trading or token transfers may be restricted for users located in jurisdictions where the purchase, holding, or exchange of crypto-assets is limited or prohibited by law.

Token Economy

Acquiring or using $EMER involves several risks. Prospective holders should carefully consider the following non-exhaustive categories:

- **Market risk**, including significant and rapid price volatility
- **Liquidity risk**, where trading activity on exchanges may be insufficient at times
- **Regulatory risk**, as future legal or policy changes may affect token use or availability
- **Operational and development risk**, including potential delays or disruptions in ecosystem features or technical infrastructure
- **Cybersecurity and smart contract risks**, such as vulnerabilities, hacking attempts, or unauthorized access
- **Network-related risks**, including congestion or increased transaction costs on the underlying blockchain

Holders may lose part or all of the token's value.

Environmental Impact

The estimated energy consumption associated with maintaining and operating the infrastructure supporting $EMER is approximately 3**94,000 kWh per year.** Based on current activity levels and technical requirements, the offeror does not expect this figure to exceed **500,000 kWh annually**.

Governing Law and Language

All rights and obligations relating to the $EMER token are governed by **BVI Law**, supplemented where applicable by relevant **European Union legislation**.
This white paper is drafted in the **English language**, which constitutes its official and authoritative version.

This whitepaper may be updated in accordance with Article 6(9) MiCA.

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1. INFORMATION ABOUT THE OFFEROR

This section provides comprehensive information about the offeror of the $EMER utility token, in accordance with Regulation (EU) 2023/1114 (MiCA) and Implementing Regulation (EU) 2024/2984, ensuring full transparency regarding the identity, governance, business activity, financial condition and operational capacity of the entity responsible for issuing the crypto-asset.

1.1. Name, Legal Form, Registration Details and Contact Information

Legal entity name: EMEROTH STUDIOS LTD

Legal form:
International Business Company (IBC), incorporated under the laws of the **British Virgin Islands (BVI)**.

Registration number: 2160039

Registered office address:
Quijano Chambers
P.O. Box 3159
Road Town, Tortola
Virgin Islands (British), 3159

LEI:

The company does not possess a Legal Entity Identifier (LEI), as it is not required under its current jurisdiction or business activities.

Official contact details:

- **Website:** https://catacombcrawlers.com
- **Email:** contact@catacombcrawlers.com
- **Telephone:** +40 747 777 920

Role of the offeror:

EMEROTH STUDIOS LTD is the **creator, developer, issuer and offeror** of the **$EMER utility token** and is responsible for the continued operation, development and maintenance of the Catacomb Crawlers ecosystem. No separate issuer exists for the purposes of this whitepaper.
The company is not supervised by a financial authority, as it does not engage in regulated financial services, payment services, asset-referenced token issuance, or e-money token issuance.

1.2. Management Body and Ownership Structure

To satisfy MiCA's transparency obligations, the company discloses the full composition of its management body and ownership percentages.

Members of the management body:

- **Alexandru Carbunariu** – 3%
- **Sandita Mares** – 1%
- **Alexandru-Catalin Cirjaliu** – 47%
- **Florin Valentin Mitu** – 47%

The management body is responsible for:

- long-term strategic direction of the Catacomb Crawlers product line
- supervision of $EMER token functionalities and integrations
- oversight of regulatory compliance (including MiCA requirements)
- allocation of financial and human resources
- safeguarding the technical and operational integrity of the ecosystem

Corporate structure:
The company has **no parent company**, no controlling external shareholders, and no corporate affiliations that could influence governance or compromise decision-making autonomy.

1.3. Description of the Business or Professional Activity

EMEROTH STUDIOS LTD operates within the sectors of:

- **software development**
- **video game creation and publishing**
- **digital interactive entertainment**
- **integration of blockchain-based utility systems**

The company specializes in designing and delivering next-generation gaming experiences that combine traditional game mechanics with blockchain-enabled asset ownership and utility token interactions.

Core business activities include:

1. Development of Catacomb Crawlers, a roguelike action RPG featuring competitive gameplay, tokenized digital assets, progression systems and a multi-token in-game economy.

2. Operation of a Web3 digital marketplace enabling players to acquire, use and exchange in-game NFT assets.

3. Management of blockchain integrations, smart contracts, utility token mechanics and technical middleware required for $EMER functionality.

4. Continuous development of game content, balance adjustments, live operations, and seasonal competitive events.

5. Compliance management, including adherence to MiCA, BVI legislation, data protection rules, and CASP onboarding requirements.

The company does not engage in fintech, financial intermediation, banking, lending, investment management or other regulated services.

1.4. Financial Condition of the Offeror

This subsection is provided in accordance with MiCA's requirements for transparency regarding the financial standing of the offeror.

EMEROTH STUDIOS LTD is an **early-stage technology and gaming company** that has not yet generated revenue from commercial product launches. Its financial profile is consistent with a pre-revenue development studio.

Funding obtained to date (aggregate): USD 1,090,373

These funds were obtained from:

- private investors
- strategic supporters
- early-stage contributors aligned with the development roadmap.

Use of funds to date includes:

- development of the core Catacomb Crawlers gameplay systems
- building the technical infrastructure for the marketplace and NFT assets
- integration of blockchain components including the $EMER token contract
- game art, animation, content production
- backend services and cloud hosting infrastructure
- legal advisory and MiCA compliance preparations

Liabilities and debt position:

The company:

- has **no significant outstanding loans**
- has **no long-term debt obligations**
- maintains only standard operational payables

Its financial position is considered stable relative to its developmental stage.

