

WHITEPAPER

UPDATE 1.3



SPACE HEROES

AVAILABLE ON **ATOMICHUB MARKET**

SPACE HEROES HOLDINGS LLC 2021

THE BEST FUTURISTIC ASTRONAUT GAME

S P A C E H E R O E S . W O R L D

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SPACE

INTRODUCTION

ABOUT SPACE HEROES

LORE: Space Heroes is a futuristic blockchain game based on many of the stories we know related to the end of the world. In this story a group of astronauts, the best in the world selected by the human race go out in search of habitable planets and resources necessary to save the human race of the imminent death of our planet earth due to overexploitation of resources and the ecosystemic collapse.

In this metaverse of astronauts you will be able to execute different activities, which will provide valuable goods called NFTs. These goods can be of various types and different uses but, always leave passive and active profits to the players, making Space Heroes a Play-To-Earn game managed by the community and the creators as a team.

DISTRIBUTION AND BASE MARKETING CONCEPT

We are focused on creating a win-win income machine. Our initial concept is based on giving the community the option to earn more with less. It is an Airdrops strategy where the community takes more instantaneous, short and long-term benefits, with fewer risks since it does not make investments, a great part of our drops are free. We name it Community-Market Maker, people set up the prices of our NFTs in dependence of their case of uses and other facts.

For investors there are also benefits that include monthly drops, and if you are one of those who loves to play, there is a whole metaverse where you can complete tasks and do business with the rewards obtained or owning Hangar, Laboratory and much more earning commissions for the rental or use of these assets.

OUR VISION

As players and investors in other projects we realized that the community wants to go in one direction while the creators go in another. The community really needs to have fun and earn money, it is reality. Our goal is to create a real-time game where players interact with each other creating business within the game, collaborating and growing, which in addition to being a game is an income system for the community, with additional subsystems by the users. We want to be creators where we interact with each other community-creator and not just leave them to their fate. Resource and asset sharing has become popular, Space Heroes brings this hot wave of NFTs business. From the first day, Space Heroes has had total transparency and we established a Suggestions and Voting system, giving the community the opportunity to CHOOSE the various options that we can give them and not just choose us and hope that the community will simply accept it, to this we call Community Governance. Space Heroes is very focused in GamePlay and Play-To-Earn users experience.

HEROES

HEROES

THE ATTRIBUTES

The Heroes are the face of the game, they represent the structure of each stage or functionality of the game. The characteristics of the Heroes are the following:

- **Function (HS):** Hero Specialty, the heroes have unique roles and to unlock these functions in the game at least one hero is required, example: Engineer, without an Engineer you could not make the ships you need for the missions.
- **Moral (L):** This attribute is what we call 'luck'. The more rank (rarity) the Hero has, the more moral he provides to his crew, his loot chances on tasks increase.
- **Special Characteristic (SP):** This characteristic is an unique attribute for each Hero.
- **Altered (AL):** Special Attribute who only Special, Unique, Collectors, Limited Heroes have. This Heroes are very rare and limited.
- **Fatigue (F):** After several uses the Hero need to rest. Use lab to replenish the full Hero fatigue. Can be boosted with laboratory Boosts.

HEROES SPECIALITY - ATTRIBUTE

- **Pilot:** HS+ L + SP/ TIME / F
- **Mechanic:** HS+ L + SP/ TIME / F
- **Miner:** HS+ L + SP/ TIME / F
- **Scientist:** HS+ L + SP/ TIME / F
- **Explosive Expert:** HS+ L + SP/ TIME / F
- **Explorer:** HS+ L + SP/ TIME / AL / F
- **Captain:** HS+ L + SP/ TIME / AL / F
- **Chef:** HS+ L + SP/ TIME / AL / F
- **Electrician:** HS+ L + SP/ TIME /AL / F
- **Software Eng. :** HS+ L + SP/ TIME / AL / F

-----DISCLAIMER-----

The established values will be made public after completing the testing phase. The operating mechanism for the missions section and others where the use of Heroes is required will be updated eventually as we adjust the general Play-to-Earn system step by step. Every value can be changed if the game result need to be balanced.

SPACE

SHIPS - TOOLS - BOOST

SHIPS AND SPACE VEHICLES:

Ships: Ships are used as vehicles to complete tasks on Space Heroes Game. The Ships are affected by Durability and Penalty. Time, Capacity and Luck factors come from the Hero used, not directly from Ships. The Durability can be repaired. **The Penalty** is the factor who mark the difference between the Ships used. All Ships can be Upgraded and Crafted in the Hangar, some parts needed come from Laboratory.

