



OpenStars.org
Darkpaper

Q1 Summary⁺

Openstars.org is a collaborative profit-sharing DAO (Decentralized Autonomous Organization), that allows the community to explore outer space, acquire celestial assets and increase their value by interacting with the rest of the players and their assets.

The main currency of the game is called **\$MATTER**. By providing liquidity, members are rewarded each time celestial bodies are sold in auctions.

Openstars.org is carefully designed to foster community collaboration, while increasing the value of **\$MATTER** through the sale of NFTs and increasing the value of the NFTs by several game dynamics.

As **\$MATTER** cannot be destroyed or created, a circular economy is created. In-game actions cost **\$MATTER**, this matter is sent to a rewards wallet.

The NFTs generate **\$MATTER** to their owners. The owners can increase the rewards by participating in the in-game activities. This makes the NFT behave like real estate, in which the owner can invest on their asset to yield a better return in the future.



Q2 Tokens

- **\$MATTER**: is the ERC20 that is used as an in-game currency.
- **NFTs**: Each celestial body is an ERC721.

Wallets

- **Treasury**: A wallet controlled by the DAO dedicated to fund ongoing development activities.
- **Black Hole**: A wallet dedicated to collect \$MATTER from in-game activities and reward players and NFT owners.

Accessory Elements

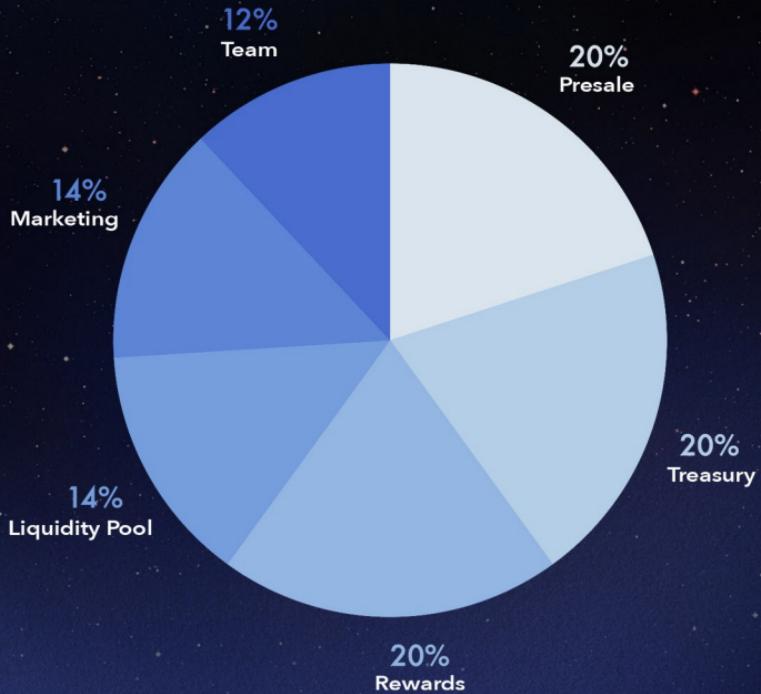
- **Storage**: Storage of variables of the stars modified by the game dynamics.
- **Spaceships**: ERC1155 for different kinds of spaceships.
- **Game dynamics**: Each game dynamic is specified in a separate modules.



Q3 Tokenomics

Allocation & Supply

- Team tokens are vested evenly in a 12 months period.
- The total supply of **\$MATTER** is $9 * 10^{13}$, which is the theoretical total mass-energy (in Joules) of one gram of matter.
- Of course, matter cannot be created or destroyed as stated by the First Law of Thermodynamics.
- **\$MATTER** is used as a currency for the game dynamics and it goes to a black hole wallet.
- The black hole wallet expulses **\$MATTER** (Hawking Radiation). This matter is used for in-game rewards and liquidity providers.



04

Bidding of the NFT



- The auction is public, hence anybody can buy a celestial body (NFT). The body can be bought in **\$MATTER** or **ETH**.
- In the initial phase, the NFTs will be available on **OpenSea**. The auctioning and bidding process might be migrated to a project contract in the future.



