# SPACE CRAFTX

# LINKS

Website - https://spacecraftx.io

Discord - https://discord.gg/spacecraftx

Telegram - https://t.me/SpaceCraftX_official

Twitter - https://twitter.com/Space_CraftX

Medium - https://medium.com/@spacecraft.nft

Game guide - https://medium.com/@spacecraft.nft/space-craftx-game-guide-cd25e352448c

SCIC Alcor market - https://wax.alcor.exchange/trade/scic-spacecraftxt_wax-eosio.token

SCID Alcor market - https://wax.alcor.exchange/trade/scid-spacecraftxt_wax-eosio.token

SCIW Alcor market - https://wax.alcor.exchange/trade/sciw-spacecraftxt_wax-eosio.token

Alcor - https://wax.alcor.exchange

*Visit our Discord or Telegram where our helpful moderators and community can assist you with any questions you have.*

# INTRODUCTION

SpaceCraftX is a space NFT game with a perfect economic model, an interesting plot and a possibility to exchange game tokens for cryptocurrency. Extract a variety of space resources, build up your own mining plants and feel like a real space creator in the SpaceCraftX game.

SpaceCraftX is a game on the Wax blockchain. Wax is one of the most promising and already the most used blockchain, utilizing near instant and feeless transactions. Making it the perfect blockchain to build upon.

We wanted to create something of value first, an economic model and assets to be used right away when obtained, not try to make promises we can't keep or say something is coming soon or in many months.

We are always watching and evaluating the current economy, it's impact on prices, popularity and scalability. How these will develop over time and how to make the game better based on what happens right now.

# BACKSTORY

A thoughtless ten-year squandering… and here we are.

There is a devastating lack of resources! Now human survival and the development of Earth civilization depends on the alternative sources of energy and the resources found outside our planet.

Only the bravest earthlings dare to choose the path of space craftsmen. Space craftsmen spend their days far from their home planet, taking part in long-lasting dangerous journeys — in search of new powerful reserves and energy sources. This work is difficult and dangerous. So only dashing and inventive players will imprint their names in history, reach their fame and recognition. Others will get an opportunity to enrich themselves instead. This is fine by many.

At the first stage of their journey a space craftsman has an opportunity to extract three space elements which are highly valued by earthlings.

These are the "Waves" space waves from which energy is synthesized; the "Cosmic Dust" and the "Dark Matter" which are used to produce the latter and to also repair tools. These resources can be used to trade on Alcor freely or to craft new NFTs.

# ROADMAP

The plan presented here is being worked on, and subject to change. These changes could involve sequencing, as in "when" something comes — e.g., before or after another feature — and could involve substance, as in "what" actually comes. An entry on the roadmap may be removed very well or postponed indefinitely.

## Q4 2021

- Testing smart contract and assets on wax testnet
- Complete smart contract on main-net
- Release SoMe channels
- Launch game Free tools drop
- Crew IDs

## Q1 2022

- Industrial tools
- Industrial Planets
- Difficulty bomb
- Game Treasury creation
- "Space Commander NFT" presentation

## Q2 2022

- Mobile app Launch
- End of Phase I

## Q3-Q4 2022

- Phase II (Launch 2d Strategy game)

## Q1 2023

- Phase III (Launch game DAO)

## Q4 2023

- PHASE IV (launch of full-fledged 3D space play-to-earn game SpaceCraftX)

# BASICS OF THE GAME

In the current game space explorers mine for valuable resources, try to accelerate their production and advantage in the game.

There are several types of tools, all mining a specific resource, however while mining they also lose durability and it requires energy to use a tool.

## Tool stats:

Mining Power tells you how much of a resource is mined each time used. Strength usage tells you how much durability a tool loses when used. Energy usage tells you how much energy mining requires to mine. Durability tells you a tool's maximum durability. Charge time tells you how long the tool needs to recharge/cool down before being used again.

