



A FUTURISTIC MMORPG
BASED ON CRYPTO
AND BLOCKCHAIN
PHILOSOPHY

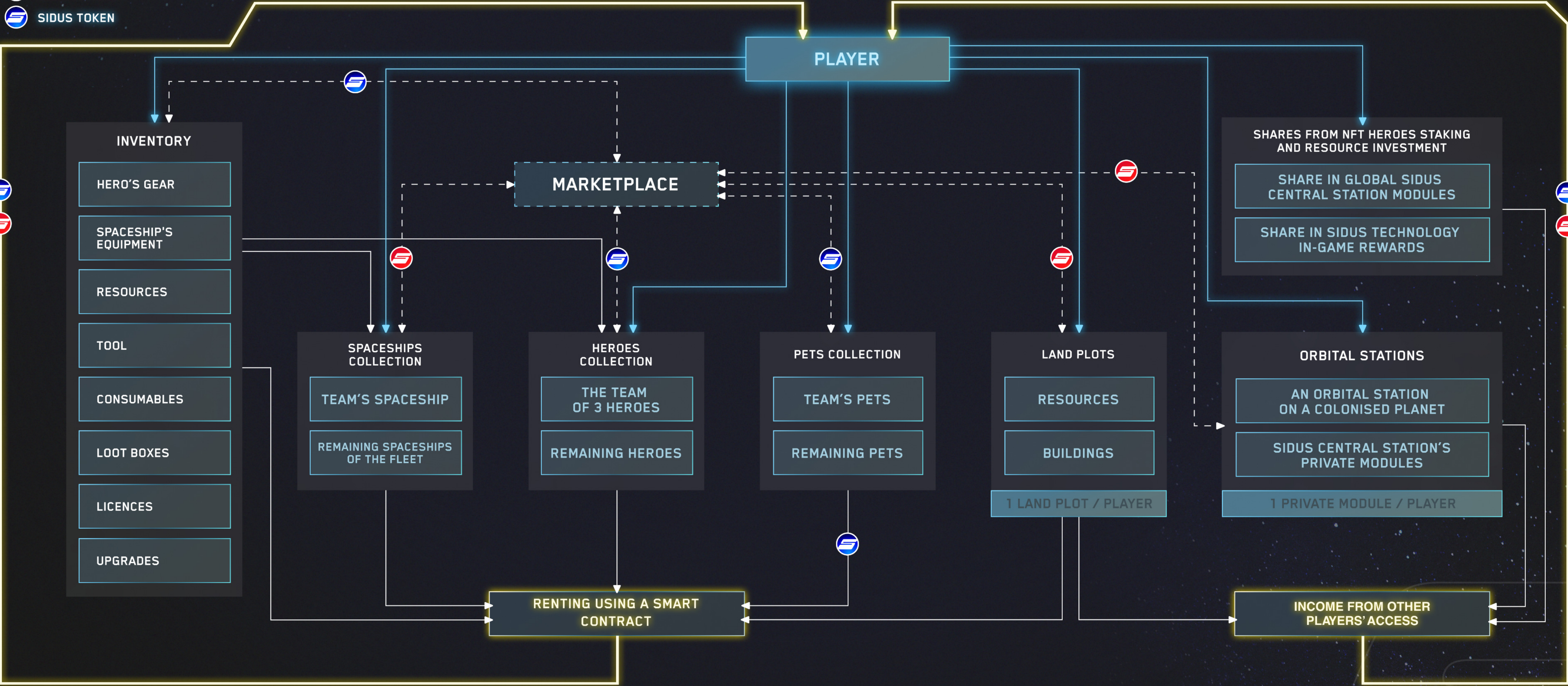
SIDUS NFT
HEROES

IN-GAME ECONOMY

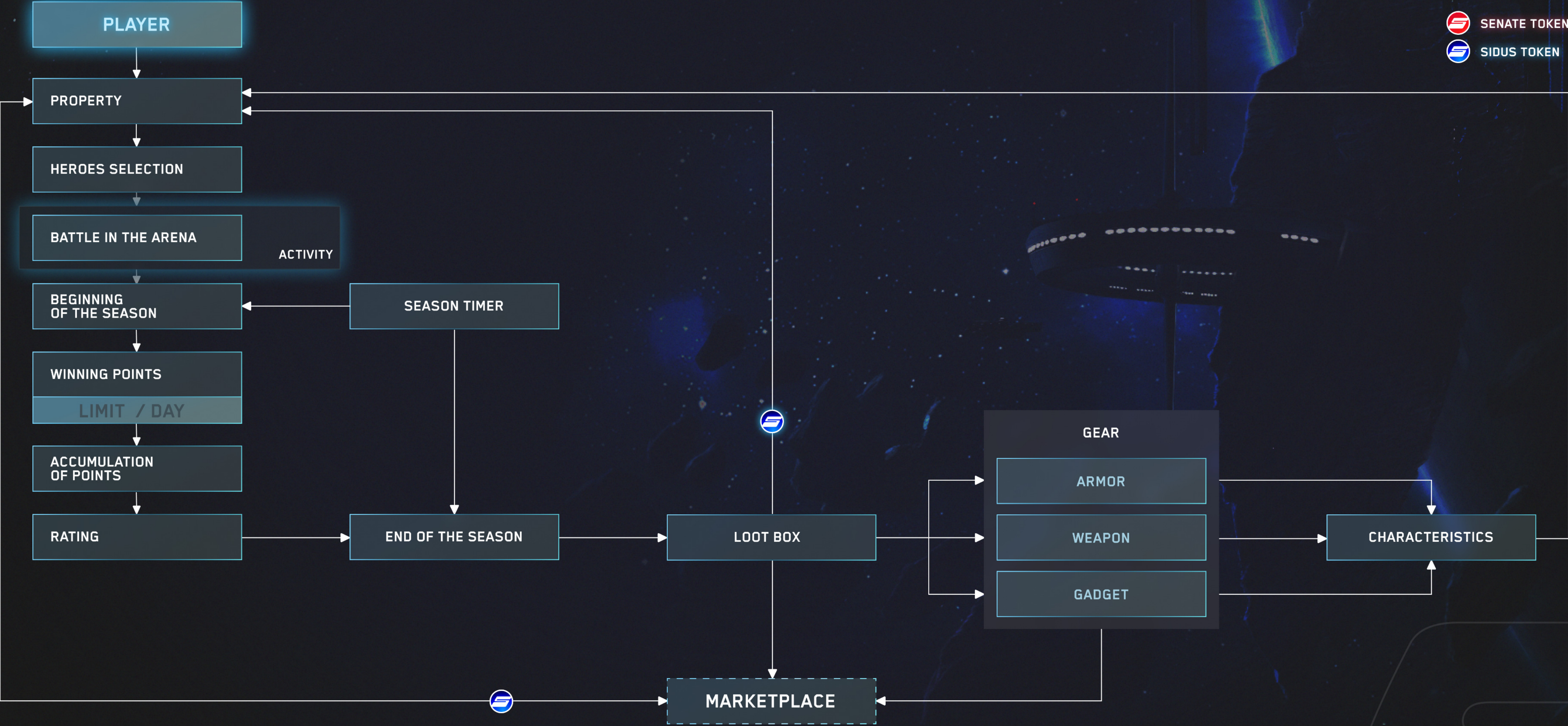
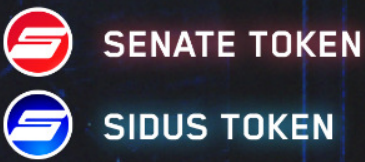
NFT STARS