OpenSea

- The first 1000 closest stars to the earth are offered in **OpenSea** at a start price of **0.05 ETH**. The funds go to the treasury wallet and are used to fund the project in its initial phase.
- The resale royalty on **OpenSea** is set to 10%, which goes to the treasury.

05

OpenStars Marketplace

Stars sold in the OpenStars marketplace have different fees.

First Sale

20% is added to the Liquidity Pool.

20% goes to the treasury wallet.

60% goes to the blackhole (rewards wallet).

Resale Fees

5% goes to the treasury wallet.

5% goes to the blackhole (rewards wallet).

90% goes to the previous owner.

06 Rewards

The **\$MATTER** collected in the rewards wallet is used to incentivize liquidity providers, NFTs holders and some in-game actions.

Liquidity Mining

- Members can stake their **MATTER-ETH LP token**.
- Every block, **\$MATTER** is assigned to the account of the liquidity providers

Owning an NFT

- Members owning an NFT receive **\$MATTER** depending on the characteristics, built facilities and game dynamics assigned to the star. This means that the more the member invests in their star, the more **\$MATTER** they get.

07 Fundraising

The first **1000 stars** will be offered in **OpenSea** and the funds will go in their totality to the treasury wallet.

- * Starting price of **0.05 ETH** for unnamed stars.
- * Starting price of **0.5 ETH** for named stars.
- * Starting price of **100 ETH** for the Sun.

A presale of the **\$MATTER** token will be done after the initial fundraising.

- * **70%** goes to the liquidity pool.
- * **30%** goes to the treasury.



08 Game Dynamics

The game dynamics are separate contracts that will add functionalities to the **OpenStars metaverse**. Using the game dynamics correctly will result in bigger rewards to the star owners.

Some example of possible game dynamics:

Star Mining: \$MATTER can be collected by processing facilities built on the star. Each facility collects X \$MATTER per block.

Parasite: A parasite spaceship can be used to attack another star and steal half of the \$MATTER the star generates. The parasite needs to bring back the \$MATTER to a home star.

Defense: A defense mechanism can be created around the star to prevent parasite attacks.

Trade: Merchant spaceships can travel back and forth between stars and generate \$MATTER.

Piracy: Pirates can steal the \$MATTER from merchants or parasites.

Alliances: Make alliances with other NFT owners to increase your rewards.

Empire: Own all stars in a star system and earn extra rewards.

Type III Civilization: Own and harnesses all resources of a system.

09 Special Rules



- When Mars is up for sale, the NFT will only be available to be bought by **Elon Musk** (We will send him a DM on Twitter with a password he can use to buy the NFT). The DAO would hold ownership of Mars until it's bought.
- When all stars of a given constellation are discovered, the constellation will be available as NFT.
- Earth is not for sale, it belongs to **everybody**.

10 Roadmap

September

- Presale of ERC20 \$MATTER.
 - Setup liquidity pool mechanism and LP rewards.
 - Launch of 3D OpenStars Marketplace.
 - Add more stars to be auctioned.



August

- Creation of the first 1000 star NFTs.
- Simple 3D Visualization of the stars.
- Launch on OpenSea.

Q1 2022

- Creation of Spaceships NFTs.
- Add game dynamics (Trade).
- Add theft game dynamics (Parasites and Pirates).
- Add more stars to be auctioned.



Q4 2021

- 2D representation of stars.
- First Game Dynamic (Star mining).
- Creation of DAO.
- Add more stars to be auctioned.



Q3 2022

- Add colonization game dynamics (Planets and moons).
- Add Technology and Research game dynamics.
- Add more celestial bodies to be auctioned.



Q4 2022

Q2 2022

- Add war game dynamics (Attack and defense).
- Inclusion of planets and moons.



- Add alliances and empires game dynamics.
- Add more celestial bodies to be auctioned.