



SpaceRiders

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# 1. SpaceRiders

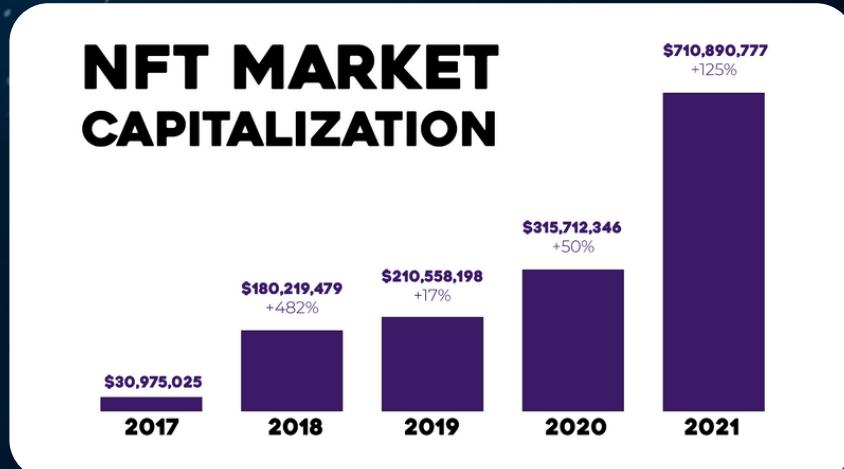
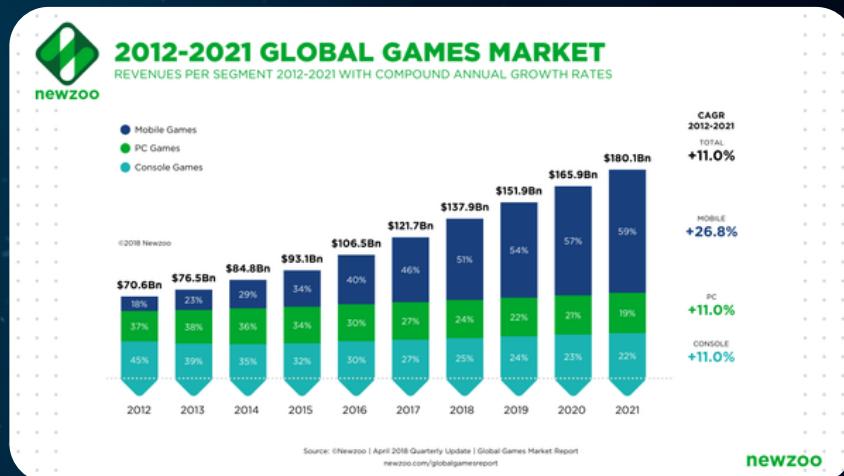
Explore a limitless galaxy where the narrative is directed entirely by you, the players. In Spaceriders, you are a leader of your empire. The Destiny of your planets relies upon you! By building and customizing your planets, you will be securing territory, crossing the deep corners of space to turn the tide of the war.



SpaceRiders (\$SPR) is a Free To Play - Play & Earn real-time strategy NFT game settled in space. \$SPR enables players to purchase and acquire virtual items within the game. Unlike conventional games, \$SPR is also a crypto asset - meaning that \$SPR players can transfer it out of the game and into their cryptocurrency wallets. This way, players have ownership and total control of their hard-earned game assets.

# 1.a. Market Study

Digital gaming is a rapidly advancing billion-dollar industry, outdoing the markets in entertainment for both music and movies. Statistics show that more than 500 million new gamers enrolled in the past three years, as the shares of those who engage in gaming continue to grow. Blockchain games have also started to capture a growing share of the industry, and this trend has accelerated with the development of Crypto games. The developers of Spaceriders have identified significant gaps in the current crypto play-to-earn market and have adopted a unique concept.