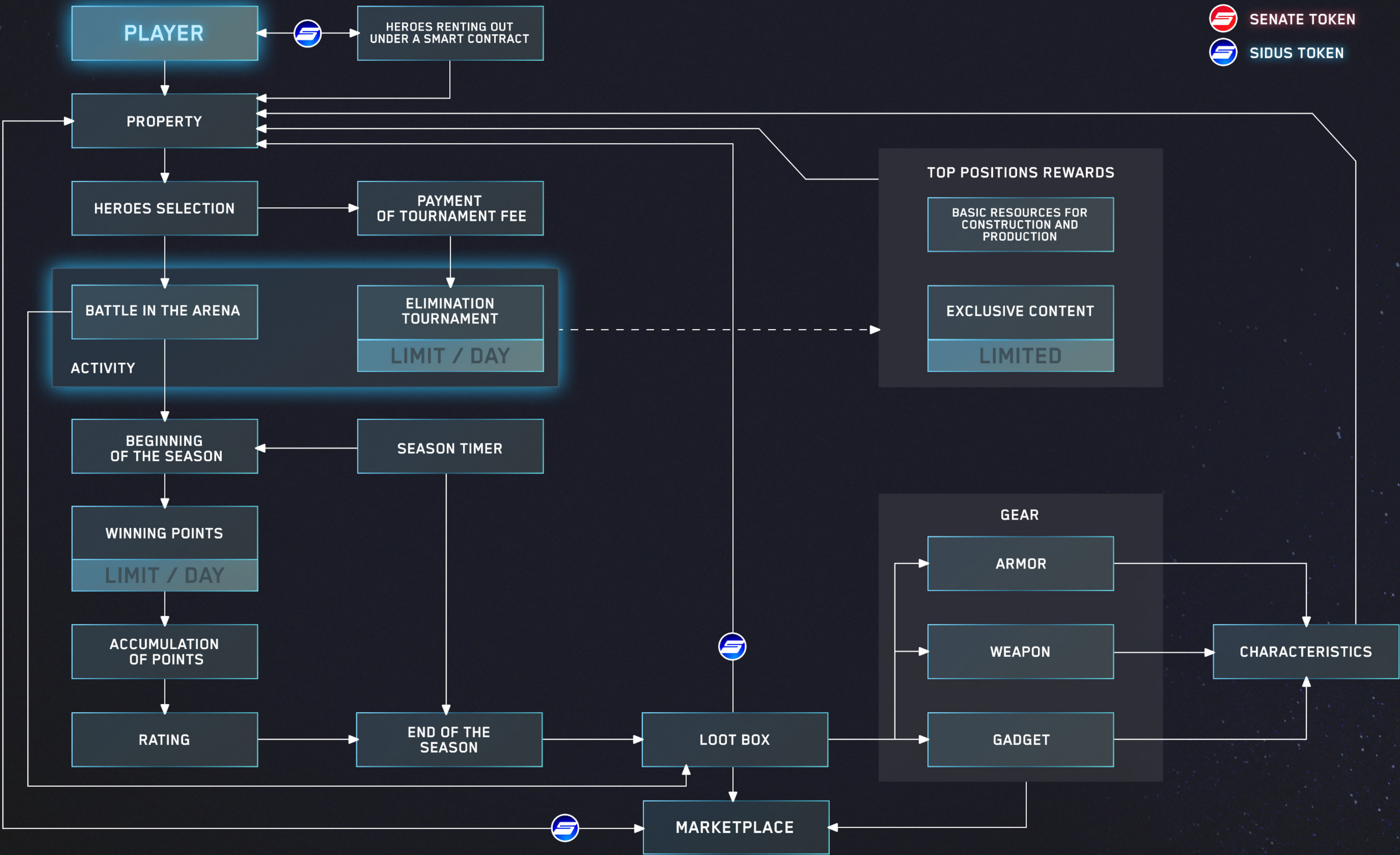
playdisplay®

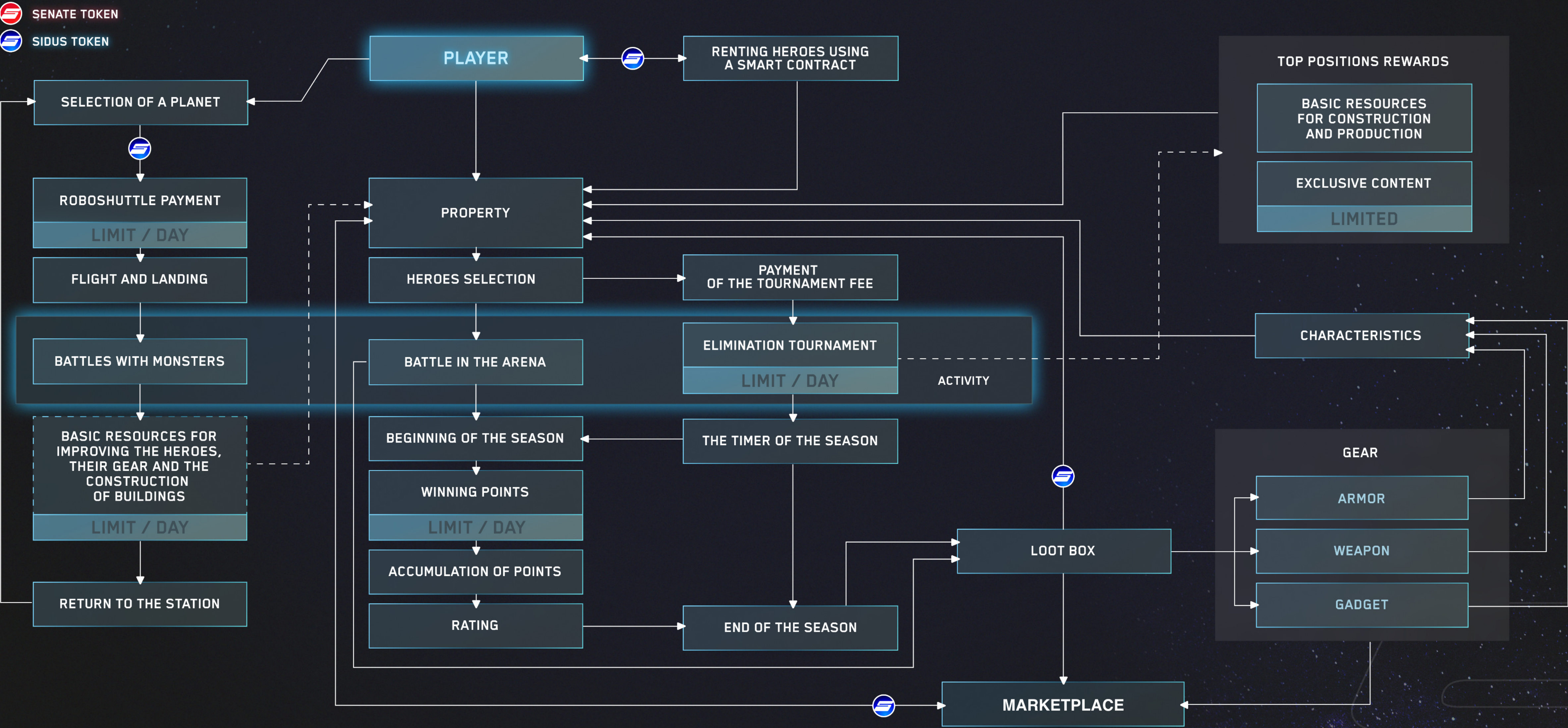
 SENATE TOKEN
 SIDUS TOKEN

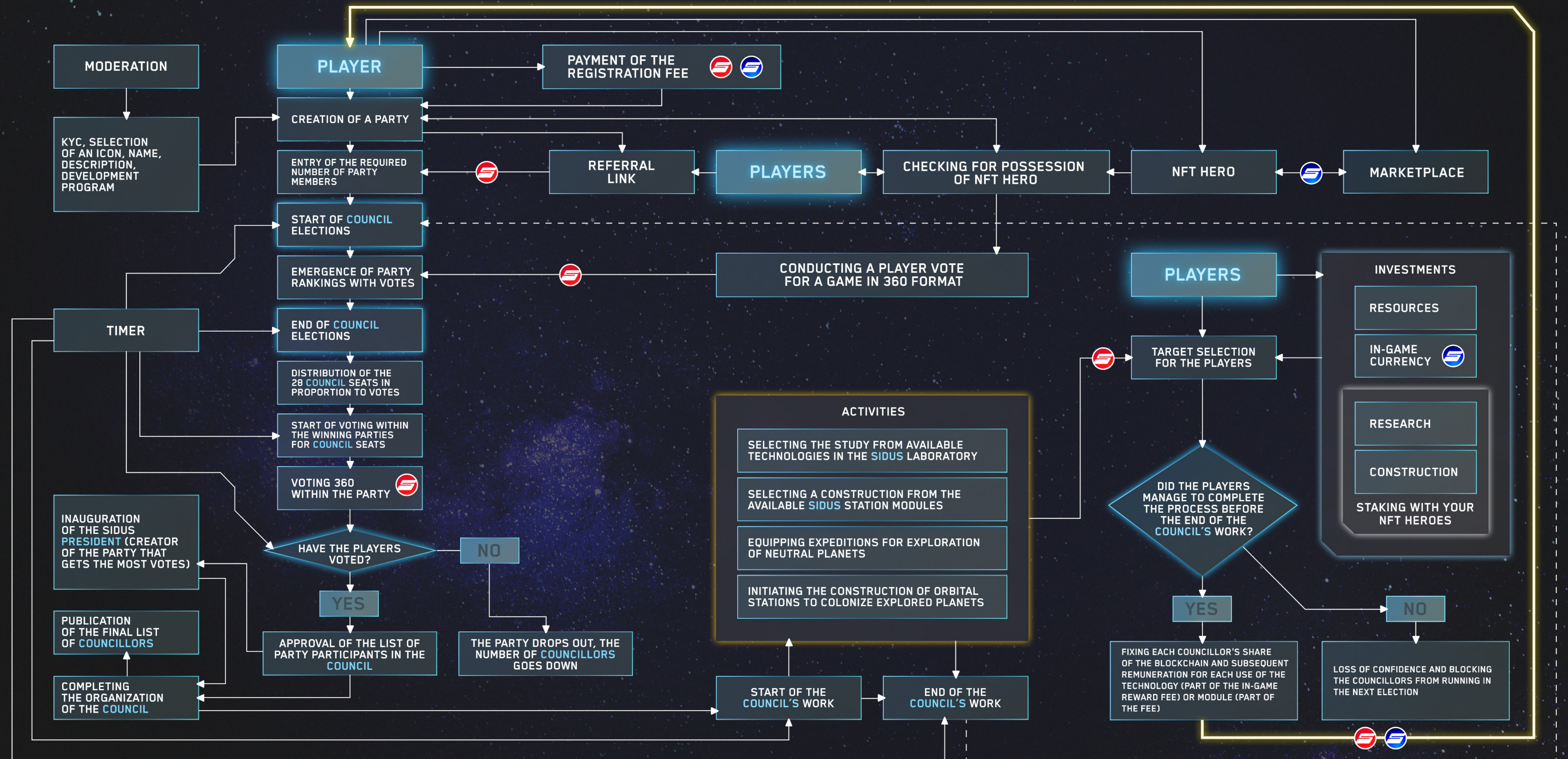


ECONOMIC CYCLE OF THE 1ST PROJECT STAGE









OBJECTS AND TRAVELLING
AMONG THE PLANETS



SPACESHIP

GALACTIC SECTOR

CENTRAL STATION SIDUS

SHUTTLE

ASTEROID

COMET

EXPLORED PLANET

ROBOSHUTTLE

SCOUT STARSHIP

UNEXPLORED PLANET

ORBITAL STATION

COLONIZED PLANET

FEATURES OF SPACE OBJECTS

SIDUS NFT
HEROES

[illegible]