1.5. Past or Pending Administrative, Legal, or Criminal Proceedings

For transparency and consumer protection, EMEROTH STUDIOS LTD confirms that:

- it is not subject to any administrative investigations
- no litigation involving the company is pending
- no criminal proceedings exist involving the company or its directors
- the company is not included on any sanctions lists

This declaration supports MiCA's requirement that significant adverse information must be disclosed.

1.6. Conflicts of Interest

As of the publication date:

- no conflicts of interest have been identified involving the company, its directors, advisors, or contractors,
- no external entity holds influence over the project that could compromise fair decision-making,
- the offeror maintains policies to identify and mitigate conflicts should they arise.

Any future conflict will be disclosed to maintain compliance and transparency.

1.7. Resources and Operational Capacity

To ensure the viability of the $EMER ecosystem, EMEROTH STUDIOS LTD maintains operational capacities across multiple domains.

Internal teams include:

- software engineers and blockchain developers,
- game designers and gameplay architects,
- 2D/3D artists, animators, and asset creators,
- UX/UI product designers,
- cybersecurity and infrastructure specialists,
- live-ops and community management personnel,
- legal and compliance consultants.

Capabilities include:

- scalable game development,
- integration and maintenance of smart contracts and NFT systems,
- operation of servers, cloud infrastructure and marketplace systems,
- execution of seasonal game cycles and live events,
- continuous improvement of ecosystem integrity and stability.

1.8. External Advisors and Service Providers

Additional third-party service providers may be engaged for:

- smart contract auditing,
- technical security assessments,
- cloud hosting and infrastructure,
- interoperability tools,
- biometric identity solutions (where applicable via Humanode integration).

All external providers operate strictly within defined contractual scopes and do not act as issuers or offerors of the token.

2. Information About the Crypto-Asset Project

This section provides a comprehensive description of the crypto-asset project associated with the $EMER utility token, in accordance with Articles 7–12 of Regulation (EU) 2023/1114 and Annex II of Implementing Regulation (EU) 2024/2984. It covers the functional ecosystem in which the token is used, the development roadmap, the parties involved, the features of the digital environment, and the intended role of the token within that environment.

2.1. Name and Abbreviation of the Crypto-Asset

The crypto-asset associated with the project is named:

- **Full name**: EMER
- **Abbreviation / ticker:** $EMER

$EMER is a **utility token** designed exclusively to enable access to digital goods, services, gameplay functions and marketplace operations within the Catacomb Crawlers ecosystem.
No subscription period applies, as no public offering of the token is conducted through this whitepaper. The token is intended for future admission to trading on compliant EU crypto-asset trading platforms.

2.2. Description of the Crypto-Asset Project

Catacomb Crawlers is a next-generation, hybrid roguelike RPG that integrates fast-paced action gameplay with blockchain-enabled digital asset ownership and a user-driven progression economy. The project is designed to combine the appeal of traditional gaming with the advantages of distributed ledger technology, while maintaining strict alignment with MiCA's definition of utility tokens.

Core design pillars of the project include:

a) Fast-paced roguelike gameplay
Players navigate procedurally generated combat sequences, survive against waves of enemies, defeat bosses, and upgrade their characters through persistent progression systems.

b) Competitive ecosystem
The project includes seasonal ladders, rank-based tournaments, and long-term competitive cycles in which players can demonstrate skill and strategy. Performance in competitive modes may unlock access to tokenized assets, cosmetics, or reward pools.

c) Player-driven digital asset economy
Tokenized in-game assets (NFTs), including heroes, companions, equipment, cosmetics and crafting items, can be acquired, traded or used within the ecosystem. These assets are fully optional and serve functional or cosmetic purposes within the game.

d) Multi-token progression model
The ecosystem incorporates three types of digital assets:

- **$EMER** (on-chain utility token)
- **RUBY** (off-chain soft currency)
- **RUNE** (off-chain rare progression currency)

Only $EMER is a crypto-asset under MiCA. RUBY and RUNE exist exclusively within the closed gaming environment and cannot be transferred or exchanged externally.

e) Advisory governance features
$EMER holders may participate in non-binding governance processes, expressing preferences on:

- game modes,
- balance changes,
- content priorities,
- marketplace parameters.

These governance features do not confer corporate control or financial rights and remain strictly limited to in-game decision-making.

f) Interoperability and long-term scalability
The project is designed to support gradual extension, including:

- new game modes (e.g., Brawl, PvP Tower Defense),
- additional biomes and challenges,
- narrative expansions,
- cosmetic collections,
- world-building elements,
- advanced cooperative or competitive systems.

The ecosystem is built to scale for millions of players, with back-end infrastructure capable of supporting real-time gameplay and high-volume marketplace interactions.

2.3. Information on Natural or Legal Persons Responsible for the Project

Offeror and Project Operator

The entity responsible for developing, maintaining and operating the entire project, including gameplay systems, marketplace interactions and blockchain integrations, is:

EMEROTH STUDIOS LTD
Registered in the British Virgin Islands
Company number: 2160039

The offeror is exclusively responsible for the token, the underlying game, and all associated digital ecosystem components.