## 1.b. Team

SpaceRiders is formed by a team of four young entrepreneurs from different specialities:

- Jordi: CEO, principle software engineer with many years of experience. Blockchain enthusiast.
- Iñaki: CFO, financial operations lead and content creator since 2014. With a huge background in blockchain & NFT games.
- Mack: CTO, front-end support, strategy analyst, systems analyst & data analysis. Blockchain enthusiast.
- Max: CPO, product lead, business analysis, marketing operations & social media lead. 4 years of experience into cryptocurrency investing and research.

We have also worked with freelancers for different aspects of the game such as graphic design & front-end. We want to thank all of them for helping to make this project a reality.



Jordi



Iñaki



Mack

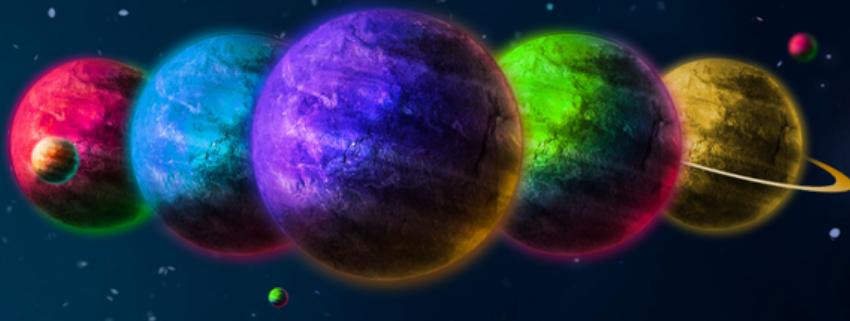


Max

# 2. Gameplay

## 2.a. Planets

In order to play the game, you need to mint a planet. This can only be done in-game once you have purchased the \$SPR Token.



Each planet gets random attributes:

- Diameter:
  - This is the size of the planet which will determinate the maximum space that the planet will have.
- Min/Max temperature
- Position in the universe
- Resources reserves:
  - Each planet has random amount of reserves for each resource type, if you extract everything, your production will end, making it unavailable to obtain more resources from that planet.

## 2.a.1. Planet Rarity



Common



Uncommon



Rare



Epic



Legendary

Each planet will also be your NFT, which you will be able to sell and buy in the future Space Riders NFT MarketPlace. Planets are divided into 5 Different Planet rarities: Common, Uncommon, Rare, Epic and Legendary. What impact does Planet Rarities have on users? The higher the level of rarity, the better attributes the planet has. For example:

- Larger diameter, which means more planet slots for upgrading buildings.
- Bigger reserves, which is the quantity of resources that can be extracted from the planet
- Also higher planet rarity will results in a better NFT card background which will be valued at a higher price on the NFT marketplace we will be introducing.

In addition, depending on the rarity you will have the following advantages:

- Better multiplier when converting resources into \$SPR. This is explained in detail in section 5.Rewards.
- Immediate access to new game implementations such as PVP. Depending on the rarity you will have to pay X SPR to access.

VALUE RANGES FOR EACH RARITY ARE BEING DEVELOPED. TBA.

## 2.a.2. NFTs Dynamic Range

At SpaceRiders we always opt for innovation and that translates into new mechanisms in all aspects of our project. For this very reason we bring you a completely new mechanism to date: Dynamic Range of NFTs.

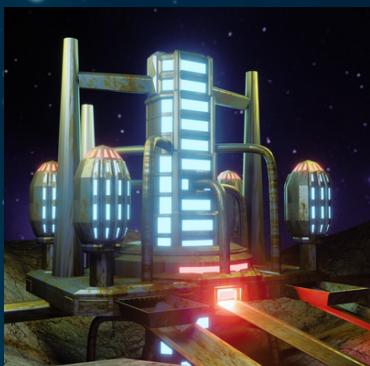
As the name suggests, the user can decide the price he is willing to pay for his new NFT planet. Of course, the higher the range, the higher the chance of getting a better rarity and a better ROI. Let's see below the different ranges and the percentages of each one with respect to rarities:

Range (in \$)	Common	Uncommon	Rare	Epic	Legendary
0	100%				
25-50					
51-100					
101-200					

The numbers are still to be defined. Final values TBA.

