

STAR ATLAS

Objectives, Conditions, Balancing Mechanisms



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Goals of the Economy

▶ Building Intergalactic Empires

Star Atlas is a space race that will challenge its players to team up, organize, build, and fight their way into unknown territories. What will start as a group of space ships and a collection of small mining colonies will develop into full-blown civilizations, rapidly iterating on alien technologies and intergalactic diplomacy to explore the ever-expanding universe.

Naturally, the goal of the Star Atlas economy is to best align production of goods at scale with both a sense of long-term progression and short-term enjoyment to the players – all while making their collaboration increasingly beneficial to their teammates and faction.

▶ Skill-Tree Progression: Minimizing Player Fatigue and Multi-Account Clutter

Most MMO games involve tapering reward curves and repetitive tasks that only serve to fatigue its players; where even the most devoted players will find themselves in a gruesome lottery-esque endgame—with impossibly low-rate loot drops and repetitive expeditions—draining the players' excitement for new growth.

Star Atlas is different. By employing a skill tree approach, the game allows its users to dedicate their time and resources to a certain activity. This allows them to unlock perks and bonuses from their skill tree that they can then purchase with ATLAS—thus providing benefits—both individually and collaboratively. Additional perks and bonuses are subject to the discretion and development of the Star Atlas team. Therefore, the initial perks listed below are non-exhaustive.

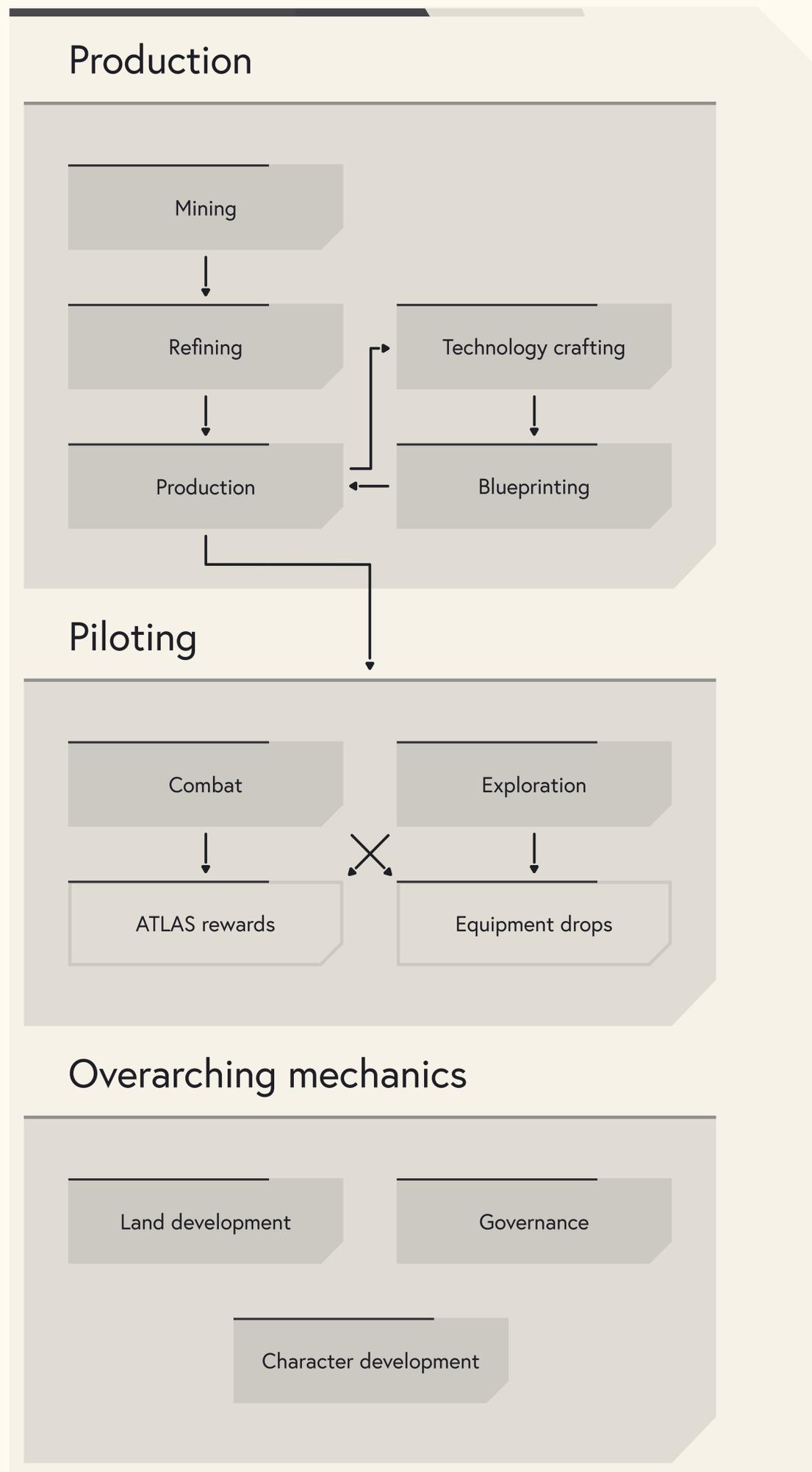


Game Economics

Star Atlas is a game with an economic system that goes both wide and deep, connecting with every aspect of in-game activity. There are three large groups of mechanisms connected to economics: production, piloting, and overarching mechanics (diagram to the right).

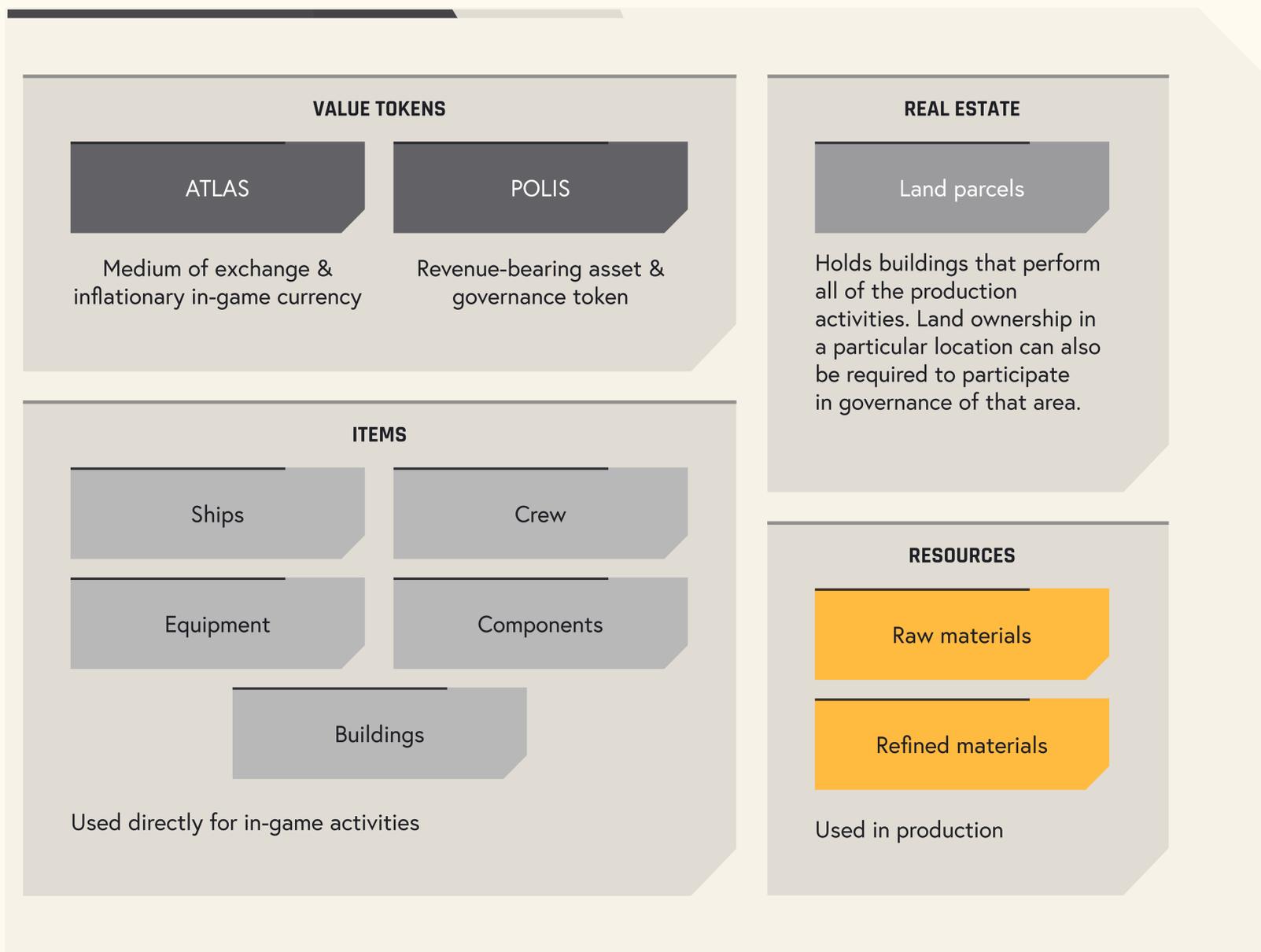
Rewards from piloting activities are the main inputs into the game economy, which flow into the markets that support piloting through the production game. Production connects mining, refining, and technological development in order to create new assets usable for piloting.

