STARLINK
METAVERSE STATION

STARLINK WHITEPAPER V1

Introduction:
1.1 Abstract

Starlink is a project with the ability to utilize the power of the blockchain and decentralization in order to infinitely expand upon and honor the true vision of a new financial paradigm. The time has come and we have expanded beyond the horizon, choosing our time and place to make a stand. The free and decentralized people of the Earth have chosen to colonize the stars. Our vehicle for a democracy beyond the earth STARLINK STATION, a virtual world that will exist as a space to host data and ideas within the blockchain. Creating new visual and audio adaptations to further NFTs as representations of real world space and concepts tied to VR within the existing framework. As well as a hub for marketing, entertainment, gamification and education.

All free citizens of the planet and those integrated with the power of the blockchain will be offered the chance to ACQUIRE SPACE in this new paradigm. We boldly unite to engineer change and overcome the machinations of an unfair economic system, free choice is what matters to uplift the hearts of a populous, your ideas represented in a new and ever expanding way, everyone will have the chance to be part of this. Our launch was the fairest in cryptocurrency history, the project has no team allocations and zero tokenomics. Woof Decentra accidentally deployed Starlink and burnt initial liquidity to assure this would always be a project dedicated to the people that believe in its vision and community.

1.2 Why Starlink?

Digital real estate has become a legitimate asset class, one worthy of investor consideration and is going to appreciate exponentially over the near term. Digital real estate exits inside virtual worlds, each is its own "digital nation." Imagine getting in on buying property in upstate New York in the 1700's and this is the same kind of opportunity that is afforded here today as we move further into VR and the type of technological advents we see. The blockchain offers the space to freely express ourselves and exchange ideas in ways that aren't governed by oppressive internet

entities harvesting your data and selling it the highest bidder, legislation or draconian world leaders.

In virtual worlds, people create a personification of themselves in which they interact with the world, or "metaverse," while inhabiting an avatar's body. They can chat with other users, earn cryptocurrency by playing games and gambling, buy art in virtual galleries , attend concerts and events, and any number of things only limited to the imagination of its user base. There are a few other crypto-based virtual worlds, Decentraland is the most rapidly expanding of these currently with a 880 million dollar and peak 2 billion dollar MC which has grown exponentially from 220 million in January of this year. They also have an asset base of 90 thousand parcels of digital land with an average price of 5.8 thousand dollars a plot, an estimated 550 million in just virtual space for purchase alone not including secondary sales and accessories utilized and displayed within the virtual world. As of yet, there is no well developed space themed virtual world and given the previous projects of $Starl (Shiba Inu, Leash, Kuma) we are well positioned to capture not only the imagination and enthusiasm of a giant investment base but also the technological knowledge to build the greatest quality virtual world in existence.

In this way, Starlink tokens become the investment tool to purchase virtual land in Starlink Station, which will mimic a real world space station positioned in a very real quadrant of the galaxy. Ownership is an NFT recorded on the Ethereum-721 blockchain which makes it both easily transferable and less prone to fraud. A finite amount of "Satellites" and "Space Modules" will be sold similar to virtual billboards and living spaces within the framework of our system as well as a "Station Core" which will have a number of different options in how you interact with the virtual

Virtual real estate boom

Monthly sales volume of land in Decentraland, in U.S. dollars
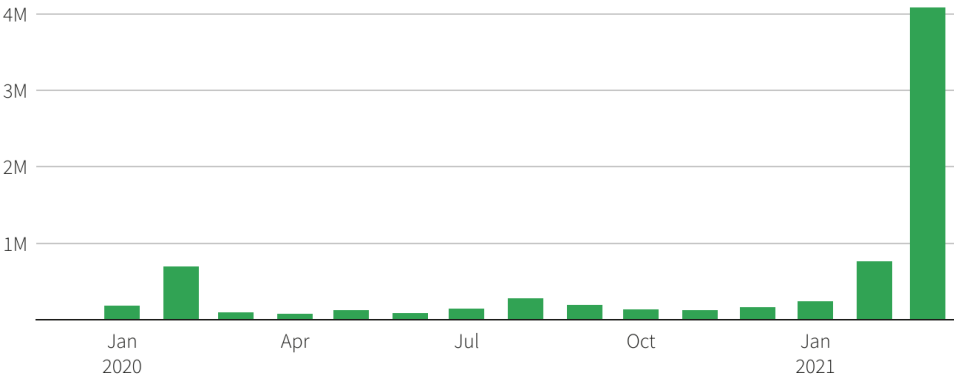
world. the creation of virtual objects within this framework is endless and expansive.

