ISSUE 01 / FEB-MAR 2022

THE 01 SIDUS TIMES

FOOD FOR THE SUPERIOR COMMUNITY MIND

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ALL ABOUT IMPACTS AND STATUSES

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2021 FORWARD- METAVERSE & PLAY-TO-EARN MARKET

THE INTRO TO METAVERSES

WORD FROM CEO

VIEWS FROM SIDUS' CEO DAN KHOMENKO

Today, we are releasing the first issue of our magazine, which will be a window into the world of metaverses. The topics in the "SIDUS Times" will cover many angles related to this world, from incredible design solutions to reviews of global and local markets. The world of metaverses implies gameplay, tokenomics, PR, the technological possibilities of blockchain, NFT and much more!

We won't just be focusing on our own game. Yes, SIDUS HEROES is our brainchild and we know it better than anything, but we also appreciate that there are many among our players who understand this area as well as we do. We intend to make this magazine interesting for them too.

It is very exciting to see the creator economy finally come to the gaming industry. I am fortunate to be co-creating this exceptional technology alongside **SIDUS HEROES** gamers and to be writing a part of history – a history that will be set in stone and remain forever.

SIDUS HEROES provides a competitive advantage over traditional games and has the potential to rebuild the underlying economics of gameplay, design and distribution.

For quite a long time, there has been a huge gap between game players and game makers. But now, thanks to blockchain technology, we are able to create a platform that unites studio leads, game producers, content creators and players as one team, where everyone can engage, create, consume and earn.

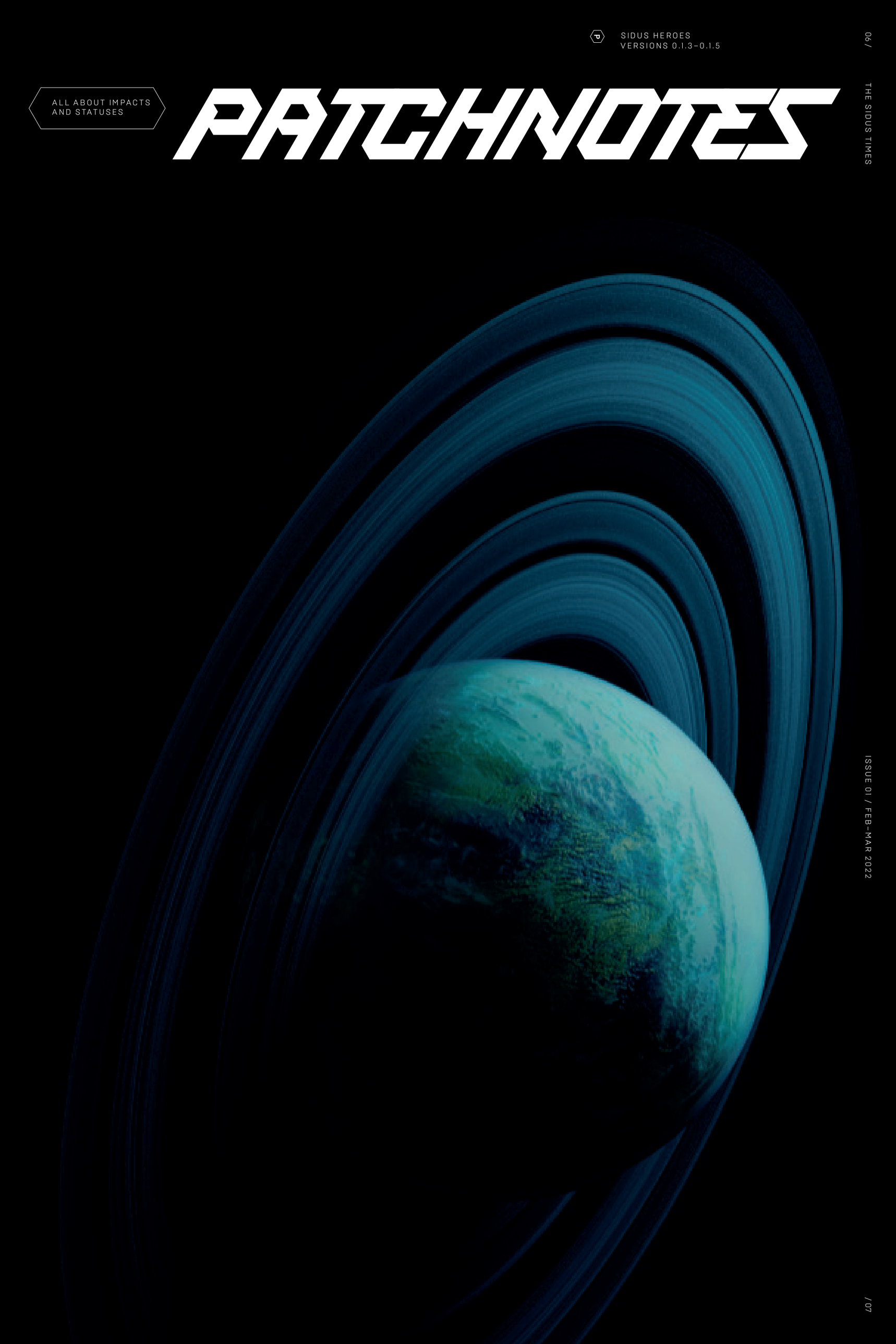
SIDUS HEROES is a form of self-expression, a niche fandom game, where players contribute to its development for the sheer love of the game and its community. Being based on the Play-to-Earn model, players are justly rewarded for their efforts with SIDUS tokens.

It seems like only yesterday that we learned how to create websites and work on the internet. Today, we are mastering virtual reality and creating digital universes in which we represent ourselves through avatars, where the possibilities are endless. Metaverses are part of Internet 3.0, a new generation of the internet, where users are the decision-makers.

SIDUS HEROES is a step towards creating a new world in which you can do more than just have fun, you can also earn money, solve social issues and build complex economic structures. In the SIDUS Times magazine, we will track the development of this industry from the first seconds of its Big Bang.

ALL ABOUT IMPACTS
AND STATUSES

PATCHNOTES



PATCHNOTES

ALL ABOUT IMPACTS AND STATUSES

SIDUS HEROES VER. 0.1.3

F.01 Find your Heroes' Abilities displayed right under them.

ARENA LOBBY

1/ Find your equipped Hero's race and weapon abilities displayed under their image.

2/ MetaMask wallet addresses are returned to the Arena Lobby and match-making screens.

BUG FIXES

1/ Login window. We've added a link to the Cookies file in the login window form.

2/ On devices with 1920x1080 screen resolution, characters will appear flawless and more vivid than before.

TOKEN BALANCE DISPLAY CHANGED

1/ **In-game** $SIDUS and $SENATE balance is now displayed in the top right corner.

2/ We have added a **notification icon** that indicates when you have new items in your Inventory.

COMBAT SESSION RESUMPTION & BATTLE INTERFACE

1/ We fixed the issue where players lost the combat session when the internet connection failed or the browser page was refreshed.

2/ If your opponent quits the game during the loading stage, you will now receive a notification and be redirected to the match-making screen.

3/ The Skip Turn button has been moved from the center of the screen to the Abilities section. Now, all important actions are managed from one place, which saves your game turn time.

4/ Your Energy pool now displays correctly.

5/ In the 3x3 battles, there are now 6 Heroes cards displayed in the turn order & the initiative bar.

6/ When a Hero is defeated, their card is removed from the turn order & initiative bar.

NEW FEATURE: STATUSES, EFFECTS AND IMPACTS

Statuses, effects and impacts introduced in the ver. 0.1.3. to bring fight even more flexible. Read the Article in this issue to get full info about this features

The critical damage multiplier (originally fixed at x2) has been replaced with a multiplier range: x1.5 to x10. The critical damage can now be triggered where there is a 10% to 20% Chance. Both parameters depend on the number of Skill Points spent on the Agility parameter.

F.02 New items in your Inventory are now highlighted with a red indicator.

F.03 Find your in-game $SIDUS and $SENATE balance in the top right corner of the Arena LOBBY Screen.

SIDUS HEROES VER. 0.1.4

F.04 The Battle interface now features a lot of useful information.

F.05 Some of the weapons' characteristics have been changed as well — check them out!

Displayed Damage, Effects & Energy Point burning — When dealing damage to your opponent, information about the nature of the damage and the type of impact being inflicted will be displayed above the player. When statuses are combined, the resulting effects will also be shown and the Energy Points burnt will be given too.

Weapon Screen — a new design. Now you can see more info about your weapons, i.e. their Level, Power, Ability and Effect.

BALANCE CHANGES:

Weapons
Taser — the max. damage decreases to 290 from 356
Railgun - the energy cost increased by 1 Energy Point
Wave modulator - the Wet Status is applied for 2 turns instead of 3

Heroes
Ogya — their race-based ability deals an additional 20% damage to the nearest adjacent targets

PATCHNOTES

ALL ABOUT IMPACTS AND STATUSES

SIDUS HEROES VER. 0.1.5

BLUFFING — THE NEW ABILITY!

In this version, the game will feature a new active Ability called Bluffing, which will be available to all players in the Battle Arena. It allows you to deceive your opponent and expand your combat tactics. Now you can not only skip a turn, you can also mislead your enemy. In one battle, Heroes can pretend one time to be hurt for 6 consecutive turns. If while the Bluff is active some damage is dealt to your Hero, or even if he is defeated — no big deal! After the Bluff is over, all Health Points will be restored. Now your enemy will need to read your mind, otherwise they will spend lots of Energy Points trying to defeat a bluffing Hero!

F.06 Consider using the Bluffing Ability if your opponent has a high energy-consuming weapon, like a Taser. If you do, the risks for them are amplified.

F.07 The CHARGED Status caused by an Electric Impact will stay with the Hero for several moves and reduce his Crit Chance.

F.08 Ogya's Fire Breath can be a devastating move when combined with an Electric Impact.

USING YOUR HERO'S RACE-BASED ABILITY FOR THE TEAM

1/ You can now use your Hero's race-based Ability to protect your teammates in the Battle Arena! You can only apply this Ability to one of your teammates, once per turn. This will bring you various bonuses, but don't forget about the Status combination tactics resulting in Effects that we introduced in ver. 0.1.3.

2/ Raptorian Race Ability "Acid Spit" — heals your ally and applies the "Wet" Status.

3/ Voltrone Race Ability "Electric Shock" — puts a shield around the target and absorbs part of the damage dealt to that target in the subsequent attack; applies the "Charged" Status.

4/ Ogya Race Ability "Fire Breath" — increases the Crit chance of the next attack (if there is one) and inflicts the "Burning" Status.

IMPACTS

F.09 The Tesseract counter is now conveniently displayed so you can keep track of your treasures more easily.

USING YOUR HERO'S RACE-BASED ABILITY FOR THE TEAM

1/ Inventory scroll-bar

2/ Tesseract stacking (except weapons)

3/HP bars removed from defeated Heroes

4/ Hero's characteristics now feature a critical damage multiplier

F.10 Bluffing lasts for 6 consecutive turns and can only be used one time in a fight. Use it wisely!

F.05 Note the changes in Energy cost when using your weapons — some of them have been increased!

BALANCE

1/ Railgun Pistol's Powerful Shot Energy — cost has increased from 2 Points to 3 Points.

2/ Wave Modulator's Wave Blast Energy — cost has increased from 2 Points to 3 Points.

BUG FIXES

1/ Hero's 'damage' display is now fixed and shows the correct info.

2/ HP damage is displayed the moment the damage is dealt, not right after using the attack.

3/ The POWER value display is fixed, after the Skill Points are reset.

4/ Heroes now correctly display the damage range of the race-based Ability.

5/ The Bleeding Status duration is fixed — it deals damage for three turns.