Broader mechanics that underpin the game are land development, character development, and the DAO system.



Game Economics

Most of the in-game items come from the production layer, with exception of rare equipment and resource drops from piloting, and an exclusive limited series of items injected into the game through sales (such as unique ships).



A key concept in understanding the production system is land. The universe of Star Atlas consists of regions, solar systems, and planets, and a basic land parcel represents partial ownership of a planet's territory.

Production buildings are built on land, with more advanced buildings having additional requirements to the land they can work on. In addition, land ownership is required to participate in some of the governance levels. All land in Star Atlas is subject to Land Value Tax (covered in a later section), incentivizing owners to use it rather than simply holding it.



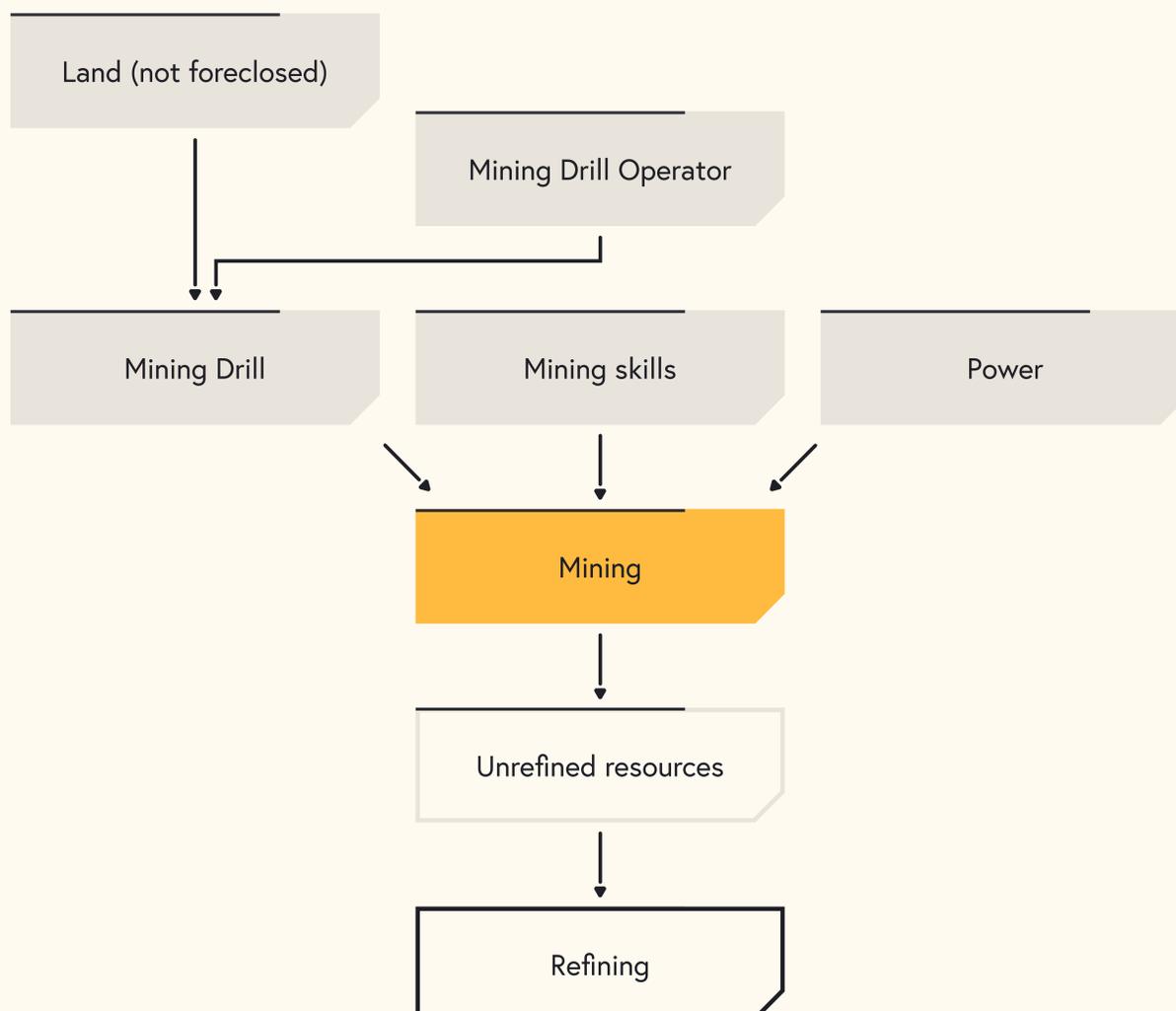
Game Economics



Resource Management

While there are several activities within Star Atlas to create economic value, mining will be an important pillar to the production within the Star Atlas economy. In order to partake in this activity, users must make an initial investment via the purchase of ATLAS or equipment. Basic resources (NFTs) will be needed as an input to maintain the mining output for natural resources. Mining yields resources, which are then used to trade or create in-game assets to allow users to carry out their jobs and produce value within the in-game economy. Blueprints are acquired by leveling up skills in the Building category, which are then used to unlock the recipes required to make each in-game asset.

The productivity of a player in mining progresses based on skill. Mining skill progression grants improved quantity and speed of resource harvesting as well as discounts in crafting and maintaining farm establishments.



Mining requires a special building (together with land and a NPC worker), player character's skills, and power (supplied by power generating buildings). Resources produced from mining have to be refined before they are usable.



Game Economics

Different roles within the game create unique opportunities and levels of economic output for the player.



Some of the most important roles include

Extractors

Extractors are responsible for mining raw materials.