## Tool:

The three types of tools are:

COSMIC DUST

| Common | Uncommon | Rare | Ultrarare |
|--------|----------|------|-----------|

**WAVES**

| | | |
|---|---|---|
| 3 · HAND FLUGE · 10 | 12 · FLUGER · 30 | 48 · FLUGEGEHEIMEN · 80 |
| Common | Rare | Ultrarare |

**DARK MATTER**

| | |
|---|---|
| 12 · HAND MIRROR · 30 | 60 · MIRRORIUS · 150 |
| Rare | Ultrarare |

Higher rarities come with more mining power and usually with increased efficiency compared to the lower tier tools.

With the course of the game the tools will improve — from manual and elementary manual to industrial, and will be able to generate huge amounts of resources.

# Crew IDs:

Crew IDs can be crafted with in-game resources to boost the performance of tools. For current crafting costs visit the ingame "Market" tab. These will also have other future use cases.

Common: **Liwei Crew**

Uncommon: **Gagagarin Crew**

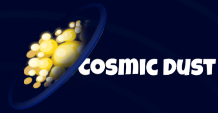Rare: **Armstrong Crew**

## Crew IDs have multiple benefits:

- Increased claim time* 2h / 4h / 6h

  *This also increases/matches the mining power, energy and strength usage by the same multipliers 2x / 4x / 6x*

- Claim Bonus: 2% / 5% / 8%

- This is a flat % modifier to the mining power of any tool used.

- Deposit Bonus: 1% / 1,5% / 2%

- This is the % bonus tokens you receive on a deposit of tokens into the game. Deposits always have a 1% but the uncommon and rare versions adds another 0,5% and 1%, making the total bonus for uncommon Crew ID 1,5% and a rare Crew ID - 2%.

- Withdrawal Fee: 5,5% / 5% / 4,5%.

- Withdraws normally have a flat 6% fee. The Crew IDs change this withdrawal fee to 5,5%, 5% and 4,5% instead.

# Industrial tools

These are the tools that take spacecrafters to another level of mining and their space craft organizing.

There tools are balanced better than the previous ones and are more profitable.

**COSMIC DUST**

| | | |
|---|---|---|
| 35 | 50 | 170 |
| 99 | 110 | 330 |
| INDUSTRIAL MAGNETS | POWER MAGNER | MAGNITUS PLANT |
| Uncommon | Rare | Ultrarare |

**WAVES**

**DARK MATTER**

| | | |
|---|---|---|
| 66 | 145 | 160 |
| 160 | 308 | 250 |
| POWER FLUGER | FLUGEGEHEIMEN PLANT | MIRRORIUS PLANT |
| Rare | Ultrarare | Ultrarare |

Higher rarities come with more mining power and usually with increased efficiency compared to the lower tier tools.

## Industrial Planets

Industrial planets are the locations for spacecraft base. Thanks to them, spacecrafters can work not only with their manual tools, but also develop their activity to an industrial scale.

In the nearest future, each planet will be identified, will have its own unique name and place in SpaceCraftX metaverse. At the second phase of the game, initial events of the game plot will take place on this particular SpaceCraftX industrial planet.

At the initial stage of the game, the industrial planet will give the possibility to use industrial tools.

## There are 4 rarities of industrial planets:

- Uncommon: **USTIUM** - allows you to stake up to 6 industrial tools of  Uncommon rarity

- **Rare**: **EVIUM** - allows you to stake up to 6 industrial tools of Rare rarity

- UltraRare: **ZLATIUM** - allows you to stake up to 6 industrial tools of Ultrarare rarity.
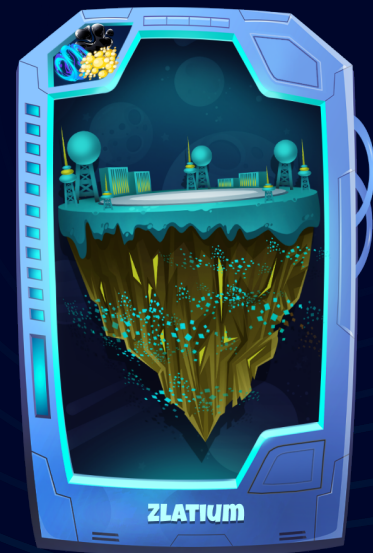
## Staking / Unstaking

SpaceCraftX uses custodial staking. This means when you stake your assets they are transferred to a smart contract to use them in-game.