6/ Energy burning calculation is fixed when Effects are triggered.

8 MIN

SIDUS HEROES RECEIVES INVESTMENT FROM ANIMOCA BRANDS

SIDUS HEROES RECEIVES GRANT TO DEVELOP ON THE POLYGON NETWORK

NEWS & EVENTS

SIDUS HEROES RECEIVES INVESTMENT FROM ANIMOCA BRANDS

SIDUS HEROES announced that it has raised $21 million in its seed, private and public funding rounds with Animoca Brands as the lead investor and Alameda Research, Bloktopia, OKEX, Polygon, Master Ventures and other companies participating.

Animoca Brands, the lead investor in **SIDUS HEROES'** current round, is a global leader in gamification and blockchain, with a large portfolio of over 150 investments in NFT-related companies and decentralized projects that all contribute to building the open metaverse. The new funding announced will be used to continue building and expanding the gaming metaverse, incorporating new gaming scenarios and building DeFi services.

SIDUS HEROES RECEIVES GRANT TO DEVELOP ON THE POLYGON NETWORK

The strong partnership with the Polygon (Matic) network is marked by the first grant from the company, its purpose being to enable SIDUS to investigate and implement gaming solutions on the new blockchain. The grant will be used for the research and implementation of gaming and profit-making solutions on the Polygon network.

The blockchain segment is not limited to the Ethereum network, which means that remaining within one single blockchain is inexpedient and to some extent, a threat to the future of the entire project. The **SIDUS HEROES** team understands this well and has put a lot of effort into building partnerships with various different blockchains. Polygon, created on the basis of Ethereum, is one of the industry leaders who at the end of last year, managed to overtake its parent network in terms of total number of active wallet addresses. As part of the research, **SIDUS HEROES** plans to evaluate the time and labor costs for entering the network as well as the DeFi opportunities for a new community of players.

8 MIN

SIDUS HEROES PARTNERS WITH PARTISIA BLOCKCHAIN TO EXPLORE THE CHAIN'S POSSIBILITIES WITHIN THE GAME

SIDUS HEROES PARTNERS WITH PARTISIA BLOCKCHAIN TO EXPLORE THE CHAIN'S POSSIBILITIES WITHIN THE GAME

SIDUS HEROES continues to expand its network of business partners and supporters and is excited to announce a partnership with Partisia Blockchain, a Web3, public, zero-knowledge blockchain. Both companies are taking their first steps with the launch of beta versions of their products and will use the experience as an opportunity to test out different forms of cooperation.

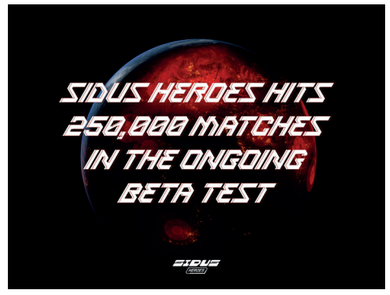
Partisia Blockchain is a zero-knowledge (ZK), Layer 1 blockchain protocol. By merging blockchain technology and ZK computations, Partisia Blockchain has managed to build a more secure digital infrastructure that can finalize transactions within 0.5 seconds — making it competitive amongst the fastest in the industry. The solution can be applied in a variety of crypto subdomains, from DeFi and wallets, to NFT and gaming. The partnership between Partisia Blockchain and **SIDUS HEROES** allows both teams to explore the many possibilities that Partisia Blockchain can offer the NFT gaming sphere.

SIDUS HEROES HITS 250,000 MATCHES IN THE ONGOING BETA TEST

SIDUS HEROES HITS 250,000 MATCHES IN THE ONGOING BETA TEST

Four weeks after the start of the public beta testing, the **SIDUS HEROES** game has started to register some very impressive figures: almost 250,000 completed matches and 2,000 players on board. On average, users are collectively playing about 2,000 matches per day, providing the project with stable development dynamics.

Along with weekly rollouts of new versions of the game, the **SIDUS HEROES** tech team is collecting feedback from testers and is maintaining a leaderboard for the most active users whose contributions to the development of the game will be rewarded.



SIDUS HEROES
VERSIONS 0.1.3–0.1.5

IMPACTS, STATUSES, EFFECTS

WHAT IS WHAT?

IMPACTS, STATUSES, EFFECTS

WHAT IS WHAT?

IMPACTS

IMPACT IS APPLIED ON THE TARGET BY WEAPONS, ARMOR, ITEMS AND HEROES' RACE-BASED ABILITIES.

IMPACT TYPE	APPERANCE	DESCRIPTION
ELECTRIC	YELLOW LIGHTNING ICON	INHERENT TO THE VOLTRONE RACE. CAN BE APPLIED USING A TASER WEAPON TO PRODUCE AN ELECTRIC-SHOCK OR BY A VOLTRONE HERO'S RACE-BASED PASSIVE ABILITY.
HYDRO	BLUE WATER DROP ICON	INHERENT TO THE RAPTORIAN RACE. CAN BE APPLIED USING A WAVE MODULATOR WEAPON TO PRODUCE ACID SPIT OR BY A RAPTORIAN HERO'S RACE-BASED PASSIVE ABILITY.
THERMO	RED FLAME ICON	INHERENT TO THE OGYA RACE. CAN BE APPLIED USING A WRIST GRENADE LAUNCHER WEAPON (NOT PRESENTED IN GAME YET) TO PRODUCE FIRE BREATH OR BY AN OGYA HERO'S RACE-BASED PASSIVE ABILITY.
KINETIC	THREE BULLET ICON	CAN BE APPLIED USING A RAILGUN PISTOL.

NEGATIVE STATUSES

STATUS IS THE STATE THAT THE TARGET EXPERIENCES FOR SEVERAL MOVES WHEN IT RECEIVES AN IMPACT.

- Each race has a passive Ability that corresponds to a particular Status, featuring a certain buff or debuff.
- Each Planet is associated with 1 specific Status, which is applied to the boss.

ELECTRIC IMPACT → CHARGED STATUS → REDUCES THE CRIT CHANGE.
GYDRO IMPACT → WET SATUS → REDUCES THE RESISTANCE.
THERMO IMPACT → BURNING STATUS → REDUCES THE DAMAGE.
BLEEDING → DEALS A TOTAL OF 300% FOT FOR 3 TURNS. WHEN INTERACTING WITH THE IMPACT OF A KINETIC WEAPON, THE STATUS IS UPDATED TO BLEEDING.

BUFF OR DEBUFF?

DEPENDING ON THE RACE, THE STATUS GIVES A BUFF OR DEBUFF.

EFFECTS

AN EFFECT IS THE COMBINED RESULT OF DEALING AN IMPACT TO A TARGET THAT IS ALREADY EXPERIENCING A STATUS. THE EFFECT TERMINATES THE STATUS.

EFFECTS	COMBO	DESCRIPTION / SPECIAL DAMAGE
STEAM	WET + THERMO | BURNING + HYDRO	DEALS 30% DAMAGE AND DEDUCTS 1 ENERGY POINT FROM THE TARGET.
SHORT-CIRCUIT	WET + ELECTRIC | CHARGED + HYDRO	DEALS 40% DAMAGE AND DEDUCTS 1 ENERGY POINTS FROM THE ADJACENT TARGET
EXPLOSION	BURNING + ELECTRIC | CHARGED + THERMO	AOE RADIUS DAMAGE: DEALS BASIC DAMAGE TO NEAREST TARGET + 50% EXTRA DAMAGE FROM EXPLOSION. THE EFFECT OF DAMAGE DEALT TO OTHER TARGETS IN THE BLAST RADIUS DIMINISHES IN INCREMENTS AND FOLLOWS A SLIDING SCALE. THE DAMAGE IS CALCULATED ACCORDING TO THE ORDER IN WHICH TARGETS STAND RELATIVE TO THE EPICENTER AND EACH OTHER. THE 2ND CLOSEST TO THE EXPLOSION TAKES 30% LESS DAMAGE OF THE BASIC 50%; THE 3RD CLOSEST TAKES 30% LESS THAN THE 2ND CLOSEST AND SO ON.

LIKE A PRO. TIPS&TRICKS

As we found out in the recent all-founders AMA Session, the game will soon completely evaluate PvP battles. SIDUS HEROES's Editor-in-Chief and devoted player Vlad Grin shares some tips that he came up with all by himself.

- In a 2x2 battle, try to pair a Voltrone with a Raptorian in your team. In the second turn, apply Hydro + Electric Impacts on your opponents. You will spend 4 Energy Points and deal additional damage from the Short-circuit, but you will also burn 2 Energy Points from the opposing team! This will protect your Heroes from much damage!
- A Railgun fully reveals its potential in a 3x3 battle. In the second turn, apply the Bleeding Status to 3 of your opponents. With an average damage of 30, your opponents will lose another 270 over the next three turns! Even if your poor fellow is already dead.
- Non-obvious combos of Heroes and weapons might be useful in PvP fights. For example, when combining a Raptorian with a Hydro race-based passive Ability and a Taser applying an Electric impact, you will deal damage with the Taser strike, impose a Charged Status on your opponent, and thus will be ably to continue by imposing a Short-circuit Effect, which will also deal significant damage to your opponent. The same effect you will be able to achieve with a Voltrone using a Wave Modulator.

BATTLE ARENA INTERFACE

TURN ORDER AND THE INITIATIVE BAR

- Heroes' cards are displayed in turn order in the initiative bar, which displays their characteristics. The line is formed according to initiative.
- The first Hero in the list moves. When a Hero is defeated, their card is removed from the turn order and initiative bar.

Initiative is assigned to every Hero and affects the order of moves in battle. At the beginning of the game, a line is formed from the highest initiative to the lowest. If the Heroes have the same initiative value, the order is determined by the Heroes' Attack value. The Hero with the lowest attack value attacks first. If the Attack is the same, a comparison is drawn between the Heroes' HPs.

The Hero whose turn it is, is highlighted with an arrow.

Health Points are one of the basic characteristics of a Hero and are shown near every Hero.

CURRENT TURN
The sequence number of the turn in the current fight is displayed. When all the Heroes make their moves, the round is considered complete and a new cycle begins. The number of turns in the round = number of Heroes.

FPS
Your frame rate, measured in frames per second (fps), describes how smoothly a given game runs on your PC. The more frames you can pack into one second, the more smooth the motion will be on-screen.

When dealing damage to the opponent, information about the nature of the damage and the type of impact being inflicted are displayed above the player.

When statuses are combined, the resulting Effects and the Energy Points burnt are shown.

TIMER
The sequence number Time left till the end of the turn. Every Hero gets 30 seconds per turn.

When a Hero is defeated, their card is removed from the turn order & initiative bar

ENERGY POOL
At the beginning of the battle, all Heroes are credited with 1 Energy Point. In each turn, a Hero can perform as many actions as they want, as long as they have enough energy.

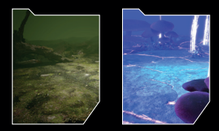
ABILITIES
Each Hero's Abilities are displayed here. Remember that applying these cost Energy Points:

- Race-based Ability - 1 Energy Point
- Weapon Ability - 2-5 Energy Points
- Armor Ability - 3 Energy Points (in development)

SKIP
Heroes can either attack an opponent, a Boss or skip their turn. If a Hero skips their turn, they will be credited with +3 Energy Points. If a Hero performs an action, they will be credited with +2 Energy Points.