- **Initial Cost:** An extractor is a building that has to be purchased or produced prior to installation. There are also power requirements filled by power-producing buildings that have no running costs
- **Maintenance Costs:** Land value tax (see Land section) and fuel to transport cargo into orbit (collected in ATLAS). Gas fee in the form of ATLAS
- **Yield:** Raw materials, including additional fuel
- **Perks:** Increased energy efficiency and increased resource yield

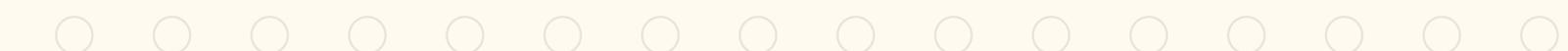
Refiners

Refiners are responsible for taking raw material and converting them into usable resources.

- **Initial Cost:** Refinery deck costs a fixed amount of ATLAS
- **Maintenance Costs:** Land value tax (see Land section)
- **Yield:** Refined materials as crafting inputs
- **Perks:** Increased yield/conversion rate

Managers

Managers are responsible for making sure resources are used efficiently in order to create value and utility. Some manager-type roles include a Power Plant Manager and Salvage Operator.





02

Game Economics



Building

Builders experiment and produce new innovative goods to sustain and improve technology. Building is the exercise of finding the most efficient and novel ways to use farmed resources to create technological goods that can be utilized within the game.

Star Atlas will create the initial (and growing) list of crafting recipes for natural resources, and how they become new technological goods. Builders can either consume/utilize their built composite resources and structures, collect compensation from their faction for exchanging them, or sell them in the game marketplace for ATLAS. In addition, a player can also increase their building skills—which will lead to unlocking new recipes—and ascending tiers of technology crafting.

Building roles within the game include: Research and Development, and Production.

Research and Development

R&D is akin to crafting or alchemy, where players experiment with different combinations of refined and raw materials in order to produce new technology.

- Initial Cost: Crafting rig costs fixed ATLAS
- Additional Requirements: To operate, the rig needs to be placed on a land parcel that is not foreclosed
- Maintenance Costs: Acquisition of raw and refined materials, pending the experiment, and an ATLAS gas fee per craft
- Yield: New technology that grants advantages in mining, building, combat, and expedition
- Perks: Crafting speed and improved recipe efficiency/potency





Game Economics

Production

These builders are responsible for the production and maintenance of technology at scale.

- Initial Cost: Production Rigs (fixed ATLAS), and recipes
- Additional requirements: To operate, the rig needs to be placed on a land parcel that is not foreclosed
- Maintenance Costs: Acquisition of raw and refined materials per recipe, and an ATLAS gas fee per craft
- Yield: Deployable technology
- Earned Perks: Crafting speed and reduced waste



Exploring

Explorers depend on fighters and builders to de-risk their expeditions and earn new opportunities to mine new resources. Exploration is one of the most complex and aspirational activities in the game. Explorers utilize ships and competitive technology to increase the efficiency and safety of discovering new planets and rare resources. Ships can be purchased as an initial investment for well-endowed users on a selective or limited basis.

Explorers are the "hunters" of this hunter-gatherer society, charged with bringing back materials for miners to potentially reproduce, or for builders to craft new technologies. These new materials can either be utilized to gain additional competitive advantage or sold for ATLAS.

Explorers can also improve their skills, which can lead to advantages, such as:

- Reduced ship damage while traveling
- Increased efficiency in mining rare materials





Game Economics

▼ Example roles include

Executive Roles

Executive Roles are responsible for ordering the Utility Roles to carry out actions.

- Initial Cost: Ships either purchased by ATLAS or built with component modules
- Maintenance Cost: Ship repair costs and fuel
- Yield: Rare resources from outer space and scanned data of resources in exploratory areas
- Perks: Reduced repair costs and decreased degradation rate of ships

Utility Roles

Utility Roles are responsible for carrying out the actions instructed by the Executive Roles.

- Initial Cost: Component modules and crew acquisition
- Maintenance Cost: Ship repair cost and fuel
- Yield: Rare resources from outer space
- Perks: Increased yield, decreased cost and increased speed

▶ Fighting

Fighters depend on builders to gain advantages in combat. Fighting is required to capture loot—which can come in the form of resources and technological goods from other players—and expand the boundaries of control of your faction. A player can buy-in to enter into scheduled matches or tournaments or attack the outer reaches of space. The rewards increase the further into outer space one goes, but so does the risk and the cost of losing.





Game Economics

Fighters earn ATLAS and resources from the salvage of fallen opponents from winning matches. They can use them to either repair equipment and vehicles or reinvest into new technology/production or farming. Fighters can improve their skills, which lead to increased damage outputs bonuses and defenses.



Fighting roles include

Executive Roles

Executive Roles are responsible for ordering the Combat Roles to carry out actions.

- Initial Cost: Weapons and fighters
- Maintenance Cost: Fuel and repairs
- Yield: Bounty from raiding the losing ship
- Perks: Accuracy and critical hit rates

Combat Roles

Combat Roles are responsible for fighting and carrying out the actions instructed by the Executive Roles.

- Initial Cost: Weapons and fighters
- Maintenance Cost: Component modules and crew NPCs
- Yield: Bounty in the form of ATLAS and resources
- Perks: Accuracy, critical hit rates

In the special case of Deep Space PVP fighting, explorers and their fighters may risk losing all of the assets they deployed or brought on the expedition into Deep Space. However, the reward is bountiful.





02

Game Economics



Overarching Activities

There are other secondary roles that make Star Atlas more fun, while adding value to the economy. These roles include:

Retail Deck Manufacturers/Sellers

Owning a retail deck opens up both production and sale of components, modules, crew gear, mod, and stims. An operational Retail Deck also allows overclocking of components and crew gear. The structure acts as both a production facility and a storefront.

- Initial Cost: Purchase a manufacturing and selling facility with ATLAS or build from natural resources
- Additional requirements: To operate, the deck needs to be placed on a land parcel that is not foreclosed
- Maintenance Cost: Transaction fees
- Yield: Profits from sale
- Perks: Reduced transaction fees and increased speed of building shops

Social Developers

Social Developers are responsible for building and operating social buildings.

- Initial Cost: Purchase an existing social building (for example: theater/club/bar) or build from natural resources
- Additional requirements: To operate, the deck needs to be placed on a land parcel that is not foreclosed
- Maintenance Cost: Cost of each activity
- Yield: Ticket sale, social cohesion and community building
- Perks: Reduced price of activity hosting and venue building





Game Economics

Sporting Activities (ex. racing)

Certain competitive (but non-violent) activities will be added at the discretion of the Star Atlas DAO, with the first addition being ship racing. These sporting activities will encourage low-risk, high-enjoyment activities in times of leisure.

- Initial Cost: Ship to race
- Maintenance Cost: Fuel
- Yield: Prize pool
- Perks: Increased speed and fuel efficiency





03

Tokenomics

The activities and value creation within the economy would not be possible without a robust tokenomic structure of all the assets within the game.



Overview

There are four unique asset pillars to the economy of Star Atlas. All of them are represented both on-chain and in-game in some form.

- Monetary assets (ATLAS and POLIS, implemented as SPL tokens)
- Land ownership NFTs
- In-game items (ships, equipment, crew, ship components, buildings, and blueprints)
- In-game resources (fungible assets that are produced by miners and consumed by production)





03

Tokenomics



Monetary Assets

Star Atlas has two fungible tokens that fuel all operations: POLIS and ATLAS.

POLIS

POLIS is the governance token used at each level of governance, representing financial stake in the game, voting power in the DAOs where it is staked, and control of the Treasury. It has a fixed supply that will not grow (unless a decision to the contrary will be made by governance down the line).