Internal teams involved

The following professional roles contribute to the functioning of the project:

- Game developers and software engineers
- Blockchain engineers and smart-contract specialists
- Game designers, system architects and balance designers
- UI/UX designers
- 2D/3D artists, illustrators and animators
- Server and cloud infrastructure engineers
- Live-operations teams
- Data analysts and economy designers
- Security engineers
- Compliance and legal advisors

External contributors and service providers

External partners may include:

- Legal advisors for MiCA compliance
- Technical auditing firms for smart-contract validation
- Cloud and infrastructure providers
- Wallet or identity-service providers (e.g., Humanode for biometric security integrations)
- Third-party marketplaces or CASPs involved in future trading admission

These providers do not act as issuers, nor do they bear responsibility for the crypto-asset whitepaper.

2.4. Key Features of the Goods and Services to Be Developed

This subsection describes the ecosystem functionality in detail, focusing on digital goods, tokenized assets, gameplay features, progression systems and marketplace operations.

2.4.1. Tokenized Asset Marketplace

A core component of the Catacomb Crawlers ecosystem is the **digital marketplace,** enabling players to acquire and exchange tokenized in-game assets. These assets may include:

- Playable heroes
- Companion characters
- Equipment and weapons
- Crafting materials
- Cosmetic skins
- Animation effects
- Emotes, banners and profile items

Transactions in the marketplace are conducted exclusively in **$EMER**.

A fixed **10% marketplace fee** applies to transactions:

- **6%** directed to the Token Supply Management Strategy (reward pools, ecosystem sustainability, player incentives)
- **4%** allocated to operational, maintenance and marketplace infrastructure costs.

The marketplace operates under transparent rules, with pricing determined by supply, demand and user preferences. It does not guarantee value preservation or price stability.

2.4.2. Governance and Community Participation

$EMER holders gain access to advisory governance features, enabling them to voice opinions on:

- game mode development,
- balancing changes,
- cosmetic or thematic content,
- reward structures,
- marketplace rules,
- long-term ecosystem improvements.

These governance mechanisms are **non-binding, non-financial**, and strictly **in-game.**

They **do not** grant:

- voting rights in the company,
- rights to dividends or profits,
- ownership or control of EMEROTH STUDIOS LTD.

2.4.3. Competitive Gameplay and Rewards

The project includes several competitive layers:

- Seasonal tournaments (skill-based rewards)
- Ranked ladders with progression tiers
- Time-limited competitions
- PvP game modes and optional entry fees paid in $EMER
- Performance-based cosmetic unlocks

Rewards may consist of:

- tokenized in-game assets (NFTs)
- $EMER distributions from reward pools
- cosmetic or ranking achievements

Competitive participation is optional and skill-based.

2.4.4. Progression Systems and Multi-Token Economy

The project employs a multi-layered progression economy:

a) $EMER (Utility Token)
Used for:

- marketplace transactions
- competitive event access
- governance participation
- special unlocks in the ecosystem

b) RUBY (Soft currency, off-chain)

Used for:

- crafting,
- upgrading heroes and items,
- unlocking new abilities,
- enhancing progression.

RUBY is **not transferable, not tradable**, and **not a crypto-asset** under MiCA.

c) RUNE (Premium progression currency, off-chain)

Used for:

- hero evolution,
- high-tier unlocks,
- rare cosmetic or functional items.

RUNE is not **transferable, not tradable**, and **not a crypto-asset** under MiCA.

2.4.5. Past and Future Milestones of the Project

Completed milestones include:

- Playable prototype of Catacomb Crawlers
- Core combat, progression and ability systems
- Marketplace architecture
- Multi-token economy design
- NFT asset framework (heroes, items, cosmetics)
- Humanode network integration preparations

Planned milestones (2025–2027):

2025

- Public game launch (survivor roguelike)
- Token Generation Event (TGE)
- Launch of PvP Tower Defense
- Rollout of leaderboards and competitive seasons
- Early narrative development (“Vlad’s Rise as Dracula”)

2026–2027

- Full PC launch of Brawl mode
- Multi-mode PvP tournaments
- Animated motion-story content

- AI-driven NPC systems
- Expansion into open-world hideouts
- New gameplay modes and progression layers

The roadmap is subject to adjustments based on development progress, testing feedback and ecosystem stability.

2.4.6. Resources Allocated to the Project

The resource allocation model reflects a sustainable approach to long-term development:

- Team (70%) — engineering, art, gameplay design, QA, live-ops.
- Compliance (10%) — MiCA monitoring, legal support, audit preparation.
- Technology (5%) — blockchain infrastructure, smart-contract development, integrations.
- Operations (5%) — platform maintenance, customer support, risk monitoring.
- Community (10%) — marketing, player onboarding, community rewards, branding.

This allocation supports both pre-launch development and post-launch sustainability.

2.5. Planned Use of Funds or Other Crypto-Assets Collected

This whitepaper does not accompany a public token sale. However, the allocation of the total fixed supply of 10,000,000,000 $EMER is disclosed to ensure transparency.

Token allocation and vesting schedules:

- **Seed (16%)** – (1.6B $EMER, 10% TGE and 9 months of vesting)
- **Private (12%)** – (1.2B $EMER 17.5% TGE and 6 months of vesting)
- **Public (3%)** – 300M $EMER (35% TGE and 2 months of vesting)
- **Tutorial Reserve (37%)** – 3.7B $EMER (non-withdrawable)
- **Team (16%)** – 1.6B $EMER (12-month cliff + 36-month vesting)
- **Treasury (10%)** – 1B $EMER (12-month cliff + 36-month vesting)
- **Liquidity / Launch Partners (5.5%)** – 550M $EMER
- **Airdrop (0.5%)** – 50M $EMER, 100% TGE

The model prioritizes:

- sustainability,
- prevention of supply shocks,
- predictable market behavior,
- long-term alignment of contributors and participants.

