

SIOUS *NFT HEROES*

WHITE PAPER

A Futuristic play to earn NFT MMORPG
with an amazing blockchain journey
full of adventures and opportunities

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[1] INTRODUCTION

The success and quality of the game is guaranteed by the team of experts that have rallied around the idea. The SIDUS team features a large number of experts from different domains - blockchain, DeFi, game development and NFT art. Bringing their experience and creative ideas together, the team has what it takes to launch the first ever WEBGL, AAA-level, Play-to-Earn, NFT and RPG.

SIDUS is a valuable game in which a person may observe new mechanics, experience complete immersion in its digital reality and not want to stop.

Every player has the opportunity to not only enjoy becoming engrossed in the game world, but to earn real money as a result and find new friends who may later become their partner on the way to achieving success. A hybrid network of work, university and the entertainment industry is being created.

This is a breakthrough in the gaming and financial industry which has become possible thanks to WEB 3.0 and the endless possibilities of this new world.

The habitual way of life has changed beyond recognition. Technology has entered our lives to the extent that there is no turning back. Finance, economics, everyday life - much of this is already driven by the Internet, having all become digitalized.

Nowadays, the world we inhabit is moving into the Internet, smoothly and rapidly at the same time, sometimes blurring the line between our real lives and our virtual existence. YouTube has replaced TV broadcasting, retail markets have been replaced by Amazon, social media news feeds have eliminated thousands of print media outlets around the world, Tinder has become a regular method of dating and Zoom has become a substitute for office space for billions of people around the world. This is how technology is having a global impact on the economic landscape of the world.

Today, the average human being cannot live without the Internet. We fall asleep checking our emails and wake up with a phone in our hands. Every aspect of life is completely digitalized. Digital money has long since replaced paper money and Netflix has pushed aside movie theaters. In addition, we are sure that you are well aware of the revolution that Bitcoin has instigated...

The modern landscape of new technologies, financial systems and user preferences creates tremendous opportunities for creating systems that will be as close to reality as possible and can help in the implementation of products that are difficult to distinguish from reality.

Please welcome SIDUS HEROES onto the stage.

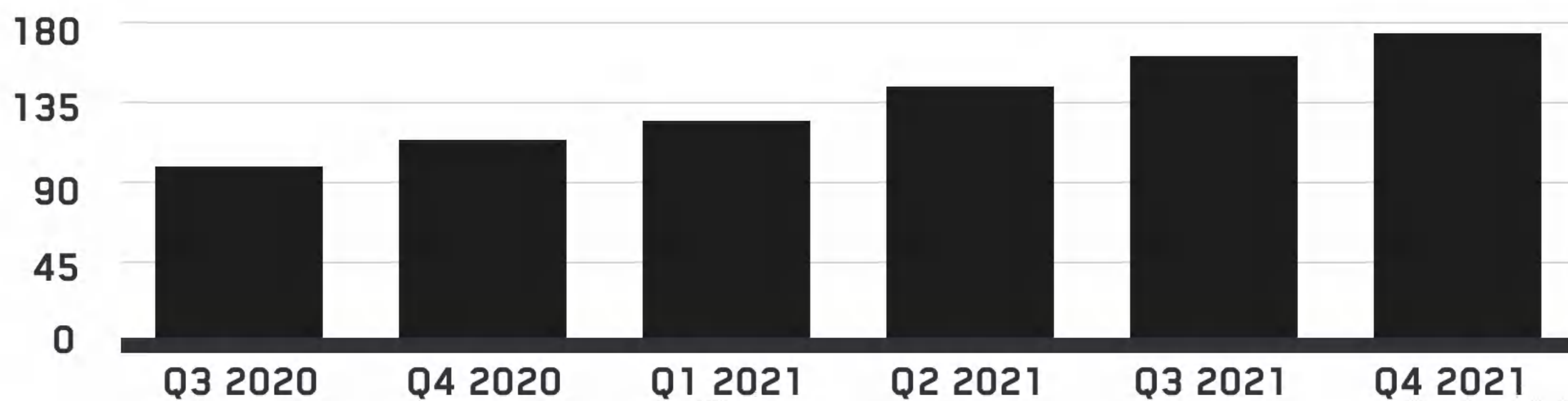
[2] MARKET OVERVIEW

Accelerating consumer inflation, comparative profitability and the rising popularity of cryptocurrencies remain the main factors that contribute to the industry's constant growth. Search engine inquiries for cryptocurrencies are breaking records, with Bitcoin and Ethereum being among the most profitable assets in the history of the financial market.

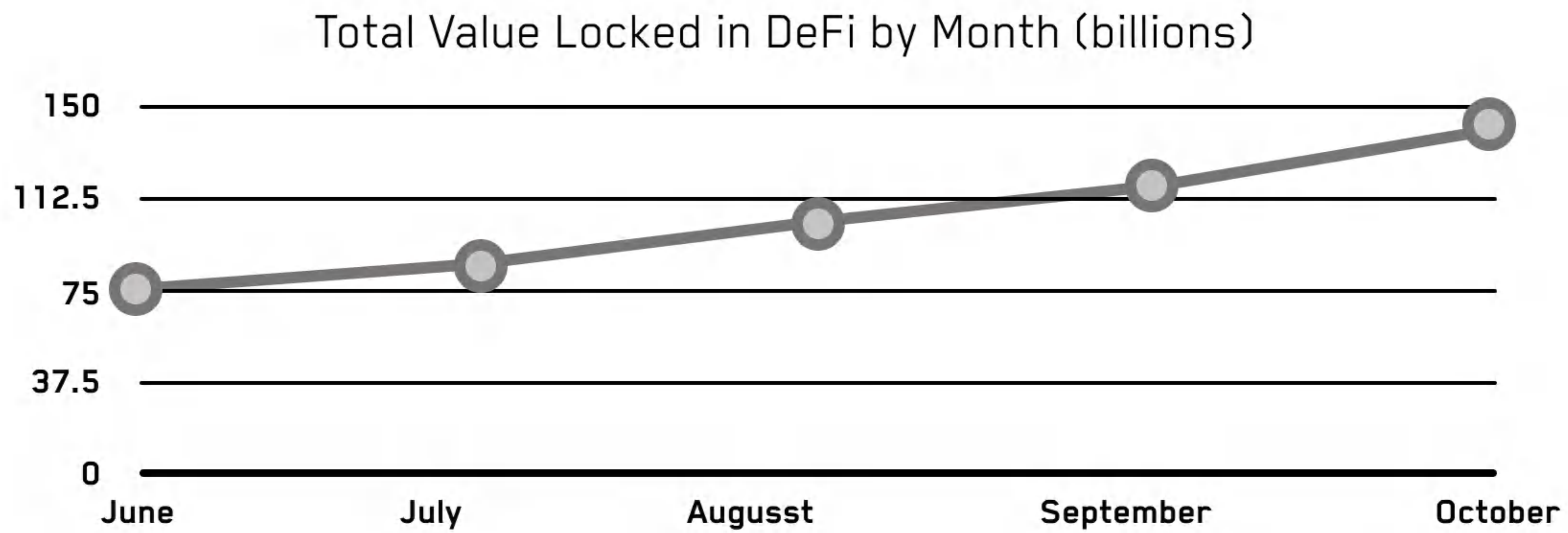
More and more people around the world are using cryptocurrencies for their daily transactions, while many companies are making significant advances into blockchain by creating their own NFT collections and tokenizing their assets. Cryptocurrencies have become the subject of films and books, with Bitcoin even appearing in mainstream news feeds as a matter of course these days.

There is an overwhelming positive trend in the number of blockchain users and those wishing to use decentralized finance (DeFi). The number of Ethereum accounts has exceeded 170 million and continues to grow at an exponential rate.

Number of ETH wallets (millions)

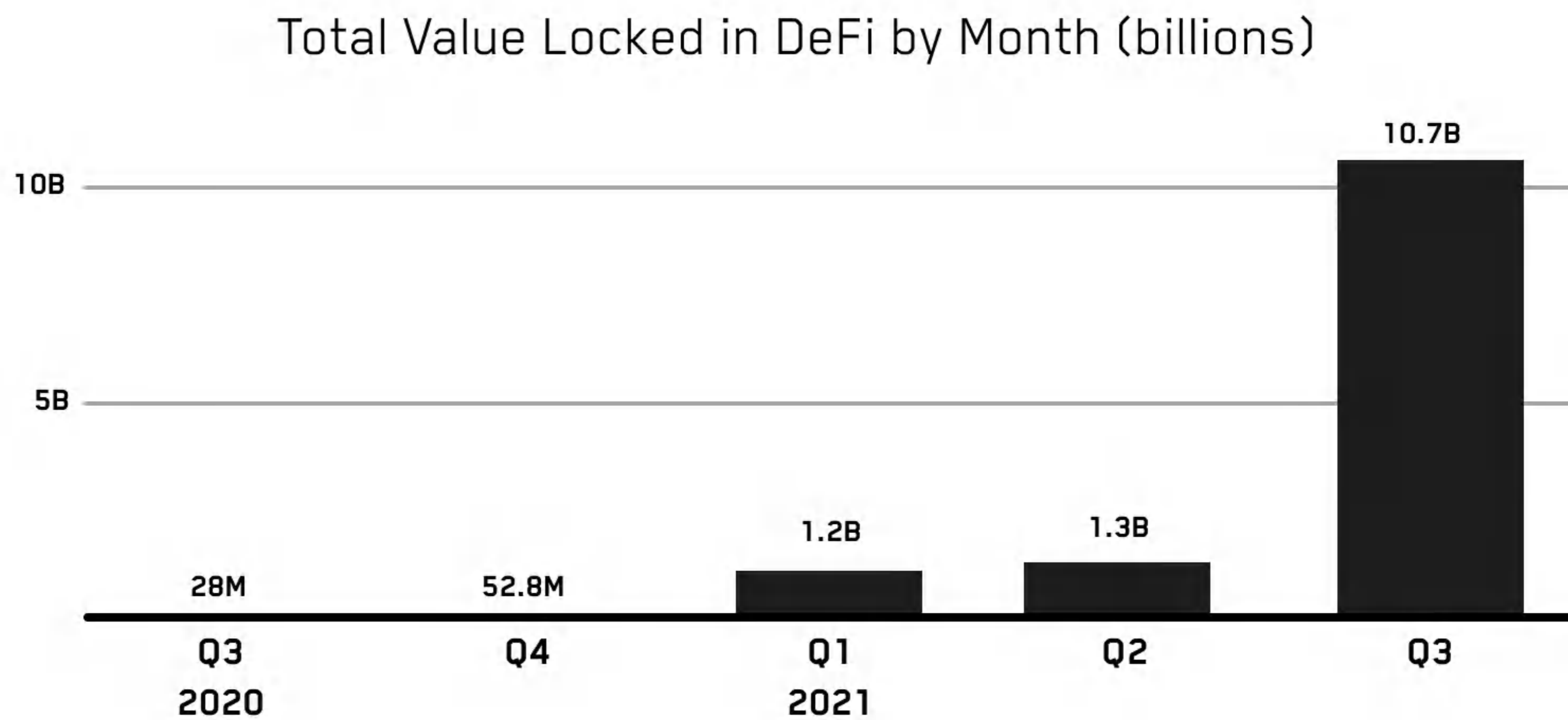


The industry creates opportunities for earning APY percentage returns in the triple and quadruple figures, which entices a huge number of people to lock up their money in liquidity pools of various DeFi projects. Investors contribute billions of dollars to generate higher off-market returns, which is a factor that makes the industry attractive.



It is essential to mention the vast interest in non-fungible token (NFT) products among investors and private collectors. Some unique lots that have just recently broken various records are already selling at Sotheby's auctions. Some individual NFTs have reached prices exceeding tens of millions of dollars.

According to the latest DappRadar researcher, NFT sales surged to \$10.7 billion in Q3*. This indicator exceeds the previous one by almost 7 times and illustrates a huge interest.



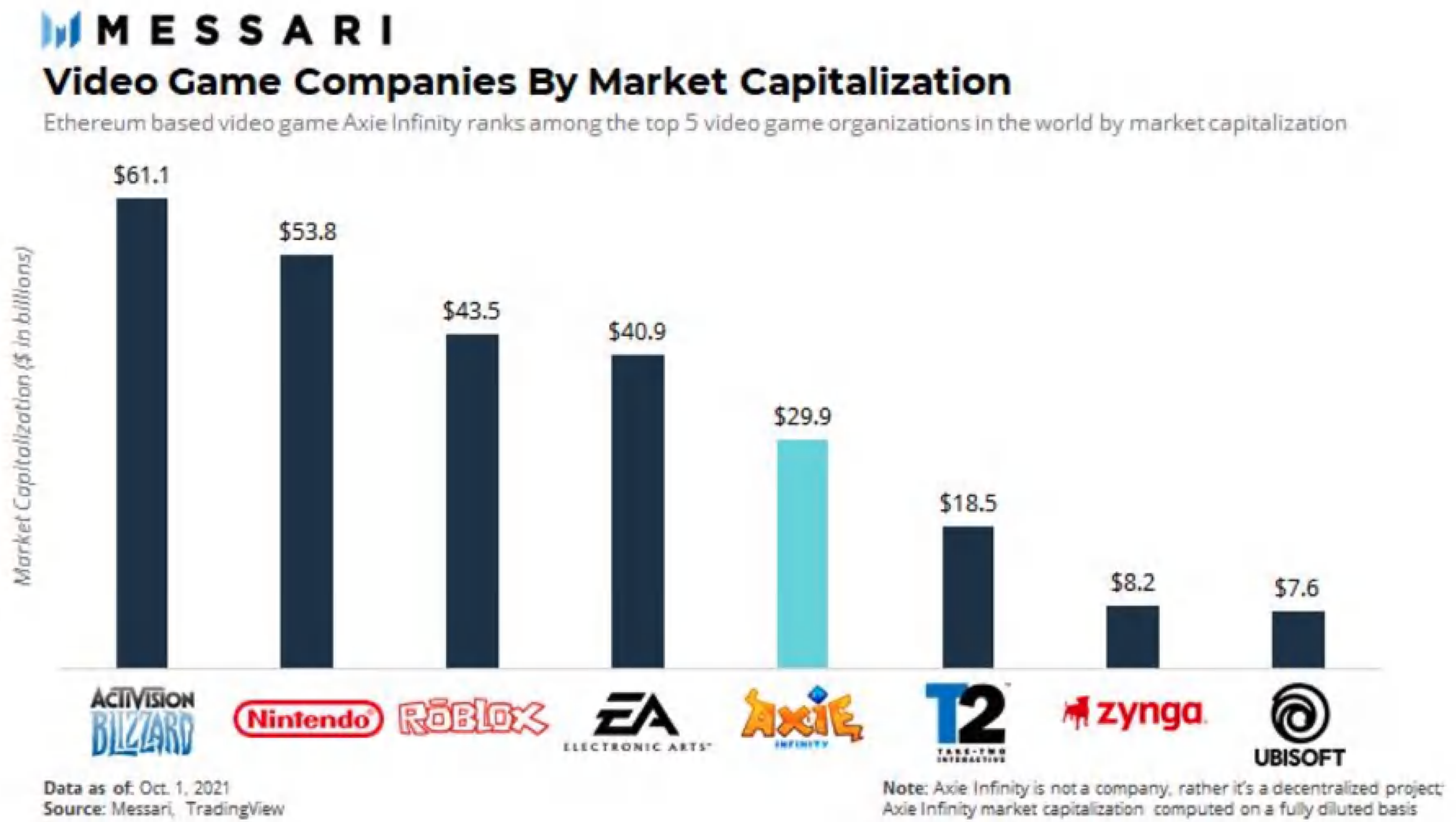
Popular collaborations with Jimmy Choo, Dolce & Gabbana and even sport leagues such as NBA are observed in the market.