ATLAS

ATLAS is the payment token used as a medium of exchange. It is inflationary, aiming to match the growth of the in-game economy and provide a solid monetary base for in-game economic interactions and on-ramps to enter the game.





Tokenomics

POLIS

As an asset, POLIS is a low-velocity, long-term store-of-value that incentivizes governance of the ATLAS economy for its long-run production. The POLIS DAO is tasked with the minting, distribution, and redistribution of ATLAS within the ATLAS treasury, and earn portions of the returns in ATLAS to the developments they vote to fund.

With a long-term perspective, DAO governors will ultimately be able to drive the direction of Metaverse development. Even to the extent that the founding Star Atlas development team could be voted out as the primary vendor for game assets and game design. Other areas of more immediate focus include: economic revisions, feature releases, asset release schedules, and optionality to incorporate player-created content.

The total supply of POLIS is permanently fixed and does not increase.



POLIS can be acquired in the following ways:

- Primary Issuance: The Star Atlas team may directly sell POLIS tokens to potential governors
- Secondary Markets: Can be bought and sold on secondary markets, but come with a finite variety of lockup/vesting schedules
- In-game Rewards: Completing certain missions in-game
- Metagame Rewards:
 - a. Actively attracting new users that stay for some amount of time or generate some amount of value
 - b. Organize existing users into guilds/factions and more, based on what these guilds/factions produce
 - c. Guilds/Alliances will be rewarded with an amount of POLIS based on how long they have actively participated in the universe. The reward structure will be calibrated to disincentivize churn
- Governance Participation: Staking in the DAO and being active
- Meta-economics Rewards: Liquidity provision on AMMs and other DeFi entities



03

Tokenomics

Monetary Policy

The total supply of the POLIS token is 360,000,000, which will be distributed as follows:

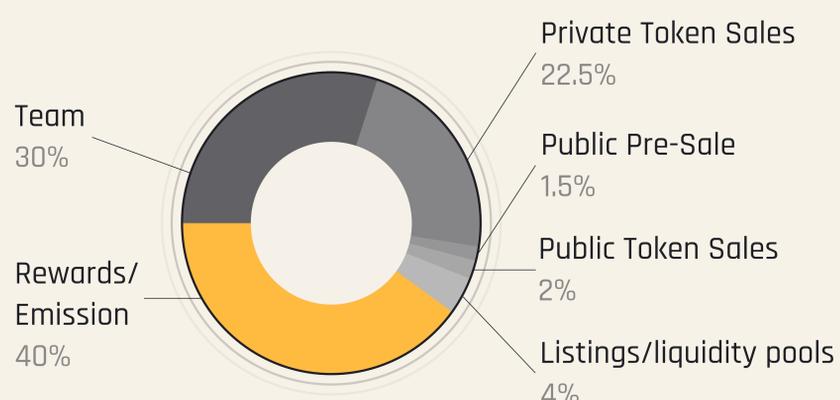
GROUP	ALLOCATION (%)	ALLOCATION (POLIS)	TGE UNLOCK (%)	VESTING PERIOD (WEEKS)
PRIVATE TOKEN SALES	22.5%	81,000,000	5%	104
PUBLIC PRE-SALE	1.5%	5,400,000	5%	104
PUBLIC TOKEN SALES ¹	2%	7,200,000	100%	0
LISTINGS/ LIQUIDITY POOLS ²	4%	14,400,000	100%	0
REWARDS/ EMISSION	40%	144,000,000	0%	416
TEAM ³	30%	108,000,000	100%	104

¹ 1.0% FTX; 0.5% Raydium/Acceleraytor; 0.5% Apollo X

² 2% CEX; 2% DEX

³ Unlocked exclusively for staking in the DAO. 2 year vesting with daily linear unlock otherwise.

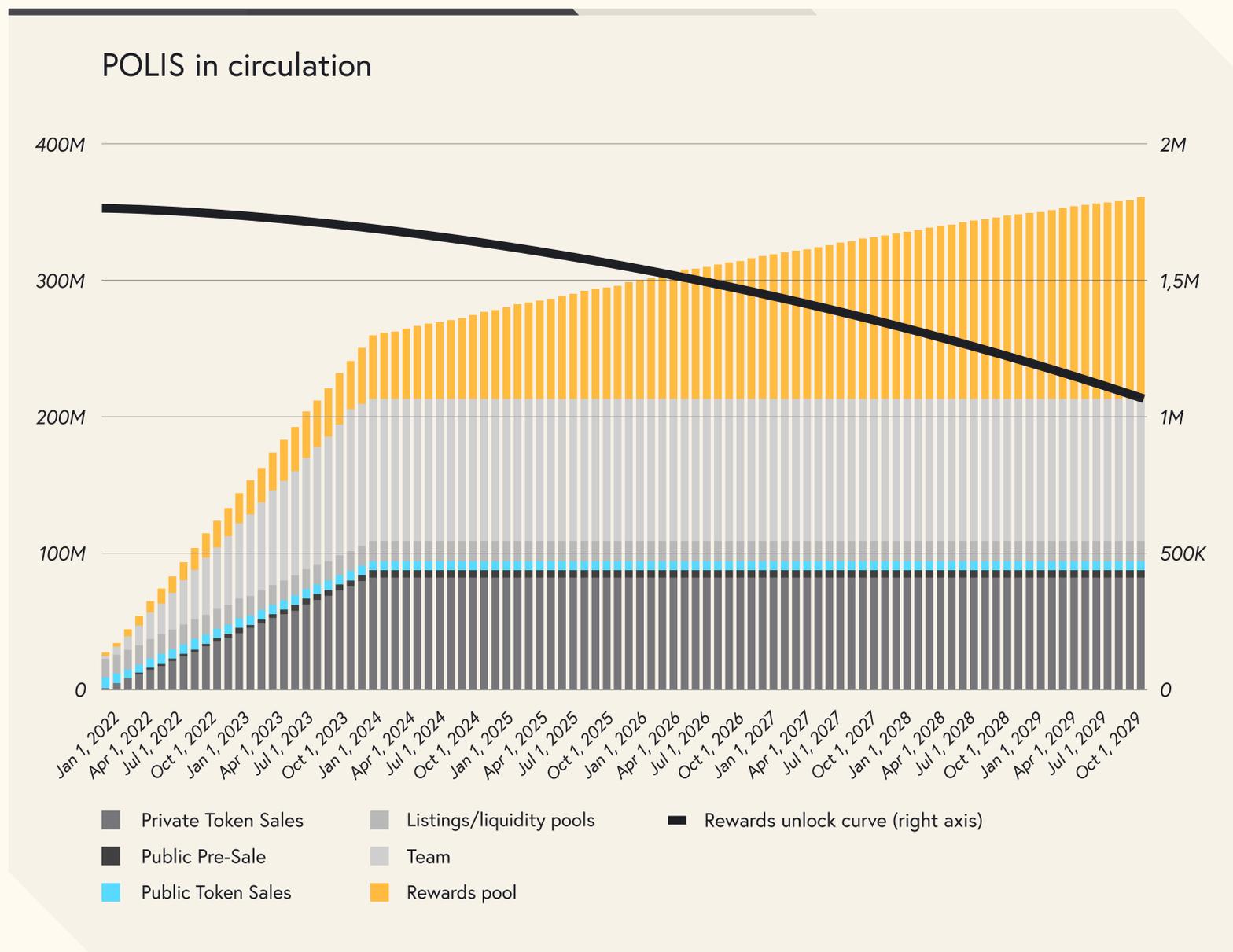
POLIS allocation





Tokenomics

The emission pool will be injected directly into the POLIS rewards pools via a smooth curve over 8 years, dropping the entire rewards pool over this time — unless the DAO rules otherwise (with a supermajority). The vision for the DAO interventions is that the organization will set semiannual targets based on the observed economic metrics which will adjust the dropping schedule accordingly.