The Battle Arena
When the match-making procedure takes place, the Hero(es) go(es) to one of the following locations:

- Ogya home world
- Voltrone home world (In Development)
- Raptorian home world
- SIDUS Station (In Development)



Boss
At the beginning of the battle, all Heroes are lined up. One of the following Bosses might appear in the center of the Arena:

- HyperPrism
- Mushroom (In Development)
- Robot (In Development)
- Worm (In Development)
- Slug (In Development)

SPACE SHUTTLES

FOR EXPLORING NEW DIMENSIONS OF THE GAME

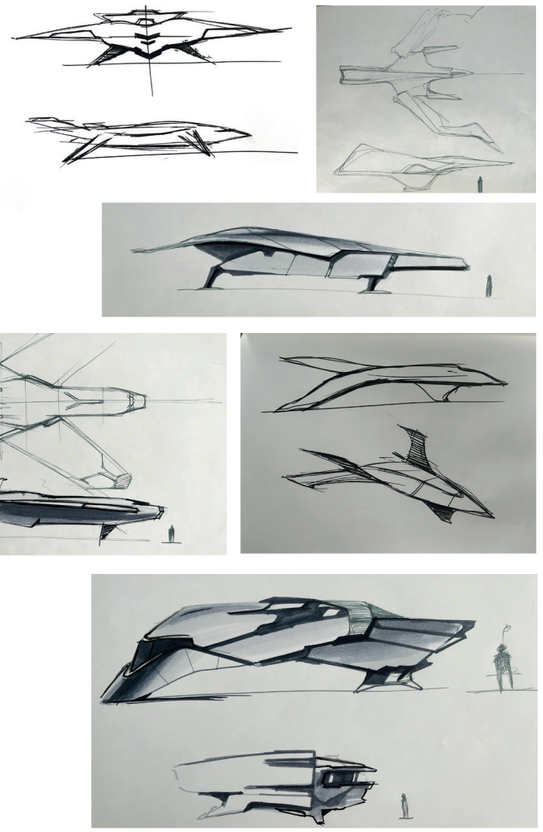
SPACE SHUTTLES
TO EXPLORE NEW GAME
DIMENSIONS

FEATURED
ARTICLE

SPACE SHUTTLES FOR EXPLORING NEW DIMENSIONS OF THE GAME

The entire fleet of shuttles is constructed at the SIDUS Central Station. Players use blueprints and the super-advanced technology left behind by an unknown ancient civilization that the SIDUS inhabitants call the 'Forerunners'. As long as the Forerunners' technology is used to build the entire fleet, then all shuttles are manufactured based on one engineering approach.

SIDUS is a world full of different races and endless adventures but it will never be completely open to you if you don't own at least one Space Shuttle.

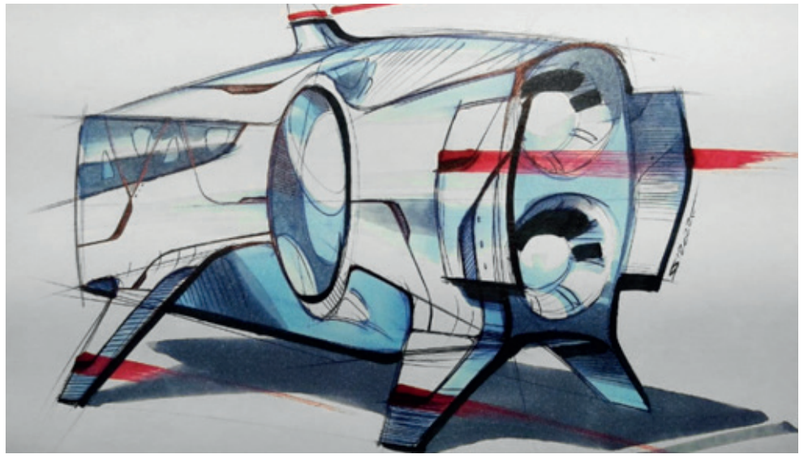


F.01 Many of the variants have come a long way since they were just pencil-drawn sketches, becoming full 3D images. And yet, some have been rejected.

That's why we are paying special attention to the creation of Space Shuttles. They will be of exceptional quality and we don't just mean design-wise. By 'exceptional quality', we also mean that they will be perfect from an engineering point of view. The size of a shuttle, its engine, navigation system - every detail is carefully thought-through and designed to look as realistic as possible.

We have talked to plenty of engineers and scientists so that we could make the Space Shuttles as realistic as possible and introduce the most futuristic features and functionalities possible. To ensure everything is as perfect as it can be, we are planning some interviews with leading space companies such as NASA, Roscosmos in Russia, some space companies in Canada, etc.

Along with making Space Shuttles realistic from the engineering point of view, we want to create something special design-wise, something that serves the game's image and style. That's why, after a lot of testing, we have chosen world-known vehicle design artists to work on our Space Shuttles and have created a lot of sketches to find the most perfect ones. This is what we will stick to.



F.02 With some designs, it is easy to guess what inspired the designers, whether it was a Bentley car or a washing machine.

WHERE CAN YOU GET A SPACE SHUTTLE?

There are several ways to get a Space Shuttle:
1 - Purchase a Space Shuttle Toolbox using $SENATE at the Presale or Private Sale (now ended).
2 - Purchase a Space Shuttle Toolbox at the Public Sale (TBA).
3 - Deposit the required amount of $SENATE in Staking 2.0.
4 - Build one.
5 - Purchase a Space Shuttle on the Marketplace, when it is launched.

SENATE is the governance token of the SIDUS metaverse. It is mostly used by players to express their political views and to impact the development of the metaverse.

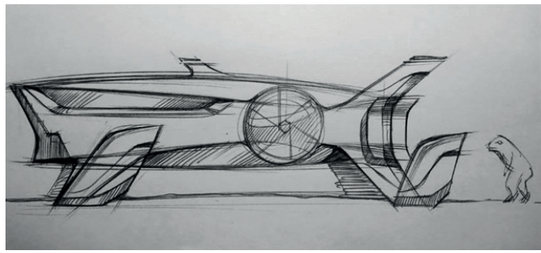
SPACE SHUTTLE TYPES

SPACE SHUTTLES ARE DISTINGUISHED BY THEIR RARITY AND CAPACITY:

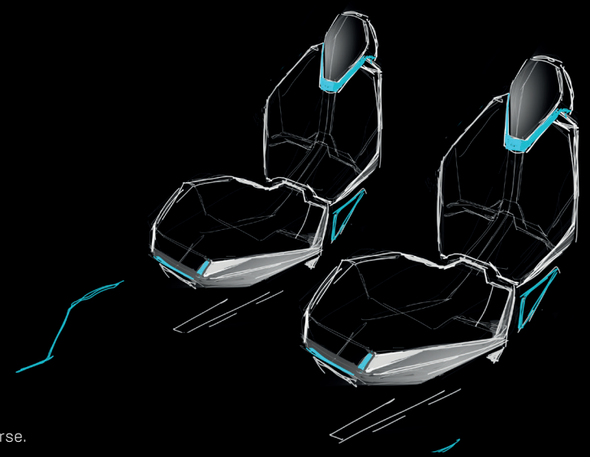
- **3-Seater Common Shuttle**
  Number of Heroes: 3
- **6-Seater Uncommon Shuttle**
  Number of Heroes: 6
- **12-Seater Unique Shuttle**
  Number of Heroes: 12
- **90-Seater Rare Shuttle**
  Number of Heroes: 90
- **300-Seater Epic Shuttle**
  Number of Heroes: 300
- **600-Seater Legendary Shuttle**
  Number of Heroes: 600

EACH SPACE SHUTTLE INCLUDES THE FOLLOWING STRUCTURAL ELEMENTS:

- A passenger section with seats
- A windshield and side windows
- A console for launching the Shuttle
- Space for fuel tanks
- Landing gear
- An entrance door and a rear hatch
- Cargo space (150 cubic liters per passenger)
- Toilet (for Shuttles with 9+ seats)
- Wings for taking off
- Engines for landing and taking off
- Engines for long-distance missions to outer space

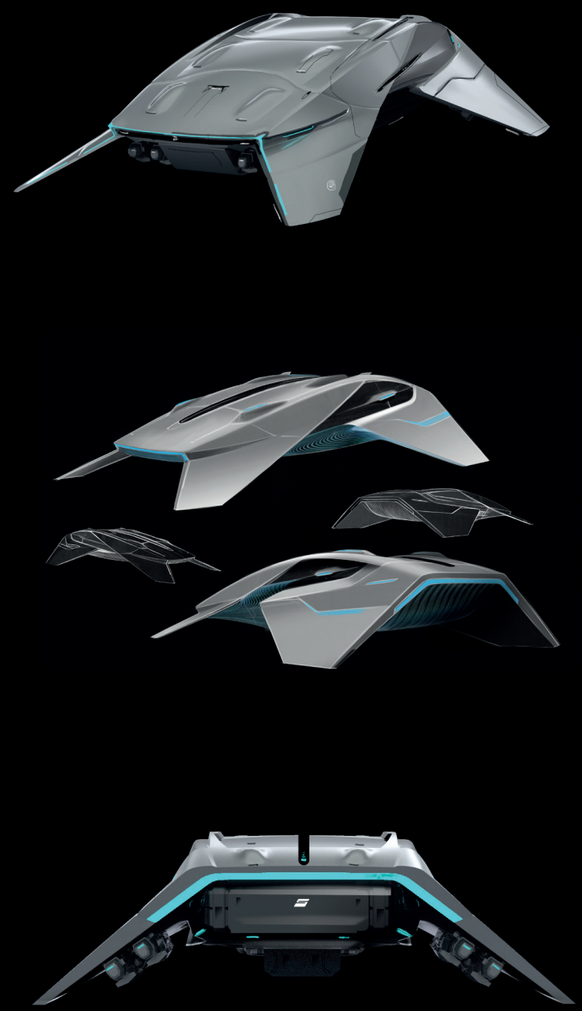


F.03 Despite the difference in designs, all ships have the same essential set of elements.