- **Mole:** Vehicle used as mining tool/boost in The Mining Game Mode & Planet Mining.

- **Cargo:** Heavy Ship used as mining tool/boost in Planet Mining.

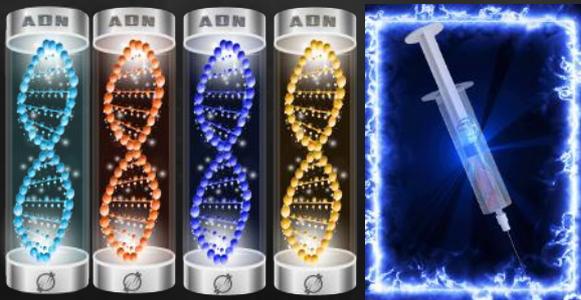
- **Caza:** Fast Ship used in Missions.

- **Colonizer:** Heavy Ship used for Exploration. NFT Burn Penalty if a Planet is found.

- **Tools:** Each tool has one or several characteristics depending on the rarity, which can be used to complete the tasks. Tools are affected by Time, Capacity & Durability while completing the task. Every time the tool is used the durability is affected. Tools have to be repaired on Hangar. Tools can be permanently upgraded in the Laboratory. Tools after stress test will have limited life, you will be able to blend your broken tools after life time end. Tools can be combined with vehicles.

- **ADN:** Limited to a single quantity minted, with a total of a thousand for each type (3) these are basically the most important Boost in the game. The different ADN's are Strength, Intelligence and Speed. They improve the game based on percentages, they can increase large numbers or decrease large cooldown times. DNA has several interrelated objects and it will be possible to combine their bonuses to get another extra bonus. Syringe is required to use ADN.

- **Syringe:** Generate temporary use DOPE tokens every 24H. These tokens will be mini enhancers for the laboratory improving deficiencies such as the time it takes to Craft, Repair or Upgrade. This boost will disappear after use. You can accumulate it, sell on market or trade with players. You cant use more than one Boost at the same time. Syringe is required to use ADN.



HEROES

STAKING MECHANISM

NFT STAKING:

The NFTs that qualify for Staking on Alpha Phase are as follows:

- **Heroes, Miners, Generators, Stickers & Starcards collection** (Selected assets will be announced)

STAKING REQUIREMENT

Mining License or Hero Pass VIP: To be a member of the mining organization you need a license from the Command Center or hold a VIP Hero Pass. Only by holding one of the two the Staking option in your NFTs will be activated.

STAKING MECHANISM

Our mechanism provides a solution to boost the growth of the economy where we all win, especially to prevent the falls after the high sales of DMT.

- **Currency:** Dark Matter Token (DMT)
- **Rewards:** Every 24h or up to reach the Storage Limit. Note: You can claim before storage is full.
- **Claim:** You can claim without commissions once every 5 days. After you claim, the countdown will begin until reaching zero, where you can claim without commissions. Yes, you can claim when you want, but if you do it when the timer has not reached 00:00 a 15% fee will be charged (Details on fees in the Tokenomics section)
- **Action Required:** None, 100% Passive.
- **Storage Limit:** Different levels of storage, if bank is full your reward will stop accumulating and the extraction of DMT will be paused until you increase the limit or claim the accumulated amount, then rewards will start automatically.

STORAGE LIMIT	UPGRADE COST IN DMT
5000	500
10,000	1000
50,000	5000
100,000	10,000
200,000	20,000
500,000	50,000
1,000,000	80,000
3,000,000	250,000
5,000,000	400,000
10,000,000	750,000
50,000,000	2,500,000

-----DISCLAIMER-----

-
- 1- All the values and numbers can be improved in Alpha Test Phase, also the mechanism can be adjusted.
- 2- This Mechanism distribute the fees among liquidity providers and principal token wallet, all the tokens keep in circulation between holders, pool and players.
- 3- The staking power of the NFTs will be announced after balancing calculation, this sheet is only informative and about the mechanism.