Mention of the development of the GameFi industry is appropriate at this point, which is also developing at a rapid pace. Citing the Axie Infinity game as an example, we note that millions of people around the world are playing blockchain-based games, whose operational volume and capitalization exceed billions of dollars.

*NFT sales surge to \$10.7 billion in Q3 as crypto asset frenzy hits new highs - REUTERS.

The number of people in possession of Axie artifacts exceeds 2 million, its overall potential having been observed in advance.

Such high-level projects are already among the market leaders. In terms of capitalization, we look to brands such as Nintendo and EA, though the market is still in its development stage and has no single leaders.



The above mentioned factors create enormous potential for further growth.

[3] COMPLEXITIES OF THE INDUSTRY

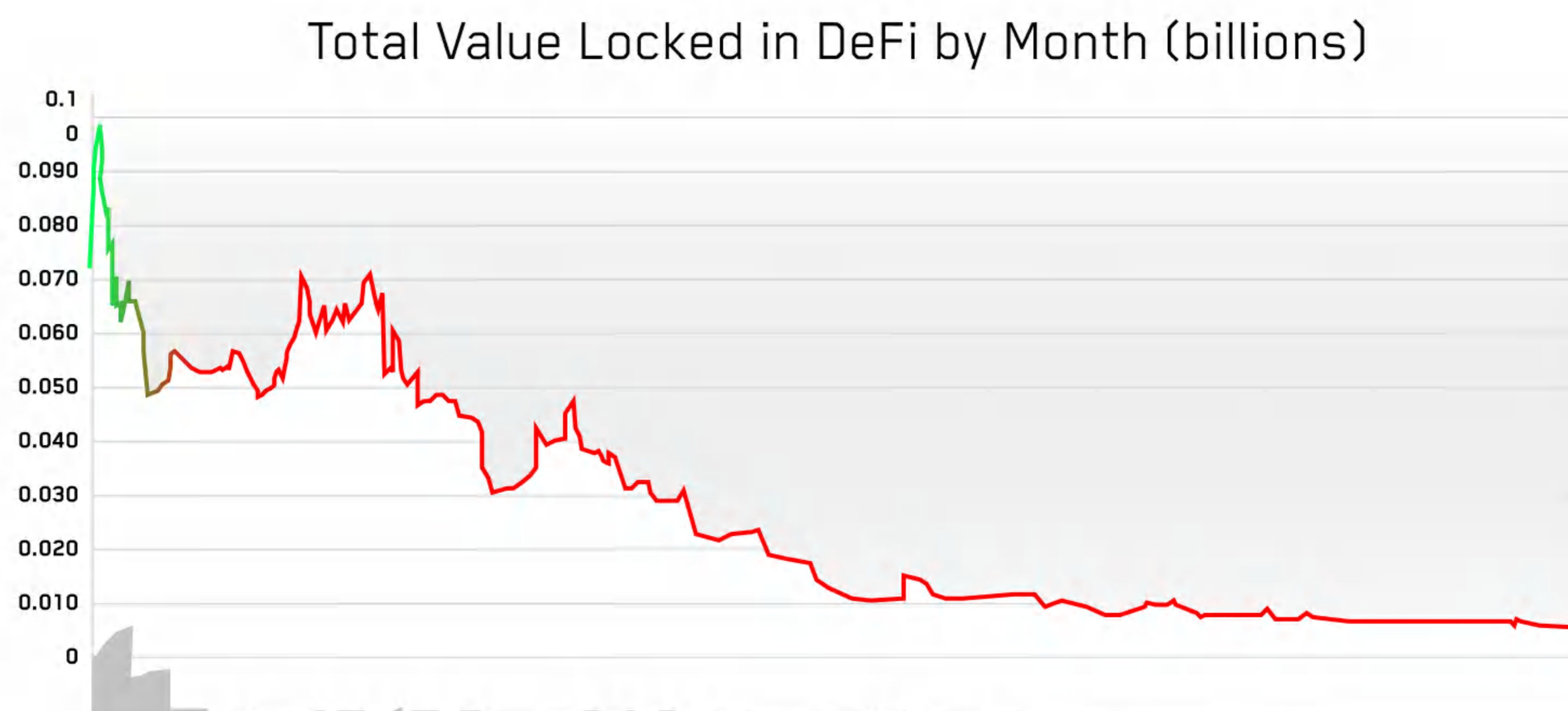
After conducting an industry-wide analysis of the behavior of the target audience and the competitive environment, we find that the number of complexities and problems present in the industry hinder its development to a certain extent. In particular, cases of fraud damage the credibility of the industry. Other project flaws lead to lack-luster interest from participants, resulting in their exit from the market.

Some projects fail to satisfy the demand of a sophisticated audience, mainly due to the accustomization of high-quality projects offered by the classical gaming world.

FRAUDULENT SCHEMES

Cryptocurrencies are a popular target for scammers and various dishonest individuals. According to Reuters researchers, scammers' crypto wallets have received billions of dollars. A significant share of blockchain-based gaming projects are hidden traps, whose purpose is to misappropriate users' money, according to CoinMarketCap analysis.

Ultimately, the token price of projects like these decrease until they eventually reach zero. You can see the dynamics and price rates of some GameFi tokens on CoinMarketCap and how they can instantly drop to 0. Given below is the case of OVERLORD GAME. At first we observe the growth and success of the project, which is followed by its ultimate collapse in value.



*Chinese crypto addresses sent \$2.2 billion to darknet scams 2019-2021 - Reuters research.

LACK OF INTERACTION WITH OTHER PLAYERS

Gaming plots and mechanics are built in such a way that the players must act alone, failing to provide any sense of team spirit. At some point, this kind of experience with different battlegrounds gets tedious and the likelihood of exiting the game increases. Thus, the lack of social interaction leaves players with a desire to change projects or simply stop playing. Most of the available games on the market today have limited PvP capabilities, with no possibility of communication or coordination with other players.

OUTDATED DEVICES

The gaming industry is developing at a fierce pace, which is why some computer equipment can quickly become outdated. Many new games can only be launched on certain hardware, which causes specific issues for the development and popularization of new products. For example, the price of the latest PlayStation can reach \$1,000 (USD) and the cost of current video cards for full support of the latest games can reach into the thousands of dollars, due to the huge demand from miners.

LOW QUALITY OF GAMEFI

The games currently presented by the GameFi industry possess poor quality and have unfinished storylines. Players who are accustomed to qualitative plots and games are not satisfied with this situation. At the moment, only one game is recognized as meeting the criteria for AAA quality in the GameFi field. Some game series are updated annually and AAA projects are published up to 7-10 times a year. The audience's expectations are quite sophisticated.

[4] SIDUS HEROES - BASIC INFO

SIDUS belongs to a new type of video game, one that implements a “play-to-earn” model. This concept gives players ownership rights over all in-game items and incentivizes them to play and progress through the game. SIDUS HEROES and other games like it, build up player-driven economic systems that have tangible value in the real world. The development of play-to-earn mechanics has given rise to the 'Leisure Economy', in which players make all their income from playing games.

SIDUS HEROES takes this concept to another level and extends the game's reachability by being accessible in one click. To start playing, users don't need to download an application onto their Android, iOS, PC or Mac. They just have to open up their browser and type in the game's URL.

SIDUS HEROES transports players to a whole new world in which technological advancements have reached a level where they have merged with all living beings, becoming as one with them. The universe is inhabited by 12 tech-based races that represent different blockchains and are already familiar to the community - Bitcoione, Etheredus, Avalanya, Polkacyon and others. Just like in the NFT collection, character, features and a Hero's outlook on life is predetermined by the race he belongs to.

Despite all the differences, endless clashes and chaos, SIDUS' scenarios and missions pull in players from different backgrounds and push them to find common ground. If they want to advance, they must collaborate. Players can join forces and go on difficult missions together.

In the futuristic game, players can choose any role for themselves:

- Some will go with violence and strive for power. Heroes can challenge other players to duels in the Battle Arena or build fighting legions and try to rise to the top as one.
- Wanderlust souls will be able to spend their time exploring all corners of the metaverse and seek out many adventures while doing so. Heroes can equip their spaceship for long travels and pillage the galaxy as pirates plunder the seas.
- Heroes with a creative bent can become builders and farmers, generally working to transform their own little corner of the universe into an oasis amid the world of chaos.
- Deep economics provides endless opportunities for manufacturers and merchants.
- Born leaders can participate in the political life of SIDUS City. They can take part in political races, representing their people and lobbying for their interests.

On their journey through the universe, Heroes will encounter various space creatures. If a user finds an animal they like, they can buy it and raise it to be the most loyal companion who will defend them in battles and accompany them on their travels. All in-game items, animals included, will be traded at the inter-galaxy bazaar. Sidus Marketplace is the place where players can sell their crafts, find rare artifacts from faraway comets and hire skilled fighters for future raids on an enemy station.



THE ECONOMICS OF SIDUS

The internal economic model of the project plays a significant role in the implementation and construction of the entire system of interaction between players. It is the economic and financial model that makes it possible to build all the incentives for agents in the project, as well as creating opportunities to earn money.

It is vital to build the correct, high-quality integration strategy for the internal game currency in order to create a fair but profitable system that allows players to earn money and enjoy the process. Platform tokens are deeply integrated into all game processes and play an essential role in the system.

None of the character leveling processes and monetary rewards are complete without token integration. The same can be said for governance tokens, which allow many processes implemented in the project to unfold and enable participants to vote in decisions that affect the fate of the ecosystem's development.

Economic incentives are designed in such a way that the players would wish to spend at least 3 years participating in the game because of its earning opportunities and gamification of many exciting, but purely economic, processes. By engaging with the game, one learns a lot, including entrepreneurial skills.

NATIVE TOKENS: SIDUS AND SENATE

Let's get acquainted with the processes and functionality of the tokens in order to understand their application in the game.

First of all, it is necessary to be aware that the purchase and sale of various NFT content is only possible with SIDUS and SENATE tokens.

The purchase and sale of various plots of land or modular parts is only possible with the SENATE token.

Using the internal game currency, users can purchase accelerators and consumables to make the gameplay more efficient and productive.

The creation and improvement of an NFT Hero and the enhancement of equipment items and various parts of a ship are only possible with internal game tokens.

The political plot line is vital in the game. Every individual is able to realize their social potential and participate in the development of the project, expressing their political outlook. The user receives a share of the voting power for making decisions about various changes in the universe in direct proportion to how many SENATE tokens they possess.

SIDUS HEROES currency is also required to make payments for internal services and platform commissions. It is important to note that deflationary processes are also in operation, which creates positive pressure on the demand for in-game tokens and provides an additional incentive for keeping this currency in users' wallets and gaining additional yield.

SIDUS HEROES - AN NFT-ORIENTED GAME

NFT in-game objects **constitute the second key aspect of the game, made possible by the integration of blockchain technology.**

Every NFT within the game, be it a ship, a pet, a piece of clothing or even a private planet, contains its own internal characteristics, which are recorded in IPFS and synchronized with the blockchain. All these objects can be presented as classic NFTs and can be sold on any marketplace for any preferred currency.

NFTs from the Founding collection have additional benefits over Academy NFTs. For instance, users who keep such NFTs on their accounts receive royalties (if they comply with the rules) and can stake their cards to receive additional income. It is also important to note that holders of NFT Heroes from the Founding collection can be distinguished by their exclusive and striking appearance.

NFT Heroes is an original collection of 6,000 unique, generative characters. The collection features 4500 Original NFT Heroes including Partnership Heroes, 1,000 Rare Heroes and 500 Legendary Heroes.

Academy NFTs, while not entitling their owners to the additional bonuses just mentioned or farming opportunities, do provide full access to the game and to all the processes described earlier. Over the course of the project's development, additional collaborations with various brands and other projects are planned in order to create mutual, complementary collections.

Every NFT belongs to a limited edition set, is extremely rare and can be easily converted into any cryptocurrency on any marketplace.

To realize the full potential of the project with all the innovations described in this paper, SIDUS HEROES gathered together hundreds of programmers and engineers. They have managed to skillfully combine cutting-edge technologies with various technical developments in order to produce the game.

Numerous artists were involved in the evolution of the project, each and every one contributing their own ideas and unique concepts. But the most vital accomplishment was the implementation and integration of the technologies used, a breakthrough of mankind, the absence of which would make it impossible to implement the given concept.

First of all, the utility of blockchain technology has been integrated into the game. Blockchain systems allowed the engineers to not only create a rich financial model and economic system, but to also embed a transparent and decentralized voting system into the game. Second of all, integrating cryptocurrency into the game adds virtually limitless value and creates a gateway to a financial system full of architecture and infrastructure, consisting of hundreds of exchanges and other cryptocurrencies.

The implementation of the NFT cards concept in the game would also not have been possible without the blockchain system. Every owner of one of these unique cards receives a unique token that remains on the holder's balance, where no one but the owner is able to withdraw it.

This unique token is absolutely liquid and can be traded for any cryptocurrency.

THE TECHNICALITIES OF SIDUS

In the process of implementing the described concept and the project as a whole, the latest technologies and experience of the gaming industry were used. It is this symbiosis of the latest industry developments that has made it possible to create an easy-to-access product available to every user.