AUCTION #7
SALE OF LAND PLOTS ON PLANET 7

AUCTION #4
SALE OF LAND PLOTS ON PLANET 4

AUCTION #3
SALE OF LAND PLOTS ON PLANET 3

PRE SALE PRIVATE MODULES
ON THE CENTRAL STATION SIDUS

AUCTION #6
SALE OF LAND PLOTS ON PLANET 6

AUCTION #5
SALE OF LAND PLOTS ON PLANET 5

AUCTION #1
SALE OF LAND PLOTS ON PLANET 1

AUCTION #2
SALE OF LAND PLOTS ON PLANET 2

PRESALE	FIXED PRICES BASED ON FCFS
AUCTION 1	1ST YEAR AFTER LAUNCH
AUCTION 2	2ND YEAR AFTER LAUNCH
AUCTION 3	3RD YEAR AFTER LAUNCH
AUCTION 4	4TH YEAR AFTER LAUNCH
AUCTION 5	5TH YEAR AFTER LAUNCH
AUCTION 6	6TH YEAR AFTER LAUNCH
AUCTION 7	7TH YEAR AFTER LAUNCH

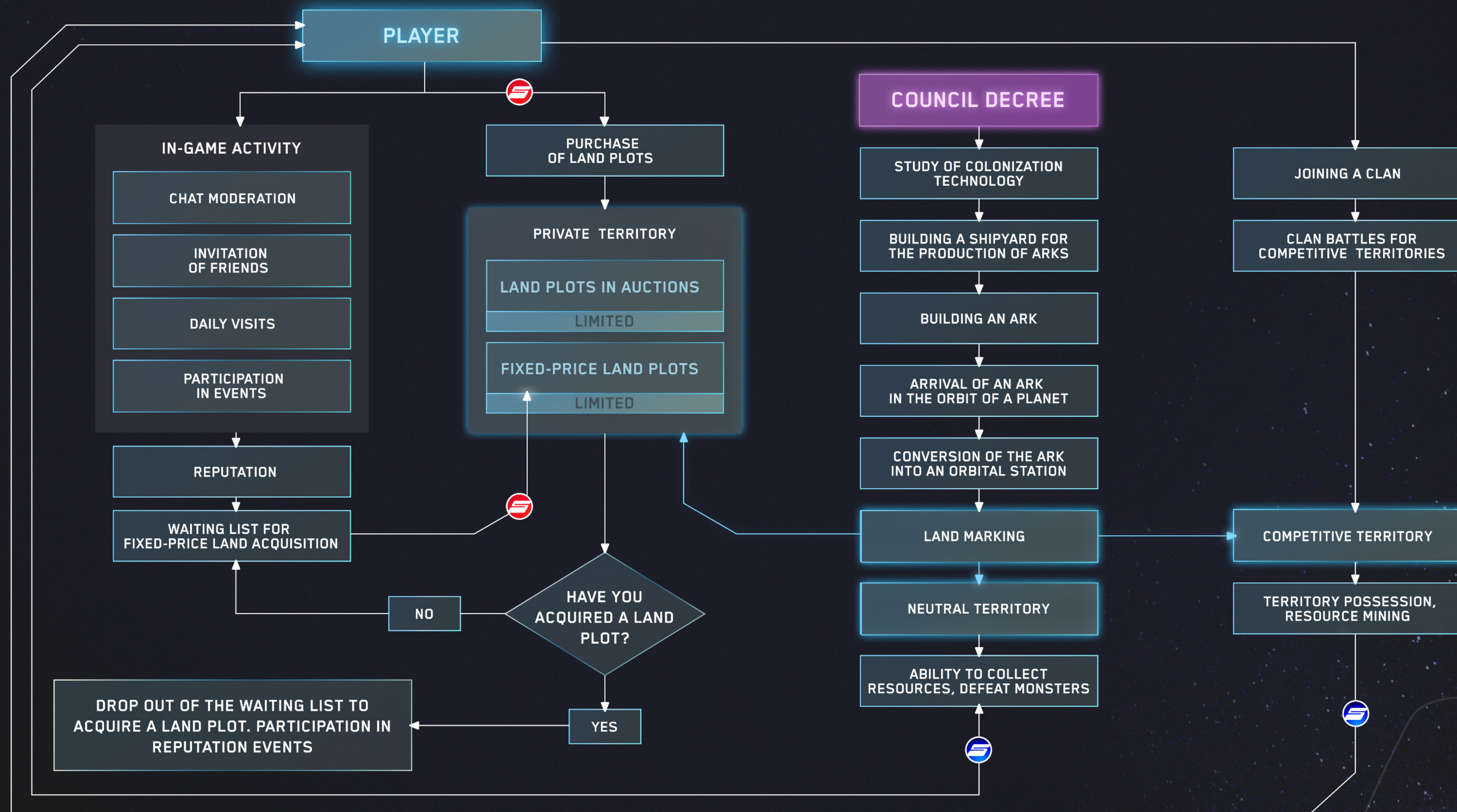
- + EACH LAND PLOT HAS ITS OWN COORDINATES ON THE PLANETARY MAP. KNOWING THESE COORDINATES, IT IS POSSIBLE TO ARRIVE TO A PARTICULAR PLAYER. **THE PLAYER CAN CLOSE ACCESS TO OTHER PLAYERS** BY BUILDING A SPECIAL BUILDING CALLED THE "GUARD PERIMETER".
- + **IF A PLAYER HAS NO LAND OF HIS OWN**, HE/SHE CAN MOVE ON THE PRIVATE LAND PLOTS OF THOSE PLAYERS WHO GIVE ACCESS TO IT OR ON A NEUTRAL TERRITORY THAT BELONG TO NOONE.
- + THE LANDOWNER BUILDS VARIOUS BUILDINGS ON HIS/HER LAND, **WHICH ALLOW PLAYERS TO MANUFACTURE PRODUCTS**: IMPROVE THE QUALITY OF GEAR ITEMS BY THE MERGE MECHANICS (COMBINING SEVERAL NFT ITEMS OF THE SAME QUALITY INTO A BETTER QUALITY NFT ITEM), PRODUCING INGREDIENTS FROM RAW MATERIALS (METALS FROM ORE, WOOD FROM LOGS, ETC.), PRODUCING HEROES' GEAR, ELIXIRS, TOOLS), COLLECTING RESOURCES (COLLECTING ORE FROM MINES, WOOD, HERBS), DEFEATING LOCAL FAUNA (MONSTERS) AND GETTING REWARDS FOR IT.
- + BY IMPROVING HIS/HER TERRITORY, THE PLAYER RAISES ITS LEVEL, WHICH OPENS UP NEW MINING AND MANUFACTURING OPPORTUNITIES. **ALL IMPROVEMENTS ARE STORED VIA IPFS.**