Tokenomics

ATLAS

ATLAS is the form of currency/income in the game. The market clears at the price at which the buy-side perceives the value of the production of in-game assets, as ATLAS can be earned within the game.

The currency is inflatable. The monetary mass should grow at roughly the same rate as the in-game economy.

New ATLAS is created to reward in-game activities (see diagram below).

The POLIS DAO can adjust the parameters regulating monetary rewards for different in-game activities, both on the global level and granularly, per activity type.





03

Tokenomics

Monetary Policy

The total supply of the ATLAS token is 36,000,000,000, which will be distributed as follows:

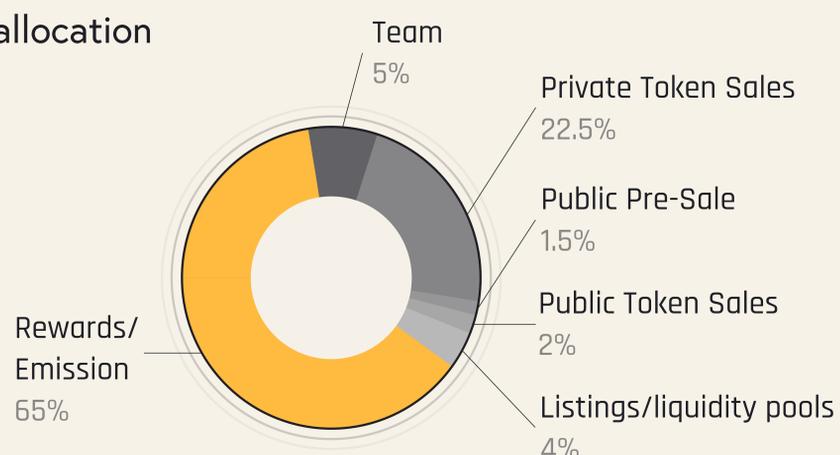
GROUP	ALLOCATION (%)	ALLOCATION (ATLAS)	TGE UNLOCK (%)	VESTING PERIOD (WEEKS)
PRIVATE TOKEN SALES	22.5%	8,100,000,000	5%	104
PUBLIC PRE-SALE	1.5%	540,000,000	5%	104
PUBLIC TOKEN SALES ¹	2%	720,000,000	100%	0
LISTINGS/ LIQUIDITY POOLS ²	4%	1,440,000,000	100%	0
REWARDS/ EMISSION	65%	23,400,000,000	0%	416
TEAM ³	5%	1,800,000,000	100%	104

¹ 1.0% FTX; 0.5% Raydium/AcceleRaytor; 0.5% Apollo X

² 2% CEX; 2% DEX

³ Unlocked exclusively for staking in the DAO. 2 year vesting with daily linear unlock otherwise.

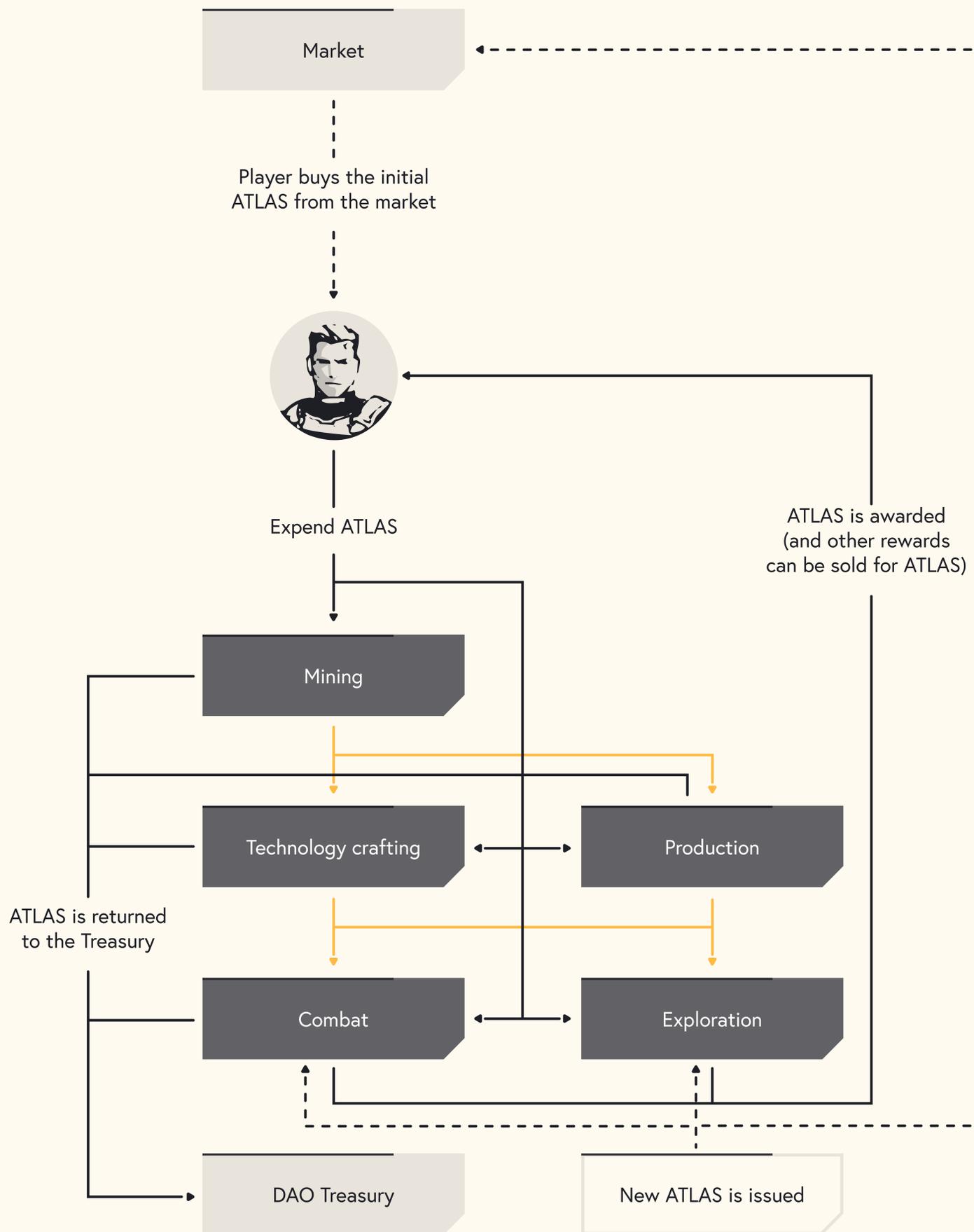
ATLAS allocation





Tokenomics

The minting and burning of ATLAS will be purely based on game user-base growth and adoption. The Star Atlas supply and price will be kept on a level to maintain reasonable in-game asset pricing internally and optimize the entry level for new users, while allowing for appreciation externally.