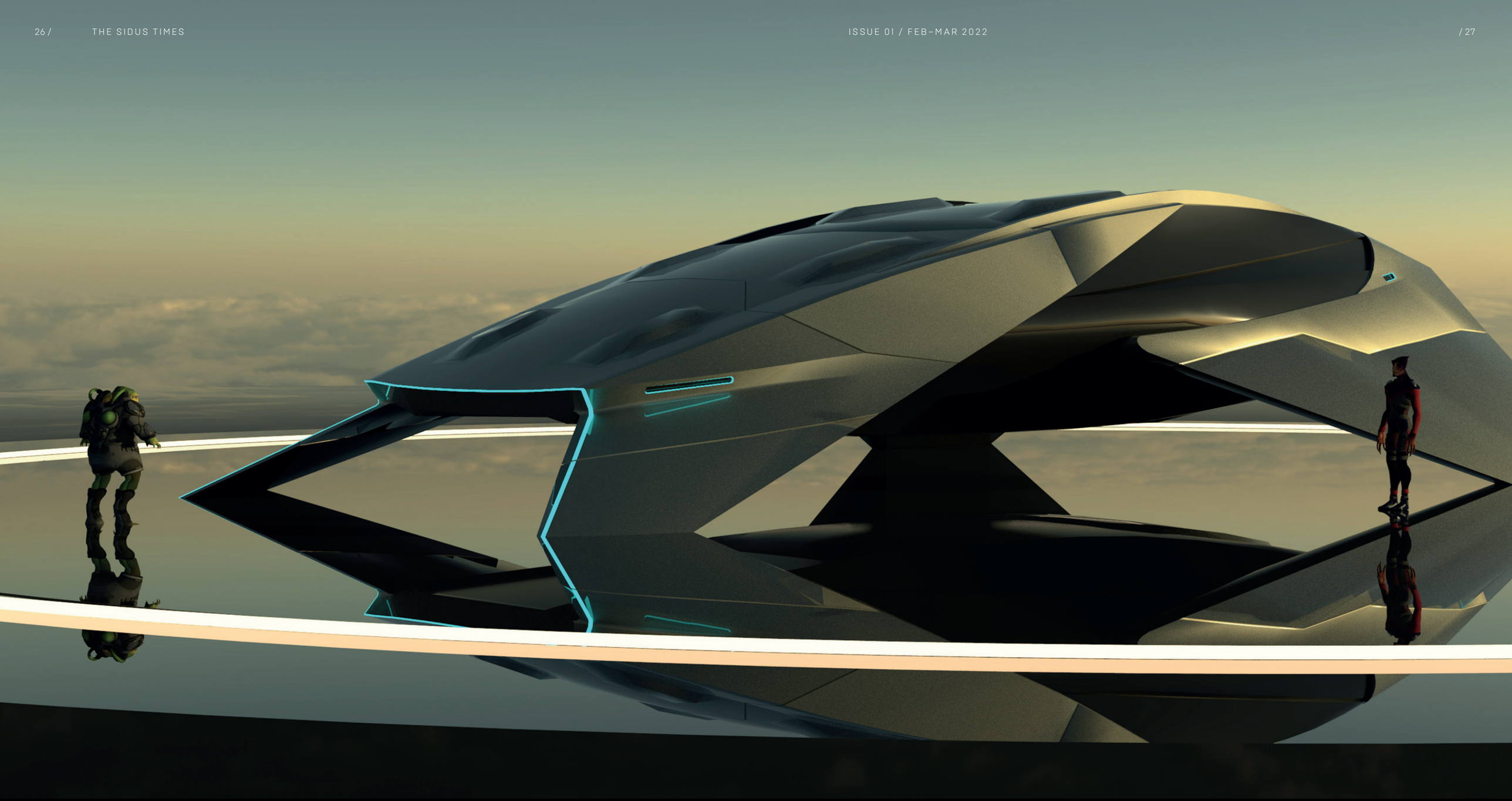
FEATURED ARTICLE

F.04 The futuristic, streamlined hull of every ship complies fully with the concept of intergalactic flight in the SIDUS metaverse.



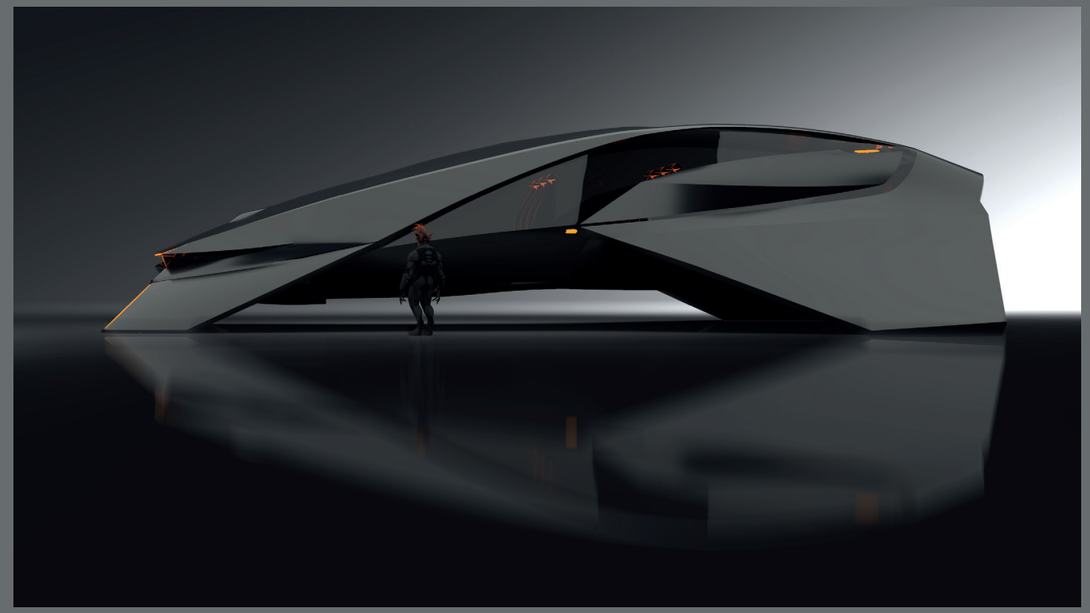
FEATURED ARTICLE

F.05 There is still a lot of work to be done on the animation and implementation of shuttles in the game.



F.06 The final integration of shuttles into the game will be a major milestone in the development of the game's economic system. Ships will not only allow you to discover and conquer new worlds, they can also serve players who are looking for passive income opportunities. Renting out a ship is an advantageous in-game business that will bring profits to all early investors.

F.07 A Common Shuttle that has three seats is something like a taxi that you can use for your own needs or offer as a transportation service to other players. Bigger shuttles can be compared to comfortable liners that transport passengers and cargo to the most distant stars of the SIDUS universe and they come with all amenities.



F.08 A detailed vehicle does not have unnecessary components that are merely there for beauty alone. All nozzles, doors, outlets and the overall frame design are well conceived engineering solutions.

F.09 A shuttle cabin is designed to carry between 3 to 600 passengers. With the help of Legendary Space Shuttles, users will be able to transfer entire armies! But one will need to pay for such a “toy”.

HOW CAN YOU GET A SPACE SHUTTLE BY STAKING $SENATE?

If you miss the Presale, Private Sale and the Public Sale, you still have an opportunity to get a Space Shuttle. You can do so by staking your $SENATE.

When you stake your tokens, they are locked for 1-2 years depending on the type of staking you chose. In Staking 2.0, along with the usual rewards, you get a Toolbox. The Toolbox types are: a Common Space Shuttle Toolbox, an Uncommon Space Shuttle Toolbox, a Rare Space Shuttle Toolbox, an Epic Space Shuttle Toolbox and a Legendary Space Shuttle Toolbox. The type depends on the number of tokens staked and the locking period. For a higher-class Space Shuttle, you need to stake more tokens but in the end, it pays off.

In the table, you can check how much SENATE you must stake to get a Toolbox for building the different types of Space Shuttles, along with the staking period and the corresponding APY.

	COMMON	UNICOMMON	UNIQUE	RARE	EPIC	LEGENDARY
AVAILABLE SPACE SHUTTLE TOOLBOXES	500	150	100	50	15	4
STAKING FOR SPACE SHUTTLE (SENATE)	1 000	1 500	2 000	4 000	11 000	110 000
APY (%)	10,00%	15,00%	20,00%	30,00%	40,00%	50,00%
STAKING PERIOD (YEAR)	1	1	1	1	2	2

S.01 Staking 2.0 is a great opportunity to receive a Toolbox as a reward for locking your tokens during the early stages.

HOW CAN YOU BUILD A SPACE SHUTTLE?

Building Space Shuttles will only become available after the required SIDUS Space Station module is built, i.e. the Space Shuttle shipyard. Then, you can purchase a Toolbox and begin the construction of a Space Shuttle.

Like any other module, the construction of the Space Shuttle shipyard depends on players' contributions. You can contribute your resources and your SIDUS and SENATE tokens to build this particular module or you can contribute your working hours, which also counts.

The more players play the game, the better it is for you because they will use the modules and pay a fee for doing so...

The details of your contributions are saved and then later, whenever the module is used by other players to build Space Shuttles, fees will be paid to you.

The fee depends on the Space Shuttle type that is being constructed. In the Building Reward

SHUTTLE TYPE	NUMBER OF SEATS	STARTING PRICE ($SENATE)	TOTAL AMOUNT OF SPACE SHUTTLES	BUILDING REWARD* ($SENATE)	BUILDING FEE** ($SENATE)
COMMON	3	500	1000	125	100
UNCOMMON	6	700	300	225	150
UNIQUE	12	1,000	200	350	200
RARE	90	2,000	100	800	400
EPIC	300	5,000	30	2,475	1,100
LEGENDARY	600	55,000	7	27,500	11,000

S.02 Depositing your assets or committing time to building the shipyard module is a good place to start your enterprise inside the SIDUS ecosystem.

column, you can see how much is allocated to paying the wages of those who help build the Space Shuttle shipyard. The rest is burned.

In the Building Fee column, you can check how much $SENATE is distributed to the players that participate in the construction of the SIDUS Central Station shipyard module as a reward for their participation.

From these fees, you will receive your share, which is based on what resources or working hours you contributed. The rarity of the Hero used to participate in the module construction also impacts your share of the royalties.

In this way, you become a business co-owner and as long as the module is used and you stay in the game, you will keep getting a share of the business income. In other words, you collect royalties for every operation that takes place inside this module for the rest of your gaming life! You will be able to monitor your contribution share, so everything is absolutely transparent.

The more players play the game, the better it is for you because they will use the modules and pay a fee for doing so, resulting in more royalties for you. This is an important distinguishing factor from other similar games — we share the income with our players.

Once a Space Shuttle shipyard is constructed, you and other users can start building Space Shuttles. Building a Space Shuttle, even the simplest one, is a large-scale project that requires a lot of resources, e.g. construction materials, metal, etc. Along with resources, a specific number of hours must be invested and for this, collaborative effort is needed.

This means that purchasing a Toolbox is not enough, you must also attract manpower from other players. They can send their Heroes and invest their working hours in your construction.

Every player that participates in the construction is rewarded in proportion to their contribution. If they participate in the construction of a higher-class Space Shuttle, they get bigger rewards.

Initially, the budget for paying builders' wages is included in the Toolbox you purchase. In the future though, players will set their own reward amounts and use that to find and attract workers by themselves.

Every player that participates in the construction is rewarded in proportion to their contribution.

We are going to create a labor market for users in developing countries or those who are not earning a decent living. This labor market is going to be provided by the top players, who will also benefit from collaborative works.

FEATURED ARTICLE

FEATURED ARTICLE

S.03

The Space Shuttle shipyard is just the first module to be built on the SIDUS Central Station. As the game evolves, more profit opportunities will be added that will require players to unite for joint contributions and shared rewards in the future. Consider these when looking for investment options.

A SPACE SHUTTLE IS NOT JUST A VEHICLE

The primary goal of a Space Shuttle is to transport Heroes from the SIDUS Central Station to various other destinations. Once built, Space Shuttles will expand the gameplay but this is not their only purpose.

A Space Shuttle is not just an in-game item. It is a valuable business asset, a profit-making tool that will help you earn more income. For us, a fleet of shuttles allows us to build up a strong community of followers. Here is how you can use this profit-making tool.

Owning a Space Shuttle gives you access to other planets where you can farm and mine valuable and often unique resources, find and tame pets, defeat monsters, etc.

ACCESS UNIQUE RESOURCES

You need a lot of metal, construction materials and other resources to participate in the building of modules. Some of the resources in the SIDUS Central Station are limited, while others are not available at all. But they can be found on other planets and the only way to reach them is with a Space Shuttle.

Owning a Space Shuttle gives you access to other planets where you can farm and mine valuable and often unique resources, find and tame pets, defeat monsters, etc. You only have 15 minutes to gather resources and it is entirely possible that you will be attacked by monsters while doing so. Your task is to survive the attacks and get home safely with the resources you mined. The more Heroes in your team, the more chances of staying alive and the larger your rewards will be.

THE TEAM MATTERS?

At the moment, SIDUS is inhabited by 3 races of Heroes:

- **Raptorians**
- **Voltrones**
- **Ogya**

More races will follow though. Heroes of different races have different strengths and weaknesses on different planets. So, it is important for you to determine who should go on explorations with you to other planets. Sometimes, it is more advantageous to take only Raptorians along with you while other times, a combined team is more efficient. The ability to determine how to build your team is therefore important to your success. A team that is built correctly can bring more resources with fewer losses.

Some planets can only be reached by a specific Space Shuttle class, so the more diversified your Space Shuttle fleet is, the more opportunities you will have to acquire unique resources and use them to enrich your experience. Along with the rewards for these activities, you can earn from selling the resources you mine or from investing them in construction.