No funds are collected through this whitepaper; therefore, MiCA's safeguarding requirements do not apply at this stage.

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3. Information About the Admission to Trading of Crypto-Assets

This section explains the issuer's intention to seek admission of the $EMER utility token to trading on one or more crypto-asset trading platforms within the European Union. It reflects the requirements of Articles 13–17 of Regulation (EU) 2023/1114 (MiCA), offering clear, fair and non-misleading information about the planned listing process, the conditions under which it may occur, and the implications for future token holders.

3.1. Nature of the Offer and the Admission to Trading

This whitepaper does **not** accompany a public offering of $EMER tokens. No tokens are being marketed or sold under this document. Instead, the issuer provides information regarding its **future intention** to have the token admitted to trading on compliant crypto-asset trading platforms ("CASPs").

The admission process will follow the requirements of both MiCA and the internal onboarding rules of each CASP.

The issuer does **not** guarantee that trading will commence on a specific date or that a particular exchange will accept the listing.

3.2. Information About the Planned Admission

As of the publication date, no agreement has been finalized with any crypto-asset trading platform. The issuer is in the preparatory stage of evaluating potential partners. Once a platform confirms admission, the issuer will publish:

- the name of the CASP,
- the expected listing date,
- trading pairs, fees and eligibility conditions,
- any geographic or regulatory limitations imposed by the platform.

Prior to admission, EMEROTH STUDIOS LTD will complete all technical and compliance requirements, including providing a final smart-contract audit, meeting technical integration standards, and ensuring interoperability with the platform's infrastructure.
The purpose of the listing is to ensure that players and ecosystem participants have convenient access to $EMER, enabling them to engage with marketplace purchases, competitive modes and in-game functions.

3.3. Reason for Seeking Admission to Trading

Admission to trading serves several important functions for the Catacomb Crawlers ecosystem. It allows users who do not obtain $EMER through gameplay to acquire tokens through secondary markets. It also supports the transparency of the digital economy by enabling a publicly observable market price. Importantly, admission enhances interoperability between the game ecosystem and Web3 infrastructure such as wallets, bridges and marketplaces.

The objective of admission is to support **utility**, not investment speculation. The issuer does not promote $EMER as an asset intended to generate financial returns.

3.4. Total Number of Tokens to Be Admitted

The total supply of $EMER is fixed at **10,000,000,000 tokens**.
However, the quantity available for trading at the time of the initial listing will depend on:

- the circulating supply existing at that moment
- any vesting schedules still in effect
- liquidity requirements of the chosen CASP

A precise figure will be disclosed once listing arrangements are finalized.

3.5. Targeted Holders and Restrictions

The $EMER token is primarily intended for players of Catacomb Crawlers and users who wish to engage with the digital goods and services within the ecosystem.
Access may be restricted for individuals who:

- reside in sanctioned or high-risk jurisdictions
- are minors
- are prohibited from interacting with crypto-assets by local law
- do not meet the KYC requirements of the trading platform

These restrictions are typically determined by the CASP rather than the issuer.

3.6. Methods of Payment and Reimbursement

Once admitted to trading, $EMER may be purchasable using assets such as USDT, USDC, ETH or BTC, depending on the trading pairs offered by the CASP. All trading fees, spreads and reimbursement rules will be defined by the platform.

As no tokens are sold under this whitepaper, **no right of withdrawal**, reimbursement or refund policy applies. Any refunds for failed deposits or technical issues will be handled directly by the trading platform.

3.7. Transfer of Purchased Tokens

Following admission, tokens purchased on a trading platform may be transferred freely to Humanode-compatible wallets or between users. Transfers will follow the standard transaction validation rules of the Humanode network and may incur gas fees.

The issuer will not impose additional transfer restrictions except when legally required.

3.8. Technical Requirements for Holders

To hold or transfer $EMER, users will require:

- an EVM-compatible wallet configured for the Humanode network
- the ability to sign blockchain transactions
- compliance with the onboarding process of the chosen exchange

Users are responsible for the safekeeping of their private keys and for ensuring that they meet the technical requirements of both the network and any participating CASP.

3.9. Information on the Trading Platform

Information about the trading platform will be provided before admission takes effect. The issuer will disclose:

- the identity of each CASP where the token will be admitted
- instructions for deposits, withdrawals and trading
- any location-based or regulatory limitations
- expected listing timetable

Until that time, all platform-specific information remains pending.

3.10. Potential Conflicts of Interest

At the moment, no conflicts of interest have been identified between the issuer, its advisors or any partners involved in the intended admission. Should any conflict arise during the listing process, the issuer will promptly disclose it and act in accordance with applicable regulatory requirements.

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4. Information About the Crypto-Assets

This section provides detailed information about the nature, characteristics and classification of the $EMER utility token. It clarifies its technical features, regulatory classification under MiCA, intended functionalities, and the parameters relevant to its admission to trading within the European Union.