BLOCKCHAIN

Blockchain and distributed ledger technology plays an important role in the implementation of the project. The financial architecture built on the blockchain enables the required level of interaction between tokens, economic processes and an exchange of value.

It also plays an important role in the exchange and storage of NFT. With blockchain technology, gamers can be the actual owners of in-game assets.

In-game processes, the voting system, asset storage and synchronization with the user's wallet, these would not have been possible without the building of a blockchain-based architecture.

WEBGL

Another important part, which is related to the gameplay and associated with the development of computer components, is the usage of WebGL technology. This technology allows every player to have access to incredible content from any part of the world, without the need to possess the latest PlayStation, iPhone or the most sophisticated computer.

Anyone can dive into the game and observe the incredible 3D graphics using a simple web browser. WebGL is a cross-platform API used to create 3D graphics in an ordinary browser. With the help of the right WebGL implementations, developers can now integrate proper 3D into browsers without the need for complicated plugins that only make things more difficult. WebGL is a set of functions for drawing vector elements generated on the browser screen, using the client's graphics processing unit (GPU). What sets it apart from other tools is the quality and the complexity of visual elements that it can render. In fact, no HTML or CSS methods are capable of achieving quite the same impact.

The game is very flexible in terms of development, developers can iterate quickly and even run sophisticated A/B tests to deliver the highest-quality performance without having deep pockets or overextending their resources using WebGL.

Billions of people around the world have the opportunity to access the game with its incredible storyline and thoughtful economic model. No need to install any application on your device to run WebGL API. WebGL will run on most common browsers, devices and operating systems, which makes it available to all kinds of user groups.

[5] SIDUS HEROES MARKET ADVANTAGES

The SIDUS platform has numerous strengths and advantages that were considered while developing the product and analyzing market conditions. First of all, SIDUS HEROES is a social lift, an educational platform and provides opportunities to earn real money, become financially literate and gain entrepreneurial skills.

The advantages of this project can affect different aspects of the modern world, which not only allow it to attain a leadership position in the gaming industry, but to also become a revolutionary product in the blockchain, DeFi and GameFi sectors.

STRONG ECONOMIC MODEL

Numerous schemes and mechanisms of the economic model have been thoroughly analyzed and implemented in the project and are designed to create positive incentives for the internal currency and stimulate players to hold it. Game tokens gain their value over time, which makes their early sale neither efficient nor attractive. The mechanics of the project are built in such a way that every player who devotes time to the game will be able to earn money.

There are projects on the market that implement an amalgamation of DeFi and GameFi, however they all have their strengths and weaknesses. Some of them specialize only in one area and don't encompass all the opportunities that blockchain and modern technologies open up for game architects.



The above analysis of the competitive ecosystem shows that projects either do not think about the economic component of the project or do not pay attention to the quality of the game. A zone has been allocated that will allow SIDUS HEROES to achieve a leading position in the market.

TEAMWORK

Development, growth and the possibility of earning money will only be possible through team gameplay and cooperation with other players. In fact, in order to complete the tasks and attain certain achievements, the overall coordination of all the races and players is required. Users will be able to establish new social connections through communication and make new acquaintances, which will also have a beneficial effect in real life. In addition, establishing contacts in the game increases the retention rate and encourages the attraction of new players.

SUPERB CONTENT QUALITY AND THOUGHTFUL UX

A team of over a hundred people consisting of incredible producers, architects and designers is currently working on the project. The team is taking great care to create a high-quality picture, comparable to those produced by the best game studios and industry leaders with billions of dollars in capitalization. You will not be able to tell the difference.

ACCESSIBILITY AND SIMPLICITY FOR ENTERING THE MARKET

Every person with access to the Internet has the opportunity to play SIDUS HEROES. There is no need to buy a fancy computer with an expensive graphics card. All you need is a browser and a stable internet connection. So you can earn money from anywhere in the world. Sounds cool, doesn't it?

Within the framework of the SIDUS HEROES project, there are a vast number of objects, characters and artifacts that complement each other and contribute to the creation of a rich and coherent product. Different attributes, components and virtues from the game world are combined into a single puzzle and melded together to create a world with versatile Heroes and interesting game dynamics.

[6] SIDUS HEROES GAMEPLAY

SIDUS HEROES makes for a unique find for many types of people. In the game, everyone will find something that they like. Whether a loner or a team player, users will get great pleasure from the internal processes, be they an economic genius, a lover of tactics or any other kind of participant - no one can remain indifferent. Absolute freedom for in-game mechanics from Action and RPG modes to Arcade and Strategy. Implementation of different Genres allows the Development team to enlarge the metaverse.

ARENA

The central and most vital action in the game takes place in the arena, the site of battles, where teams of 3 players must face each other. This is the event where all the processes of character leveling, purchase of components and various game attire to enhance Heroes' characteristics culminate. It is the most important and exciting event in the universe - players entering the PvP battlefield and fighting one another.

It is in battle that players are able to win real rewards and where the most valuable assets and resources are distributed. Every Hero can also bring one pet with them to the battlefield. The maximum number of pets is limited to 3 per team.

THE TEAM AND THE HEROES

The key figure and main economic agent in the game is the Hero who joins teams for completing quests, goes on joint missions and enters into the battlefield. The team whips up representatives from different races and different blockchain planets.

Every Hero has unique characteristics, statistics and performs different roles in the team, possessing certain ammunition, clothes and talents.

HEROES DEVELOPMENT

During their spare time in between completing tasks and battling against other clans, the Heroes are engaged in the development of their personal indicators, which will later be used on the battlefield against a formidable opponent.

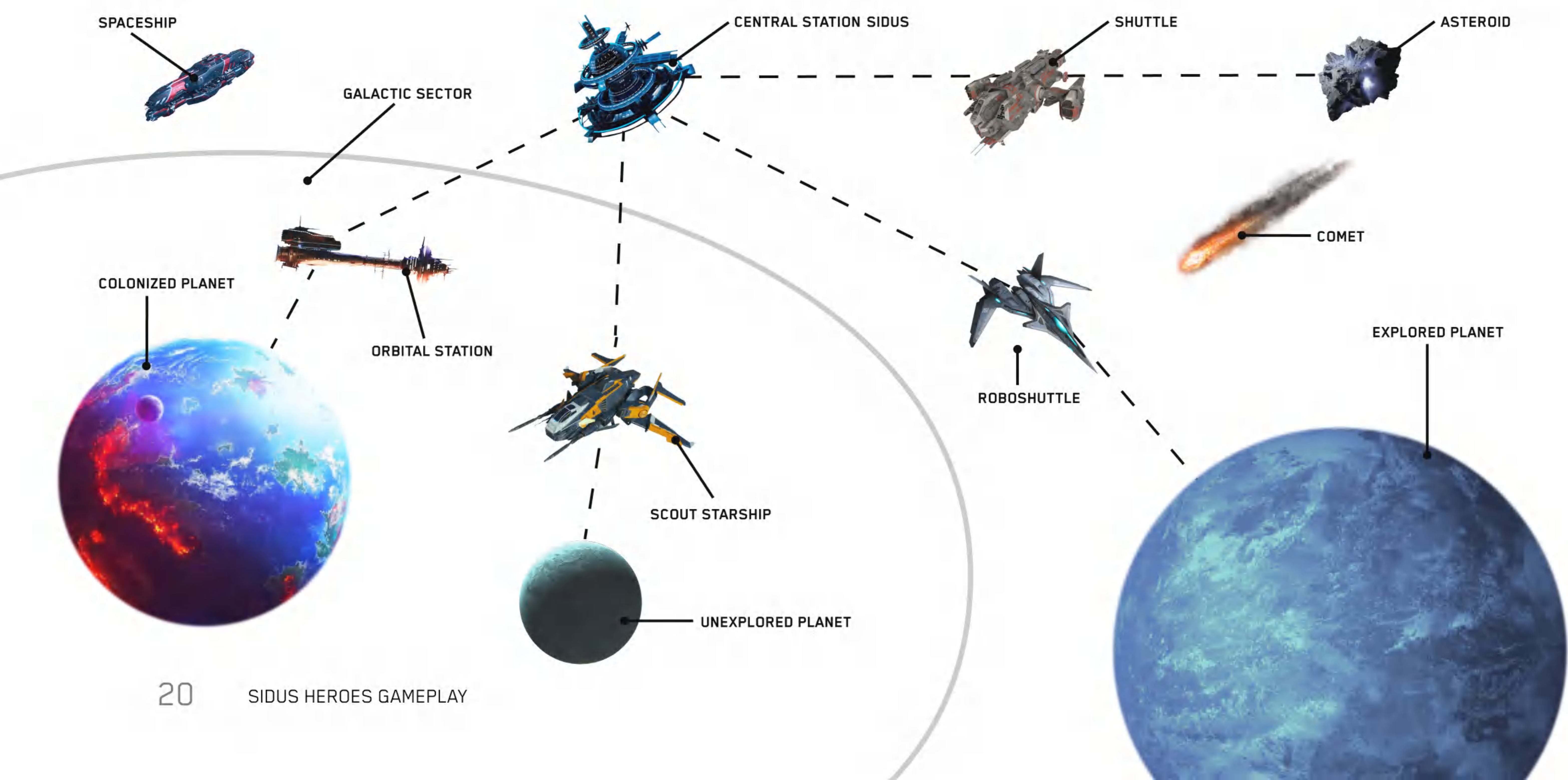
Players are involved in the leveling of their Hero's characteristics and choosing the best weapons and clothes. Every Hero can be improved and may acquire new talents and skills.

PETS

Every player can adopt a pet or acquire one in any of the missions. A player can have several pets, but only 1 can be taken with them onto the battlefield. The pet is also a playable character and is the companion of the main Hero who helps them and boosts them up. Pets can be found on different planets and may easily be sold or exchanged at the bazaar.

SIDUS HEROES UNIVERSE

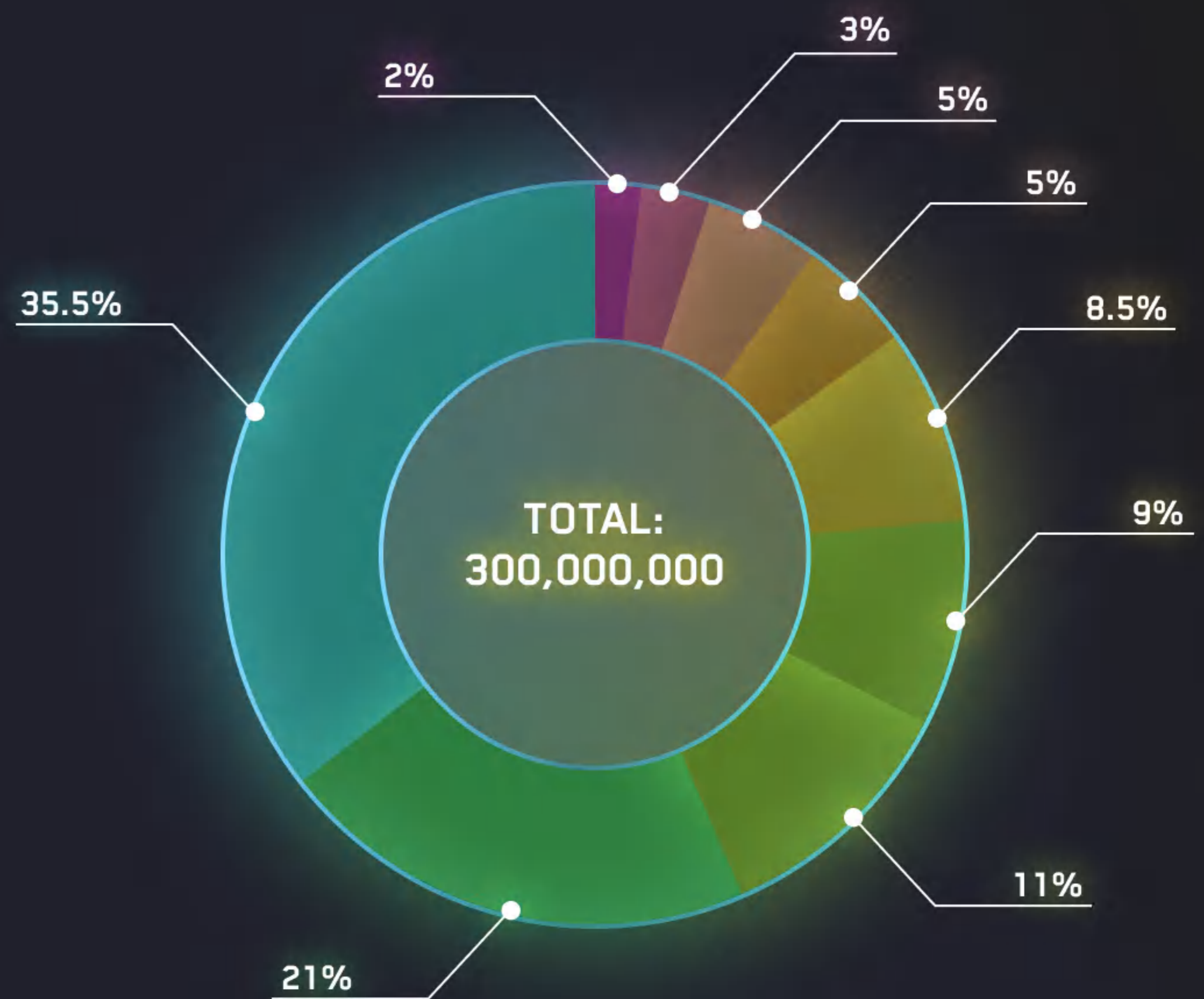
The Universe is the centerpiece of the game. It is the construct in which everything happens and begins. The game starts out at the central station, where every player is located. Every corner of the universe is an economic pretext, except for the central station, which is in the public domain. Players can travel between planets, stations, solar system and complete various tasks. Planets are also economic entities.