## 2.b. Mines & Warehouses

Resources extraction is key for playing and that is possible thanks to mines. When Mines are upgraded, they extract more resources and faster. The greater your current level, the more expensive and timely it is to upgrade. For each resource type (Metal, Crystal, Petrol) users will have the following:



Metal mine

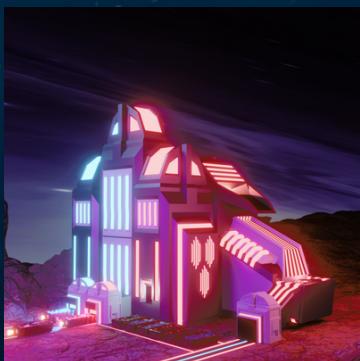


Crystal mine



Petrol mine

Once mines extract resources from the users planets , they are then stored in the appropriate warehouses. The greater the level of warehouses, the more resources players can hold within them. When a warehouse is full, production for that given resource will continue, but resources produced will be lost.



Metal warehouse



Crystal warehouse

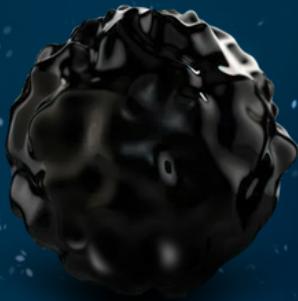


Petrol warehouse

## 2.c. Resources



Resources are extracted from their mines and they are used to make, and upgrade buildings, defenses and research. Resources are also fundamental for the play-to-earn mechanism as they are exchangeable with the \$SPR token.



Petrol is a vital resource as it's the fuel for Spaceships. The greater the fleet of Spaceships, the more Petrol is demanded to travel particular distances. Players with extensive Spaceships will find themselves selling their Metal and Crystal to buy Petrol as this is the resource required to maintain a large fleet.

Petrol

Metal is a resource that will be used widely within your experience when playing Space Riders. Metal is used to both construct and upgrade buildings, defences systems and access research.



Metal

Crystal, one of the main resources in the game. It is required to access vital research which will see users gain an advantageous outcome if utilized. Crystal can also be spent on upgrading buildings, defenses and attack systems.



Crystal

## 2.d. Energy

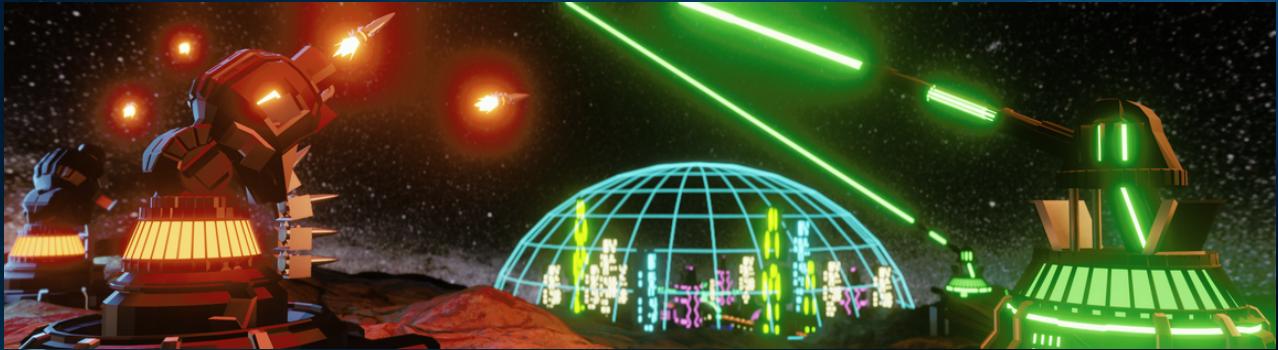
Energy is the most valuable resource in SpaceRiders, it's a resource that can't be extracted from Mines. To ensure your mines and warehouses extract other resources, you need to hold a certain amount of Energy.

