**Future Global Village Project profile**

Future Global Village is a decentralized distributed storage network transmission protocol initiated by the StarAlliance Consensus Laboratory; a set of transparent, accessible and inclusive peer-to-peer financial transactions, e-commerce transactions and online game transaction systems are established through the Star Network .Realize users' direct peer-to-peer transactions without intermediaries, minimize trust risks, and allow participants to obtain transactions more easily and conveniently.

**Future Global Village's anthropomorphic digital artwork**

In Future Global Village, we fragment the artwork NFT, and in the final formulation of the composition, map it to a one-of-a-kind NFT Future Global Village card, and give it the computing power and the mechanism to create Space FGV ion to inspire more NFT enthusiasts to join and participate in circulation, creating greater value for NFT.

**Future Global Village's constellation fragments**

We scattered the physical work into 1,200,000 NFT original fragments, which is the Basic form(basic development form in Future Global Village), which we call "constellation fragments" to establish the association with the first layer of card synthesis. Its basic purpose is to synthesize a random "Planet card" for every 10 fragments, and we scattered the constellation fragments in limited gift packages, blind boxes, divination, space FGV ion, card sharing and community incentive.

**Future Global Village's Planet card**

We arranged through the chain number, that is, Future Global Village's Pillar, has 12 Planet cards, its original acquisition is to destroy 10 constellation fragments output random Planet card, it is an important Prop, of synthetic Future Global Village card when we hold 12 different Planet cards and all "lit", we can randomly synthesize a Future Global Village card, of course, participate in the synthesis of the Planet card is therefore destroyed.

**Future Global Village's Future Global Village card**

In the Future Global Village systems, We split the Future Global Village cards into five grades, One, two, Samsung, four, five stars, The higher the star rating is, the rarer, Since all Future Global Village cards can only be obtained through random synthesis, We will launch Future Global Village Twelve products in the future, The higher the Future Global Village will earn more split of profits around Future Global Village, This will be a sustained and substantial gain, A Future Global Village card corresponds to a NFT digital work, That also means, Every Future Global Village card is unique, High of collectible value, This is the ceiling, of the Future Global Village Each Future Global Village card is obtained from 12 different Planet cards, The forging of each Future Global Village card also means the destruction of twelve Planet cards.

**Lighten**

When we get the Planet card, we need to light the card, that is, Future Global Village activate, will produce a steady stream of FGV rewards, and can conduct card sharing and synthesis; when we get the Future Global Village card, we also need to light the card. In addition to producing the steady stream of FGV rewards for us, we can also create Space FGV ion, card sharing, divination, and gain more plate value.

Lighting up a Planet card takes 100FGV , as FGV cuts year on year

Lighting up a Future Global Village card takes 2,000 FGV , as it decreased with FGV production

The lighting lasts for 30 days

**Card Token output**

Hold 1 any Planet card with a daily output of 5 FGV

Planet card combination bonus output mechanism

Holding 3 different Planet cards, increasing 10% and daily output of 5.5 FGV

Holding 6 different Planet cards, 30%, a daily output of 6.5FGV

Holding 9 different Planet cards by 60% with a daily output of 8.0 FGV

The Future Global Village card produces 240 FGV sheets daily

**Transfer of the cards**

In the Future Global Village, We want to get a Planet card or a Future Global Village, It can be obtained by a layered synthesis of constellation fragments, It can also be obtained directly by buying cards mailed by others, We encourage card transfers, Making even greater value in the constant flow of demand, Thus we created the SMM (Swap Motivate Mechanism), The Planet card is fixed with 100U/ sheets, After turning out, Seller obtained 90USDT and 1 constellation fragment, The Future Global Village Seller can set a resale price, After turning out, Seller obtained 90%USDT and 10 constellation fragments, At the same time, when the card is successfully sold, Seller receives a percentage benefit reward for the card day output FGV , In total of three levels, First layer is 20%, Second layer is 10%, Third 5%.

**Future Global Village Space FGV ion**

**1.What is the space FGV ion**

The space FGV ion is the way of DAO community autonomy and community incentive to expand and consolidate the interaction of Future Global Village community members. Establishing the space FGV ion mechanism can have a quick understanding of their own community, and the users who establish and join Space FGV ion can receive more Token rewards.