SPACE

MINERS RECIPES BEFORE ALPHA

3D Overloaded Generator (RECIPE)

x1 Overcharged Battery

INFORMATION:

Max Supply: 629

Max Supp. Burned:71

Template ID #232247

x1 B-Generator

INFORMATION:

Max Supply: 719

Max Supply Burned:81

Template ID #232238

x1 P-Generator A1

INFORMATION:

Max Supply: 763

Max Supply Burned:37

Template ID #232237

3D Overloaded Generator

INFORMATION:

Max Supply: 630

Max Supply Burned: 170

Templates ID#232335

Mining Power: 12000/30



Miner - Ghost Energy Poesion(RECIPE)

x2 Small plasma Cylinder (Ghost)

INFORMATION:

Max Supply: 628

Max Supp. Burned:72

Templates ID: #216821

Mining Power: 3000/30

Miner - Ghost Energy Poesion

INFORMATION:

Max Supply: 314

Max Supp. Burned:236

Template ID #227382

Mining Power: 6000/30

-----DISCLAIMER-----

The Max Supply on this document mean the total minted. The Max Supply Burned means the total of those that were not minted and were discarded, not minted. These data represent the correction on the total number of miners in this Phase, where based on tests and analysis we adjust the number of miners for a fair balance. It remains subject to future changes if necessary to improve the economy of the game and balance the extraction of the token.

HEROES

IN-GAME FEATURES OVERVIEW

PLAY-TO-EARN HERO MODE

In-Game

- **New Player:** The Play-to-Earn mechanism allow new users to get in purchasing the NFTs required to play with an amazing ROI. The low quality tools, Ships and Aspiring Heroes available in-game Store are: Aspiring Pack, Space Ship Pack and Tool Pack. This packs have basic NFTs who new users can use to start their game. The packs cost are **25 000 DMT** and can be gradually adjusted if is required to keep game stability.

Mission: The missions grant pieces or parts necessary for the repair or construction of new ships.

- The missions are based on Luck and Time, these factors are altered according to the rarity of Hero and the Penalty from the Ship that goes to the mission.
- Is required one Hero and one Ship to execute one Mission, Pilot Hero and Caza Ship, PD: Other special Heroes and Ships apply.
- Mission Slots have to be unlocked in-game if you want more than one (Free Slot to start). You can unlock more slot with DMT. Slot cost will be gradually adjusted if needed to keep the stability of the game by the demand. Every slot will increase the cost x2, starting with an initial value of 1000 DMT in the first unlock.
- After every mission the Ships durability will decrease, use Hangar to repair your Ships. Some missions can be very successful or totally fail, in the success case guarantee a quality reward, in the fail case the Ship will come very damaged needing to be repaired or just the durability will decrease more than normally.

Expedition: Expeditions allow you to find Asteroids, Resource-rich Planets, and Dark Matter. NOTE: New NFTs rewards can be created and game updated.

- Each Expedition returns with a reward. The rewards are based on Probability and can be altered by the rarity of the Hero, Ship used and Power-ups.
- Expeditions are affected by Luck and Time, these factors are altered according to the rarity of Hero and Ship that goes to the mission.
- Is required one Hero and one Ship to execute one Mission, Pilot or Explorer Hero and Colonizer Ship, PD: Other special Heroes and Ships apply.
- After every Expedition the Ships durability will decrease, use Hangar to repair your Ships.

Asteroids and Planets are minted as NFT. Asteroids provide **Laxium** and **Nanomium**, you can destroy an Asteroid and obtain a quantity of Laxium or Nanomium determined according to the size and type of the Asteroid. Planets are very difficult to find, whoever discovers a new Planet gets the title of Colonizing Hero (NFT Trophy), this title guarantees a unique plot of land with a greater capacity for miners to extract its resources. The rest of the lands will be unlocked for sale.

SPACE

IN-GAME FEATURES OVERVIEW

PLAY-TO-EARN MINING MODE

Planet Mining: Mine resources sending your Cargo or Mole Ships, Tools are the alternative for mining in case the user not own ships.

- The difference between tools and Ships is the parameters and Penalty.
- This Mining is based on Time and Capacity, these factors are altered according to the rarity of the NFTs.
- The amount of resources collected will be defined by probabilities provided by a Fair Algorithm affected by the Lands where the task is being carried out.
- Ships and Tools have a durability, who need to be repaired on hangar.

NOTE: If lands still unlocked the Fees will be sent to Play To Earn pool. If at least one land is unlocked fees will be distributed among P2E and Land owners.

IN-GAME STORE (DMT)

Tool Repair Kit - Tools Starter Pack (Other packs will be included)

Tools Starter Pack: (After supply reach zero, tools only will be available on market)

Repair Kit

- 1 uses, full recover
- Every time users buy Repair Kits, Hangar owners get paid by Ownership Fee
- Kit price: **1000 DMT**

-Every new tool need a new slot.