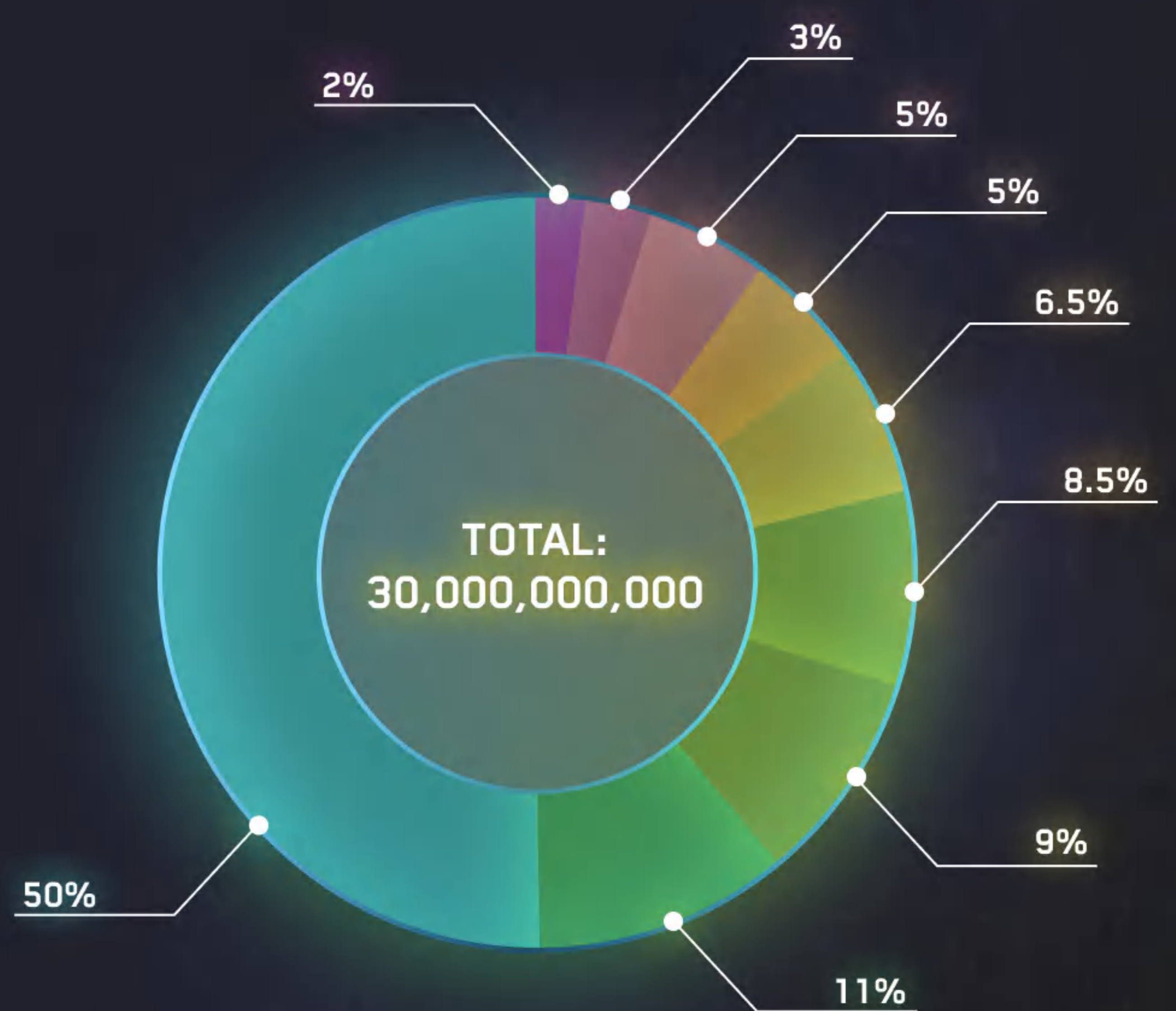
[7] TOKEN SALE

To create all economic processes in the game and the voting system, two different currencies are used - SIDUS (the gaming token) and SENATE (the DAO or governance token).

SENATE (DAO token) distribution:



SIDUS (gaming token) distribution:



[8] IN-GAME ECONOMY

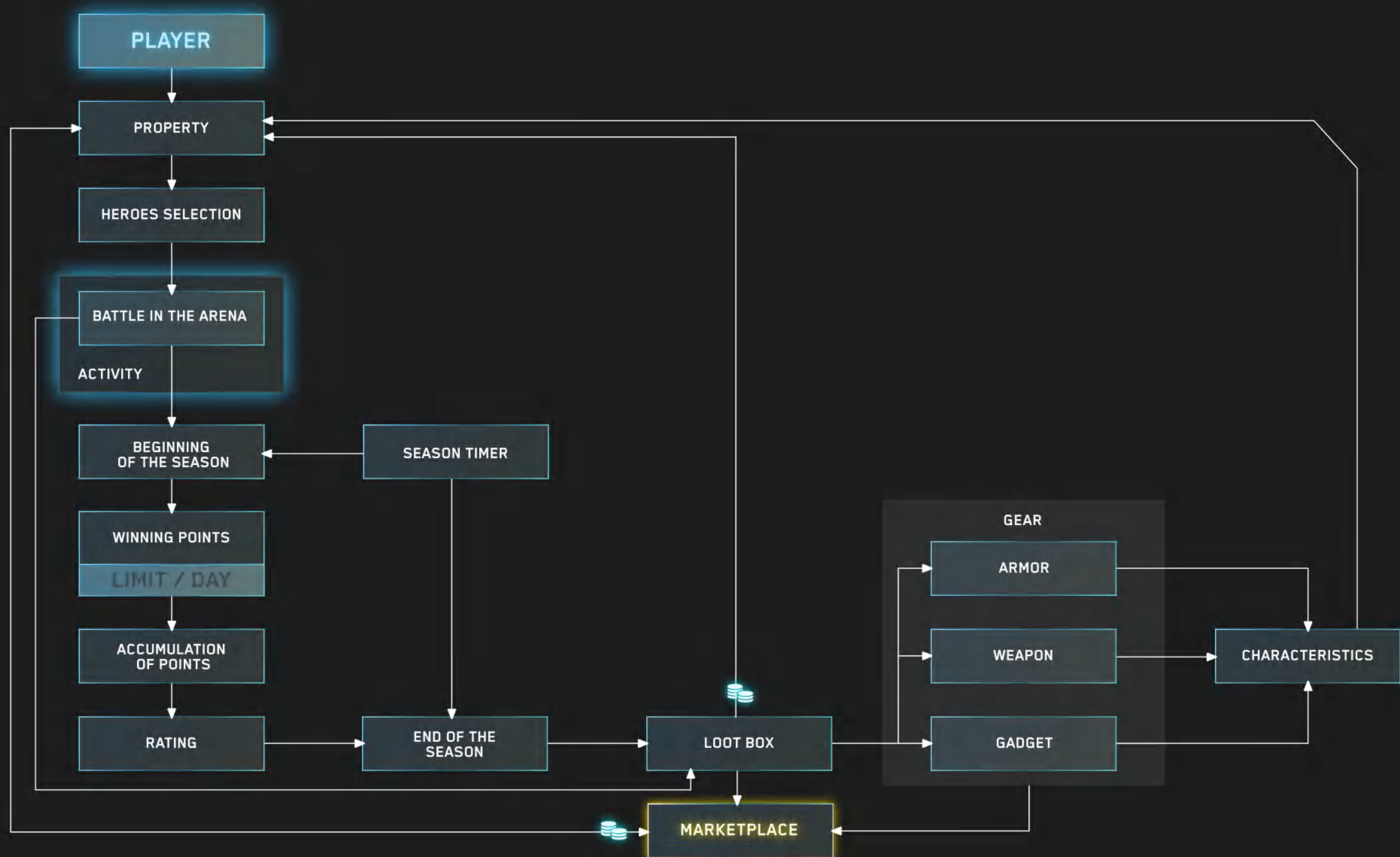
An economic model is overlaid on top of the game, bringing all the game processes closer to reality and making it as realistic as possible. Just as in real life, resources and opportunities play a huge role in a person's quality of life. It is the same in the game. Resources and items are the most important tools for individual Hero and clan development.

ECONOMIC CORE LOOPS

The project includes 3 stages of development, each Hero's functionality evolves and improves.

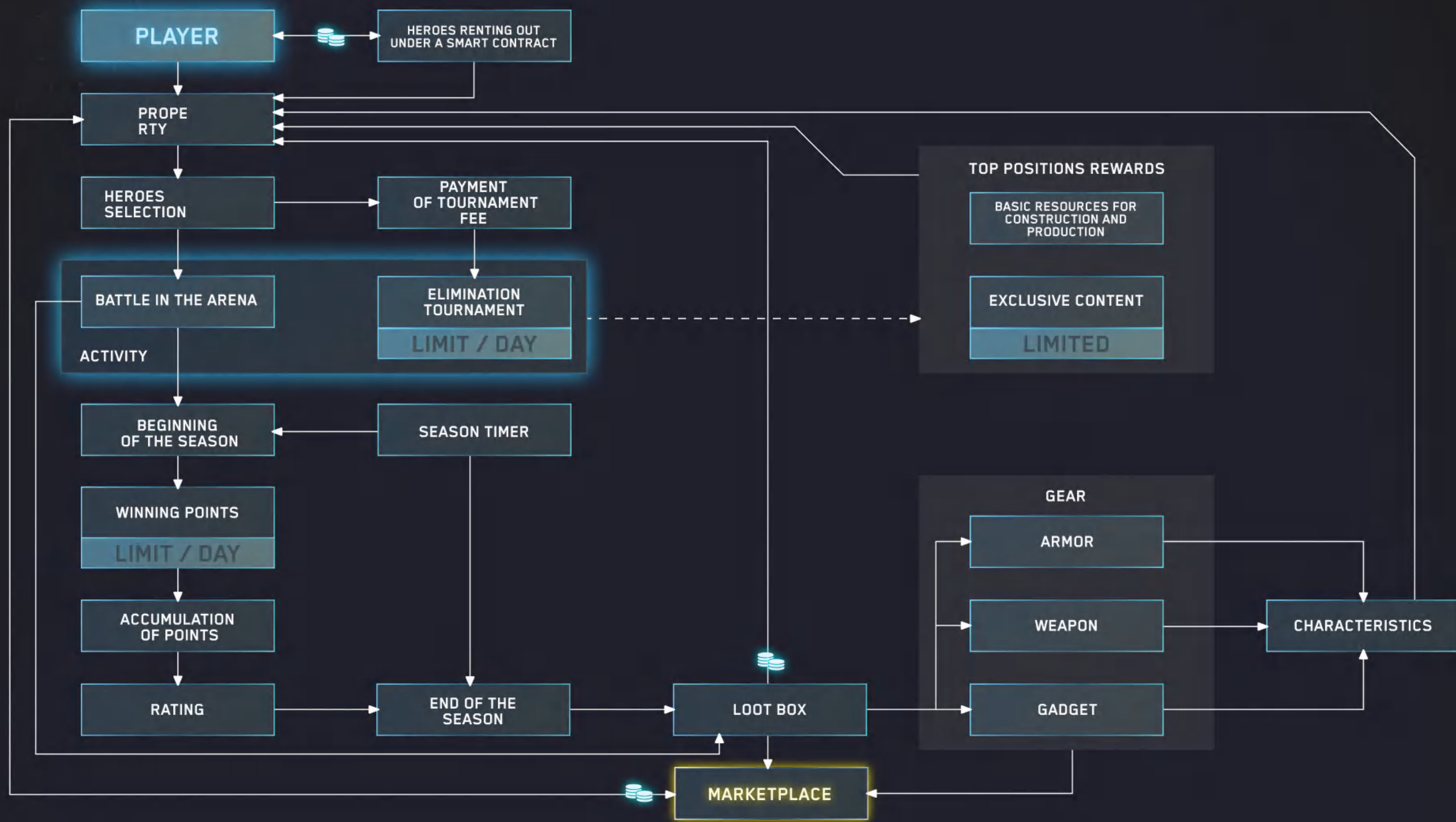
ECONOMIC CORE LOOP AT THE FIRST STAGE

The diagram below shows the opportunities and economic aspects associated with a Hero's resources at the first stage of development. The player interacts with property, stations, battles, the marketplace as well as engaging in other economic opportunities, including competing with other players and improving their rating.



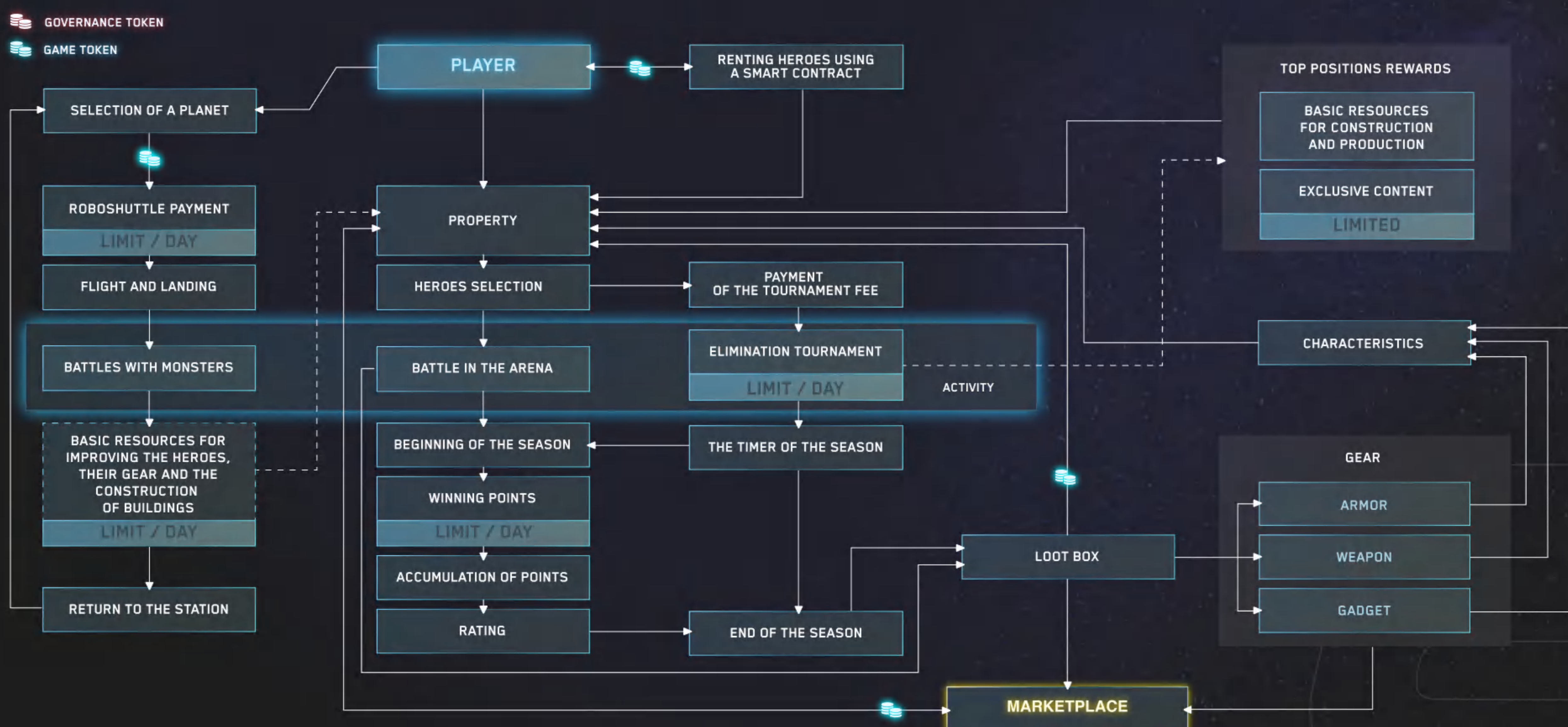
ECONOMIC CORE LOOP AT THE SECOND STAGE

In this diagram, we see various opportunities and economic aspects associated with a Hero's resources in the second stage of development. All of the above functions in the first stage are completed by a competitively financial battle component, which increases interest in the competitions and is connected to a reward system for the top teams.