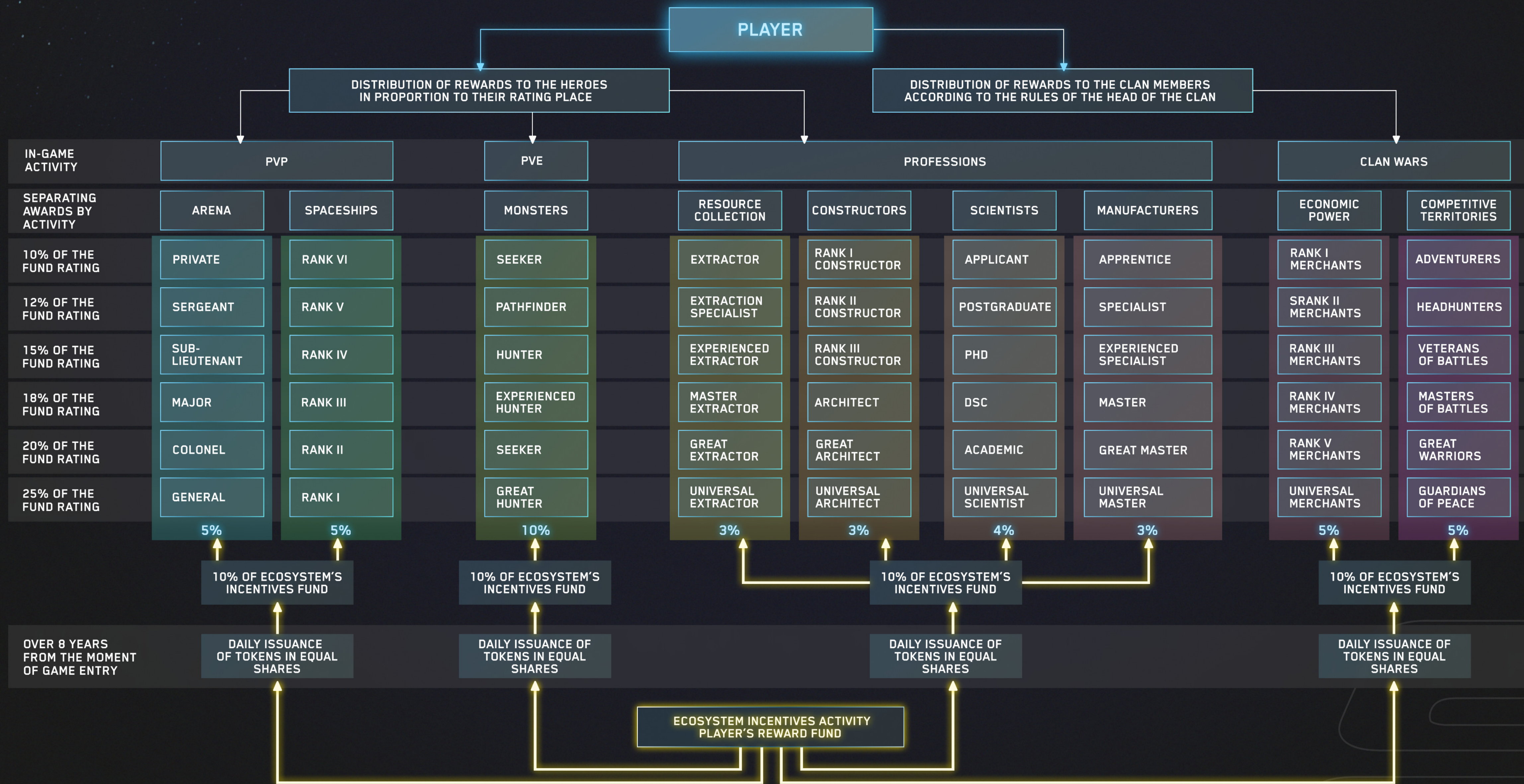


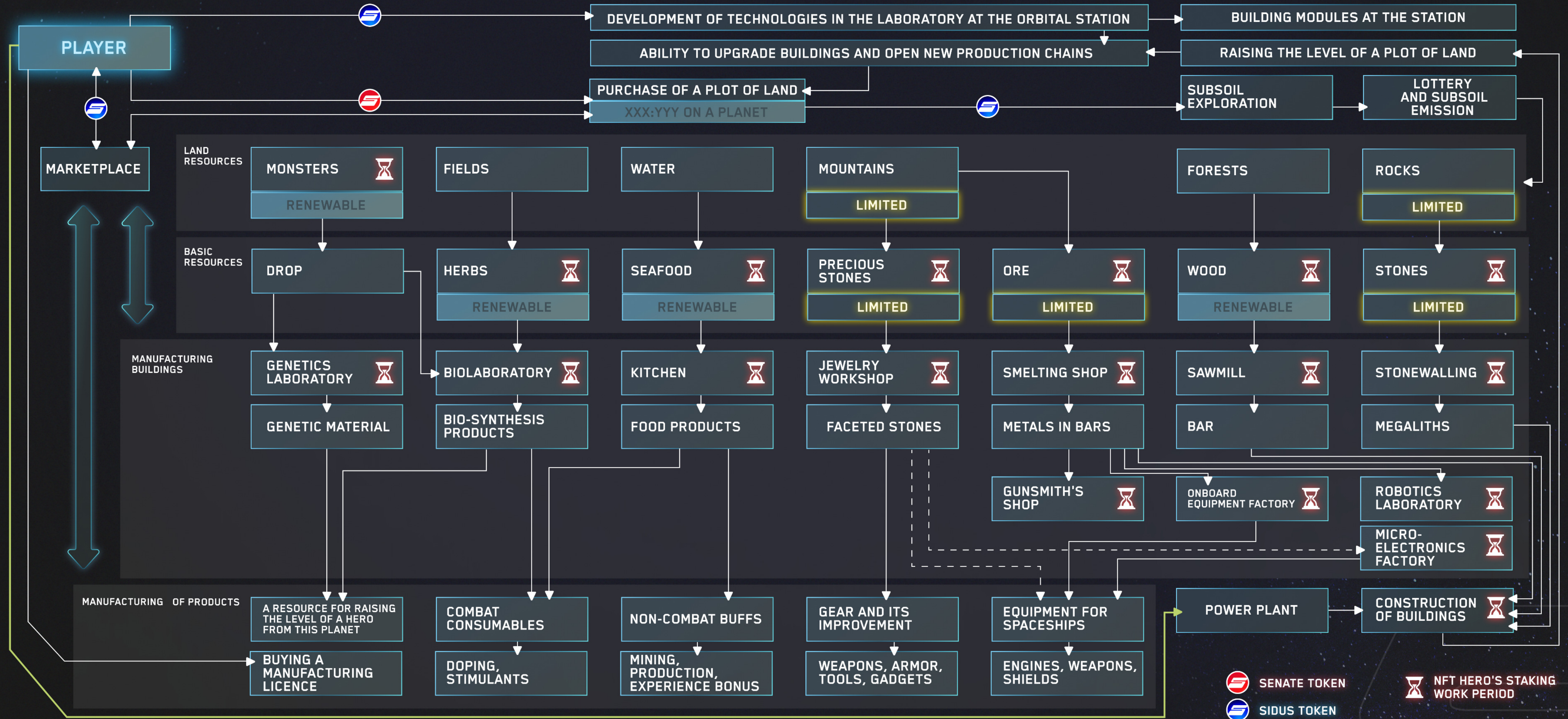
- + THERE ARE **THREE TYPES OF TERRITORIES** ON EACH PLANET AND STATION - **NEUTRAL**, **COMPETITIVE** AND **PRIVATE** LAND PLOTS. NEUTRAL LAND PROVIDES FREE ACCESS TO EVERYONE AND IT IS NOT OWNED BY ANYONE. COMPETITIVE LAND IS A TOURNAMENT TROPHY AND IT BELONGS TO THE PLAYER UNTIL THE NEXT TOURNAMENT. PRIVATE LAND CAN BE SOLD TO THE PLAYER AT A FIXED PRICE, AUCTIONED OFF BY THE SYSTEM OR PURCHASED ON THE SECONDARY MARKET.
- + ONE PLAYER **CANNOT OWN MORE THAN ONE LAND PLOT** (ANTI WHALE)
- + ONCE THE PLAYER ACQUIRES A LAND PLOT, HE/SHE CAN SELL IT ON THE MARKETPLACE. THE LAND PLOT IS SOLD WITH ALL REMAINING SUBSOIL AND BUILDINGS. THE RATIO OF THE NUMBER OF LANDS TO THE NUMBER OF PLAYERS DECREASES AS TIME GOES BY, SO THE LAND OWNER IS ALSO THE OWNER OF A VALUABLE DIGITAL ASSET.
- + **EVERY LAND PLOT HAS TWO TYPES OF RESOURCES: NON-RENEWABLE (SUBSOIL) AND RENEWABLE (FLORA AND FAUNA)** DEPENDING ON A SPECIFIC PLANET.

