

WHITEPAPER

THE SPACE FIELD GAME

BY SPACE ECO SYSTEM



[T.ME/SPACEFIELD](https://t.me/spacefield)



[SPACEFIELD.SPACEPROJECTS.ONLINE](https://spacefield.spaceprojects.online)



[@SPACEECOSYSTEM](https://twitter.com/spaceecosystem)

DISCLAIMER

ALL INVESTING COMES WITH RISK!

IT'S IMPORTANT TO DO YOUR OWN RESEARCH.

**DYOR (DO YOUR OWN RESEARCH) IS A COMMON THING TO
HEAR WHEN DISCUSSING BLOCKCHAIN INVESTMENTS.
MANAGING YOUR RISK IS AN IMPORTANT KEY WHEN
INVESTING INTO DECENTRALIZED FINANCE.**

NEVER INVEST MORE THAN YOU CAN LOSE!

**YOU ALONE ARE RESPONSIBLE FOR YOUR INVESTMENT.
SPACE ECO SYSTEM IS NOT RESPONSIBLE FOR ANY LOSSES
OR CHANGES AND NOT RESPONSIBLE FOR ANY LOST
FUNDS DUE TO SMART CONTRACT ERROR OR EXPLOITS.**



WHITEPAPER

THE SPACE FIELD GAME

WHAT IS THE SPACE FIELD GAME?

THE SPACE FIELD GAME IS A DECENTRALIZED GAME BUILT ON THE BINANCE SMART CHAIN.

THE OBJECT OF THE GAME IS TO RECRUIT MORE ASTRONAUTS SOONER AND MORE OFTEN THAN OTHER PLAYERS. THIS IN TURN EARNS YOU MORE SPACE ORE FASTER. THESE ASTRONAUTS WORK FOR YOU TIRELESSLY, GIVING YOU A DAILY AVERAGE OF 3% OF YOUR ASTRONAUTS' VALUE. THE DAILY PERCENTAGE RETURN DEPENDS ON PLAYERS' ACTIONS THAT ARE TAKEN WITHIN THE PLATFORM THAT IMPACT THE ASTRONAUT'S EFFICIENCY RATE. THE MINING EFFICIENCY RATE RISES AND FALLS AS USERS RECRUIT ASTRONAUTS, RE-HIRE YOUR EARNED SPACE ORES AND SELL YOUR SPACE ORES FOR SPACE FIELD TOKENS. ONCE ASTRONAUTS ARE RECRUITED, THEY CANNOT BE SOLD, AND THE INVESTMENT MADE TO RECRUIT THEM (EITHER THROUGH RECRUIT OR RE-HIRING) CANNOT BE TAKEN BACK. HOWEVER, ONCE BOUGHT, ASTRONAUTS WILL NOT STOP PRODUCING YIELD.

NOTE: THE SUSTAINABILITY AND LONGEVITY OF THIS GAME WILL DEPEND ON EVERY SINGLE PLAYERS' ACTIONS. IT IS CRUCIAL TO RE-HIRE YOUR EARNINGS AT LEAST AS OFTEN AS YOU POCKET THEM. THE MOMENT SOMEONE DOESN'T DO THEIR PART, THE GAME AS A WHOLE STARTS TO SUFFER. IT IS ALSO IMPORTANT TO SPREAD THE WORD AND RECRUIT MORE PLAYERS TO JOIN. IF EVERY PERSON BRINGS IN TWO PEOPLE, AND EVERYONE PLAYS THE GAME AS IT'S MEANT TO BE PLAYED, EVERYONE WINS. DO YOUR PART AND THIS GAME WILL LAST A REALLY LONG TIME!



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WHAT MAKES IT DIFFERENT FROM OTHERS?

THE SPACE FIELDS HAS SEVERAL ANTI-DUMPING AND ANTI-WHALE MEASURES IN PLACE TO ENSURE THE LONGEVITY OF THE PROJECT. THESE MEASURES INCLUDE MAXIMUM DEPOSITS, AS WELL AS A CUTOFF TIME AND A COOLDOWN TIME FOR WITHDRAWALS.

THE CUTOFF TIME IS THE AMOUNT OF TIME IT WILL TAKE FOR YOUR "BAG" TO BE FULL OF REWARDS. ONCE THE BAG IS FULL, IT WILL STOP FILLING UNTIL YOU'VE TAKEN SOME ACTION IN THE GAME. THIS IS TO PREVENT WHALES FROM LETTING THEIR REWARDS ACCUMULATE FOR A LONG TIME, AND REMOVES THE FALSE IMPRESSION THE CONTRACT VALUE IS GOING UP WHEN MOST OF IT IS REWARDS THE WHALE IS WAITING TO WITHDRAW AT ONCE.