4.1. Type of Crypto-Asset Seeking Admission to Trading

$EMER is classified as a **utility token** within the meaning of Article 3(1)(9) of Regulation (EU) 2023/1114. The token is designed exclusively to provide access to certain digital goods, services and functionalities within the **Catacomb Crawlers** gaming ecosystem.

It is important to emphasize that $EMER:

- is **not** an asset-referenced token (ART)
- is **not** an e-money token (EMT)

- is **not** a financial instrument under Directive 2014/65/EU (MiFID II)
- **does not** represent a claim on the issuer for redemption or repayment
- **does not** confer ownership, profit-sharing, dividend entitlement or governance rights over EMEROTH STUDIOS LTD

Its design and use-case align strictly with MiCA's framework for **crypto-assets other than ARTs and EMTs**, and its role remains functional and non-financial.

4.2. Characteristics and Functionality of the Crypto-Asset

The following subsections provide a full overview of the token's technical and functional characteristics, as required by Annex II of Implementing Regulation 2024/2984.

4.2.1. Classification Metadata (as required for EU Registers)

For classification within the ESMA register of crypto-assets, $EMER includes the following mandatory data fields:

- **Crypto-asset type**: Other crypto-assets (OTHR)
- **Regulatory classification**: Utility token
- **Submission type**: NEWT (new token submission)
- **Trading name**: $EMER
- **Official website**: https://catacombcrawlers.com
- **Governing law:** British Virgin Islands (BVI)
- **Home Member State (MiCA)**: Lithuania
- **Authoritative language**: English
- **Functional domain**: Web3 digital goods & services (gaming ecosystem)

4.2.2. Technical Characteristics

$EMER is implemented as a **Humanode-compatible fungible token** deployed within the network's EVM environment. The token follows standards comparable to **ERC-20**, ensuring compatibility with a broad range of wallets, tools and smart contracts.

Key technical features include:

- **Fixed total supply**: 10,000,000,000 tokens
- **Minting**: No additional tokens can be minted beyond the fixed supply
- **Burning**: Token burning may occur, depending on ecosystem mechanics, but is not guaranteed
- **Decimals**: Defined according to Humanode's standard token implementation
- **Smart contract**: A dedicated contract deployed by EMEROTH STUDIOS LTD (address to be disclosed prior to TGE)
- **Consensus mechanism**: Governed by the Humanode Proof-of-Human-Existence network

- **Network**: Humanode mainnet, EVM-compatible

The token's transferability is determined by the underlying blockchain protocol, including gas requirements and validation procedures specific to the Humanode network.

4.2.3. Functional Characteristics and Intended Use

The $EMER token provides access to specific functionalities within the Catacomb Crawlers ecosystem. These functionalities represent consumptive rights within the digital environment and include:

1. Marketplace Access

$EMER is required to acquire, exchange or interact with tokenized in-game assets such as:

- heroes and playable characters
- companions and familiars
- equipment and crafting materials
- cosmetic items and visual enhancements

2. Participation in Competitive Activities

Certain competitive modes, tournaments or seasonal ladders may require $EMER for:

- entry fees
- challenge unlocks
- access to exclusive ranked events

Rewards from competitive activities may include in-game assets or $EMER distributions, depending on the event design.

3. Advisory Governance Participation

Holders may express non-binding preferences related to:

- upcoming game features
- balancing and content design
- marketplace rules
- reward distributions

These governance features are **in-game only** and strictly **non-corporate**.

4. Special Ecosystem Interactions

Future features may include:

- access to exclusive game modes
- cosmetic collections
- limited-edition events
- seasonal storyline unlocks

All functional rights remain **exclusively digital** and **entirely optional** for players.

4.2.4. Timing of Functionalities

The functional rollout of $EMER is structured in stages:

- **At TGE**: Basic utility (wallet transfers, marketplace integration, compatibility with the ecosystem)
- **Shortly after launch**: Marketplace transactions, initial cosmetic items, and introductory competitive modes
- **Post-launch expansions**: Additional game modes, advanced progression interactions, expanded governance options

All expected dates will be communicated transparently on the issuer's website and official communication channels.

4.2.5. Absence of Financial or Redemption Rights

To avoid any misunderstanding, and in full alignment with MiCA:

- $EMER does **not** guarantee access to any financial return, yield or appreciation
- It does **not** grant ownership in EMEROTH STUDIOS LTD or in any asset of the company
- It cannot be redeemed for fiat or other assets by the issuer
- Its value is determined solely by market and ecosystem factors, without any intervention or guarantee from the issuer

These features ensure that $EMER is fully compliant with the regulatory perimeter of a utility token.

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5. Rights and Obligations Attached to the Crypto-Assets

This section provides a comprehensive explanation of the rights and obligations associated with the $EMER utility token. It clarifies what token holders are entitled to, what they are not entitled to, and how these rights may evolve over time. The purpose is to ensure full transparency and to prevent any misunderstanding that could lead to expectations of financial return or investor-type privileges.

5.1. Rights Conferred on the Holders of the Crypto-Assets

Holders of $EMER receive access to a specific set of **digital utilities** within the Catacomb Crawlers ecosystem. These rights are **functional**, **consumptive**, and **limited to the platform's digital environment**.

Primary rights conferred:

(1) Access to the Digital Marketplace
Holders may use $EMER to acquire or interact with tokenized in-game assets, including:

- characters and heroes
- companions, equipment and upgrades
- crafting resources
- cosmetic items and visual effects

Marketplace pricing is determined by supply and demand and may fluctuate.