This aspect of the game shows the importance of Energy, hence why it is only obtainable in exchange for tokens which the mines will consume. Please note that once tokens are deposited in exchange for energy, you will no longer be able to withdraw these tokens.



Energy has a constant value with \$US Dollar. THIS VALUE IS YET TBA, STILL WIP. Running out of energy equals to immediately stopping resource production, that's why you must revise your energy balance and make sure you have enough until next time you play.

## 2.e. Defense



Space is a deserted place with no rules and everyone wants to be the leading commander. This is why you must defend yourself from other SpaceRiders or Space Elements such as Asteroid Collisions which has the potential to cause significant damage to your planet.

Asteroid collisions are random events that can occur at the probability of 20% every day. This will damage your planet in the following way: first your defense as a warning, and after, your mine's health.. A consequence of this will be that your defence structure takes damage before the mines and warehouses. In order to restore your production or storage capacity, you will be required to repair the damage first and rebuild your destroyed defence.



The missile launcher is an effective defence mechanism against environmental hazards such as asteroids in outer space. Missile launchers are characterised by a high rate of fire, but low accuracy. Increasing the effectiveness and quantity of your missile launchers will reduce the likelihood of being hit by asteroids.

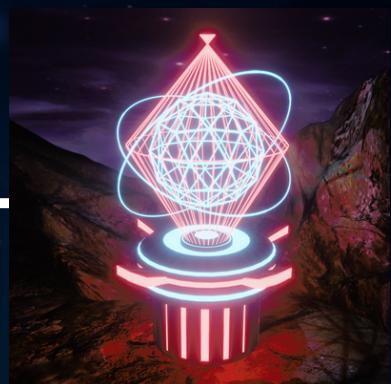
Laser launchers are a top-tier defence technology with a high rate of effectiveness in protecting your planet from external dangers. They are characterised by high accuracy but a long reload time. It is essential for a good defence to have enough laser launchers.



## 2.f. Research

To research any technology you need access to the investigation laboratory. To gain access to this you will have to pay in resources such as Crystal. You will be able to research a variety of topics such as Laser Technology, Efficient Travel Methods to reduce use of petrol resources and weapons improvement which will increase your defense against enemy attacks and environmental dangers.

### Investigation Laboratory



Impact reduction:  
each upgrade  
improves your  
defense  
precision.

Terraforming:  
With each  
upgrade, you will  
receive one  
extra slot on  
your planet.

## 2.g. Hangar



The Planetary Hangar is responsible for the construction of Spaceships and Planetary Defense Systems. The higher the level of your Planetary Hangar, the more Defense systems and Spaceships you can construct.

## 2.h. PvE/PvP/MVP

Player versus Environment (PvE) refers to the combat and activities in the game which is not focused on competing against other users to succeed. PvE is designed to be completed as a solo player. If combat is involved, it is usually against computer-controlled opponents which in the Initial MVP Phase of Space Riders, the only enemy will be Asteroids. This is what players will experience first-hand on the release of the MVP.

PvE is the opposite of Player versus Player (PvP) which refers to combat against other players. In Space-Riders, PvP and PvE content will be utilised; Whilst PvP will not be available in the MVP version, It will certainly be introduced at a later stage.