ECONOMIC CORE LOOP AT THE THIRD STAGE

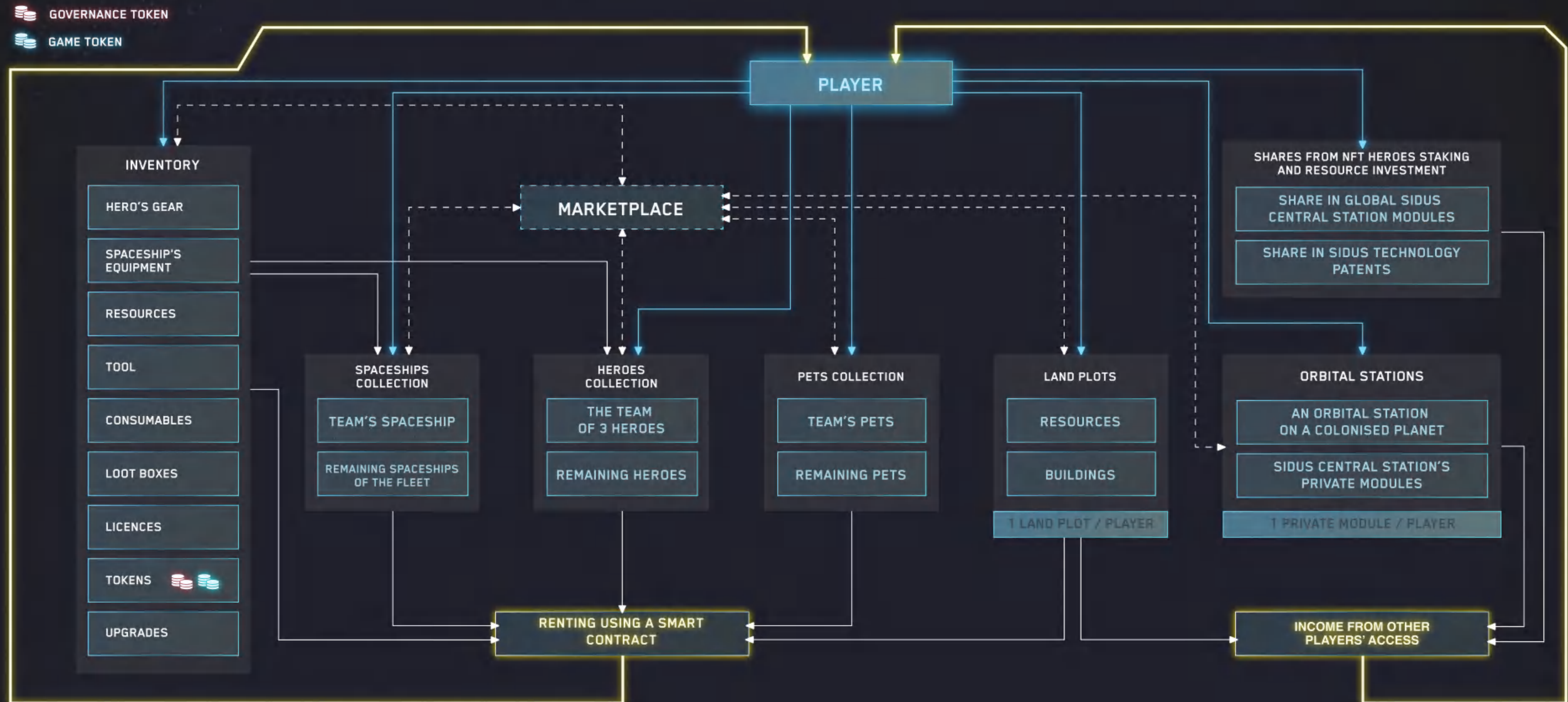
The diagram for the third stage shows all the opportunities and economic aspects pertaining to a Hero's available resources at this stage of development. The functions of the previous two stages have been preserved and the game is being expanded and supplemented with new updates. Now the player can travel to and buy planets, fight monsters and upgrade their Hero, property and uniform.



PLAYERS' PROPERTY

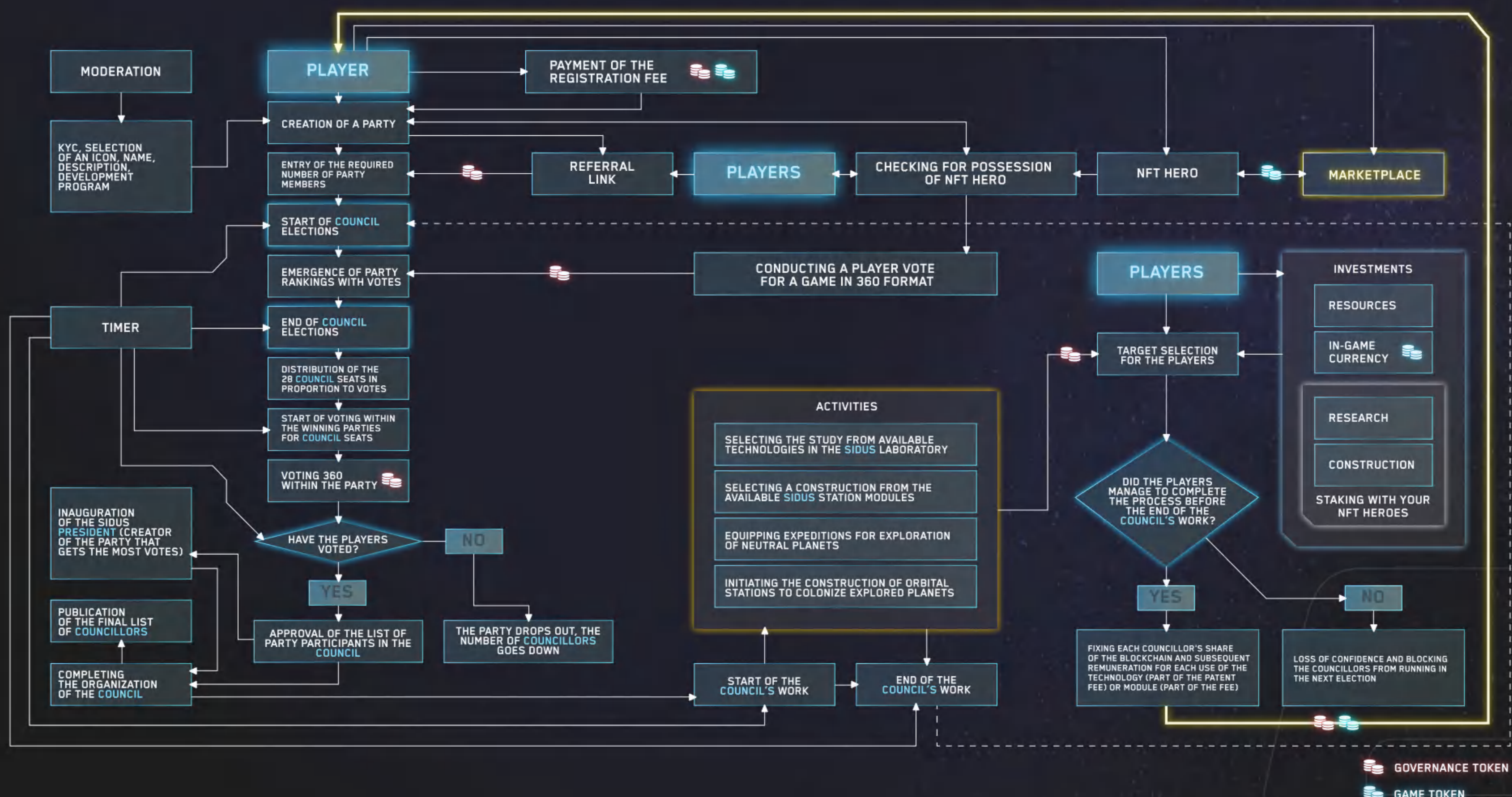
Each player has their own balance where all their assets are tracked. These can also be sold at any time on the marketplace.

Players can have a huge number of game objects, such as clothes, images, spaceships, pets, planets, orbital stations, tokens, etc., as well as receive additional income from staking various assets.



POLITICAL SYSTEM

The game implements an intricately developed political system, with factions, parties and council members. Elections are even held, transparently and honestly, all of which influence the development of the game and the adoption of key decisions within the framework of the the evolving universe.



SPACE OBJECTS

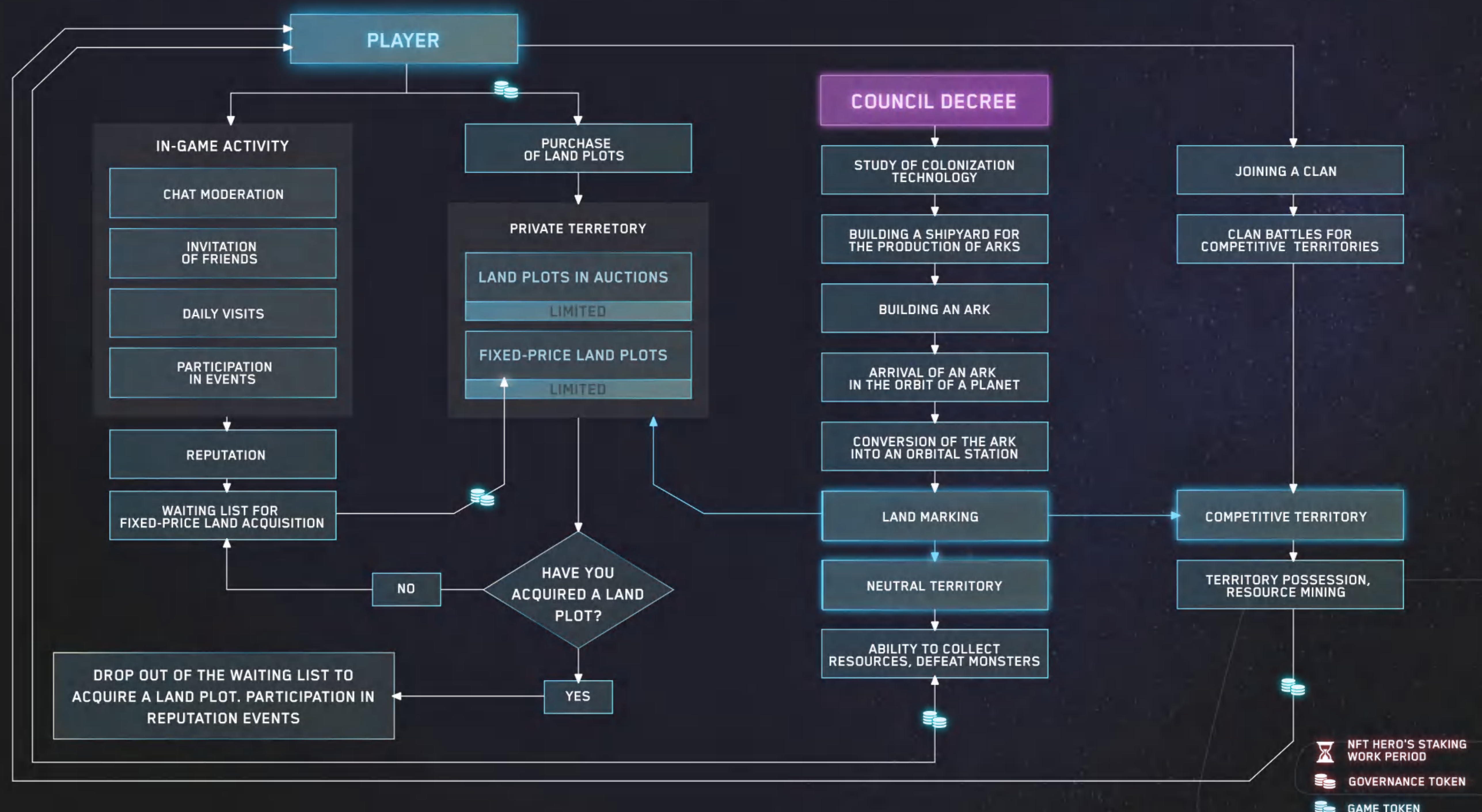
The game offers a large selection of different space objects, each of which has its own function and characteristics. Players can easily dispose of property and sell assets, including comets and planets.