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(2) Participation in Competitive Experiences
Certain competitive modes, tournaments, seasonal ladders, special challenges, may require $EMER for entry or unlocking enhanced participation features.
Rewards may include in-game assets or $EMER distributions from predefined reward pools, depending on the specific event structure.

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(3) Access to Advisory Governance Features
Holders may express preferences or vote in **non-binding** community polls concerning:

- game balance decisions
- development priorities
- thematic direction or visual content
- marketplace configurations

These interactions **do not** influence corporate governance or decision-making within the issuer's business operations.

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(4) Access to Future Functionalities
The issuer may introduce additional in-game or ecosystem features that require or enhance the use of $EMER, such as:

- new game modes
- cosmetic sets or seasonal collectibles
- unique event participation
- narrative expansions

All additional functionalities will be optional and disclosed publicly before implementation.

5.2. Absence of Financial, Ownership or Redemption Rights

In compliance with MiCA, it is critical to emphasize that $EMER **does not** confer any form of financial or ownership right. Specifically, holders **are not entitled to**:

- shares or equity in EMEROTH STUDIOS LTD;
- voting rights in corporate governance
- dividends, revenue sharing or cash flows
- redemption of tokens by the issuer for fiat or crypto
- guaranteed returns, yields or promised appreciation

- rights to participate in the management or financial decisions of the company
- any claim on assets, reserves or treasury funds of the issuer

$EMER is a **utility token only**, and its sole purpose is to enable digital interactions within the Catacomb Crawlers ecosystem.

5.3. Conditions Governing the Exercise of the Rights

The rights associated with $EMER may only be exercised by users who comply with:

- applicable laws in their jurisdiction
- the terms of service of EMEROTH STUDIOS LTD
- the requirements of any crypto-asset trading platform where $EMER is admitted
- the technical requirements of the Humanode network

Some features (such as competitive modes or marketplace privileges) may depend on the user having a compatible wallet, stable internet connection, or specific in-game progression.

The issuer may temporarily or permanently restrict certain functionalities if required by law, platform policies, or network limitations.

5.4. Goods and Services for Which the Crypto-Assets Are Intended

$EMER is intended solely for use within the Catacomb Crawlers environment. The token may provide access to:

- tokenized game assets (NFTs)
- enhanced gameplay features
- seasonal event access
- advisory governance
- digital collectibles and cosmetic enhancements

These goods and services are subject to continuous improvement and may evolve over time based on development progress, player feedback and ecosystem needs.

5.5. Redemption and Burn Mechanisms

$EMER **does not** provide a right of redemption. The issuer does not commit to redeeming or exchanging tokens for fiat currency, other crypto-assets or any financial instrument.

The token supply is fixed. However, certain ecosystem mechanisms may include **optional burning**, such as when:

- players engage in special in-game interactions
- certain marketplace operations trigger burn events
- community governance suggests supply-reducing initiatives (subject to issuer approval)

Burning is **not guaranteed**, and the issuer retains sole discretion regarding the implementation of such mechanisms.

5.6. Transferability and Potential Restrictions

$EMER is freely transferable between compatible wallets operating on the Humanode network. Transfers are subject to network validation and may incur gas fees determined by the blockchain protocol.

Transfer restrictions may apply in cases such as:

- legal requirements in certain jurisdictions
- compliance obligations imposed by CASPs
- security-related interventions (e.g., response to detected exploits)
- regulatory decisions requiring the issuer to limit access

Users are responsible for ensuring they do not transfer or hold tokens in violation of their local laws.

5.7. Mechanisms for Adjusting the Supply or the Rights

The total supply of $EMER is fixed at **10,000,000,000** tokens, and there is no mechanism for minting new tokens.
The issuer may update certain **functional rights**, such as:

- how the token interacts with game features,
- marketplace rules
- governance interface options
- available utilities

Any changes will be communicated publicly and will remain within the limits of MiCA's framework for utility tokens. No change may introduce financial features or convert the token into a regulated product such as ART, EMT or a financial instrument.

5.8. Applicable Law

All rights and obligations attached to the $EMER token are governed by **the laws of the British Virgin Islands**, as the jurisdiction of incorporation of EMEROTH STUDIOS LTD.
Network-level interactions are governed by the rules of the Humanode blockchain.

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6. Information on the Underlying Technology

This section provides a detailed description of the technological infrastructure supporting the $EMER utility token. It explains the distributed ledger technology (DLT) on which the token operates, the standards and protocols employed, the validation and storage mechanisms, and the main limitations and risks associated with its technological environment. The information is presented in an accessible manner while maintaining technical accuracy, in accordance with MiCA requirements.

6.1. Distributed Ledger Technology Used

The $EMER token is issued and operates on the **Humanode blockchain**, a decentralized, EVM-compatible network built around the concept of **Proof-of-Human-Existence (PoH)**. This consensus mechanism relies on biometric validation to ensure that every validator represents a unique human identity.

Humanode provides:

- **EVM compatibility**, enabling the deployment of smart contracts written in Solidity
- a **permissionless validator model**, requiring biometric authentication
- **Sybil resistance**, as each validator corresponds to a verified individual
- decentralized control with no single party capable of altering or taking over the network
- transaction immutability and transparent ledger operations

The distributed ledger records all token transfers, interactions with smart contracts, and other relevant events. Once recorded, these entries cannot be altered retroactively, except in situations specifically permitted by network-level governance.