PROVISION OF TRANSPORTATION SERVICES

Even a Common Shuttle can carry 3 Heroes. So owning one means you can provide a transportation service, like a taxi service for players who do not have a shuttle. With the Legendary Space Shuttle, you will be able to carry 600 Heroes. Such a shuttle can be compared to an enormous liner that transports passengers and cargo to the most distant planets and stars of the SIDUS universe.

As long as the game supports the principle of free trading, you can set your own seat/freight prices and the more unique your services are, the more you can charge for them!

S.04 It takes a lot to construct a Space Shuttle shipyard. You need building materials, time and a workforce. Whatever you decide to invest will be recorded and your reward share will be based on the size of your contribution, when the module goes into operation.

RENT OUT YOUR SPACE SHUTTLE

Not all players will own a Space Shuttle but many will wish to benefit from accessing other planets and collecting unique resources. They will pay you money for the use of your Space Shuttle and you get to decide how much you want for providing this service. The higher the class of Space Shuttle, the more money you can earn by renting it out.

YOUR SPACE SHUTTLE IS AN NFT

Finally, your Space Shuttle is a valuable NFT that can be sold at any time. Its price is going to grow over time, which is why we recommend keeping hold of it as long as possible. Consider your Space Shuttle an attractive investment option.

ADVANTAGE FOR EARLY ADOPTERS

As you can see, owning a Space Shuttle provides a player with impressive benefits. This is one of the reasons we want to encourage early adopters by providing them with a unique opportunity to receive a Space Shuttle long before the start of mass production. If you were to possess a Space Shuttle months before other players do, you will have a significant advantage over them.

12 MIN

INTERVIEW

CHIEF OF EXTERNAL AFFAIRS ANTONY

WITH CHIEF OF EXTERNAL AFFAIRS ANTONY

I → TELL US A BIT ABOUT YOURSELF AND YOUR BACKGROUND.

A → Sure! Hi everyone! My name's Antony. My role in the **SIDUS HEROES** development process is Chief of External Affairs. I'm building up a network of project supporters and finding ways for us to collaborate and bring more value to our community and to blockchain gamers in general. I have over 6 years of experience in strategic management. In 2017, I got into crypto and since then, I have helped over 30 projects to build a development strategy and achieve their goals.

I → SIDUS HAS HAD A PHENOMENAL START. THE SUPPORT AND GROWTH OF THE PROJECT HAS BEEN INCREDIBLE! WHAT ARE YOU MOST PROUD OF SINCE THE LAUNCH?

A → It is hard to pick just one thing that we are most proud of, everything we've accomplished to this point is the result of hard work and a devoted team. But of course, our ongoing public beta test is probably what stands out the most right now. It is always a big deal letting people see your product. We were anxious but so far, the test is going quite well.

I am also proud that we've managed to stick to the schedule that we set ourselves. We have a detailed roadmap that we've been following to the letter — a rare thing for blockchain companies.

Also, I would like to specifically point out our growing partnership network, which is expanding rapidly. More and more, industry giants are showing an interest in the **SIDUS HEROES** project. Among the recent players to approach us are Polygon and Animoca Brands.

CHIEF OF EXTERNAL AFFAIRS ANTONY

I → GIVE US SOME MORE INSIGHT INTO THE SCALE OF GROWTH YOU'VE ACHIEVED. DO YOU HAVE ANY FIGURES REGARDING THE NUMBER OF PLAYERS, TOKEN HOLDERS, ETC.?

A → We've registered some very impressive figures — almost 200,000 matches have been completed and we have 2,000 players on board. On average, users are collectively playing about 2,000 matches per day, providing the project with stable development dynamics.

Along with weekly rollouts of new versions of the game, the **SIDUS HEROES** tech team is collecting feedback from testers and is maintaining a leaderboard for the most active users. These users' contributions to the development of the game will be rewarded.

I → WHAT IMPROVEMENTS HAVE BEEN MADE IN THE GAME SINCE THE FIRST RELEASE?

A → At the moment, the main features of the Battle Arena, including the use of Heroes and weapons, have been implemented in the game and players are already looting Tesseract boxes. The Staking 2.0 function is also now available, allowing users to enter the game. In the near future, Space Shuttle shipyard modules will be introduced and the building of shuttles will begin, providing all participants with the opportunity to earn extra profits from the construction works.

We are implementing new updates every week and reporting them in our Patch Notes. As we collect more feedback from players, we are able to fix any bugs that get reported. We have also improved the interface to make it more convenient for users and implemented new features according to the roadmap. Step by step, we are introducing new in-game items as well. For example, users have just recently collected over 1,000 weapon items. In general, I would say that everything is going to plan.

I → CAN YOU EXPLAIN TO THE COMMUNITY WHY IT MIGHT BE A GOOD IDEA FOR THEM TO PURCHASE A SPACE SHUTTLE NFT?

A → A Space Shuttle is not just an in-game item, it is also a business asset — just like any other NFT in the **SIDUS HEROES** ecosystem. To see the value of a Space Shuttle, just compare it to a traditional vehicle. A Common Shuttle that has three seats is something like a taxi that you can use for your own needs or you can offer it as a service for other players to use. Using the same logic, a Legendary Space Shuttle with 600 seats can be compared to an enormous comfortable liner that transports passengers and cargo to the most distant stars of the SIDUS universe and it comes with all amenities.

In support of the principles of free trading, we have deliberately empowered vehicle owners with the freedom to set their own seat/freight prices. We are now providing users with a unique opportunity to receive a Space Shuttle, long before the start of mass production.

INTERVIEW

We are talking about giving our early adopters a head start of many months, before the construction of Space Shuttles becomes available to other players.

We remind you that when purchasing a Space Shuttle Toolbox, the price already covers both the Space Shuttle shipyard investors' commission and the payments (i.e. wages) to the players who will be involved in the construction of the shuttle. In the future, players will have to negotiate construction wages by themselves, which will of course affect the final cost of the vehicle.

I → WHAT CHALLENGES HAVE YOU FACED SINCE THE BETA STARTED AND HOW HAVE YOU OVERCOME THEM?

A → As we get deeper into the beta, we are discovering things that we could not have foreseen without letting people in. A problem we recently discovered is the unfair playing practices of some users. When we analyzed the finished battles, we found that some players were using automatic match-making services and gaming robots to achieve higher rankings for their Heroes. We see that these gamers prefer to play with users they have encountered before and know well, with some resorting to the use of multiple accounts so that they can, in essence, fight with themselves. Players who resort to "rigged fights" are being severely punished, with no exception. In **SIDUS HEROES**, we wish to guarantee fair play for all users and provide everyone with equal earning opportunities. Dishonest players destabilize the game and allowing such tactics to go on would demotivate users whose pure intent is to make a fair profit.

We will be eliminating all these practices. Players who use various modifications to automate battles will be banned. Our main goal is to provide the most fascinating and fresh gaming experience and rules are just as essential for creating users' amazing personal stories as a well-developed universe and realistic graphics are.

Unfortunately, we can expect to discover such behavior from time to time, it's part of the gaming world. Our job is to terminate such practices and keep the game fair for everyone.

I → CAN YOU TELL OUR AUDIENCE WHY THEY SHOULD START PLAYING NOW, IN THE EARLY STAGE OF THE PROJECT?

A → I will simply give you the bullets here:

- **To get Tesseracts!**
  Tesseracts in the current version contain lots of important resources. The frequency of receiving them in the game is higher now and it's much easier to get resources.

- **To be among the first!**
  The game will grow like a snowball rolling down a hill, acquiring new mechanics and features. Being a pioneer is not only pleasant, it is also strategically beneficial.

- **To upgrade your Heroes!**
  The higher level your Hero is, the easier it is for you to win and get resources.

- **To be ready for the module release!**
  Module construction (a temporary in-game event) requires investment of resources and $SIDUS from the community. Investing now will provide players with royalties whenever their module is utilized by other players and the level of usage determines the amount of income the investors receive.

- **To be ready for a scholarship!**
  The scholarship system is coming! Newbies will be able to rent out your Heroes and use them on their battlefield, sharing the resources with you.

- **To be ready for the SIDUS HEROES Store and Marketplace!**
  The Marketplace will allow you to buy and sell resources by interacting with other players. One of the simplest ways to make money!

SIDUS HEROES – REDEFINING THE PLAYER-OWNED ECONOMY

SPECIAL TERMS & ABBREVEATIONS

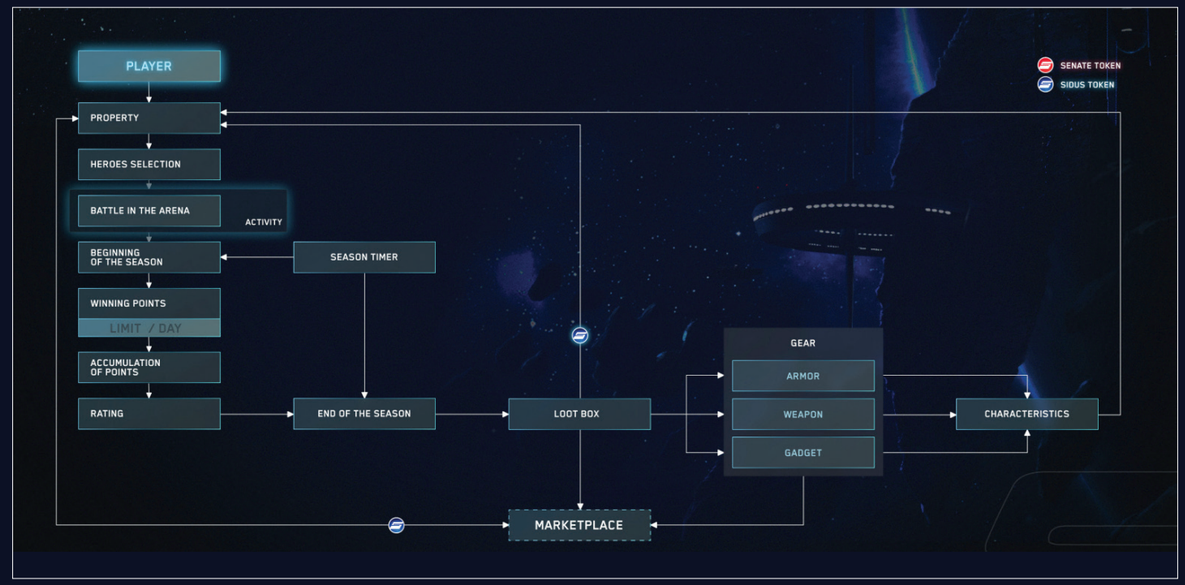
DAO – Decentralized Autonomous Organization.

Limited emission of resources – non-renewable fossils and renewable biological resources.

SIDUS HEROES is an economic engine for gaming that enables digital asset ownership and membership of its DAO (Decentralized Autonomous Organization). It merges blockchain technology with a virtual world to create a utopia where millions of gamers can all meet. In the SIDUS metaverse, users are financially rewarded for actions they take while playing the game.

The SIDUS metaverse consists of an NFT collection, the **SIDUS HEROES** game, a SIDUS Marketplace, SIDUS Farming, SIDUS Starter and a nexus of smart contracts.