## 2.i. LP to benefit

Unlike common blockchain games, we have introduced a unique concept into SpaceRiders called LP to Benefit (LPTB). This is unique for a variety of reasons, one of them being that the user receives in-game benefits for adding liquidity, such as XP boosts, reduced time on upgrades/builds and discounts on upgrade and building costs. Tiers need to be unlocked one by one. There are the following tiers:

- Tier 0: this is the initial Tier, without staking needed.
- Tier 1 -> 2.5% UD + 1 extra item in queue + 2.5% RTU
- Tier 2 -> 5% UD + 2 extra items in queue+ 5% RTU
- Tier 3 -> 10% UD + 3 extra items in queue+ 10% RTU

UD = Upgrade Discount

RTD = Reduced Time of Upgrading

## 2.j. How is LP to benefit implemented?

First, players will have to add the exact amount of tokens required for the specific tier. These tokens will be divided between SPR and BUSD, creating SPR/BUSD LP tokens. This LP will be locked for X weeks. Each time tokens are added to liquidity a 0.5% performance will be applied. After locking period, same process is followed backwards, so users just gets SPR. Adding liquidity will expose the user to many in-game benefits within the specified time, as well as to impermanent-loss.

## 2.k. XP (Experience Points)

There are an abundance of opportunities for players to gain XP within the game. For example, constructing defence systems, successful defence from asteroid attacks, repairs and any upgrades.

XP gained will upgrade your planet level, the higher the level of your planet, then the higher the possibility your planet will be hit by an Asteroid. With great power comes great responsibility, so its crucial that the more XP you gain, the more effective you make your defence systems.

Your experience points will play a decisive role in reaping your rewards, since the higher your planet level, the higher the level multiplier when converting resources. This is explained in more detail in section 5.Rewards.

The more you level up the more your Purchasing Power will increase, use this power wisely to manage your planet's resources and energy.

Later on, XP will play an even more important role, as it will be a requirement for creating alliances and carrying out attacks on other planets.

# 3. Free To Play

After following some advice and analyzing the current NFT games market trend we made a huge update to SpaceRiders. We added a Free To Play mechanism for SpaceRiders. This means you'll be able to live the full SpaceRiders experience, widely explained in 2.Gameplay section, for free, without an initial investment.

Once you enter the game you can choose whether to Mint a Paid NFT or get a Free Planet. What are the main differences between this two?

- Free Planets aren't NFTs. They are planets stored in our data base with no possibility to be sold within any marketplace.
- You'll start with some energy already deposited into your planet. Which will allow you to start producing resources.
- When converting resources you'll get in-game \$SPR, a non-liquid version of \$SPR, which can only be used within your Free Planet. With this you'll refill your planet energy and no liquid \$SPR can be used.
- If you want to make an income from your Free Planet you'll need to hold, at least, one NFT Planet with more than X\$ value. Then, when converting resources, you'll get liquid \$SPR, which you'll be able to use within NFT Planets & sell in any exchange.

# 4. Token

## 4.a. Token information

\$SPR is also a crypto asset - meaning that \$SPR players can transfer it out of the game and into their cryptocurrency wallets. This way, players have ownership and total control of their hard-earned game assets.