THE COOLOFF TIME IS THE AMOUNT OF TIME ONE HAS TO WAIT BEFORE THEY CAN MAKE ANOTHER WITHDRAWAL. THIS ALSO PREVENTS THE CONTRACT BALANCE FROM DECREASING IN VALUE TOO FAST. IF THE TEAM DECIDES IT'S NECESSARY TO PROTECT THE CONTRACT BALANCE, THIS TIME PERIOD CAN BE ADJUSTED TO SLOW DOWN THE RATE OF WITHDRAWALS, BUT IT CAN ONLY BE SET TO A VALUE LESS THAN OR EQUAL TO 24 HOURS (PER CONTRACT RULES).

TO REWARD PLAYERS FOR PLAYING THE GAME, THERE IS A BONUS WHEN YOU RE-HIRE YOUR DAILY ORE EARNINGS INSTEAD OF SELLING THEM. THE BONUS INCREASES 5% EVERY 12 HOURS THAT YOU COMPOUND WITHOUT WITHDRAWING (70% MAX AFTER 7 DAYS). THIS INCENTIVIZES THE USER TO COMPOUND MORE OFTEN, WHICH WILL HELP BOOST THE GAMES EFFICIENCY RATE IN THE LONG RUN. TO BE ABLE TO UTILIZE THE RE-HIRE BONUS FEATURE, THE PLAYER MUST NOT COMPOUND BEFORE THE PROVIDED TIMER REACHES 00:00:00.

FOR THE PLAYERS WHO CHOOSE TO NOT PLAY THE GAME AND ONLY SELL, THERE WILL BE A 40% TAX ON THOSE SELLS THAT WILL STAY IN THE CONTRACT. IF THE PLAYER MAKES TWO OR MORE CONSECUTIVE SELLS, THIS TAX WILL BE APPLIED. SELLING THAT ARE MADE FOLLOWING A RE-HIRE ACTION (AFTER THE 12 HOUR COOLDOWN) WILL BE EXEMPT FROM THE TAX.

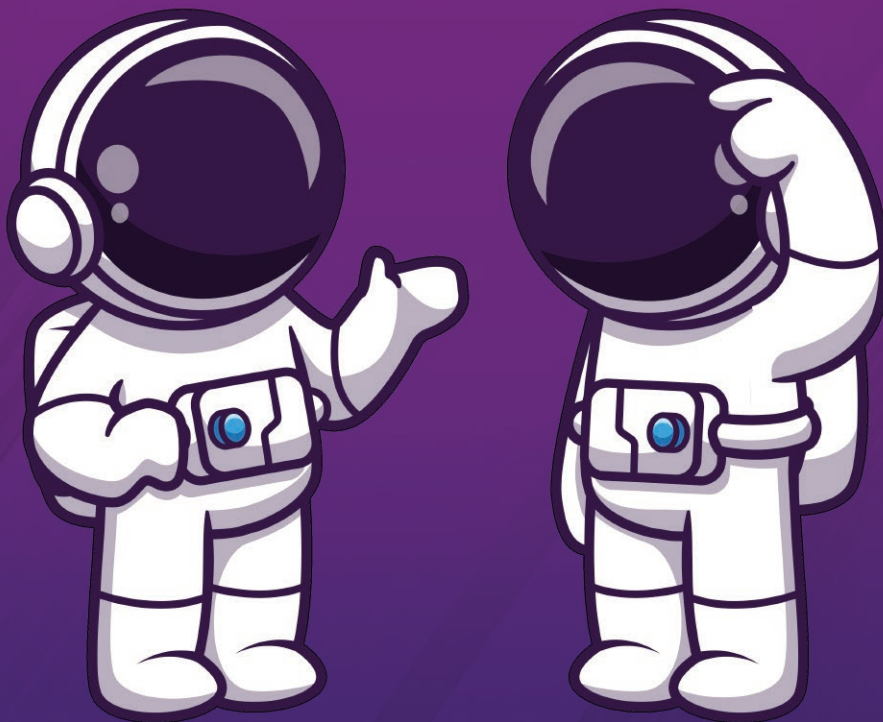
SPACE FIELD ALSO HAS A VERY UNIQUE FEATURE THAT HAS NEVER BEEN DONE BEFORE WHICH EFFECTIVELY DECREASES THE AMOUNT OF HIRING INFLATION THAT OCCURS OVER A LONG PERIOD OF TIME. EVERY SELL ACTION WILL ONLY ADD 40% OF THE AMOUNT SOLD TO THE TOTAL SUPPLY. OTHER GAMES ADD 100% OF WHAT IS SOLD TO THE TOTAL SUPPLY. THIS MEANS THE CONTRACT WILL HAVE A LOWER INFLATION RATE, KEEPING THE ASTRONAUTS MARKET SUPPLY MORE SCARCE AND MORE VALUABLE THAN OTHER SIMILAR GAMES.