**2.How to create a space FGV**

When we hold the Future Global Village card and light up, we can create our own space FGV ion, and then, we can not be disbanded and repeated. We can invite more Future Global Village members to join your FGV ion, which will give you a good profit, depending on the number of Future Global Village card held by the creator, the daily amount of all Future Global Village users to the FGV ion multiplied by 3% -15% FGV .

**3.The benefits of creating a space FGV**

The creator holds a Future Global Village card and receives a daily FGV reward for multiplying all Future Global Village users to the Space FGV ion by 3%;

The creator holds 3 Future Global Village cards and receives a FGV reward daily by multiplying all Future Global Village users in the Space FGV ion by 7%;

The creator holds 5 Future Global Village cards and receives a daily FGV reward with the daily amount of all Future Global Village users multiplied by 10% of the Space FGV ion;

The creator holds 10 Future Global Village cards and receives a FGV bonus daily by multiplying all Future Global Village users joining the Space FGV ion by 15%.

**4.Benefits of joining the space FGV**

Future Global Village users can join the FGV ion every day, every power, seven times, will get a constellation debris reward, at the same time power will increase the experience value of the FGV ion, the more the experience FGV ion level, the higher the space FGV ion, according to the level of the FGV ion users will get card daily output of 1% -10% of the additional bonus.Do not exit within 30 days after joining.

1. **Space FGV ion level rules**

|  |  |  |
| --- | --- | --- |
| Space FGV ion level rules | | |
| level | rules | Space FGV ion user bonus ratio |
| L1 | 0-1000 empirical value | 1% |
| L2 | 1001-10000 empirical value | 3% |
| L3 | 10001-50000 empirical value | 5% |
| L4 | 50001-100000 empirical value | 7% |
| L5 | 100000 and above empirical value | 10% |

Reduce the FGV ion experience value by 20% every 30 days from creation

With no card user, add 1 point per experience

Users who hold a Planet card add 10 points of experience each time

Future Global Village holders with 100 points for each boost

**Future Global Village divination**

Stay tuned...

**Future Global Village blind Box**

Stay tuned...

**Future Global Village Token—FGV Introduction**

**Contract address**：TPU5BWe4iQEMdjsZzr7i2D8qRxHy1u7j4i

**Chain**: TRC-20

**Introduction:** FGV is the NFTs, circulating in Future Global Village influenced by DEFI new technology and encryption collection, provides a new way to collect encrypted art works, FGV is a practical TRC token, can exchange for more non-homogeneous tokens in the future, fusion of the same art to increase its rarity, and has a management protocol, so that holding FGV users play an important role in Future Global Village, has a variety of uses.

**Total FGV releases**：100,000,000

**Total planned destruction**：90,000,000

**The final total circulation amount**：10,000,000

**The FGV destroys the production reduction mechanism**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Round | Deard destruction | FGV cut production | Conoscope card  Daily output FGV | Future Global Village card  Daily output FGV |
| Round 1 | 120,000 | 10% | 4.50 | 216 |
| Round 2 | 120,000 | 10% | 4.05 | 194.4 |
| Round 3 | 120,000 | 10% | 3.64 | 174.96 |
| Round 4 | 120,000 | 10% | 3.27 | 157.464 |
| Round 5 | 120,000 | 10% | 2.94 | 141.718 |
| Round 6 | 120,000 | 10% | 2.64 | 127.546 |
| Round 7 | 120,000 | 10% | 2.37 | 114.79 |
| Round 8 | 120,000 | 10% | 2.13 | 103.311 |
| Round 9 | 120,000 | 10% | 1.91 | 92.98 |
| Round 10 | 120,000 | 10% | 1.71 | 83.682 |

**Fragment destruction and production reduction logic**

**Deard destruction**：Including destruction of debris blind box and destruction of composite Planet card;

**Into the black hole**：500 million FGV followed the debris destruction mechanism stepped into the black hole, a total of 10 rounds, each round into the number of 500 black holes;

**Card ards are reduced**：Card production includes Planet card production and Future Global Village production, a total of 10 times, 10% each time;

**Light on the consumed FGV** ：Reduce the corresponding consumption percentage with the number of rounds.