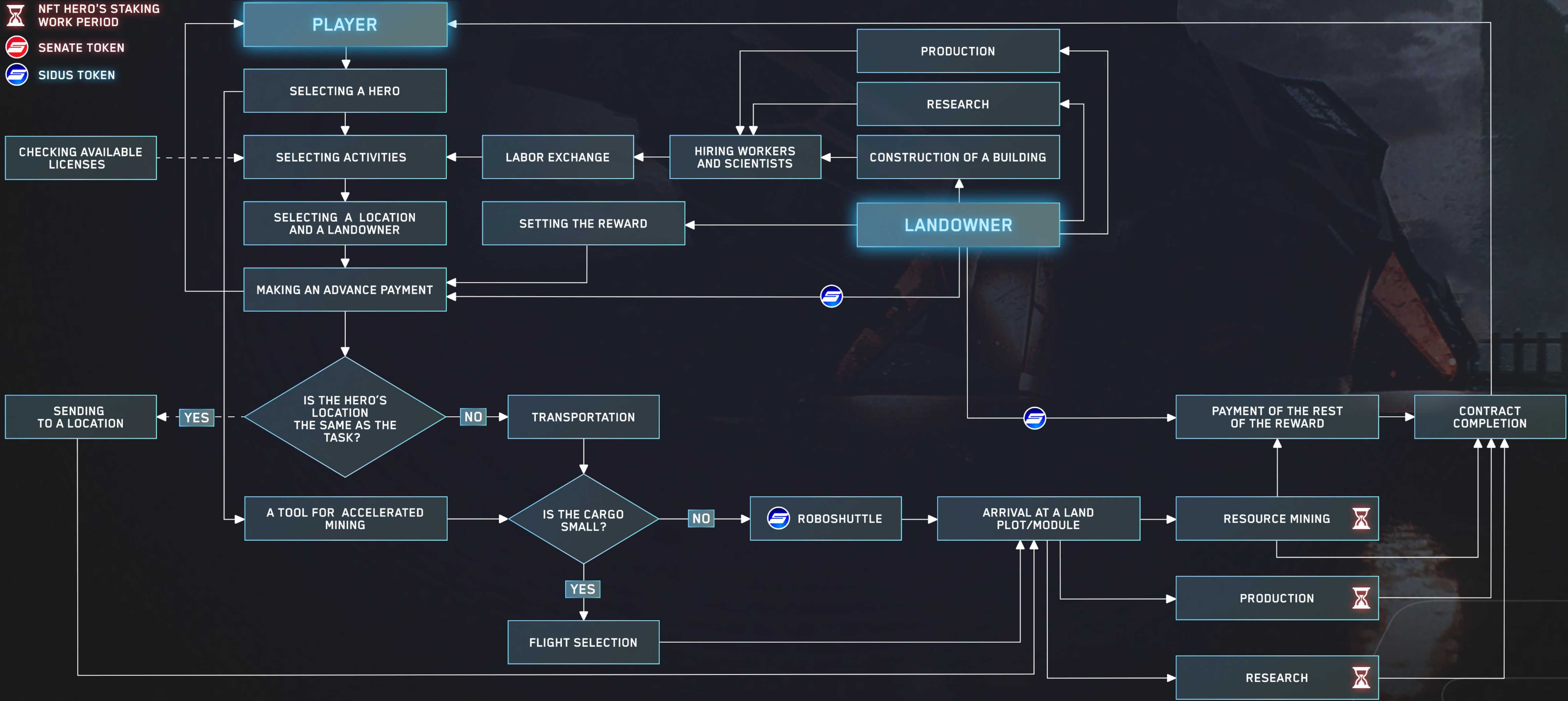


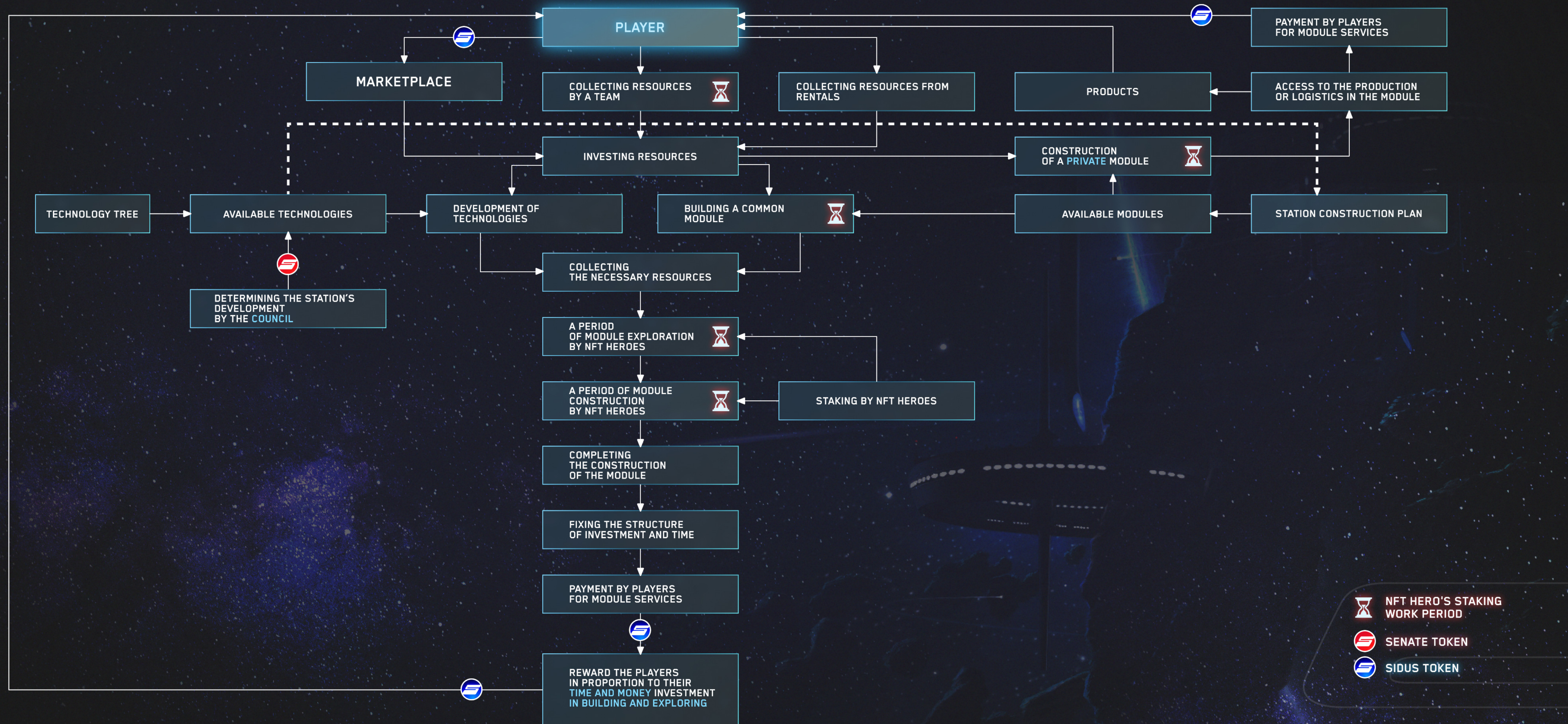
-  NFT HERO'S STAKING WORK PERIOD
-  SENATE TOKEN
-  SIDUS TOKEN











RESOURCE COLLECTION	PROFESSION	PROGRESS
IN THE FIELDS	BIOLOGIST	COLLECTING RARE HERBS
IN THE WATER	ICHTHYOLOGIST	CAPTURE OF RARE FISH
IN THE MOUNTAINS	MINER	RARE ORE MINING
IN THE FORESTS	WOODCUTTER	MINING OF RARE SPECIES
IN THE ROCKS	GEOLOGIST	MINING OF RARE AND PRECIOUS STONES
HUNTING MONSTERS	HUNTER	PREY ON RARE ANIMALS AND PETS
CONSTRUCTION OF BUILDINGS	BUILDER	IMPROVING BUILDINGS AND MODULES

SPACESHIP	PROFESSION	PROGRESS
OPERATING	PILOT	ACCESS TO THE BEST SPACESHIP
SCOUTING	SCOUT	ACCESS TO SCOUTING MISSIONS OF DISTANT SYSTEMS
NAVIGATION	NAVIGATION OFFICER	INCREASING THE FLIGHT ZONES
SHOOTING	FORWARD AIR CONTROLLER	OPERATING COMPLEX WEAPONS
REPAIRS	MECHANICAL ENGINEER	REPAIRING COMPLEX EQUIPMENT
DETAILS UPGRADE	ONBOARD ENGINEER	IMPROVING COMPLEX EQUIPMENT