1.3 Goals and Additional Utility

Human interaction and socialization has become overwhelmingly virtual; most people have moved their social and business relationships to their phone or laptop. It is now, during a global pandemic that has driven us online more so than ever. These new habits have already become permanent behavioral and cultural shifts, irrevocably changing what we consider normal and acceptable. In this way the social responsibility that exist to provide tools and resources in the virtual space is essential to create a fun and adaptive environment for individuals to thrive and monetize, this stands at the core of our ethos at Starlink.

We also look to the example and collaboration of companies embarking on widespread missions to serve the underdeveloped regions and underserved communities of the world. Our own name being a homage to such- the Starlink Satellite Internet from SpaceX and Elon Musk was created to offer reliable high speed connectivity to places in the world where it has never been possible before. The cost and time it takes to roll out high speed optic lines and cable is such that it would take multiple generations to ever reach the furthest of those existing without the tools to engage in the digital world and its vast resources but one satellite uplink could provide this to an entire group or village of people in short time. This year has seen a substantial increase in the programs productivity, with 1800 satellites being launched into orbit and over 10000 receivers being put into usage. Its estimated another 8000 to 10000 satellites will need to be deployed to provide coverage from everywhere except the furthest tips of the North and South Poles.

We will also add a tool with the utility on our website and Dapp (decentralized application) to track the progress and deployment of Spacex Satellites giving our users the tools to know the progress and availability of this invaluable resource. Additionally we will build to become THE cryptocurrency payment of choice for all space related digital marketing and services in the metaverse and as a bridge between the tangible and virtual worlds. For example utilizing our $Starl tokens to purchase Starlink Internet services and receiver dishes as well as create en paths to provide this service to those most in need at little to no cost

via charitable action and community collaboration. Community will always be at the core of every decision we make at Starlink. I provide the rockets, you launch them as always.

Technicals:

1. **StarLink Ecosystem**

   1.1.STARL Token
   STARL is an ERC-20 utility token powered by Ethereum Blockchain that serves the utilities as the basis within the Starlink ecosystem. STARL plays a vital role in Starlink's virtual space and can be used for transactions within the ecosystem and to participate in the management of its software. Tokenomics is simple as that. No pre-sale, No team token. 100% to the community.

   1.2.SATE NFT
   SATE is a non-fungible, transferrable digital asset representing satellites and any other virtual estates of the Starlink Metaverse. Players can create, buy/sell, monetize and upgrade digital satellites with STARL.
   SATE is used to define the ownership of digital satellites.

Categories
The satellites are designed specifically to fulfill its role. There are several types of satellites, but we present major 3 types of satellites in the Starlink ecosystem -
LEO, MEO, GEO satellites.
Properties
Every satellite has its own mutable, immutable properties.
Immutable properties – Metadata, Radius, Speed, Orbit
Mutable properties – Ownership, XYZ Coordinates, APR
APR
Virtual satellites have passive income which will come from the vault contract.

1.3. Universe
Universe is a gamified 3D virtual space metaverse which is a part of the Star-link ecosystem. Universe is like more than a star map. The Starlink Metaverse consist of planets and satellites which will be the core virtual billboards for art and marketing viewable in the space surrounding the planets and represented within. Additional stars and galactic discoveries can be added and monetized as the space is built upon and concept evolves bridging the tangible and virtual worlds.

1.4. Profile
Profile is a graphical representation of players in the virtual space metaverse.
Players can link their personal information, even social media profiles.

Also, it represents how many satellites they own, how much STARL tokens they have.Further building engagement and collaboration within the ecosystem. There are more possibilities that will be implemented as well in the future.
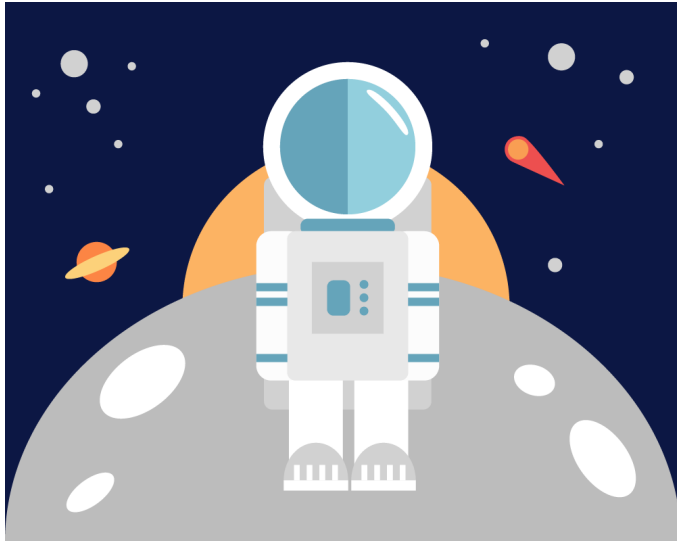
1.5.Starlink DAO