Tokenomics

▼ The monetary policy of ATLAS will follow a route with three distinct phases

- **Discretionary (central bank).** The development team adjusts the emission rates directly, using the developer's DAO votes (as outlined in the DAO section) to modify the multipliers on in-game rewards of each type

The target is to make the game accessible and optimal for growth of the user base, while providing a reasonable revenue for the POLIS holders

- **Discretionary (decentralized governance).** The emission rates are still based on modifying the reward multipliers, but the developers' votes are phased out, and the DAO takes control
- **Parametric (decentralized governance).** The system is replaced with an algorithmic stabilization model that considers macroeconomic metrics and external token markets. This was done to set targets for the monetary mass, as well as to adjust rewards and burning accordingly. The model has to be enabled by a supermajority DAO vote, which will be parametric after deployment, with DAO being able to modify its KPIs

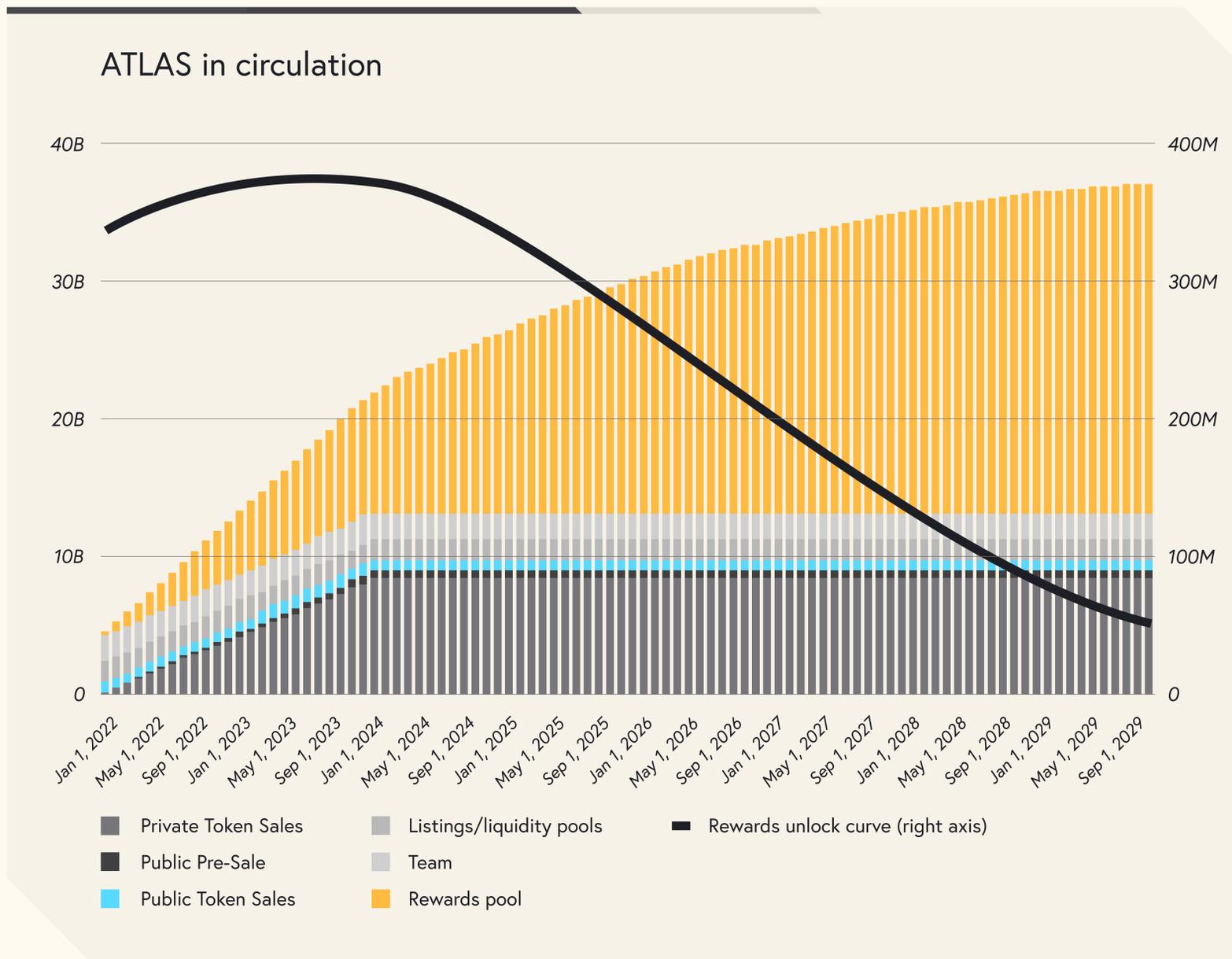
The distribution pool will be injected into the ATLAS Recirculation Fund (covered below) via a smooth curve over 8 years, dropping the entire rewards pool over this time—unless the DAO rules otherwise. The vision for the DAO interventions is that the organization will set semiannual targets based on the observed economic metrics which will adjust the drop schedule accordingly.





03

Tokenomics



Currency life cycle

The life cycle of ATLAS (as the in-game currency) is defined through natural cash flows— in-game fees and in-game taxation as inflows, rewards for in-game activities as outflows —orchestrated by several parametric automatons and DAO decisions.





Tokenomics

The core loop flows between in-game fees (such as fuel costs for ships) and in-game rewards (such as mission payouts). There is a fixed % of currency recycling that fills the rewards fund (ATLAS Recirculation Fund) directly from fees, and sends the rest into the DAO Treasury. The DAO can subsidize the Recirculation Fund directly or by adjusting parameters of the monetary system: perpetual inflation target (activated after year 8), rewards fund distribution curve (before year 8). It is also possible to adjust the monetary mass by burning a part of the fund. Granular controls over the cash flows from the recirculation fund into the specialized rewards funds allows the DAO to balance the in-game economy by selectively incentivizing or disincentivizing particular groups of activities.



Non-monetary assets

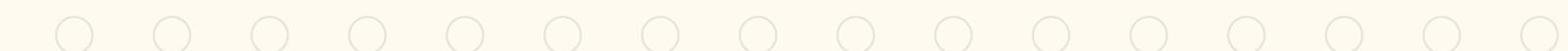
Ships, equipment, components, crew

Every Star Atlas item is a NFT recorded on the blockchain. This means that the origin of each item can be back-tracked to its creation event and, as such, every item used in-game is "unfakeable". NFTs can be purchased within Star Atlas using ATLAS or on secondary marketplaces using other Solana supported currencies.



Star Atlas will utilize NFTs for the following:

- Reflecting item's ownership
- Recording item's specifics, like weapon hit-points, armor class, skill boosts, special bonuses, etc.
- Recording items rarity, i.e., its value is based on statistical probability of item drop or value of components used to craft the item