Visit the "Cards" tab in-game, click "Stake" and sign the transaction. To "Unstake" you do the same, but remember the tool needs to not be on cooldown and you need at least 500 energy to unstake any tool. The tool also needs to be fully repaired to unstake.

Staking and Unstaking of tools are instant, while Crew IDs have a 72 hour unstaking period.

## Mining

To mine in SpaceCraftX after staking your tools simply head over to the "Home" tab in-game and hit "Mine" and sign transaction. You will see a confirmation if success or failed transaction. Once successful mining you will see the tool go on cooldown and will not be able to be used again. When repairing you always need to fully repair a tool.

## Withdraw / Deposit

In-game you can have resources, Cosmic Dust, Dark Matter and Waves In your wallet you can have tokens, SCIC, SCID, SCIW

In-game go to the "Exchange" tab to withdraw or deposit resources-tokens Withdraws have a flat fee of 6%, while deposits gives a 1% bonus.*

*These can be improved by using Crew IDs

Game guide https://medium.com/@spacecraft.nft/space-craftx-game-guide-cd25e352448c

# Referral System

Referral system is what will make you successful. Just copy the link in your profile and share it with your friends. And 5% of all their profits are yours!!!

Referral percentage rate can be changed by the team at any time and without any explanation.

# SPACE ANOMALY

In order to stabilise the market, the developers team can apply a mechanism of a Space anomaly (difficulty bomb) both for a certain period of time and on regular basis.

A Space anomaly (difficulty bomb) is a mechanism which reduces the amount of resources extracted with each card according to a certain principle

This reduction can be applied both for a certain amount and in percentage rate during a certain period of time.

The Space anomaly (difficulty bomb) can be also launched in reverse order, to increase the amount of extracted resources.

The Space anomaly (difficulty bomb) applies to all cards identified by the developer and cannot be applied to a specific player or a group of players.

# GAME TREASURY & "SPACE COMMANDER NFT"

## Game Treasury

A game treasury is a place where the tokens are coming from the commission for withdrawal from the game, a fixed percentage of WAX from the commission for trading the collection gaming assets and a fixed percentage from each drop.

The treasury will be managed by the community after the launch of the DAO. As the developers, we are going to create the following functionality of the treasury:

- burning game tokens;
- WAX staking with interests in game tokens;
- possibility of taking credits in game tokens on the security of WAX or NFT;
- possibility to distribute the accumulated assets among community members.

Before DAO gets launched, the game treasury will be managed by the development team. The assets will be distributed the following way:

- Game tokens gained as a withdrawal fee will be burned once a month;
- A fixed percentage gained as a commission from the secondary market and from the drop will be used to provide additional liquidity for Alcor.
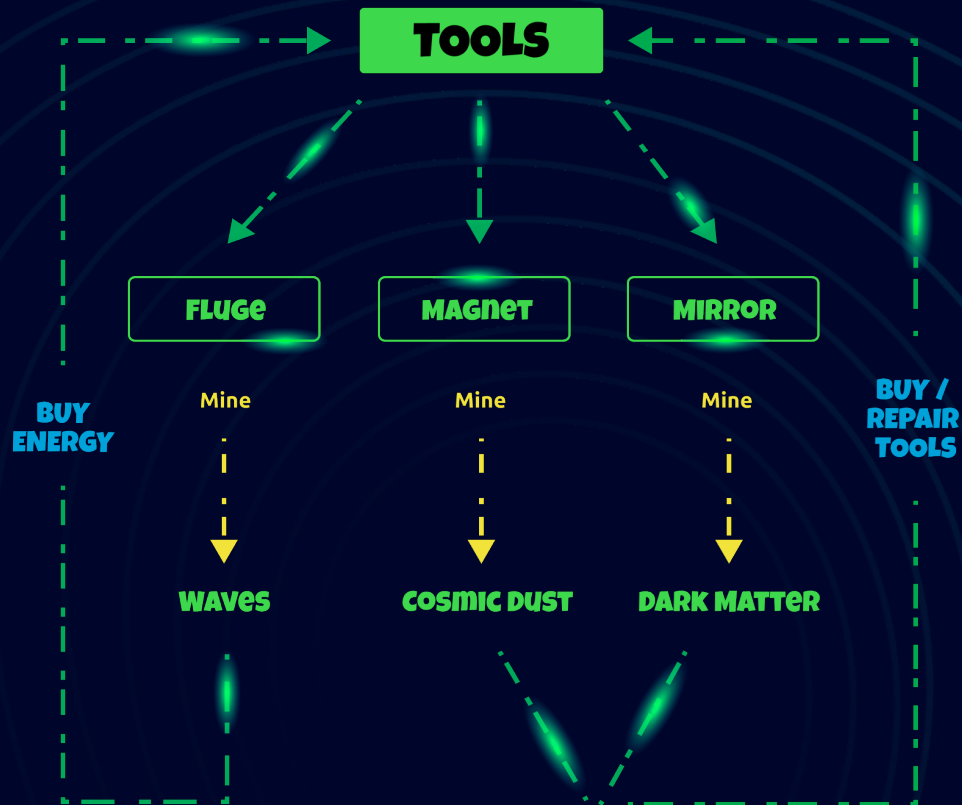
## Space Commander NFT