CENTRAL STATION	SPACESHIP	SCOUT SPACESHIP	ROBOSHUTTLE	SHUTTLE	ORBITAL STATION	UNEXPLORED PLANET	NEUTRAL PLANET	COLONIZED PLANET	ASTEROID	COMET
PLACE WHERE PLAYERS REGISTER	SHIPPING FROM A TO B	CAN OPEN A NEW SECTOR AND GIVE IT A NAME	A TO B REGULAR RASES	CAN MINE ASTEROID RESOURCES	OPERATED BY ROBOSHUTTLES FOR PLAYERS WITH LOW GEAR WEIGHT	CONTAINS UNDISCOVERED SUBSOIL	AN ORBITAL STATION CAN BE BUILT FOR COLONIZATION	WITH THE OPENING OF PLANETS, PLAYERS CAN ALSO REGISTER ON THEM	CONTAINS LIMITED SUBSOIL	HAS A RANDOM TRAJECTORY AND CAN CAUSE CATAclysms
NEW MODULES AND SPACESHIPS ARE BUILT HERE, NEW TECHNOLOGIES ARE EXPLORED	CAN PARTICIPATE IN BATTLES	CAN DELIVER A TEAM TO AN ORBITAL STATION QUICKLY AND COVERTLY	HAS THE SLOWEST SPEED POSSIBLE	CAN GET A TEAM FROM A TO B	MODULES CAN BE BUILT TO EXPLORE, DOCK AND BUILD	CAN BE SCOUTED BY THE CREW OF A SCOUT SPACESHIP AND THEY CAN NAME THE PLANET	YOU CAN FIGHT WITH MONSTERS	IT IS POSSIBLE TO BUY PLOTS OF LAND IN ACCESSIBLE LOCATIONS	HAS A DEFINED TRAJECTORY	CAUSES DAMAGE WHEN HITTING STATIONS OR PLANETS
YOU CAN GET ON A ROBOSHUTTLE AND FLY TO PLANETS IN SHORT-RANGE	CAN GET A TEAM AND PASSENGERS FROM A TO B	EXPLORATION FOR PLANETS AND ASTEROIDS	YOU CAN BUY A SEAT WITHOUT LUGGAGE AND WITH SMALL LUGGAGE	CAN DELIVER A SPECIAL CHARGE TO A COMET	YOU CAN RECRUIT OR FIRE A TEAM	IN THE CASE OF EXPLORATION, THE PLAYER BECOMES THE DISCOVERER AND RECEIVES A PLOT OF LAND UPON COLONIZATION	ABLE TO TAKE ROBOSHUTTLES WITH PLAYERS, YOU NEED 9 HEROES TO DISPATCH	YOU CAN BUILD INFRASTRUCTURE AND COLLECT RESOURCES ON PURCHASED PLOTS OF LAND	YOU CAN HAVE A LASTING POSITIVE OR NEGATIVE EFFECT ON THE TEAM	THE DIRECTION CAN BE CHANGED WITH A SPECIAL CHARGE
TRADE IN THE MARKETPLACE IS AVAILABLE	CAN FLY TO MID AND FAR SECTOR PLANETS	CAN FLY TO EXTRA-FAR SECTOR PLANETS	YOU CAN BOOK TICKETS IN ADVANCE	THERE IS A GOOD HOLD FOR LOADING MATERIALS	YOU CAN REPAIR SPACESHIPS AT THE DOCKS			IT IS POSSIBLE TO CONQUER COMPETITIVE TERRITORIES		
YOU CAN HIRE HEROES OR FIND A JOB FOR YOURSELF	HAS AN IMPRESSIVE HOLD AND ARMAMENT	SMALL HOLD, GOOD ARMAMENT	THERE IS A MAXIMUM CAPACITY OF CHARACTERS	MEDIUM SPEED	YOU CAN GO UP TO THE STATION TO GO TO OTHER PLANETS			YOU CANNOT BUILD ON A NEUTRAL TERRITORY, BUT YOU CAN COLLECT RESOURCES		
SPACESHIP REPAIRS AVAILABLE AT THE DOCKS	MEDIUM SPEED	MAXIMUM SPEED	MINIMUM SPEED					YOU CAN FIGHT IN THE ARENA WITH OTHER PLAYERS		
ARENA BATTLES AND TOURNAMENTS AVAILABLE								YOU CAN FIGHT WITH MONSTERS		
COUNCIL MEETINGS ARE HELD										

LAND DISTRIBUTION AND ACTIVITY

There are three types of land on each planet and station - neutral, disputed and private. Neutral land cannot be acquired and is not owned by anyone. Disputed land is given as tournament trophies and belongs to the player until the next tournament. Private land can be sold to a player at a fixed price, auctioned off by the system or purchased on the secondary market.

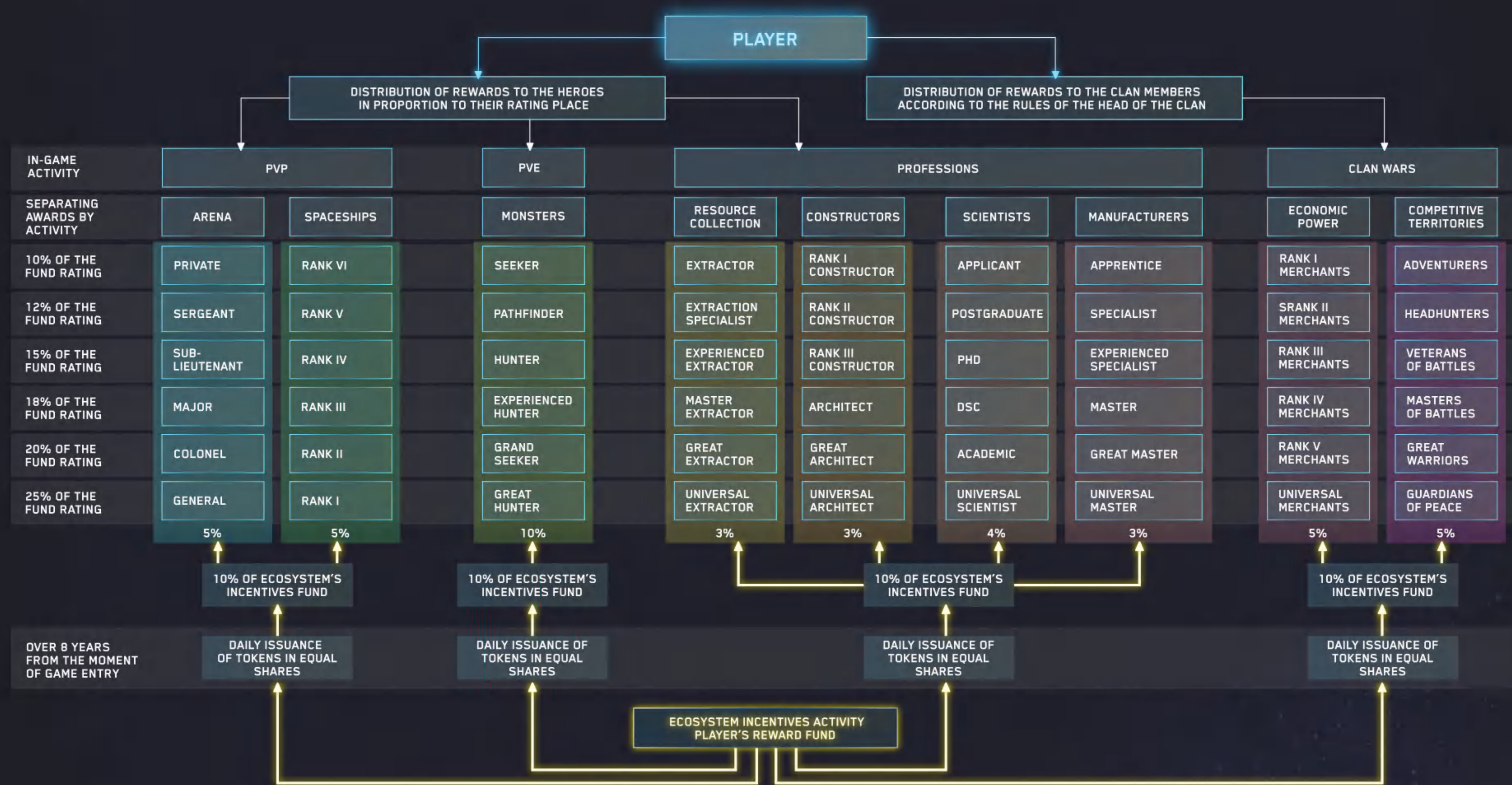


Every land plot has non-renewable and renewable resources. If a player has no land of their own, he/she can move through the land of players who allow it or through neutral land that belongs to no one. By improving their territory, players can raise its level and open up new mining and manufacturing opportunities.

The process of distribution and interaction with the land is described in the next diagram.

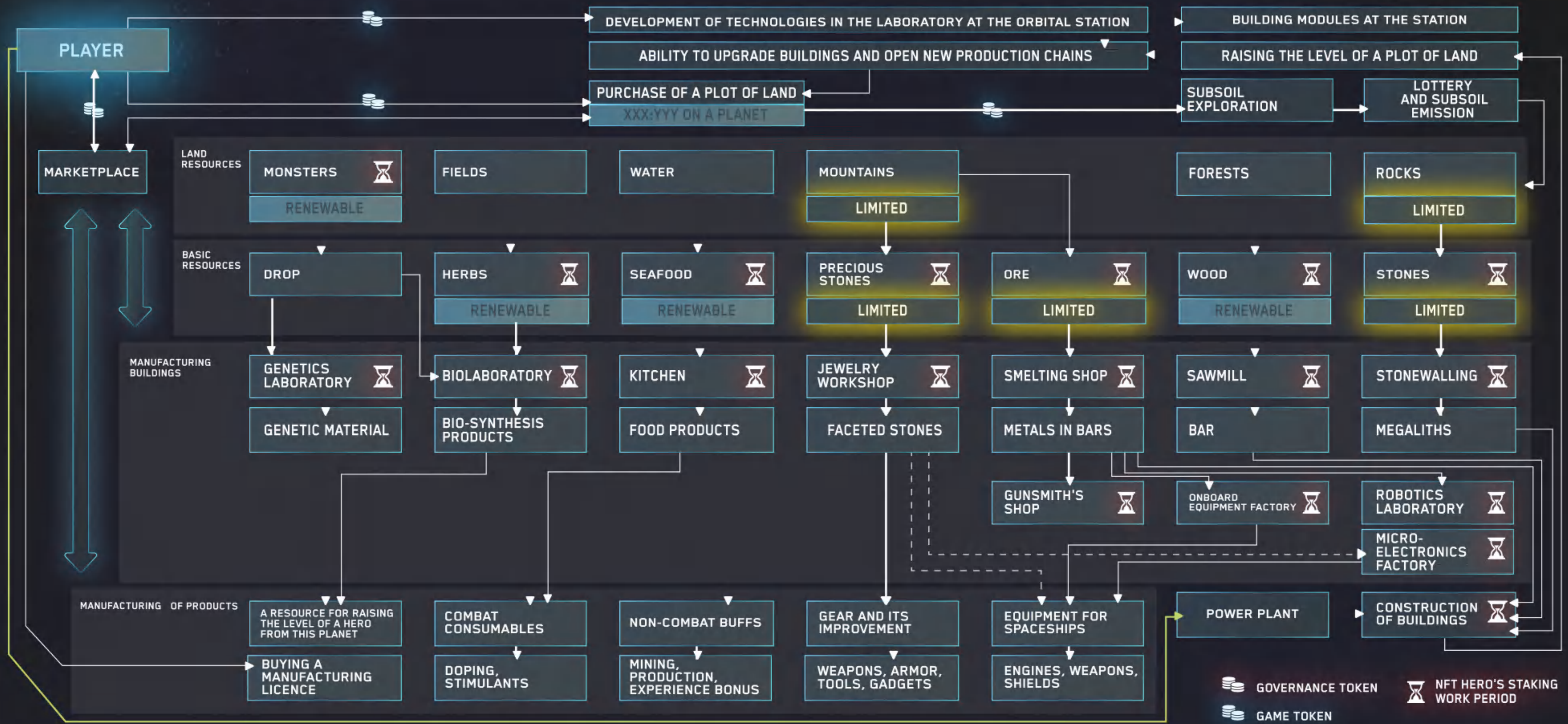
RATING SYSTEM

The game contains a complex, multi-level rating system that massively impacts every aspect of the game. It affects players' share of the winnings, the talent and skill level of professions as well as their status.



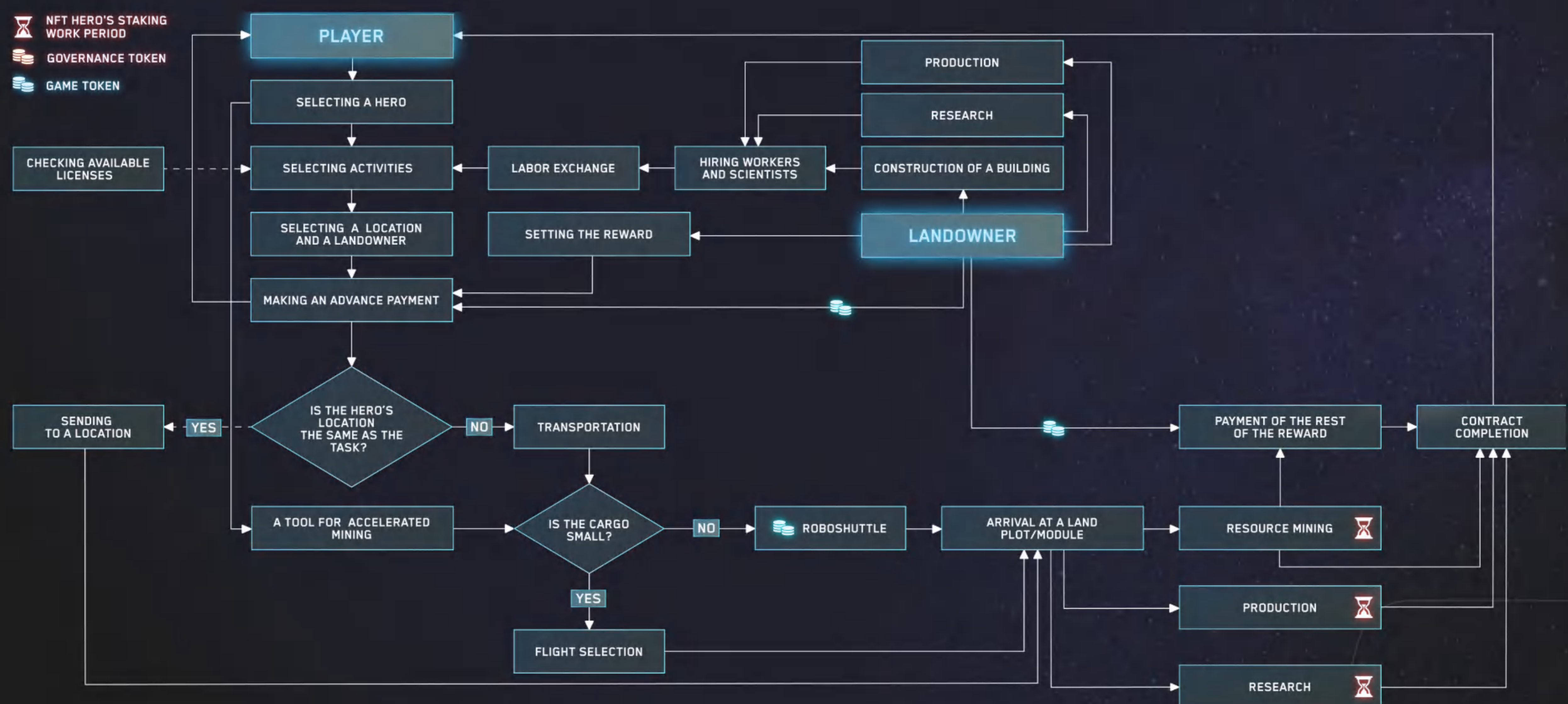
LAND AND ITS DEVELOPMENT

Land owners can put their land to any use they wish, including for their own purposes and to their own benefit by generating certain resources and appreciating its value over time. The process for land usage is clearly shown in the diagram below.