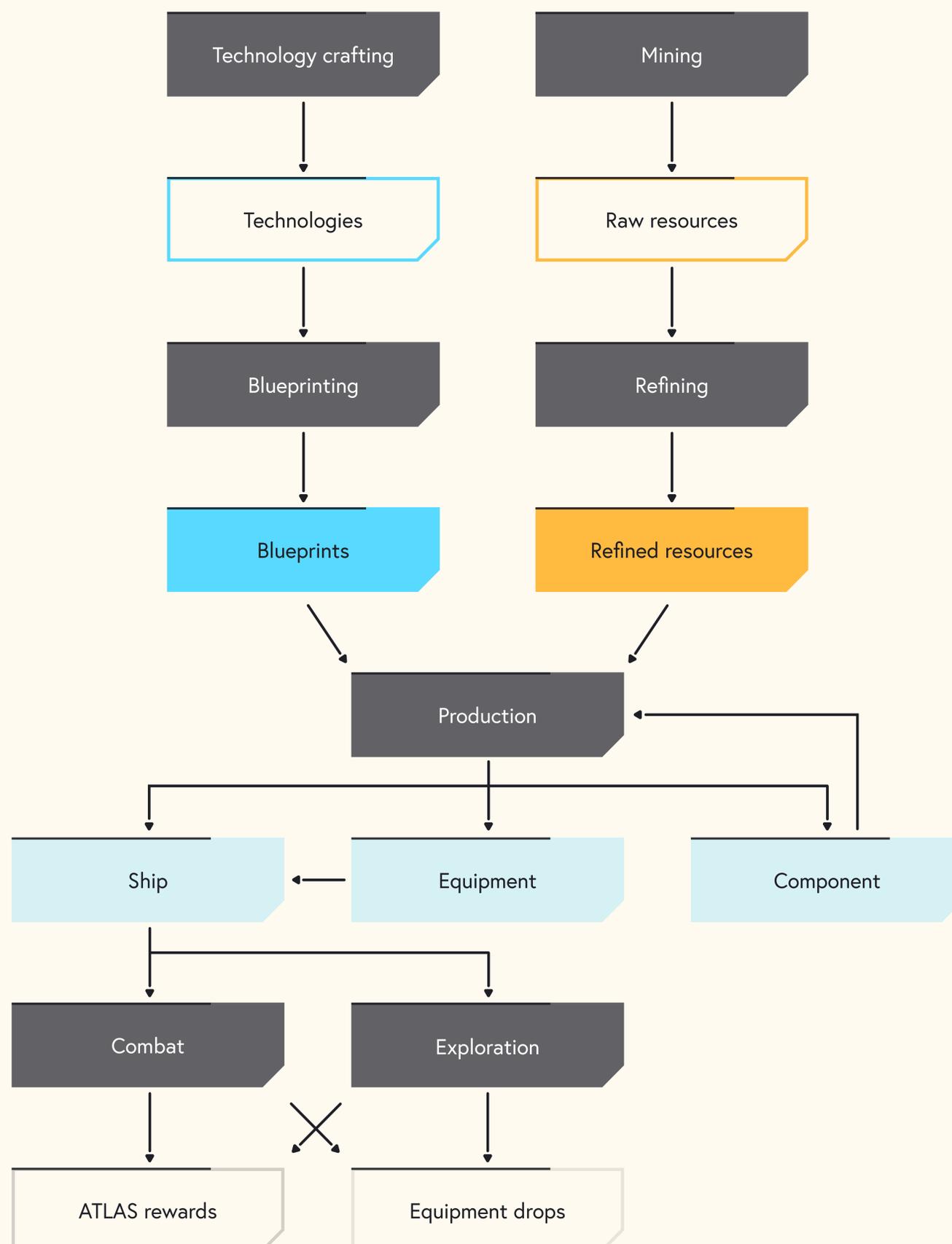
Tokenomics

Star Atlas items can be either dropped (i.e. acquired via completing quests/ exploration missions/P2P or P2E duels/digging on planet's archeological sites) or crafted (by combining necessary resources). Any Star Atlas item can also be improved to increase its rarity.

■ Game activities

□ Game assets

□ Rewards





03

Tokenomics



Land

Each planet is divided into parcels. Specifics of each parcel (i.e. size, borders, location, current ownership) are recorded as on-chain NFT. All buildings are naturally built on land, with higher-end facilities requiring more developed land to function.

All land is owned rather than rented, protecting users from eviction or discrimination by rent application. To disincentivize flipping—whereby a market agent would buy and simply hold land, planning to gain revenue from its value appreciation rather than its usage—the game utilizes Land Value Tax (LVT). The DAO prices land tax in ATLAS depending on its level (the more developed land is taxed more), with the global limits adjustable by the top-level DAOs. This mechanism provides dynamic protection from flipping and balances land value with its potential productive capabilities.

If the land owner does not pay taxes, the land will eventually be foreclosed, disabling all buildings (but not stopping tax accrual). After an additional period, the land can be auctioned by local governance, recapturing back taxes and a fine, and returning the remaining funds to the original owner.

As a test case, some of the regions could implement Harberger tax⁴ instead of governance-driven LVT.

⁴A theoretical taxation system built on two principles: (1) There is a fixed tax rate set by governance. Land owners define their own land value, which is used to calculate taxes for them; (2) Any market agent can purchase at any time the land from its original owner for the value that the owner set as tax base.





Tokenomics

▼ Land Parcels can be acquired in the following ways:

- Primary market: sold in auctions similar to other assets, like existing posters. Land can be issued by the Star ATLAS team and sold for existing stablecoins (USDC, USDT, etc.), or with ATLAS
- Secondary markets: existing land owners may sell their parcels and/or buildings they develop on an in-game marketplace in exchange for ATLAS

▼ Land Owners are incentivized by the following:

- Land owners may be endowed with POLIS or ATLAS, subject to similar terms from the above sections
- Land owners may earn POLIS for the behaviors outlined in the POLIS section
- Land owners may collect tax for the productive activities of their land in ATLAS, on a competitive basis
- Land owners may use their parcels as collateral for loans in ATLAS
- Land is a requirement for the Builder and Miner classes



Additional DeFi Functionalities

The list of functions of POLIS, ATLAS, and any in-game NFTs as described in this paper are non-exhaustive and subject to further iteration and changes. We do intend to allocate some of the emission from A/P to staking and yield farming. In addition, their usages may extend beyond the game and into the broader Decentralized Finance (DeFi) space, namely in the Solana ecosystem, where POLIS and ATLAS may be listed under any number of decentralized exchanges, and may be utilized for other activities such as collateralization, lending, and yield farming, each of which may present their potential rewards. These functionalities are ultimately out of control of any particular party, but rather created and utilized based on user demand.



