

Stellar Invictus Whitepaper



V1.0.0

Created by Tim Lange (<https://github.com/venarius>)

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Introduction

Stellar Invictus is a 4X Sci-Fi MMO heavily inspired by games like Stellaris and Galactic Civilizations 3 in which players can play in massive matches with up to 75 other players simultaneously!

Stellar Invictus lets players expand their territory, forge alliances and fight in wars to become the most powerful. The game's main goal will teach players about crypto-currencies by incorporating an economy built around the TRYON token. This token can be mined in the game itself and allows players to get to know crypto without having to invest any real-world currency!

Feature Summary

- Fight in matches of 75 players that take about 2-4 weeks to complete. Not a single match will be the same!
- Complex combat system with more than 60 different items to equip to your spaceships!
- Manage your planets by building different buildings to increase your production and keep your population happy!
- Dive into the story of Stellar Invictus by exploring one of the many in-game events that will occur!
- Players can set a timeframe in which they are available and wars will only commence during these timeframes!
- Be part of alliances! Grow stronger by exploring and fighting together with other players!
- Be aware of AI! There are many dangers hidden out in the space!

The Problem

The problem with cryptocurrencies is the inherent difficulties and complex systems users face to begin using cryptocurrencies. Cryptocurrencies are far too technical for the average consumer.

For example, Coinbase helped to spur huge interest but mostly only from people that were interested in financials and investing. Other companies and websites are trying to tackle that problem and still require users to set up external wallets like Metamask or Trust Wallet. This results in the user having to take a separate step in order to be able to interact with the software or games.

Currently there aren't any options available for the mobile casual audience that would help them get familiar with crypto-currencies.

What other solutions are doing wrong

- Forcing the creation of a crypto wallet be the requirement for signing up, playing the game or interacting with the software
- Requiring a user to let their PC run and work for 24/7 or requiring them to invest their real-world currency in order to obtain the tokens
- Not showing the users the benefits and advantages of crypto currency in an easy to understand manner

The Solution

Stellar Invictus will bring the crypto world closer to other people like mobile gamers / casual players with the easy to use app.

- Crypto wallet is not a requirement for signing up and playing the Stellar Invictus
- Allow people to earn TRYON without requiring them to use any real-world currency
- Give TRYON an in-game value in different ways to provide an incentive to use and trade it

The Game

Basic Information

Stellar Invictus is a mobile-first 4X Sci-Fi MMO currently available on:

- Android Play Store <https://play.google.com/store/apps/details?id=io.piktu.stellar>
- Browser <https://stellar-invictus.com>

Players can play in up to three matches simultaneously with 75 other players in the game (and AI). Matches will last up to three weeks or until a faction has claimed and conquered 600 space tiles.

The game is heavily focused on social interaction amongst players and incentives players against only playing solo. To help with social interaction the game offers great features like an in-game chat, Alliances, Trading, and Wars.

Features (4X)

Explore

Players spawn with only a single visible tile of the universe. They also start out with an already built Starbase, a construction ship, a conquered planet and a bit of each basic resource.

The game offers a tutorial and also a dedicated help section within the game to help players get started. Players will learn how to explore their neighboring unexplored tiles, build stations, build ships and colonize planets.

Once they start uncovering unexplored tiles they may come across events that take place in the game or even another player or AI.

Expand

After a player has explored other tiles they are able to build starbases in them in order to expand their territory and be able to maintain a larger fleet size. Planets also play a very important role as they are required for players to increase their resource production.

Planets can be explored by players, colonized, and built upon which allows players to either make a planet multi-purpose (different resources) or they solely focus on a single resource but then may have the possibility to increase that output.

Players are also able to form Alliances in which they can explore the unknown together and have a better force in case of war.

Exploit

When players come across another player or AI they have the option to either try befriending them or go to war with them. Both can have major impacts on how the future of the game unfolds for the players as a player will have lost once his territory has been destroyed.

AI in the game will behave similar to other players in terms of expansion, wars and economic things like mining. AI players are capped at a maximum territory size of 4 tiles. Players however can make their territory as big as they want (provided they have the required resources to build their starbases)

Exterminate

Territory of a player can only be attacked through war which has to be declared at least 24 hours in advance and the war only takes place in a time in which both players have stated to be online at. Wars will last 30 minutes.

Alliances can also declare wars upon each other. These wars will take a total of 5 days.

More Features

The game has much more features than stated above including:

- Dungeons for players to do PVE
- Trading between players
- Hyperlanes for faster movement of spaceships
- Equipment for players to craft and equip their spaceships with
- Skills for combat / healing in combat situations

Our team is continuously building and adding new features as the game develops.

The Token

Introduction

Since the main goal of Stellar Invictus is to also show more casual and less tech-savvy players the world of crypto-currency, it needs to have a token for its ecosystem. This token is called TRYON

Economy

20.000.000 (Total Supply)

8.000.000 (Tokensale on Jetfuel.finance)

5.000.000 (Available as reward for in-game mining activities)

1.000.000 (Used for staking rewards / liquidity)

6.000.000 (Fund for developers, airdrops and possible increase of mining rewards)

Advantages / Abilities of the token in-game

- Being able to swap them for the in-game tryon ore and vice versa (the ore is required to craft the best equipment in the game)
- Purchasing 30 days premium account (no ads & yield boost)
- Eliminating trading fees in the game's trading station
- Purchasing skins for their spaceships (will be added soon)

Mining

Users can mine in-game tryon ore via normal gameplay and can then swap it for TRYON directly in-game. This is to massively help mobile game users get familiar with the world of crypto currencies.

Mining Pool

If a user uses TRYON to purchase a premium account for 30 days, uses TRYON to purchase a skin for a spaceship or uses tryon ore to craft equipment in-game, the server will log these events. Every month the amount that got used will get put back into the game's mining pool.

Swap

Players can swap TRYON for in-game tryon ore and vice versa. This allows players to gather crypto currency without having to install a browser extension like metamask or having to install a wallet app.

The Tokensale

Introduction

In order to gather funds to increase the time size and being able to market Stellar Invictus through various social media channels and YouTubers, we have partnered with the awesome team at JetFuel (<https://jetfuel.finance/>) to host an IJO!

We will sell 8.000.000 TRYON for a total of \$1.000.000 at \$0.125 per token.

Use of Funds

The collected funds from the sale will be used to:

- Build the development team
- Hire artists
- Promotional marketing

Announcements

To see what has already been done together with the community please check out the announcements channel on the game's discord (<https://discord.gg/xJeS2V4akq>)

The Team

Tim Lange

“My name is Tim, and I am a passionate software developer with a special fable for science-fiction strategy games (I really enjoy playing video games as well!). I develop full-stack applications (with a focus on web applications) during the day and work on my passion projects whenever I find the spare time. I started programming when I was about 12 years old – always motivated by the thought of creating my own video games where I could fulfill all my wishes for “my perfect game”. Stellar Invictus is my take on creating an entrypoint for the more casual playerbase of video games into the world of crypto-currencies.”

<https://github.com/venarius>

Team Expansion

We are looking for all kinds of people to hire at the moment! If you have interest to work on an exciting and massive scale game project that integrates in the world of blockchain, please write us a message at hello@stellar-invictus.com

Links

- Website: <https://stellar-invictus.com>
- JetFuel: <https://jetfuel.finance/>
- Discord: <https://discord.gg/xJeS2V4akq>
- Twitter: <https://twitter.com/StellarInvictus>