PRODUCTION	PROFESSION	PROGRESS
SAWMILL	CARPENTER	MANUFACTURE OF ELABORATE FURNITURE, LUXURY ITEMS
QUARRY	STONEMASON	RARE STONE PROCESSING, COMPLEX BUILDING MATERIALS
GUNSMITH'S SHOP	GUNSMITH	CREATING WEAPONS AND ARMOR OF VARYING COMPLEXITY
SMELTING SHOP	FOUNDRYMAN	PRODUCTION OF METALS OF VARYING COMPLEXITY
MICRO-ELECTRONICS FACTORY	MICRO-ELECTRONICS ENGINEER	GADGETS, SPACESHIP EQUIPMENT AND TOOLS OF VARYING COMPLEXITY
ONBOARD EQUIPMENT FACTORY	SPACECRAFT ENGINEER	ONBOARD SYSTEMS OF VARYING COMPLEXITY
GENETICS LABORATORY	GENETICIST	GENETIC MATERIALS TO UPGRADE HEROES OF VARYING COMPLEXITY
ROBOTICS LABORATORY	ROBOTICIST	GADGETS, BUILDINGS, MODULES AND SPACESHIPS OF VARYING COMPLEXITY
JEWELRY WORKSHOP	GEM CUTTER	PRODUCTION OF GEMSTONES OF VARYING COMPLEXITY
KITCHEN	CHEF	CREATING STIMULANTS OF VARYING COMPLEXITY
BIO-LABORATORY	BIO-ENGINEER	CREATING DOPINGS AND MATERIALS TO UPGRADE HEROES OF VARYING DIFFICULTY



EXAMPLE OF GEAR ITEM MANUFACTURING

SENATE TOKEN
SIDUS TOKEN

NFT HERO'S STAKING
WORK PERIOD

IRON BAR

COMMON

X25+5  +60  MIN =

ITEM

COMMON

ALL PLAYERS HAVE BASIC ITEMS AVAILABLE FOR MANUFACTURING

ITEM 1

COMMON

+



ITEM 2

COMMON

+

IRON BAR

COMMON

X25+15  +3  HOURS =

ITEM 4

UNCOMMON

SKILL LEVEL OF 20 REQUIRED

ITEM 1

UNCOMMON

+



ITEM 2

UNCOMMON

+

COPPER BAR

UNCOMMON

X25+45  +6  HOURS =

ITEM 4

UNIQUE

RECIPE OF ITEM 4

UNIQUE

SKILL LEVEL OF 40 REQUIRED

ITEM 1

UNIQUE

+



ITEM 2

UNIQUE

+

SILVER BAR

UNIQUE

X25+135  +24  HOURS =

ITEM 4

RARE

RECIPE OF ITEM 4

RARE

SKILL LEVEL OF 60 REQUIRED

ITEM 1

RARE

+



ITEM 2

RARE

+

GOLD BAR

RARE

X25+675  +48  HOURS =

ITEM 4

EPIC

RECIPE OF ITEM 4

EPIC

SKILL LEVEL OF 40 REQUIRED

ITEM 1

EPIC

+


ITEM 2

EPIC

+

PLATINUM BAR

EPIC

X25+3375  +1  MONTH =

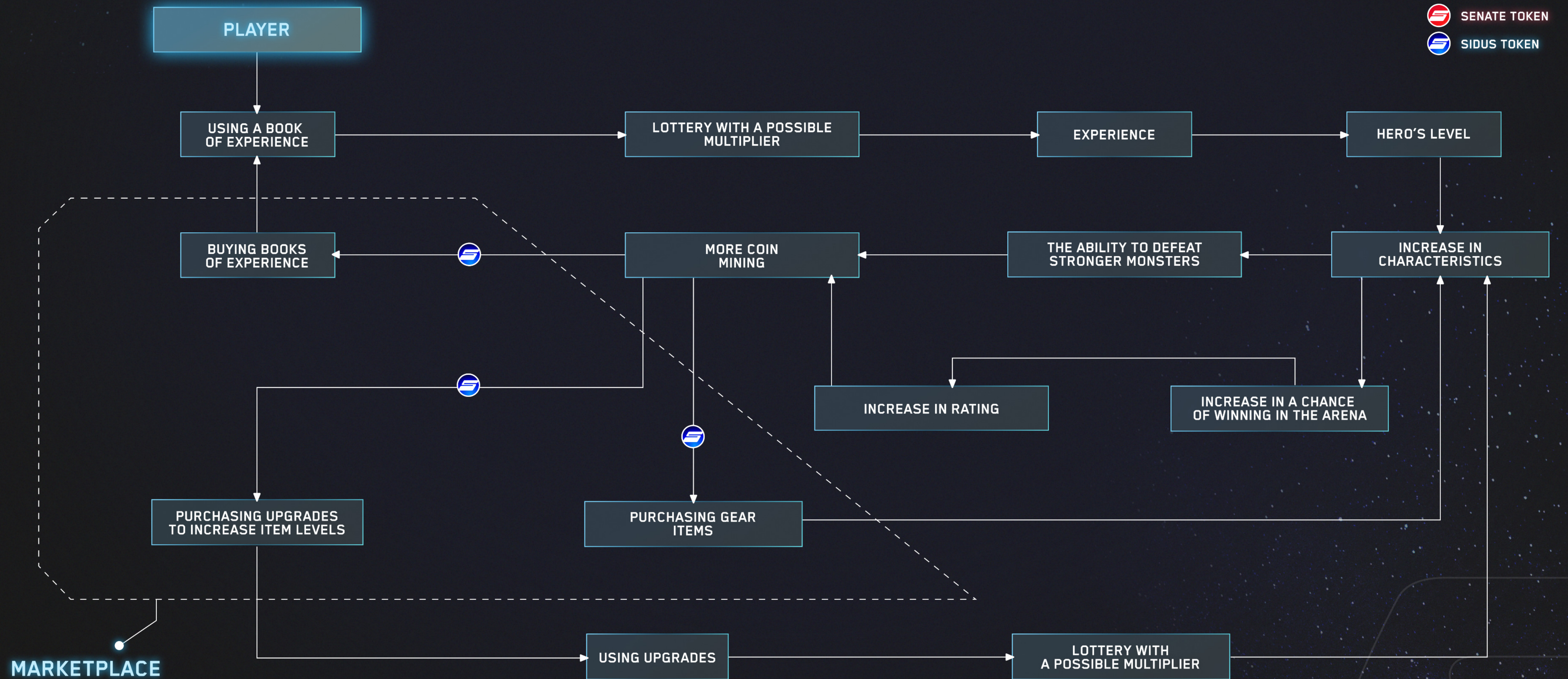
ITEM 4

LEGENDARY

RECIPE OF ITEM 4

LEGENDARY

SKILL LEVEL OF 40 REQUIRED



-  SENATE TOKEN
-  SIDUS TOKEN
-  NFT HERO'S STAKING
WORK PERIOD