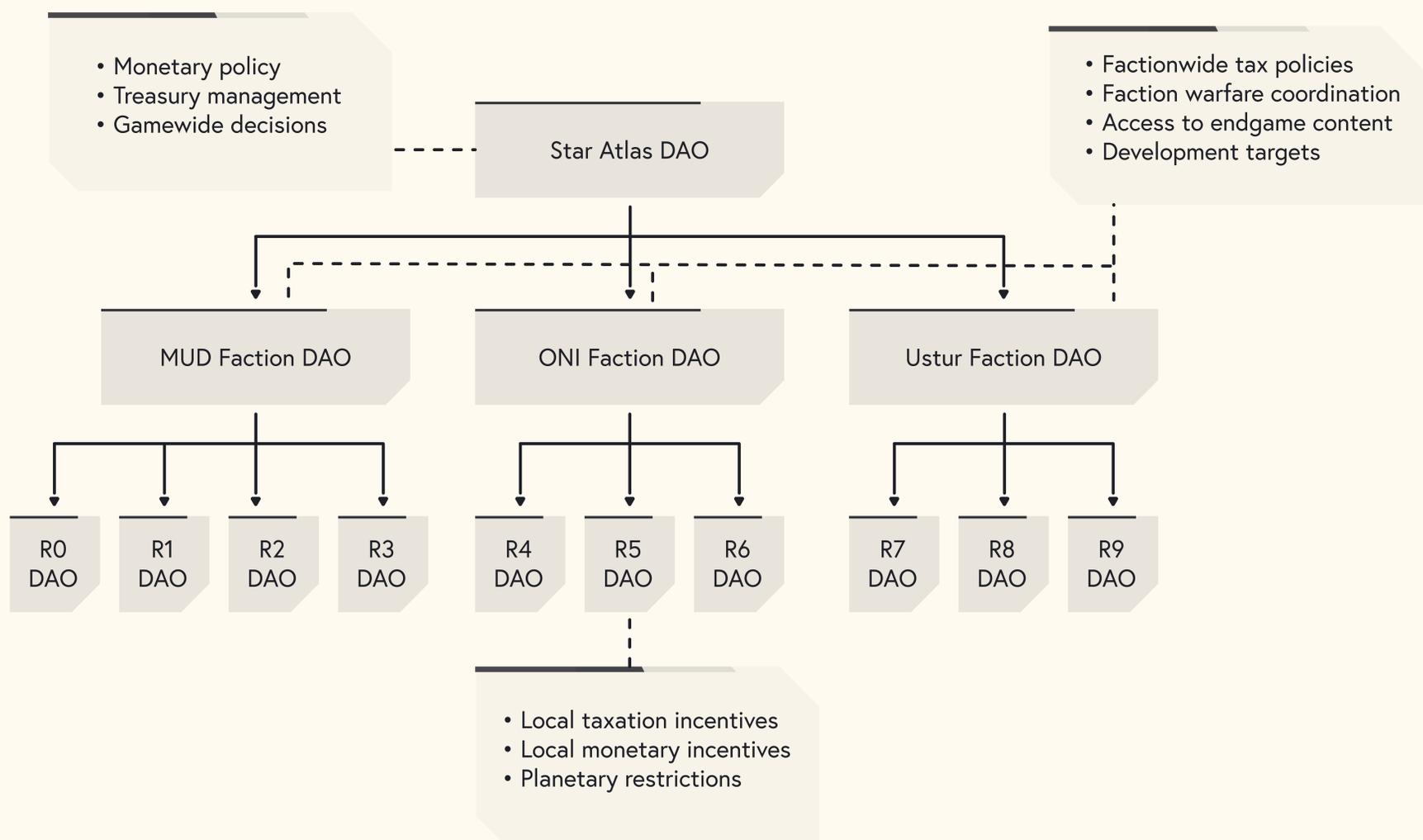
Governance

The long-term vision of Star Atlas is an autonomous, player-owned game, fully controlled and funded by decentralized governance. Therefore, from its early stages, the economy is architected to run through a hierarchy of DAOs (decentralized autonomous organizations), fueled by the governance token (POLIS) and cash flows of ATLAS.



Goals and Structure

Player-run organizations with DAO treasuries can affect their constituents in major game-mechanical ways. Organized groups of players compete for objectives of varying scale, and govern on multiple layers. Each layer has its own orthogonal role in order to minimize potential redundancies in governance.



The general ideology between the levels is that—top-to-bottom—the requirements of in-game participation increase, while the staking decreases. However, each level requires a stake in POLIS tokens.



Governance

The Star Atlas DAO

Top-level governance (universal for all players) regulates the overall well-being of Star Atlas. This is a constant in the in-game economy, and—in the long term—the game as a whole.

The game DAO does not have restrictions on in-game activities, but disincentivizes passive presence by reducing (to a point) potential voting weight and distributions from the entirety of the Metaverse economy. To that end, the DAO will be able to vote on developments to lend, grant, and invest in new developments. Members of the DAO will also earn portions of the tax revenue.



The organization defines:

- Monetary policy
- The DAO fund (Star Atlas treasury):
 - a. Game development
 - b. Budget for NPC purchases, incentivizing production
 - c. Dividends
- Overarching rules regulating lower-level DAOs
- Other major decisions:
 - a. Protocol upgrades
 - b. Emergency actions
 - c. Enabling and disabling updates and game components

The Star Atlas DAO also controls the protocol Treasury that accumulates taxes in ATLAS, which can be used to sponsor development, pay dividends, or reduce the total supply by burning a portion of ATLAS to support the value.



Governance

Factions and Their DAOs

There are three factions in Star Atlas—corresponding to three core territories on the map and respective player bases—that choose to create a character for the given faction.

Middle-level governance, the Faction level, organizes players at the scale of large competing groups.

Participating in the Faction-level DAO

It is empowered to enact in-game modifiers for its members and territories, with the goal of providing access to endgame content and items, and coordinating efforts on their acquisition.



Faction governance sets factionwide targets, like the following:

- Occupy
- Hold
- Build
- Patrol

These targets require staking POLIS and a passed vote, and the slots are limited. Each target generates factionwide bonuses in the target region.

Faction governance unlocks mega-projects as well. After a project is completed, they enable new types of drops and/or missions for the faction.





Governance

▼ Examples include:

- Passing a vote
- Staking POLIS from the treasury
- Waiting until the player base collectively meets the requirements
- Creating the in-game mega-project and the global bonus

Destruction of mega-projects of another faction can be set as a factionwide target. Contested regions have tiered degrees of assimilation. Upgrading a tier requires anchoring territorial control structures and holding/upgrading them, at a rate of two weeks per tier. The tiers will work as follows:

- Territorial control structures reserve POLIS in faction treasury

Types of assimilation tiers:

- a. Battlegrounds—multiple factions can have this for the same region, the one consistently dominating can get an upgrade
 - b. Early colonization—capturing planets and low-tier structures are enabled
 - c. Established region—production structures are enabled, including production structures unique to contested regions
 - d. Core territory—supercapital production structures are enabled
- Perks of assimilating a contested region, rarity depends on assimilation tier:
 - a. Mining of unique resources
 - b. Final steps of supercapital production chains
 - i. Gateways to top ship missions
 - Faction governance can impose upper tax limits on the regional DAOs. POLIS staked in regional DAOs participates in these votes





Governance

Regional DAOs

The map of Star Atlas is subdivided into regions, which in turn contain star systems and planets. Regional (low-level) DAOs control specialization of star systems and access restrictions by adjusting taxation on certain activities. Voters in regional DAOs are required to own property in the region in order to be eligible for voting.



Regional DAOs can:

- Adjust local taxation:
 - a. Region-wide global (e.g. a flat 5% tax on all activities)
 - b. Specialized by activity (e.g. 5% for mining, collected in ore, 10% on ship missions, collected in ATLAS)
 - c. Regional treasuries cannot pay dividends, but can provide monetary bonuses for certain mission types
- Govern and update the local policies:
 - a. Protecting planet from external threats (military policy)
 - b. Maintaining internal security (homeland security policy)
 - c. Diplomacy and external relations policy (making alliances, applying custom duties on selected imported goods to protect the internal market, etc.)
- Distribute the budget between the funds allocated to the local policies





04



Governance



The Path to Decentralization

The ultimate vision of Star Atlas is to be fully decentralized and sustainable. However, in the early stages, it is critically important to get the game "right" and see it through to the fully-envisioned version.

To this effect, the Star Atlas DAO is designed to allow the investors and players to take over the reins eventually, yet still allow a reasonable degree of control for the developers in the beginning.





Conclusion

Why hasn't a fully self-sovereign MMO ever been done before? The answer is simple: it's not easy, and it takes a lot to build one.

It's a task that involves many moving parts—working harmoniously as one—to create a one-of-a-kind experience for the user.

For example, you need an infrastructure that scales well – and decentralized from the ground-up. You need a solid backbone of lore and gameplay; a player base; an engaged creator community—continuously building and polishing the code base—to expand the lore, and advance game mechanics. And, if that's not enough, all of this should be controlled by an autonomous governance organization, able to unilaterally change any aspect of the game.

To fuel all that, the game also needs a self-sustainable economy. One that covers infrastructural costs and funds development efforts. It should also allow efficient feedback loops to track and drive fun and engagement, allowing the game to continuously evolve over time, while adding new attributes and perfecting existing ones.

While the list is expansive, it is also necessary to realize a dream that many of us share: to chart the stars, to create vast empires of outer space, to discover the secrets of the universe, and expand consciousness to the farthest corners of the world.

We are building Star Atlas to achieve this dream. To create a world where possibilities are endless, and stagnation has no home. A place where—through competition and collaboration—we achieve great things. Reaching the stars, and beyond.



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