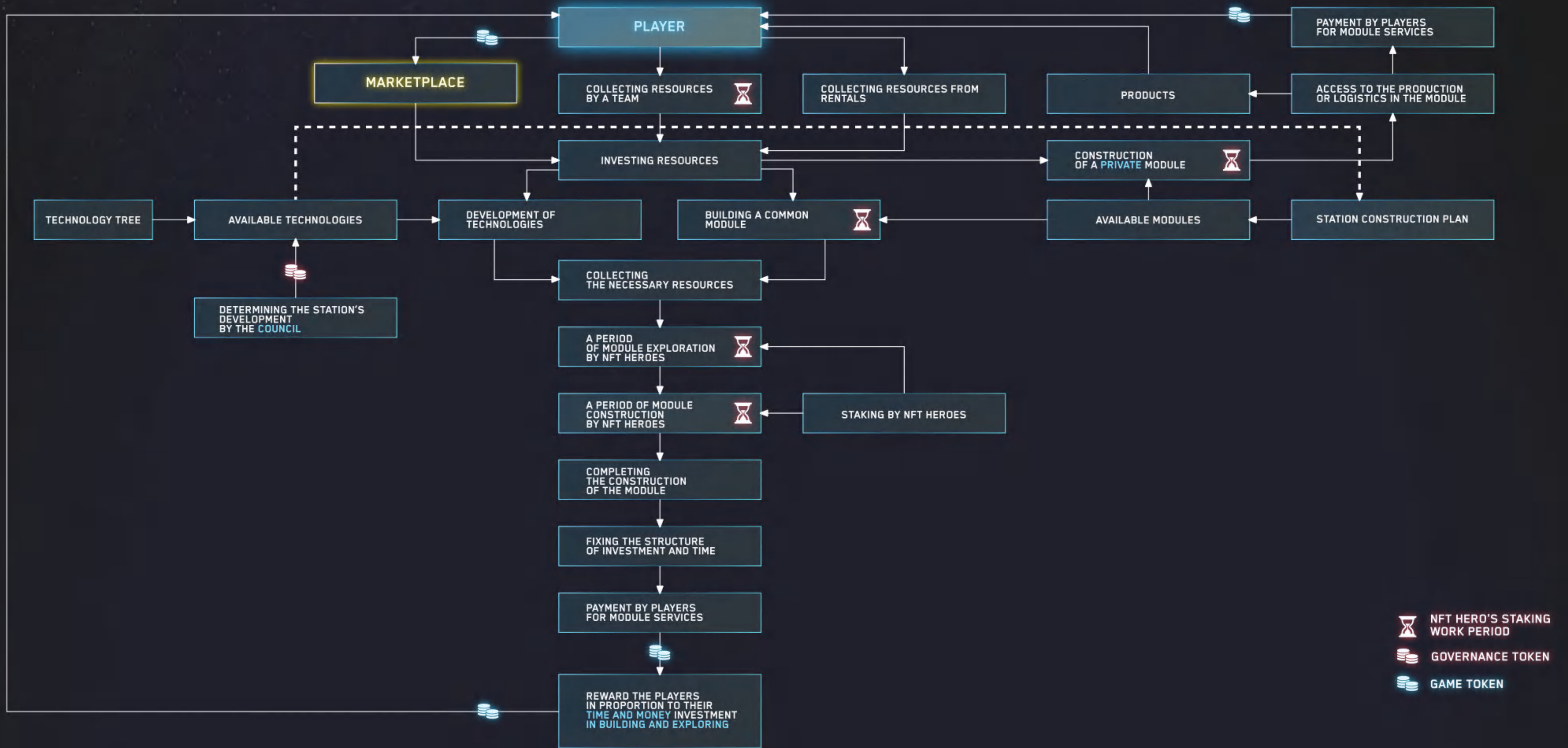
LABOR SCHEME ECONOMICS

Interactions in the labor market are very similar to the real market, where a player sells their expertise according to their profession and skill set.



ORBITAL STATION

The orbital station allows players to perform many functions that are related to resources, financial operations and progress in the game.



PROFESSIONS

The game contains a huge number of different professions, depending on where the player operates. Each profession has its own role and important function in the game.

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

MANUFACTURING

Each in-game item or detail can be improved with materials that enhance its performance. The process of changing things is complex and deliberate.

GOVERNANCE TOKEN
 NFT HERO'S STAKING WORK PERIOD
 GAME TOKEN

SKILL LEVEL OF 60 REQUIRED

COMMON

IRON BAR X25 + 5 + 60 MIN = ITEM COMMON

ALL PLAYERS HAVE BASIC ITEMS AVAILABLE FOR MANUFACTURING

UNIQUE

ITEM 1 + UNIQUE + UNIQUE + SILVER BAR X25 + 135 + 24 HOURS = ITEM 4 RARE

COMMON

ITEM 1 + COMMON + COMMON + IRON BAR X25 + 15 + 3 HOURS = ITEM 4 UNCOMMON

SKILL LEVEL OF 40 REQUIRED

RARE

ITEM 1 + RARE + RARE + GOLD BAR X25 + 675 + 48 HOURS = ITEM 4 EPIC

UNCOMMON

ITEM 1 + UNCOMMON + UNCOMMON + COPPER BAR X25 + 45 + 6 HOURS = ITEM 4 UNIQUE

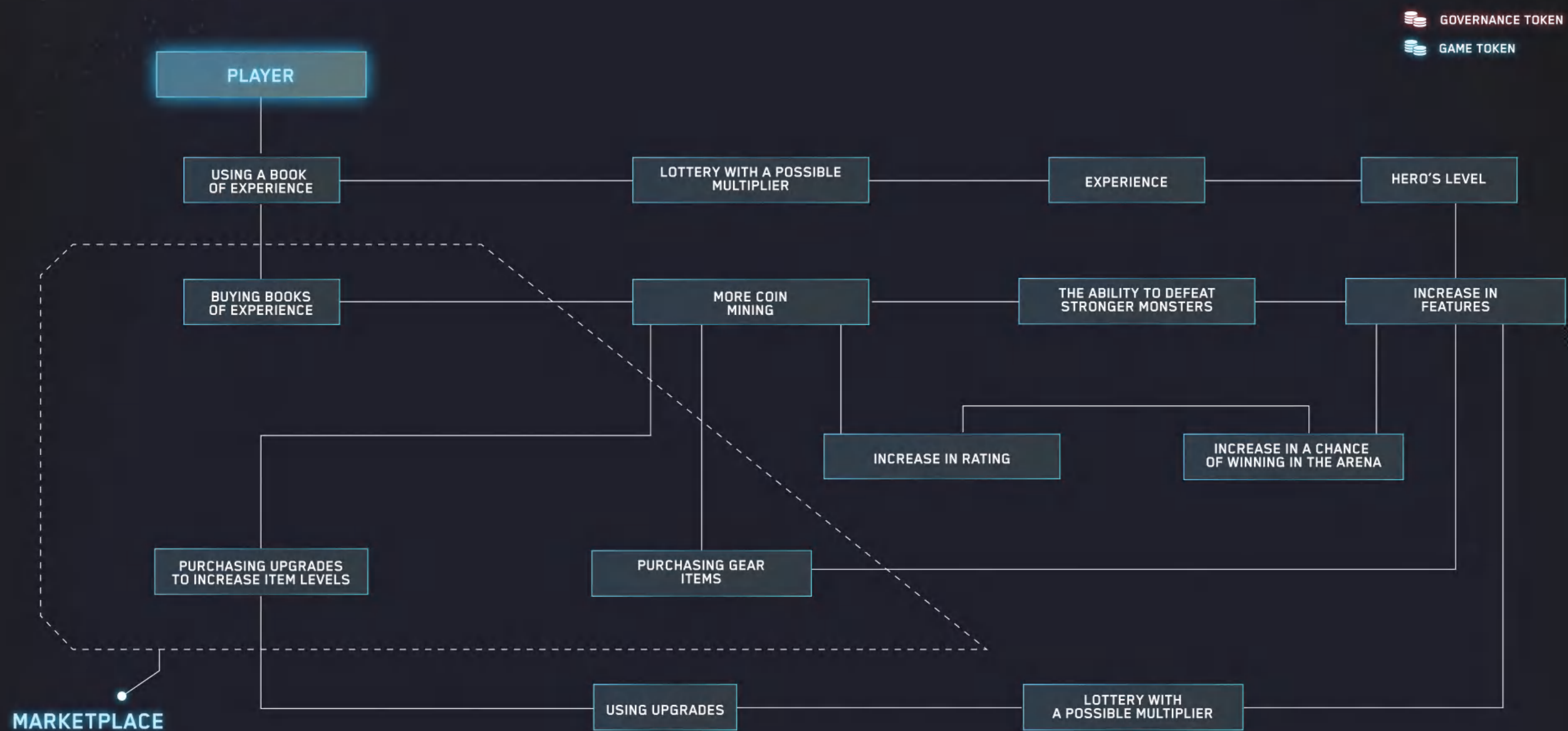
SKILL LEVEL OF 40 REQUIRED

EPIC

ITEM 1 + EPIC + EPIC + PLATINUM BAR X25 + 3375 + 1 MONTH = ITEM 4 LEGENDARY

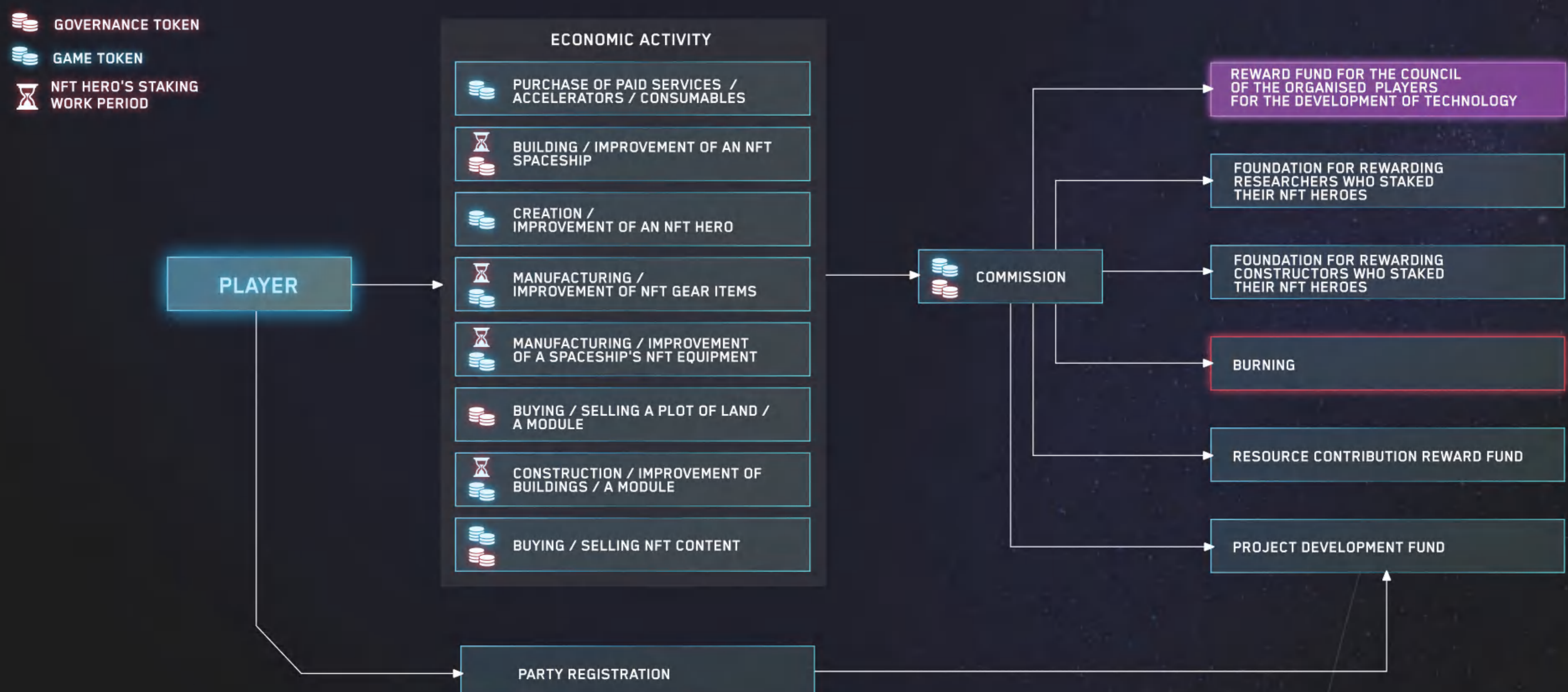
ENHANCEMENT OF HEROES AND ITEMS

A special place in the game is given to the process of improving a Hero's characteristics and items. Improving the characteristics of a Hero or his object in the game increases the value of both, such as their selling prices as well the likelihood of success on the battlefield.



COMMISSION DISTRIBUTION

Many processes in the game involve paying commission fees. The redistribution of these fees must be transparent and fair and this process should be clearly demonstrated.