This is a type of cards which allows you to take part in some share of income distribution gained from all kinds of game activity.

After the launch of gaming DAO only the participants of "Space Commander NFT" will be able to initiate community management. Other participants will be able to support a particular initiative.

# TOKENOMICS



In SpaceCraftX there are 3 resources with matching tokens

- Cosmic Dust Token: **SCIC** Max Supply: 10000000000000.0000 SCIC

- Dark Matter Token: **SCID** Max Supply: 1000000000.0000 SCID

- Waves Token: **SCIW** Max Supply: 10000000000000.0000 SCIW

Here is a flowchart of the token use cases at the start of the game, since then we have also introduced Crew IDs which use all three tokens to craft. The tokens are core in the game and more use cases will come.
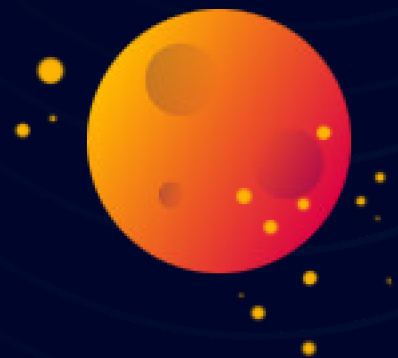
# ACCOUNTS

**spacecraftxc** - contract and custodial staking

**spacecraftxt** - token issuing

**spacecraftxf** - account for testing on mainnet and adding preminted assets to neftypool

# TERMINOLOGY:

**SpaceCraftX** - The project;

**WAX** - WAX Blockchain;

**NFT** - Non Fungible Token;

**FT** - Fungible Token;

**Custodial staking** - assets staked to a smart contract for usage in-game Tokenomics - The economy and balance of the game, in-game and tokens in your wallet;

**Tokens** - Currently SCIC, SCID and SCIW;

**Cosmic Dust** - Resource mined with the magnets type of mining tools, used to construct new tools and Crew ID;

**Dark Matter** - Resource mined with the mirrors type of mining tools, used for repairing and constructing new tools and Crew ID;

**Waves** - Resource mined with the fluges type of mining tools, used to replenish energy and constructing Crew ID;

**Tool** - mining tools that extracts resources in-game;

**Crew ID** - Stakeable asset giving benefits to mining, withdrawing and depositing tokens;

**Alcor** - A DEX;

**DEX** - Decentralized Exchange for trading tokens.

**DAO** - Decentralized autonomous organizations (DAOs) Member-owned communities without centralized leadership.

# promises

We always monitor the current economics of the game and the community inpus. As it is almost impossible to predict exactly how a player based economy will develop we will update and make adjustments if required or wished for as long as they make sense and fits into the core concept. We will always stay true to our vision and to never promising things we can not keep.

## Measures to increase the liquidity of tokens

- None of the tokens we received as a withdrawal fee will enter the market, they will all be burned(except for the requirement to generate liquidity).

- Certain part of the commission from trading at the atomic market will be used to buy our tokens from the market. Certain part will be spent on marketing.

- In the future in the 3rd phase of the game all commissions will go to the treasury which will be managed by the DAO community.