-Slots can be unlocked with DMT.

-Slots unlocked will increase the cost of the next slot x2.

-ORES Difficult(next game updates): Easy-Normal-Hard-Very Hard-Insane

-Each difficult increase the reward and decrease little more the durability.

-ORES do damage to your tools, the damage will reduce the durability.

-Each ORE difficulty will be unlocked in next updates.

-ORES will give more rewards in higher difficulties.

-After durability reach zero your tools need to be repaired.

-Each round you will pay 25 DMT (Fee) * Total times mined.

-Only Legendary and Mythic can Mine more than once each round.

-Repair Kit will be available In-game store.

-In-game Marketplace will be open by the end of Q4 or starting Q1 2022.

-After all tools packs are sold out, players can only buy from in-game Market.

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IN-GAME FEATURES OVERVIEW

TOOLS

RARITY	UNPACK CHANCE	PENALTY	DURABILITY
COMMON	60.22%	1/8H	2000
RARE	20.78%	1/6H	2000
EPIC	11.55%	1/4H	3000
LEGENDARY	5.45%	2/4H	6000
MYTHIC	2%	3/4H	8000

Mole Vehicle Mechanism:

-- Mole Vehicle Generate 1 Energy/Hr till storage get filled.
(Storage: 12 Energy)

-- Mole require 4 Energy to combine with Tools, Every mine burn 4 Energy.

-- Tools are mandatory to use Mole Vehicle, Every Rarity of Mole have its own Mining Power.

-- Higher rarity Mole vehicle harm your tools durability at higher % rate, But Provide Higher DMT rewards and higher chances of finding Mystery Box. (Mystery Box may Include DMT bonus, NFT, In-game resources)

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HEROES

MANUAL MINING MECHANISM

FIRST GAME MODE AFTER STAKING

REQUIRED MINING LICENSE IN ALPHA PHASE



Buy License from official sale or from Atomichub. If you are VIP, license is not needed.



Buy Tool Pack 25,000 DMT in-game Store 
Tools statistics and rarity can vary.



Start Mining, the amount mined and total rounds will be decided by tool rarity
- Craft Vehicles to increase your power/rewards and chances to find bonus chest also mine in higher difficult.

Mine DMT ORES and get paid every round. Withdrawal with no Fee every 5 days. Upgrade your storage to increase the amount you can hold. Early withdraw have a 15% penalty. ORES will damage your tools every round.

After some uses or if the ORES difficult was too hard you will need repair your Tools.

- Repair Kit 1000 DMT 
(The cost will be adjusted by ORACLE)

You have chances to find a bonus chest. Exchange your rewards for WAX or BNB(SOON)

MORE GAME MODES & MECHANISM CAN BE CREATED WHILE THE GAME IS GROWING

HEROES

IN-GAME FEATURES OVERVIEW

PLAY-TO-EARN OVERVIEW

HANGAR & LABORATORY

Hangar: Craft ships, 90% of the ships can only be obtained by Crafting in the Hangar, the other 10% is distributed in rewards, possible drops and special unique packs. You can also repair ships of others players who do not have a hangar, or make ships to sell on market. The recipes of each NFT to craft will appear on Technology book. Ships can be repaired with Repair Kit. Hangar owner will receive Weekly passive DMT income from users who craft, repair Ships or Tools and other game fees.

Laboratory: Upgrade your technology. Exchange DMT with in-game tokens that you will use to Build the other token miners. In the laboratory you can make other NFTs from science like Boost NFTs. More uses can be included later with more updates.

MINES

The Mines: The In-game token can be mined by Resource Mines, to upgrade those Mines you need all 3 tokens. Every level will cost x2. Every Mines require different amount of tokens. The amount mined per hour increase with each level of your



Laxium

Laxium: The Energy & Fuel



Nanomium

Nanomium: Most resistant Metal

Marketplace: Buy/Sell/Trade in-game marketplace with a 5% Fee (DMT)

Technologies: This is a catalogue of all our recipe and NFT waiting to be discovered or crafted in-game. If you want to know how many pieces you need to craft your NFT objective here you will find the information.

Massive Cooperative: Players will participate together to complete a task, after task is completed the rewards will be distributed among participants depending the % of participation, damage or other factors.

FEATURES UPCOMING : Leaderboard, PVP, Cooperative, Multichain.