6.2. Protocols and Standards

The $EMER token adheres to established blockchain token standards to ensure compatibility and reliability.

Token Standard

$EMER follows a Humanode implementation of the **ERC-20 fungible token standard**, the most widely adopted standard across EVM-compatible networks.

This ensures:

- interoperability with wallets supporting EVM chains
- compatibility with blockchain tools, explorers and custody solutions
- predictable and well-understood token behavior

Smart Contract Architecture

The smart contract controlling the token includes:

- standard ERC-20 functions (transfer, approval, balance checks)
- access control for administrative functions
- mechanisms to enable utility interactions within the Catacomb Crawlers ecosystem
- safeguards to prevent unauthorized minting
- clearly defined supply limits

The smart contract address will be disclosed publicly prior to the Token Generation Event (TGE).

6.3. Consensus Mechanism and Validator Requirements

Humanode employs a consensus mechanism based on **Proof-of-Human-Existence (PoH)** and **Egalitarian Consensus**, combining:

- biometric verification to ensure unique validator identities
- equal-weight validator nodes (no stake or hash-power advantage)
- cryptographic validation of transactions
- decentralized governance for network parameters

This system provides several important benefits:

- **Sybil resistance**: prevents network capture by bots or multiple identities;
- **fair participation**: all validators have equal influence;
- **enhanced security**: malicious actors must compromise real biometric identities to attack the network

Humanode's consensus aims to maintain strong security properties while enabling accessible participation.

6.4. Incentive Mechanisms

Validators within Humanode receive rewards determined by network-level governance, independent of the $EMER token. The operation of the network's incentive mechanism does not rely on $EMER, and the issuer has no control over validator rewards.

Within the Catacomb Crawlers ecosystem, gameplay incentives such as reward pools or tournament distributions may include $EMER, but these are independent of the network-level consensus.

6.5. Procedures for Issue, Transfer, Storage, and Validation

Issuance

The entire supply of **10,000,000,000 $EMER** is created at contract deployment. No further minting is possible. Distribution follows the allocation model described in Part 2.

Transfers

Token transfers occur when:

- a user signs a transaction through an EVM-compatible wallet
- the transaction is broadcast to the Humanode network
- validators verify and include the transaction in a block

Transfers may require gas fees, depending on the network's architecture and congestion level.

Storage

Users hold $EMER in:

- Humanode-compatible EVM wallets (e.g., MetaMask configured for Humanode)
- hardware wallets (when configured to support the chain)
- smart contracts used for gameplay or marketplace operations

Private keys remain solely under the control of the user unless a custodian is voluntarily engaged.

Validation

Transactions are validated by Humanode nodes according to the network's consensus mechanism. Finality depends on the network's block time and consensus rules.

6.6. Smart Contract Audits and Security Measures

At the time of publication of this whitepaper:

- **no external audit has yet been completed** for the $EMER smart contract
- an audit will be commissioned before the Token Generation Event (TGE)
- the audit report will be published publicly on the project website and relevant repositories

Security measures implemented by the issuer include:

- internal reviews of the smart contract code
- adherence to widely adopted ERC-20 design patterns
- access-control restrictions on privileged functions
- deployment through verified environments
- ongoing monitoring for vulnerabilities

The issuer will not activate new smart contract features without adequate testing and review.

6.7. Limitations and Scalability Considerations

As with any blockchain-based system, $EMER may face technological limitations, including:

- **network congestion**, which can slow transaction processing
- **increased gas fees** during high network usage
- **dependency on Humanode's biometric validator system**
- **risks of smart contract bugs**, despite audits
- **limitations in interoperability**, depending on bridge solutions
- **potential network downtime or maintenance windows**

The issuer continuously monitors network performance to ensure compatibility with the Catacomb Crawlers ecosystem.

6.8. Technological Dependencies and External Infrastructure

The operation of $EMER depends on:

- the Humanode mainnet
- EVM-compatible wallet providers
- blockchain explorers
- cloud servers operating game infrastructure
- cryptographic libraries used by clients and signing tools
- APIs and middleware for game–wallet interactions

Interruptions or failures in these services could temporarily affect usability, although such dependencies are typical for blockchain-based ecosystems.

6.9. Potential Technological Risks

In accordance with MiCA requirements, the primary technological risks include:

- **Smart contract vulnerabilities** that could lead to loss or freezing of tokens
- **Cybersecurity threats**, including phishing or key compromise
- **Humanode network failures**, downtime, or attacks
- **loss of access due to mismanagement of private keys**
- **changes in network protocols** that may require updates or migrations
- **compatibility issues** with third-party services

The issuer commits to informing users of material technological changes or security issues if they arise.

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7. Information on the Risks

This section provides a comprehensive overview of the risks associated with acquiring, holding, or using the $EMER utility token. The purpose is to ensure that prospective users understand that $EMER carries no guarantees, may not always be usable, and may lose value in part or in full. The risks described herein are not exhaustive, but they represent the most relevant categories identifiable at the time of publication.

Any material changes to this whitepaper will be communicated on the official website and updated versions will be made publicly available.

7.1. Risks Associated with the Admission to Trading

Although the issuer intends to seek admission of $EMER to one or more crypto-asset trading platforms, this process is not guaranteed. Even if admission occurs, several risks remain:

Market Volatility
The price of $EMER on secondary markets may fluctuate rapidly due to supply and demand dynamics, market sentiment, or external events unrelated to the project.