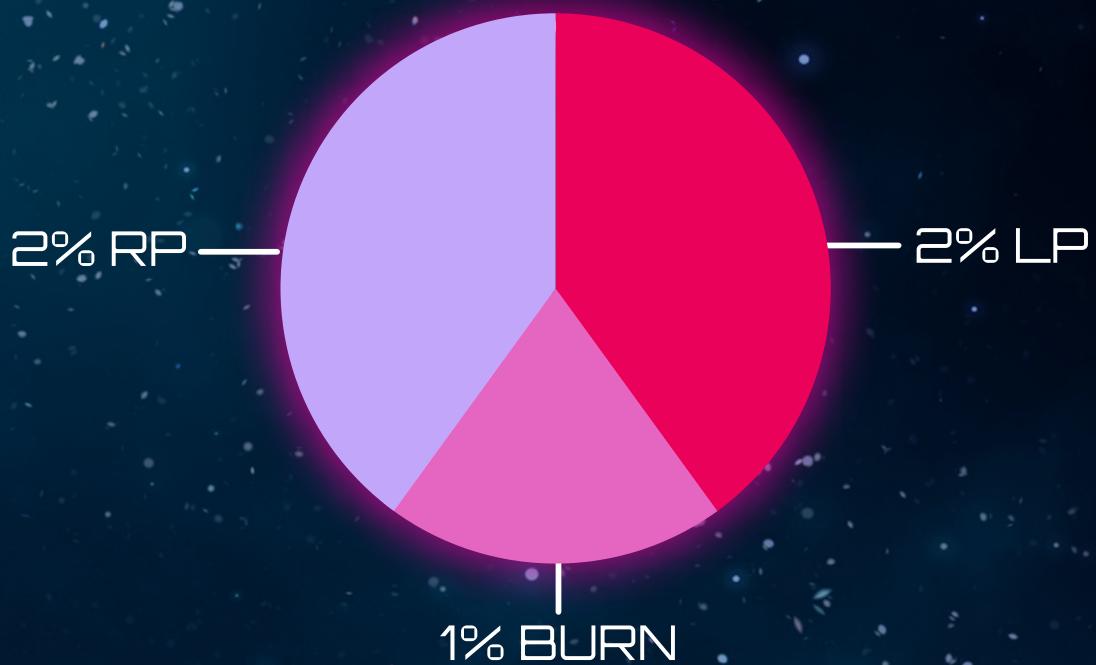
Our token will have a limited supply of 100M. In short, a limited supply is the best measure at Space Riders because we're utilizing cryptocurrency as a unit of accessibility, NOT as general currency.

In the future, financial interest from outside viewers may not just arrive from our limited coin supply and amount of traffic, but from the actual products within the game which will attain real world value.

## 4.b. Tokenomics

We aim to make playing Space Riders as convenient as possible for our users, which is one of the reasons we have created a Smart contract that requires minimal tax to get start your journey as a Space Rider!. When purchasing the token. on exchanges such as Pancake Swap, there will be a 5% Tax on purchasing \$SPR and a 5% Tax on selling \$SPR. The sole purpose of the additional tax is filling up the Reward Pool and the LP to mantain a healthy and longlasting game, with a future floor price due to Burn percentage.

### BUY & SELL TAX



# 4.c. 50/50 Token Mark System

50/50 Token Mark System is a unique system which our game is pioneer to implement. What is this? This system allows us to prevent pump & dump traders seeking for a fast reward just by dumping our coin, and instead we incentivize investors to play our game.

How does it work? Each time you buy tokens, they are distributed in the following way:

- Type 1: 50% Tradeable Tokens (TT)
- Type 2: 50% Gaming Tokens (GT)

Now we will take a more in depth look to this in practice:

- Which tokens can I hold? TT & GT.
- Which tokens can I sell in PCS? Just TT.
- Which tokens are used to Mint NFTs & deposit Energy? GT, but if you run out of GT, the remaining token amount will be deducted from your TT.
- What tokens do I get when I sell an NFT in marketplace? TT.
- What tokens do I get when converting resources? TT.

## 4.d. Purchasing Power

When you first buy \$SPR you are able to buy a maximum of X\$ worth of them. What happens when you reach that amount? You are unable to buy more tokens. But this has an easy solution, you simply have to mint a planet to increase your purchasing power to the next amount of X.

Why we do this? We want to make sure that \$SPR is bought and sold by gamers, not speculators who can potentially ruin the chart as it has been demonstrated in other famous games.

Purchasing power is also increased for each Level you reach. This is explained with more detail in section 2.k.XP (Experience Points)

MORE DETAILS WILL BE EXPLAINED OVER TIME.  
WORK IS STILL IN PROGRESS

## 4.e. Token allocation

We are developing the final Token Allocation, as we want to provide an exit of the token as debt-free as possible.

After comparing various scenarios with some simulations, we saw that the conventional plan of action regarding Pre-Sales did not fit the reality of the product we want to deliver.

As a team we are not willing to let our currency die because of excessive debt. This is why we are going to create a unique Token Allocation that suits the long game we are playing.