ECONOMIC CYCLE 1ST STAGE



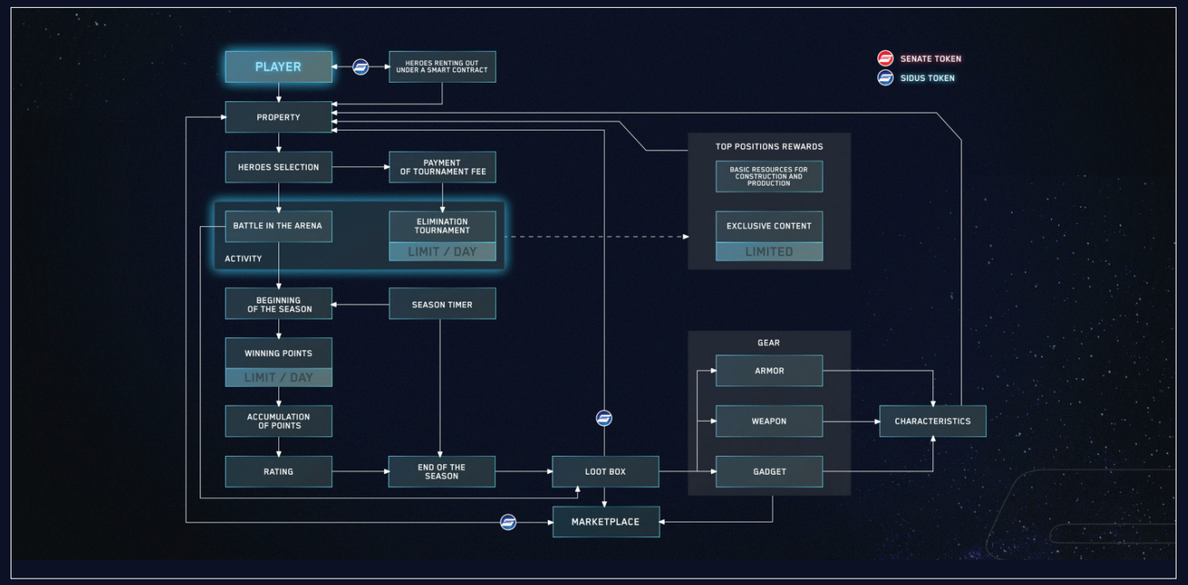
S.01 ↑ SIDUS HEROES aims to create a closed-system economy, where players provide a constant demand for in-game items, securing the price of the in-game tokens. In the first stage, users will mostly interact with property that will appreciate in value over time.

These smart contracts allow gamers to convert human effort into capital, resulting in a brand new Labor-to-Earn model. This model, a subset of the Play-to-Earn model, offers SIDUS players viable earning opportunities within its closed economic system, which is based on a limited emission of resources (non-renewable fossils and renewable biological resources) and advanced production resources.

The player-owned economic system is established through the SIDUS and SENATE tokens, which can be used to buy and sell various game assets in the form of NFTs.

The political plotline is an important part of the game. SENATE (the governance token) gives the holder the power to take part in the game's development and internal fund allocation. The size of that power is of course proportional to the number of tokens each user holds and is recorded on the blockchain. This makes the SIDUS system transparent and also ensures fairness between players when items are traded.

ECONOMIC CYCLE 2ND STAGE



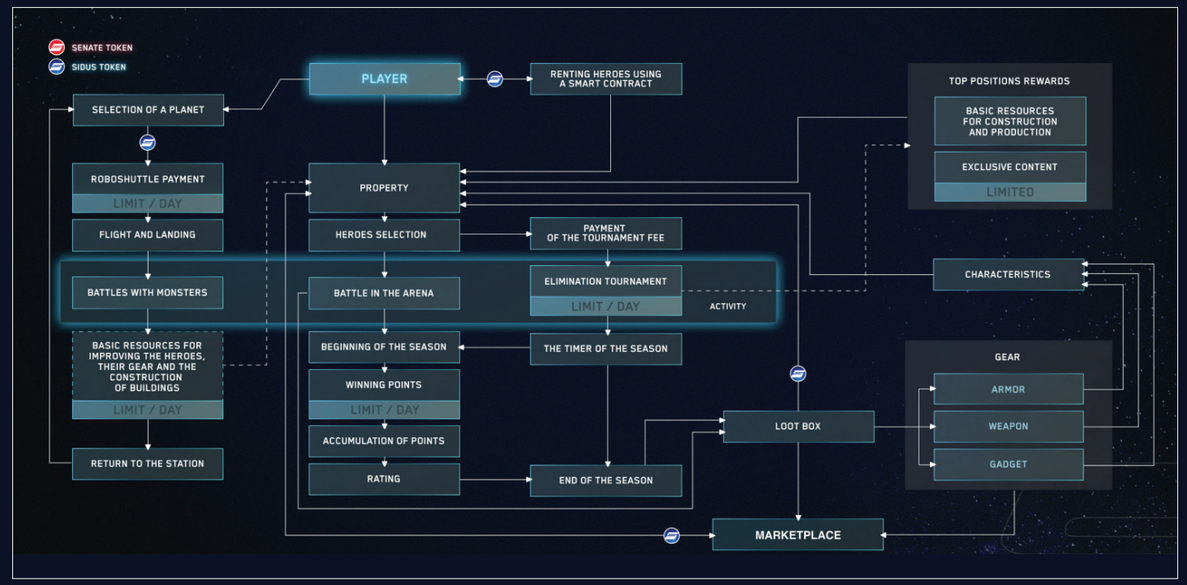
S.02 In the second stage, players will discover competitive battles with financial implications. Users will start to compete in elimination tournaments, earn ratings points and the highest ranking players will receive rewards.

SIDUS HEROES' STRONG ECONOMIC MODEL

In **SIDUS HEROES**, players are incentivised with rewards in the form of the game's internal currency while enjoying the gameplay. The in-game tokens will gain value over time. The mechanics of the project ensure that gamers who devote time to the game are duly rewarded.

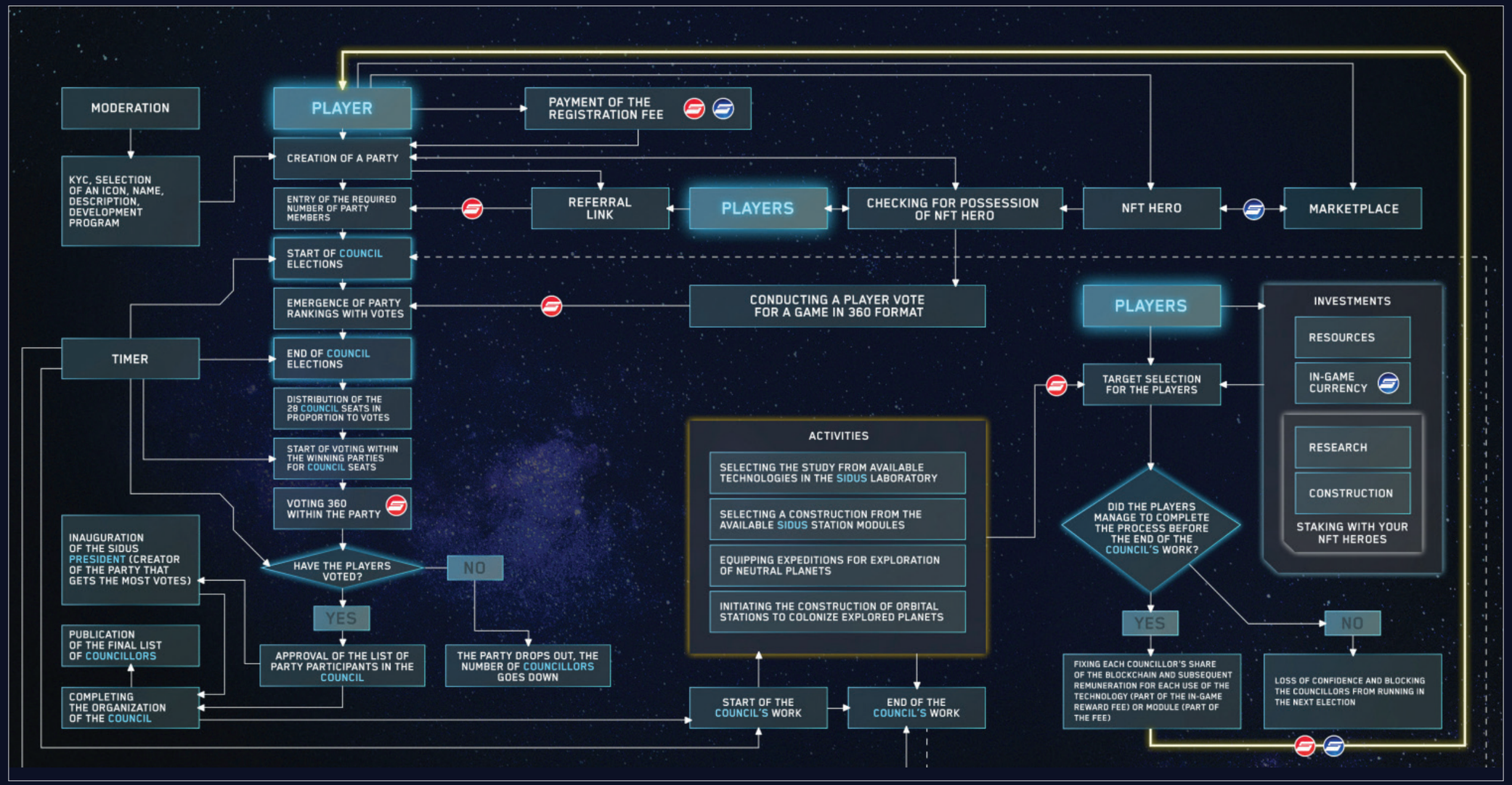
While most games raise concerns about player isolation and lack of socializing, **SIDUS HEROES** is all about 'teamwork'. Development, growth and the possibility of earning money is achieved through team gameplay and cooperation with other SIDUS players. For instance, to complete certain tasks and attain specific achievements, the coordination of players is essential, thereby requiring players to establish new social connections and to make numerous acquaintances inside the game.

ECONOMIC CYCLE 3RD STAGE



S.03 In the third economic stage, SIDUS Heroes will discover additional options and enjoy the full spectrum of SIDUS society. Benefiting from space travel, forming political parties, trading between races — all these will be available in this final stage.

POLITICAL SCHEME



S.04

The DAO is the foundation for holders of both project tokens and Heroes within the game. Having achieved a certain level of economic and social development, the SIDUS metaverse will start to feature the rise of political movements. Political branches will have certain power over players in the game. If you want to pursue a political career within the metaverse, you should be aware that $SIDUS and $SENATE tokens open up slightly different paths.

SIDUS BASICS

COIN AND MARKET ANALYSIS

2021 FORWARD-METAVERSE & PLAY-TO-EARN MARKET

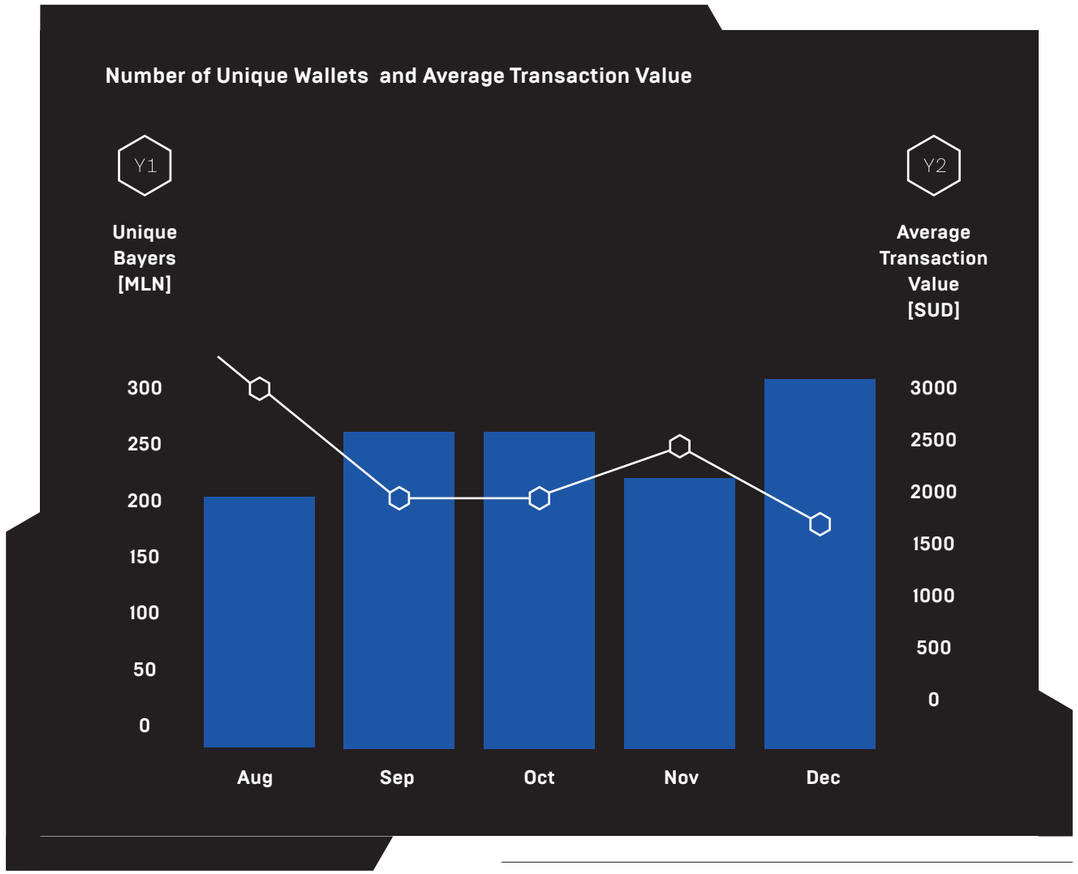
THE INTRO TO METAVERSES

2021 ONWARDS THE METAVERSE & PLAY-TO-EARN MARKET

In November 2021 – about 50% of active cryptocurrency wallets that connected to decentralized applications were for playing games.