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HOW DOES THIS GAME WORK?

THIS GAMES WORK SIMILARLY TO A FINANCIAL MARKET, WHERE AN ASSET HAS INTRINSIC VALUE THAT IS RELATIVE TO THE SUPPLY OR DEMAND OF SAID ASSET. ASTRONAUTS ARE PURCHASED WITH A PRE-DETERMINED CURRENCY AT A PRICE RELATIVE TO THE ASTRONAUTS'S CURRENT MINING EFFICIENCY RATE. AFTER THE ASTRONAUTS ARE PURCHASED, THEY GO TO WORK FOR YOU RIGHT AWAY TO GIVE YOU THE BEST YIELD ON YOUR INVESTMENT POSSIBLE, FOR AS LONG AS POSSIBLE. JUST AS ANY OTHER ASSET BOUGHT AND SOLD ON AN OPEN MARKET, THE PRICE OF A ASTRONAUTS WILL FLUCTUATE OVER TIME, AS WILL THE MINING EFFICIENCY RATE, AS YOU AND OTHER PLAYERS RECRUIT ASTRONAUTS, COMPOUND EARNINGS AND SELL EARNINGS. TO PUT IT PLAINLY, THE MORE DEMAND FOR THE ASTRONAUTS, THE MORE THEY WILL INCREASE IN VALUE AND THE MORE YIELD THEY WILL PRODUCE. INVERSELY, WHEN THE DEMAND DECREASES, SO WILL THE VALUE OF THE MINERS AND THEIR DAILY RETURN ON INVESTMENT.

THE MAIN DIFFERENCE BETWEEN A THIS GAME AND A TRADITIONAL FINANCIAL MARKET IS THAT A RECRUITED ASTRONAUTS CANNOT BE SOLD, ONLY THE VALUE THEY PROVIDE CAN BE SOLD. AS THE PLAYERS OF THE GAME AS A WHOLE COMPOUND THEIR EARNINGS AND MAKE NEW DEPOSITS, THE GAME EFFICIENCY RATE WILL STAY RELATIVELY CONSTANT, BUT THE MOMENT PLAYERS START TO SELL MORE THAN THEY ARE COMPOUNDING, THE EFFICIENCY RATE WILL BEGIN TO DROP AS TO PRESERVE THE TVL AND LONGEVITY OF THE MINER.



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TOKENOMICS

TOKEN ADDRESS

0x3b56a620d8a4f68049964CfFe674Da9174193bC2

TOKEN NAME

SPACE ORE

TOKEN SYMBOL

SPO

TOKEN DECIMALS

9

TOTAL SUPPLY

1,000,000 SPO

TOKENS FOR PRESALE

300,000 SPO

5% OF ALL TRANSACTIONS IS SENT
TO PANCAKESWAP AS LIQUIDITY

75% OF THE PRESALE FUNDS WILL BE
PAIRED WITH 180,000 SPO TOKENS AND
ADDED TO PANCAKESWAP FOR LIQUIDITY



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PRESALE

SETUP ON WWW.PINKSALE.FINANCE
ONLY AVAILABLE TO WHITELIST RECIPIENTS
200 SLOTS AVAILABLE
FIRST COME FIRST SERVE

START

03.11.2022 AT 14:00 UTC

END

03.11.2022 AT 19:00 UTC

PRESALE TOKENOMICS

PRESALE RATE: 1 BNB = 1,000 SP0

LISTING RATE: 1 BNB = 800 SP0

SOFTCAP: 200 BNB

HARDCAP: 300 BNB

MINIMUM BUY: 0.5 BNB

MAXIMUM BUY: 1 BNB = 2 BNB

REMAINDER OF TOKENS WILL BE RESERVED
FOR LAYER 2 SPACE PORT