## 4.f. Funding stages

SpaceRiders expenses have been carried by personal funds of the core team: Jordi, Iñaki, Mack & Max. As we aim to become a game changer project, we offer the following funding stages for investors to take advantage of:

As mentioned above, these rounds are pending an update, so we are unable to provide any further information at this time.

## 4.g. In-game indirect tax

Certain transactions within the game will be subject to indirect tax, meaning that the tax subject to these transactions will have no impact on the user. The in game InDirect Tax will be distributed to Burn, Liquidity Pool and Game Development.

## 5. Rewards

When playing a blockchain based game you look for a healthy ROI & a source of income. In our case, your earnings will depend 100% on your strategy.

Your source of income comes from resource exchange, this means that you're able to convert resources to \$SPR and re-invest into the game or sell your rewards.

Resource price in \$ changes daily due to intergalactic market. It works like an stock market, but with an existing fluctuation between a minimum and a maximum priche.

MIN & MAX RESOURCE VALUE TBA.

When converting resources to SPR (withdrawing), there are 3 variables that depend on the amount you get:

- Resource price change in intergalactic market.
- Planet rarity multiplier, depending on your planet level rarity you have a multiplier for each resource, eg:
  - Metal: 1.1, crystal: 1.1, petrol 1.1
- Planet level multiplier, with your planet lvl, you get an extra bonus on top, this is calculated this way:
  - Planet level 10, bonus:  $10/100 = 0.1$

EXAMPLE:

SPR Price: 1\$

Planet Rarity: Epic:

- Multiplier: 1.1

Planet level: 20

- Multiplier:  $20/100 (0.2)$

Resource Price

- 1 Metal Price: 1\$
- 1 Crystal Price: 1\$
- 1 Petrol Price 1\$

Resources to be converted:



That means: 150 \$SPR (150\$) without any multiplier.

So let's apply them:

- First, we sum all the multipliers:
  - Rarity multiplier, and planet level multiplier
    - In this case,  $1.1 + 0.2 = 1.3$
    - 1.3 will then be multiplied by the SPR amount, so final amount is  $150 \$SPR * 1.3 = 195 \$SPR (195\$)$

ALL NUMBERS ARE SUBJECTED TO VARIATIONS & ARE USED AS PLACEHOLDERS

# 6. Marketplace

As stated in General & Game Roadmap in Q3 2022 we aim to develop our own Marketplace. In this marketplace players will be able to sell any of their planets and make a revenue of them.

When you buy a planet in the marketplace you'll acquire it with its existing building levels and resources reserves, so you will have to be careful when buying a planet.

MORE DETAILS WILL BE EXPLAINED AS TIMES GOES ON. STILL WORK IN PROGRESS.

# 7. Roadmap

## 7.a. General Roadmap



- Birth of the initial concept
- Expansion of project team
- Technical blueprint development
- Activate SpaceRiders on all social media platforms
- Website development
- Game front end development
- Rigorous testing phases on technical aspects
- Alpha Public Launch in Testnet
- Initiate marketing campaign
- Strategic gaming and crypto partnerships
- Token launched onto the Binance Smart Chain
- Release MVP playable version with PVE components
- Further focus on growth and commercial adoption
- Face-to-face events for project growth
- Reveal technical blueprint of roadmap 2.0
- Multichain compatibility development
- Continuous development and innovation of the product

## 7.b. Game roadmap



- Game mechanics ideation
- Alpha internal test on Testnet
- NFT contract development



- Implementation of tier-based system within the game
- In-Game NFT integration development
- Token 50/50 split system development



- Alpha Public Launch in Testnet
- Strategic gaming partnerships



- Release MVP playable version with PVE components
- Performance upgrades to in-game functions
- NFT marketplace development



- PVP Functionalities introduced.
- Performance upgrades to in-game functions
- Commence development on 3D-based concepts
- Implementation of leaderboard system