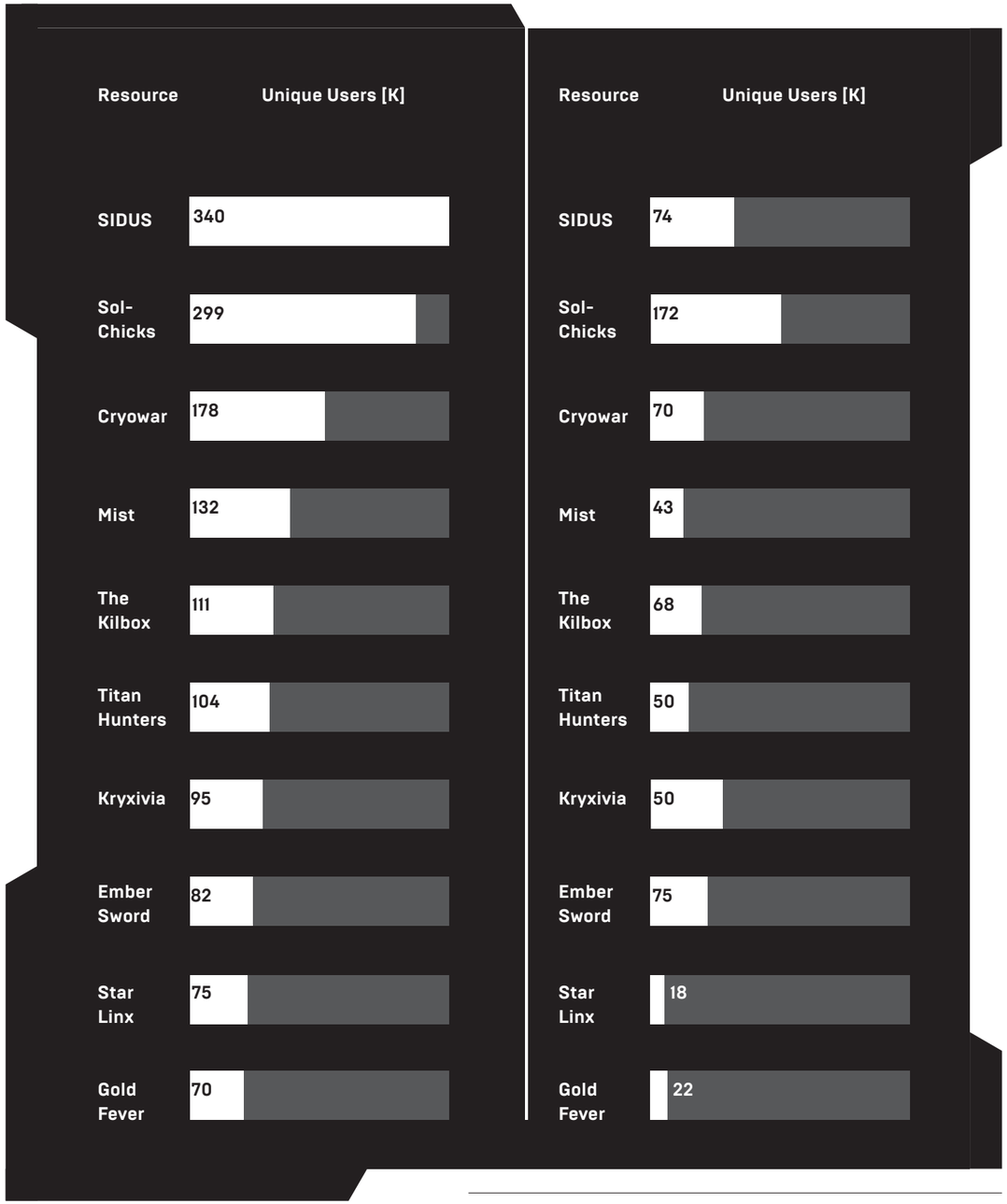
Accelerating consumer inflation – the contributing factors were comparative profitability and the rising popularity of cryptocurrencies.

GROWING NUMBER OF UNIQUE NFT BUYERS ON ETHEREUM. SOURCE: DELPHI DIGITAL.



Data as of 4 January 2021
Source: Dune Analytics

TOP #MMORPG BLOCKCHAIN GAMES WITH THE BIGGEST COMMUNITIES.



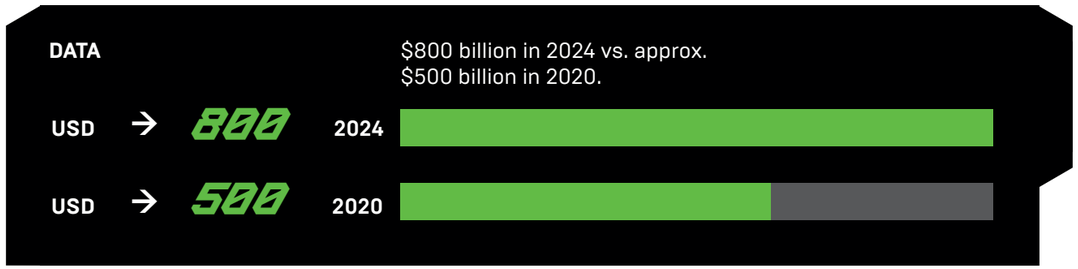
METAVERSE, THE NEXT TECH PLATFORM

THE WORD "METAVERSE" WAS FIRST INKED BY AUTHOR NEAL STEPHENSON, WHO COINED THE TERM IN HIS 1992 SCIENCE-FICTION NOVEL "SNOW CRASH". HE ENVISIONED A VIRTUAL REALITY-BASED SUCCESSOR TO THE INTERNET, A SPACE IN WHICH PEOPLE USE DIGITAL AVATARS OF THEMSELVES TO EXPLORE THE ONLINE WORLD AND ESCAPE A DYSTOPIAN REALITY.

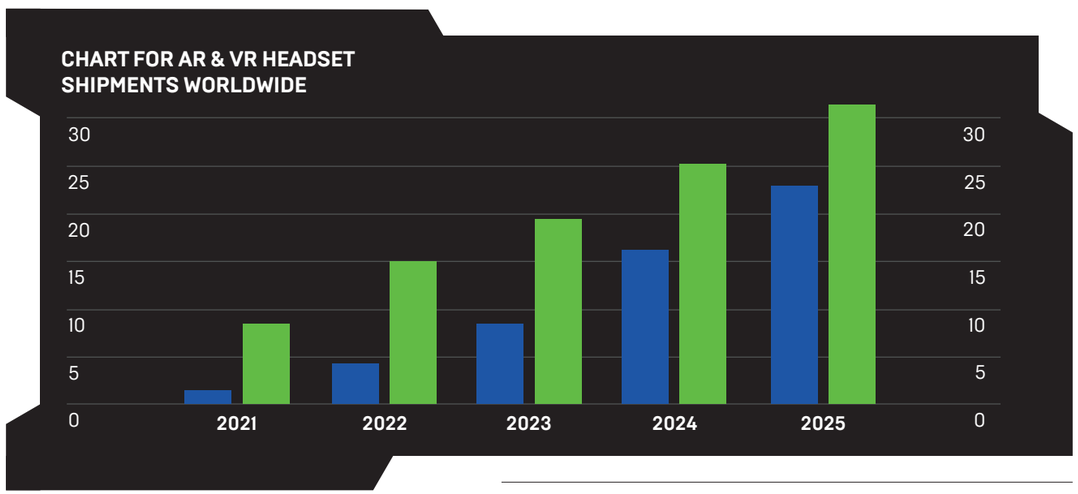
THREE DECADES ON, THIS CONCEPT IS NO LONGER MERE FICTION. THE NEXT TECH PLATFORM, ALREADY REFERRED TO AS THE METAVERSE, IS EXPECTED TO BE WORTH $800 BILLION DOLLARS BY 2024.

METAVERSE MARKET DRIVERS

- Increased focus on merging the physical and digital worlds using the internet. AR & VR is a huge enabler.
- Growing demand for digital assets, such as cryptocurrency and NFTs.
- The Clubhouse and Discord apps played a role in creating the metaverse community and brought them together during the lockdown in 2021, with the Covid-19 pandemic as a key driver.



- The primary market for online game makers and gaming hardware may exceed $400 billion in 2024.
- The metaverse market size could reach 2.7x that of gaming software, services and advertising revenue.

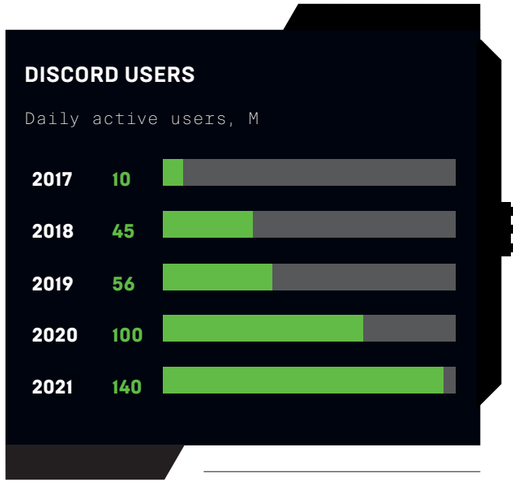


↑ Source: International Data Corporation, 2021.

DISCORD CASE

DISCORD WAS LAUNCHED IN 2015 AND ITS USAGE SHOT UP DURING THE COVID-19 LOCKDOWN. THE APP RECENTLY ANNOUNCED IT HAD OVER 100 MILLION MAUs (MONTHLY ACTIVE USERS) AND HAS REACHED A NEW PEAK OF 10.6 MILLION CONCURRENT USERS.

WHETHER IT WILL BE ABLE TO SHAKE OFF ITS ASSOCIATION WITH GAMERS AND WIN OVER SLACK, MICROSOFT TEAM USERS AND BUSINESSES IS YET TO BE SEEN. IT CHANGED ITS MOTTO FROM "CHAT FOR GAMERS" TO "CHAT FOR COMMUNITIES AND FRIENDS" IN MARCH AND REDESIGNED ITS WEBSITE WITH FEWER GAMER JOKES.