STARL tokens within the Starlink ecosystem will be allocated for voting within a DAO – decentralized autonomous organization structure, ensuring the project is self-sustaining and has no owner at the helm. It was a fair launch without team tokens or allocations so in this sense everyone in Starlink is an investor including the team, everyone is on equal footing and shares a vested in interest in the success of the project.STARL holders have power to create proposals and vote on them to drive the project.

1.6.Marketplace

We build our own digital estate marketplace in conjunction with development of the Starlink metaverse and ecosystem, the marketplace enables participants to manage and exchange SATE NFTs, priced in $STARL. Owners can use the marketplace for secondary sales and to transact or transfer virtual satellites and other in-game items such as wearables and living modules.


2. Framework

2.1.Ownership

With blockchain technology, every digital satellites and other virtual estates in the Starlink ecosystem can be tokenized, having rights to trade, sell, or gift their items.
Players are the perpetual owners of their digital assets.
Blockchain allows them to have true ownership and allow them to monetize and freely trade their assets.

2.2.Orbit in the virtual space
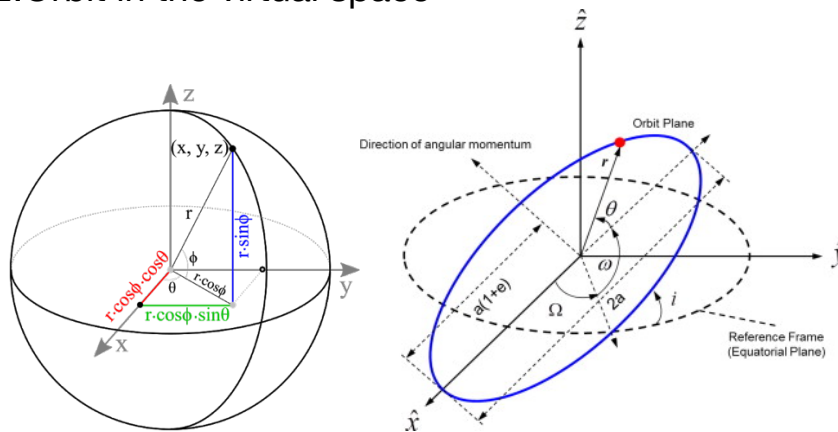
Virtual satellites and all other living modules will have the coordinates in the Starlink ecosystem.

XYZ coordinate is one of the mutable properties and it will be determined by orbit parameters, speed and radius.

$$X = r \bullet cos\varnothing \bullet cos\theta$$

$$Y = r \bullet cos\varnothing \bullet sin\theta$$

$$Z = r \bullet sin\varnothing$$

Now satellites are moving based on Ethereum Blockchain.

2.3.Incentive

Players can earn passive income by owning virtual satellites. Virtual satellites have the static initial APR (i.e., 20%) and APR can be upgraded by paying STARL tokens.

Players are rewarded with STARL tokens without staking NFTs, just by owning virtual satellites. Rewards go into the satellites and players can claim STARL tokens whenever they want. Means that virtual satellites are owning STARL tokens inside them. Selling satellites without claiming rewards, having more worth of STARL tokens inside of satellites.

3. Roadmap

The below roadmap is only for technical stuff and marketing & community parts are all belonging to the Starlink Family.

3.1.Mission 1

- ~~STARL Token Launch~~
- ~~CoinGecko & CoinMarketCap Listing~~
- ~~Website Launch~~

- ~~Whitepaper 1.0 Release~~

3.2.Mission 2

- SATE NFT Smart Contract (July 2021)
- Starlink Marketplace Launch (Aug 2021)
- TheGraph Implementation for Transparency (Aug 2021)
- Profile Implementation (Aug 2021)

3.3.Mission 3

- Universe Beta Release (Oct 2021)
- Starlink DAO Launch (Dec 2021)
- Metaverse 3D Migration (2022)