Limited Liquidity
Early trading activity may be low. Users may find it difficult to buy or sell the token in desired quantities or at expected prices.

Platform-Specific Risks
Admission depends partly on the operational stability of the participating trading platforms. Issues such as outages, maintenance periods, account freezes, or changes in listing policies may affect holders' ability to trade or withdraw tokens.

No Guaranteed Listing
The issuer cannot guarantee that any specific CASP will accept the token or that trading will commence on a particular date.

7.2. Risks Associated with the Offeror

Early-Stage Company Risk
EMEROTH STUDIOS LTD is still in a developmental stage. The company has not yet generated significant revenue from commercial operations. Changes in financial, operational or managerial conditions could affect the timely delivery of planned functionalities.

Dependence on Key Personnel
The success of the ecosystem relies heavily on the expertise of its developers, designers, engineers and leadership team. The loss of key individuals could impact the project's development or continuity.

Operational Risk
As with any technology venture, the issuer may encounter unforeseen challenges affecting budgeting, resource allocation or development timelines. This may delay the availability of certain token utilities or game features.

Regulatory Compliance Risk
The issuer must comply with evolving regulatory requirements. Changes in law or regulatory interpretations may require modifications to token functionality or distribution.

7.3. Risks Associated with the Crypto-Asset

Loss of Utility
The token's value derives entirely from its utility within the Catacomb Crawlers ecosystem. If the game or associated services are delayed, suspended or terminated, $EMER may become partially or entirely unusable.

Not Always Transferable
Transfers depend on the functionality of the Humanode network. Technical issues, congestion or network upgrades may temporarily hinder token transfers.

Value May Decrease
There is no guarantee of price stability or liquidity. Users may lose part or all of the token's value.

Dependence on Player Adoption
Demand for $EMER may be influenced by the popularity of the game. If the user base declines, the token's utility may diminish.

7.4. Risks Related to Project Implementation

Development Delays
The project roadmap includes complex technical features that require iterative testing. Delays may occur due to technical challenges, resource constraints or external dependencies.

Dependency on External Providers
Certain components of the project, such as marketplace infrastructure, smart-contract auditing or cloud hosting, depend on third-party service providers. Failures or changes in these providers may affect functionality.

Feature Changes
Game design is iterative by nature. Planned features may be modified or replaced based on community feedback, balancing considerations, or technical constraints.

Ecosystem Evolution
The utility of $EMER may evolve along with the introduction of new game modes, marketplace mechanics or governance structures. While such updates aim to improve the ecosystem, they can create uncertainty for users.

7.5. Technological Risks

Smart Contract Vulnerabilities

Despite internal testing and planned external audits, smart contracts may contain bugs or vulnerabilities. Exploitation of such vulnerabilities could cause loss of tokens or restricted functionality.

Cybersecurity Threats
Users may be targeted by phishing attacks, malware or unauthorized access attempts. Compromise of private keys or wallets can result in irreversible loss of tokens.

Network Congestion or Downtime
The Humanode network, like any blockchain, may experience congestion, slow transaction times or temporary unavailability. These issues may impact token usability.

Technological Obsolescence
Rapid shifts in blockchain standards may render certain aspects of the token's implementation outdated, requiring updates or migration.

Compatibility Risks
Wallets, bridges or third-party services used in connection with $EMER may introduce bugs or compatibility issues.

7.6. Market and Economic Risks

Unforeseen Economic Events
Broader economic volatility, such as inflation, market crashes or cryptocurrency sector downturns—may affect the value and usability of the token.

Speculative Market Behavior
Even though $EMER is intended for utility purposes, speculative trading by users or automated systems may introduce volatility beyond the issuer's control.

Competition in the Gaming Sector
The ecosystem may face competition from other Web3 projects or traditional games. Competition may influence utility demand or market sentiment.

7.7. Legal and Regulatory Risks

Changes in Law
The regulatory environment for crypto-assets is evolving. Amendments to MiCA, national interpretations, or international regulatory actions could affect the use, transferability or listing of $EMER.

Jurisdictional Restrictions
Certain jurisdictions may restrict or prohibit access to crypto-assets or blockchain games. Users must ensure they comply with their local laws.

Tax Uncertainty
Tax treatment of utility tokens varies across countries. Users may incur unexpected tax obligations relating to token use or trading.

7.8. Environmental Risks

Blockchain networks consume energy and require computational power. Although Humanode is designed to minimize the environmental footprint through biometric-based validator participation rather than energy-intensive mining, any increase in network usage may still contribute to environmental impact. Future regulatory restrictions aimed at reducing environmental effects could influence network operations.

7.9. Liquidity and Accessibility Risks

Accessibility Limitations
A user may lose access to tokens due to loss of private keys, wallet malfunction or incorrect transaction execution. These losses are irreversible.

Dependency on CASPs
Access to liquidity depends on the operational status of crypto-asset trading platforms. If a CASP delists $EMER or experiences financial stress, liquidity may be significantly reduced.

Limited Initial Trading
In early phases, trading volume might be insufficient to execute transactions efficiently at desired prices.

7.10. Risk Disclosure Summary

The risks described above demonstrate that acquiring or using $EMER involves uncertainties and potential losses. The token does not provide financial guarantees, investment protections or compensation mechanisms. Users should carefully assess their personal circumstances, understand the risks and only interact with the token if they fully accept these conditions.

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