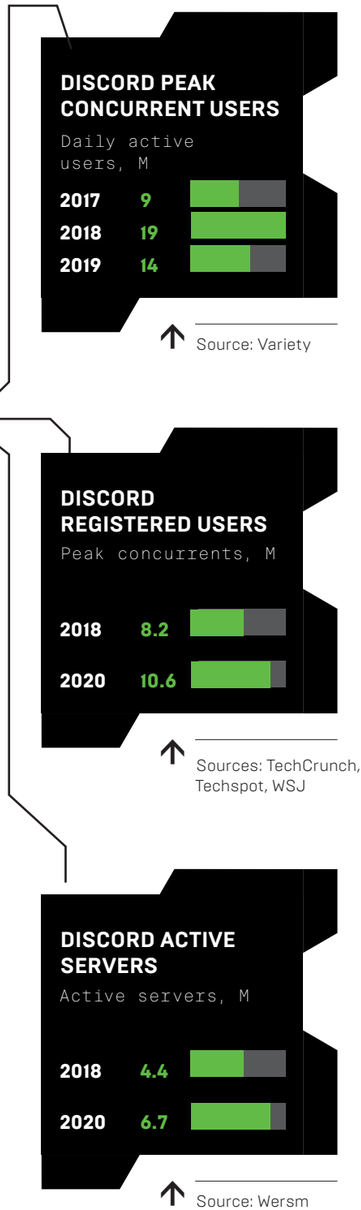
↑ Note: Monthly active users
Sources: Business Insider, Techspot

- There are 850 million messages sent every day, six billion per week and 25 billion per month (VentureBeat).
- About 4 billion minutes of conversation take place on Discord every day (The Verge).
- Fortnite is the largest Discord server, with 571,000 members. Minecraft is a close second, with 569,000 members.
- **SIDUS HEROES'** Discord server has more than 150,000 members.

DISCORD KEY STATISTICS

According to WSJ, Discord generated $130 million in revenue in 2020, which is a 188% increase, year-on-year.

Discord has over 140 million active monthly users and 300 million registered accounts.



↑ Source: Variety

↑ Sources: TechCrunch, Techspot, WSJ

↑ Source: Wersm

MARKET SEGMENTATION

EMINENT INDUSTRY PLAYERS IN THE METAVERSE MARKET:

- Facebook Inc.
- Tencent Holdings Ltd.
- ByteDance Ltd.
- NetEase Inc.
- Nvidia Corporation
- Epic Games Inc.
- Roblox Corporation
- Unity Technologies Inc.
- Lilith Games
- NexTech AR Solution Corp.

- The global metaverse market is split into different categories: component, platform, technology, application and end users.

- By **component** — the hardware segment will lead the component market over the forecast period as it is needed to operate and create AR-based or virtual environments. The growing focus of organizations wanting to develop products that offer an improved user experience is on adding to the growth of this segment.

- By **platform** — the mobile segment will be the dominant platform over the forecast period as it enables near-constant and unparalleled accessibility to metaverses.

- By **technology** — the mixed reality segment will spearhead the tech market over the forecast period because of the increase in demand for mixed reality, allowing users to engage with metaverses more efficiently. The VR & AR segment overlays the sound, visual elements and other sensory inputs to simulate real-world settings for improving the user experience. The decentralized structure of blockchain will allow metaverse gaming participants to use various tokens.

- By **application** — the gaming segment will have the lion's share of the app market over the forecast period thanks to its ongoing, rapid advancements and developments. The metaverse helps the online shopping segment by giving users a better idea of the look and feel of products. The social media segment will help to build the next computing platform.

- By **end users** — the media and entertainment segment will have one of the largest share of the market over the forecast period as a result of the booming gaming industry.

2021 FORWARD- METAVERSE & PLAY-TO-EARN MARKET

METAVERSE INDUSTRY NEWS & UPDATES

- **The A.I. economy will reach $15 trillion in GDP growth by 2030.** The A.I. economy will reach $15 trillion in GDP once it matures in 2030, whereas the smartphone market will hit $4.4 trillion in GDP in 2022.

- **10,000 jobs created by Facebook for the metaverse.** Facebook sold around 8 million Oculus Quest 2 headsets and VR games, generating over $1 million in sales.

- **Facebook is investing $10 billion in its metaverse.** Facebook recently invested $50 million in non-profit funding groups to help develop the metaverse responsibly. However, it agrees that in reality, the real metaverse idea will take another 10 to 15 years to come alive.

- **Epic Games raised $1 billion for its metaverse plans in April.**

- **10.7 million users participated in Fortnite concerts online.** Fortnite is working on advanced methods to implement its metaverse, such as recreating game avatars to do more things in a game. Fortnite, released in 2017 by Epic Games, has already conducted two global concerts, attracting more than 10 million online participants.

- **$200 million investment from Sony.** The record giant purchased the rights to music that will be part of their metaverse. Sony's revenue in 2021 was $198.58 billion.

- **Microsoft`s $22 billion contract for mixed reality technology.:** Microsoft has invented Microsoft Mesh, a possible stepping stone towards their metaverse. Microsoft is the only company that makes billions from mixed reality technology. People can virtually connect with each other using different devices, such as HoloLens 2, mobile phones, VR headsets, tablets, PCs or any Mesh-enabled app. HoloLens is used by companies like Lockheed Martin, NASA, Airbus, Medivis in surgical operating rooms, Case Western Reserve University, etc. Also, the US Military has come up with a proposal for which Microsoft has agreed to a massive $22 billion deal that could span a decade. In March 2021, Microsoft also formed alliances with Niantic, OceanX and Lune Rouge for its latest Microsoft Mesh technology, including holoportation. According to Microsoft, people living in different time zones can meet together in a room and talk through their virtual reality headsets. They can train together without the time and cost of travel, using the help of holoportation, holographic sharing and visualization. People can even seek expert medical advice, since it is easy to evaluate patients living on the other side of the world without having to physically travel. They can engage in real-time 3D designing methods.

- **50,000 individual creators have downloaded the Nvidia Omniverse beta version.** Nvidia is now worth more than Intel (NASDAQ). The GPU company has a $251 billion market cap (the total value of its outstanding shares). The Omniverse technology introduced by Nvidia is used mainly by industries for digitally designing real-world simulations of buildings, vehicles, manufacturing factories, engineering projects and for the media, entertainment, game development and supercomputing industries, etc.

- **Supersocial raised $5.2 million to make games on the Roblox platform.** The core concept of Roblox is to allow users to create games and play games created by other users. It is a free-to-play game with in-game purchases available through a virtual currency called "Robux." Roblox has been used by more than 164 million users every month since August 2020. Moreover, Supersocial, a game-making company, has raised $5.2 million to create video games on the Roblox platform that targets the opportunities presented by the metaverse.

- **Caduceus has recently launched the world's first ever metaverse protocol in the blockchain space.** It incorporates NFTs, gaming, video, 3D holographic avatars, virtual reality and augmented reality.

- **NexTech AR launched a 3D metaverse upgrade of its ARitize Events 3D, its virtual event platform.** With this upgrade, the company expects to generate good revenue from its technology services business in the future.

COIN & MARKET ANALYSIS

METAVERSE & NFT NEWS

SONY MUSIC AND UNIVERSAL MUSIC GROUP GO META WITH BOB DYLAN NFTS

Sony Music and Universal Music Group, the two largest music labels in the world, have officially partnered with Solana-based NFT marketplace — Snowcrash.

The two music labels will release Bob Dylan and Miles Davis NFT collections later in the year, ahead of integrating a wider roster of artists. It is no coincidence that Jesse Dylan, Bob Dylan's son, is a co-founder of the Snowcrash marketplace, which draws its name from Neal Stephenson's 1992 sci-fi novel that invented the term "metaverse".

Bob Dylan is a major investment for both labels. UMG spent around $400 million on the artist's song catalog in 2020, while Sony bought his recorded music rights for more than $150 million last year.

MANCHESTER CITY TO BUILD THE ETIHAD STADIUM META

Premier League champions Manchester City and their new partner Sony have begun building a virtual replica of the Etihad Stadium, which will be the team's central hub in its metaverse.

Etihad Stadium is the home of Manchester City, England's top soccer team at the moment. On Friday, the team announced that it had signed a three-year agreement with Sony to provide experts with virtual reality us-

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ing image analysis and skeletal-tracking technology from its subsidiary Hawk-Eye.

Manchester City hopes fans will enjoy all the benefits of having a virtual stadium. Although COVID restrictions are still hampering travel options, the ability to watch games in an immersive metaverse setting could be a relief to fans itching to get a taste of the game setting again.

MONSTER ENERGY TO ENTER THE METAVERSE

Monster Energy has four pending trademark applications related to the NFT and metaverse realms, according to recent filings with the United States Patent and Trademark Office.

The first trademark application relates to downloadable virtual goods comprising (but not limited to) beverages, food, supplements, sports, gaming, music and various apparel. According to the filing, these downloadable multimedia assets will be "authenticated by NFTs." Also included in the application are computer programs facilitating blockchain data interactions.

The second filing is for a retail store and online retail store services authenticated by NFTs, as well as an "online marketplace for buyers and sellers of virtual goods". Similarly, the third filing involves entertainment services related to such virtual apparel. Finally, the fourth filing refers to the provision of online software to facilitate the transmission of digital assets between users, powered by blockchain technology.

OPENSEA POSTPONES THEIR UPGRADE AS PHISHING ATTACK TARGETS NFT MIGRATION

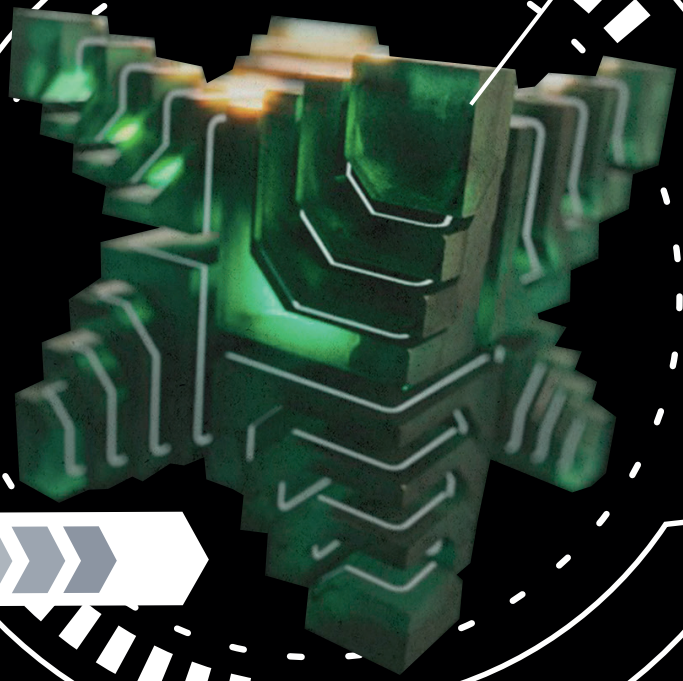
Major NFT marketplace OpenSea has reportedly fallen victim to an ongoing phishing attack within hours of announcing a week-long planned upgrade to delist inactive NFTs on the platform.

OpenSea announced a smart contract upgrade that requires users to migrate their listed NFTs from the Ethereum (ETH) blockchain to a new smart contract. As a direct result of the upgrade, users who don't migrate over from Ethereum risk losing their old, inactive listings. No gas fees are required to execute the migration.

However, the urgency and short deadline has opened up a small window of opportunity for hackers. Within hours of OpenSea announcing the upgrade, reports across multiple sources emerged about an ongoing attack that targets the soon-to-be delisted NFTs.

COIN&MARKET ANALYSYS

THE MOST WANTED



Find the Tesseract Boss in a match

Join forces with your opponent to beat the Boss

If you win, 5 Golden Tesseracts will be added to your inventory