SIDUS NFT HEROES

[9] ROADMAP

PHASE 0

Q1 - Q3 2021

PREPARATION AND DEVELOPMENT OF PROJECT STRATEGY

- ◆ Formation of team and advisors for development of the project
- ◆ Sale of first SIDUS: NFT Heroes collection
- ◆ Launch of the first version of the website
- ◆ Creation of project architecture and concept

PHASE 1 - INNERVERSE

Q4 2021

LAUNCH VERSION 0

- ◆ Creation of game demo
- ◆ Scenario and plot development
- ◆ Game token and DAO token release
- ◆ Launch of SIDUS Marketplace, farming pools and farming boosters
- ◆ Launch of rating system to reward community for helping to test the project
- ◆ TGE
- ◆ On January 10th, 2022, we will launch the closed SIDUS HEROES beta version. This version will only be available to holders of NFT Heroes NFTs from the Genesis collection.
- ◆ On January 23rd, 2022, we'll release a public beta version of the game. At this point, the SIDUS HEROES game will be available to holders of NFTs from the Genesis and Academy collections. The sale of the Academy collection will be launched in the middle of December 2021.
- ◆ Support for progress, stats and equipment via IPFS OpenSea in Properties
- ◆ Release of basic items for 4 types of Heroes' equipment
- ◆ Launch of farming NFT Heroes cards
- ◆ MetaMask wallet connection (with analysis of NFT Heroes' presence in wallets by the bot) and display of information about the connected wallets in the game interface

Q4 2021

LAUNCH VERSION 1

- ◆ Launch of tournaments to determine ratings and top rewards
- ◆ Implementation of AR mode for viewing content and post on social networks
- ◆ Presale of exclusive limited content: custom character skins, spaceships, containers with basic resources, custom outfit items for Heroes

PHASE 1 - INNERVERSE

Q2 2022

LAUNCH VERSION 2

- Expansion of the universe: addition of comets, asteroids and new star systems
- Application of cryptocurrency rate influence on mood of fighters
- Launch of mobile web version of the game
- Launch of reputation reward system for loyalty to SIDUS
- Start of Launchpad to provide players with ability to launch "in-game projects" and raise investment for them

PHASE 2 - METAUERSE

Q3 2022

LAUNCH VERSION 1

- ▶ NFT farming capability for building global and private modules at SIDUS central station
- ▶ Players can build space station modules: shipyards, research laboratories, living quarters, production workshops, council hall, trade module
- ▶ Expansion of the universe: addition of new galaxy sectors, star systems, unexplored planets
- ▶ Launch of the construction and sale of spaceships
- ▶ Addition of ship equipment: engines, shields, guns
- ▶ Auction of private modules at SIDUS central station

Q3 2022

LAUNCH VERSION 2

- ▶ Adding a farming mechanism
- ▶ Expansion of the universe, adding new sectors of the galaxy, star systems, unexplored planets
- ▶ Opening of 2 neutral planets
- ▶ PvE mode improvements
- ▶ Construction of resource processing, research and production buildings
- ▶ PvP ranks and rewards for obtaining
- ▶ Localization in 11 languages

PHASE 2 - METAUERSE

Q1 2023

LAUNCH VERSION 3

- ◆ Expansion of the universe: addition of new galaxy sectors, star systems, unexplored planets
- ◆ Opening of 2 neutral planets
- ◆ Introduction of pets to the game
- ◆ Addition of co-op PvE mode
- ◆ Addition of bosses for co-op PvE battles

Q2 2023

LAUNCH VERSION 4

- ◆ Expansion of the universe: addition of new galaxy sectors, star systems, unexplored planets
- ◆ Opening of 2 neutral planets
- ◆ Expansion of equipment line for spaceships: engines, guns and shields
- ◆ Presale of spaceships - scouts
- ◆ Reward system for daily visits

Q3 2023

LAUNCH VERSION 5

- ◆ Addition of Friends Lists
- ◆ Addition of recon spaceships to the game
- ◆ Expansion of the universe: addition of new galaxy sectors, star systems, unexplored planets
- ◆ Opening of 2 neutral planets
- ◆ Sale of plots at a fixed price to players according to reputation and sale of leftovers at auction
- ◆ Launch of burning mechanism from commission revenue
- ◆ Personalized offers of paid options

PHASE 2 - METAUERSE

Q4 2023

LAUNCH VERSION 6

- ◆ Improving the technological development of SIDUS central station
- ◆ Expansion of the universe: addition of new galaxy sectors, star systems, unexplored planets
- ◆ Opening of 2 neutral planets
- ◆ Implementation of Private messaging service between players

Q1 2024

LAUNCH VERSION 7

- ◆ Launch of UGC (User Generated Content) engine with incentive for content creation
- ◆ Engaging Artists, Designers and Animators to Participate in Global UGC Creation Events
- ◆ Expansion of the universe: addition of new galaxy sectors, star systems, unexplored planets
- ◆ Opening of 2 neutral planets
- ◆ Development of the quest system
- ◆ Introduction of achievements system with unique content in the form of character attribute design, unique items of equipment, ship equipment

PHASE 3 - OUTERVERSE

Q2 2024

LAUNCH VERSION 1

- ◆ Expansion of the universe: addition of new galaxy sectors, star systems, undiscovered planets
- ◆ Opening of 2 neutral planets
- ◆ Development of Battle Pass and seasons with access to limited content
- ◆ MVP of ship battles in open space in neutral sectors
- ◆ Addition of voice chats in game during spaceflight in roboshuttles and spaceships
- ◆ Addition of labour exchange for employers and employees

Q3 2024

LAUNCH VERSION 2

- ◆ Expansion of the universe: addition of new galaxy sectors, star systems, unexplored planets
- ◆ Opening of 2 neutral planets
- ◆ Creation of cooperative MVP for visiting planets with a generative design
- ◆ SIDUS book writing, editing and publishing
- ◆ Introduction of clans

PHASE 3 - OUTERVERSE

Q4 2024

LAUNCH VERSION 3

- ◆ Expansion of the universe: addition of new galaxy sectors, star systems, unexplored planets
- ◆ Opening of 2 neutral planets
- ◆ MVP of spaceships battles in planetary orbit and interstellar space
- ◆ Addition of plot scenarios for the PVE campaign of each race
- ◆ Improvement of paid services

Q1 2025

LAUNCH VERSION 4

- ◆ Expansion of the universe: addition of new galaxy sectors, star systems, unexplored planets
- ◆ Opening of 2 neutral planets
- ◆ Optimization of ship battles in outer space
- ◆ Creation of planet editor with a generative surface

Q2 2025

LAUNCH VERSION 5

- ◆ Expansion of the universe: addition of new galaxy sectors, star systems, unexplored planets
- ◆ Opening of 2 neutral planets
- ◆ Addition of new co-op bosses to the game
- ◆ Improvement of the achievement system

PHASE 3 - OUTERVERSE

Q3 2025

LAUNCH VERSION 6

- ◆ Expansion of the universe: addition of new galaxy sectors, star systems, unexplored planets
- ◆ Opening of 2 neutral planets
- ◆ Development of movie plot
- ◆ Sci-fi writer competition for fictional story set in SIDUS universe, its key events and players
- ◆ Creation of an event system

**SEE FULL ROADMAP AT:
NFTHEROES.APP**

[10] TEAM



DAN KHOMENKO
Co-Founder, CEO



ANDREY SUDARIKOV
Co-Founder, Creative Director



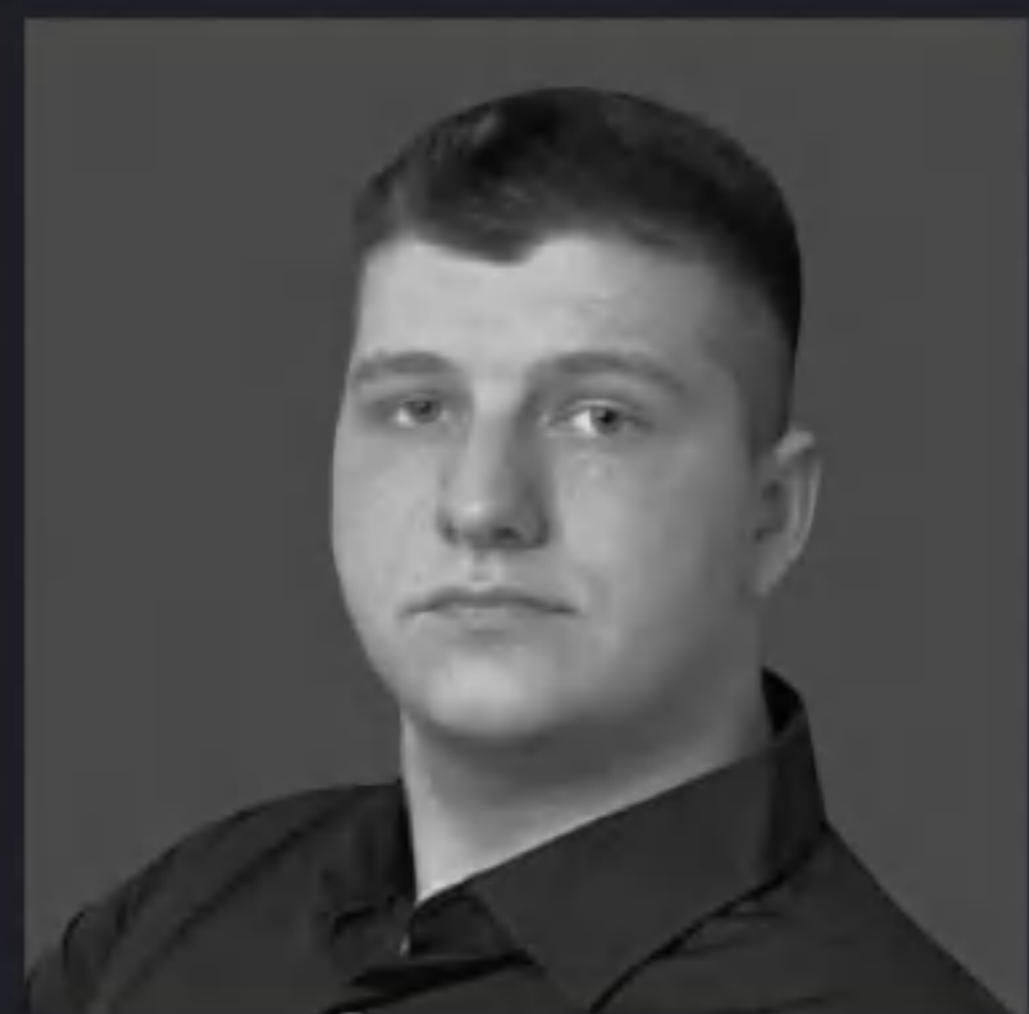
DMITRY ANDREEV
Co-Founder, Art Director



ROMAN POVOLOTSKI
Co-Founder, Game Producer



DJENAN RAMCHILOVI CH
Co-Founder, Chief Technical Officer



ANTONY CHECO
Chief of External Affairs



OLYA NOVITSKAYA
Chief Operating Officer



ANTONY VASILIEV
Chief Relations Officer



VLAD GRIN
Chief of Content



ANGELIKA ERKHAN
Chief of Design



STASTA NAZAROVA
Lead Designer



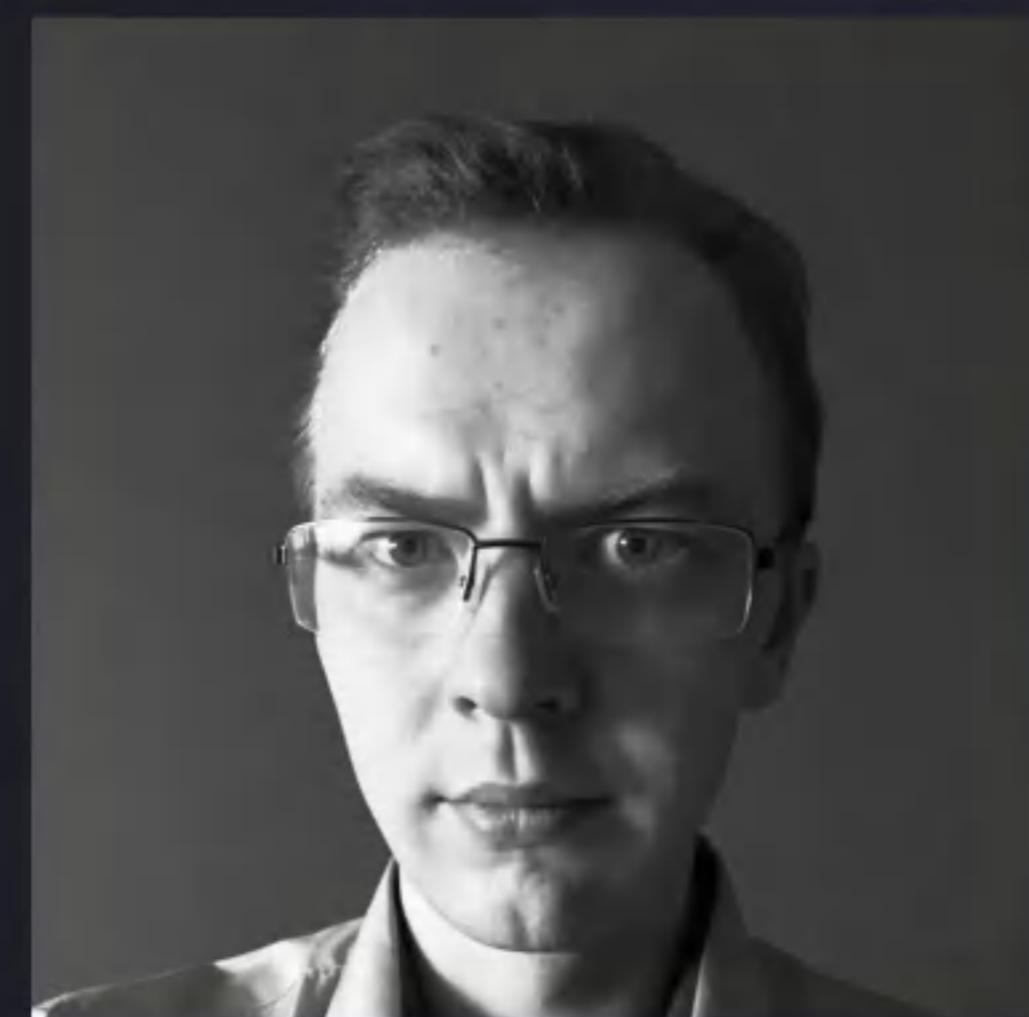
DENIS POZDNYAKOV
Lead Game Designer



TATYANA MICHURINA
Narrative Design



DARIA PETKOVA
Chief of Support



NICK KRASH
Chief Blockchain Technology Officer



MICHAEL KUDRYASHEV
Chief Blockchain Architect



MAX SIZZ
Lead Blockchain Architect



MATVEI ZASTAVENKO
Lead WEB Technologist



MICHAIL PASECHNIK
Python Dev.Lead



DANIIL LEBEDKIN
Lead HTML/CSS/JS Ultimeter



EKATERINA SALMINA
Lead CG Generalist



ALEXANDER LARIONOV
Lead VFX Artist

PARTNERS

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