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ABOUT VIP HERO MEMBERSHIP

VIP HERO PASS & WHITELISTING

The Hero Pass guarantee your whitelist without doing anything. No snapshot, if at the time of sending the drop you have one, then you automatically qualify for the Drop. Detailed benefits of the Hero Pass:

VIP HERO PASS ONE

- Whitelisted for all drops and sales.
- Exclusive Drops and sales.
- VIP access to packs or NFT sales, guarantee purchase, you will not miss more sales
- Special Packs on every release.
- Discount on sales of NFTs or packs.
- **Token Chest dropped every month.**
- Qualify for events only for holders.
- Qualify to upgrade to VIP LVL 2.
- You can participate on Alpha Staking.
- Discount in-game purchases.

NOTE: More benefits will be included if is required while we growth and advance to more higher phases of the project.

VIP HERO PASS TWO

- ALL benefits from VIP ONE
- Share Holder: 5% of all Space Heroes income in sales, secondary market and other services provided to 3rd party like ADS or collaborations will be distributed among VIP TWO holders.
- Game BETA Test Access
- VIP channel for Game Updates discussion
- Qualify for VIP Platinum

NOTE: Our collection fee will change to 10% since 5% will be used to distribute among VIP 2 Holders.

Members whit 5+ VIP PASS will always have a guaranteed purchases in our sales.

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HEROES

TOKENOMIC

TOKEN SUPPLY

Name: Space Heroes Dark Matter

Symbol: DMT

Total Supply: 1.5B

Listing Price: \$0.01(USD)/ pair with WAXP

PD: **BEP-20** & **USDT** (Next phase)

Token Transfer Fee: 7% x transaction (All the fee is distributed among the liquidity pool and Play to Earn pools)

Burn cycle: Every 30 days during 5 Years.

Total to burn: 12.5M, total 750M in 5 Years

-----DMT DISTRIBUTION-----

30% Play To Earn: Game Modes rewards and mechanism.

32% NFT Staking: Mining with NFTs, subject to adjustment if is needed.

17% Token Staking: DMT staking to increase liquidity and rewards.

16% Liquidity Pool: Exchanges where players can buy/sell DMT/other currency.

5% Team Members: Locked for 1 year, used as team reward.

Fees collected of each transaction will be distributed among this different pools:

- Payment for Ownership (Like Hangar owner)
- Marketing
- Rewards for Hero Pass VIP holders
- Burn to handle the inflation.
- Game balancing and re-distribution.
- Buy back if price fall below our system limit.
- Others.

After 1 Year our NFT Staking pool will be reduced, moving all the tokens from that pool to Play To Earn and other pools balancing the economy. This process can be applied few times even before if the token increase the value. The ORACLE will do it automatically, keeping the same value in USD but decreasing in DMT helping the economy to increase the capacity to evolve and auto-adjust.

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HEROES PACK SALE DETAILS

HERO PACKS

TOTAL HERO CARDS

Common:	15000
Rare:	6066
Epic:	2452
Legendary:	489
Mythic:	73
Unique:	15

Special 620 Packs / 4 Cards = \$20

STAR 1200 Packs / 8 Cards = \$30

HYPE 600 Packs / 20 Cards = \$60

10 STAR & 10 HYPE reserved for Team and Giveaways.

Heroes variant : BASE



HERO PACKS ODDS

STAR & HYPE

Common:	69%
Rare:	19.45%
Epic:	9.5%
Legendary:	1.85%
Mythic:	0.21%
Unique:	0.05% (Extra)
VIP Pass:	16% (Extra)

SPECIAL

Rare:	75%
Epic:	20%
Legendary:	3.75%
Mythic:	1.25%
Unique:	0.1%

Special Pack Details:

- Special packs don't have common cards
 - Only hero pass holders can buy it
 - One pack per hero pass you hold
- Special pack sale is 2h before main sale

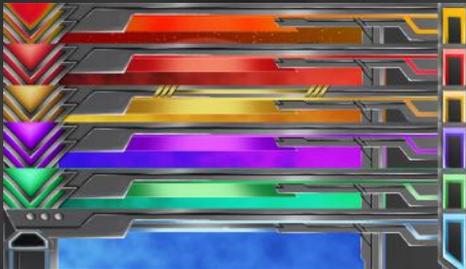
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HEROES

HEROES STAKING POWER

HERO	24h POWER
Unique:	1300
Mythic:	700
Legendary:	140
Epic:	35
Rare:	17
Common:	8



Collector Edition Hero: 1400

-----IMPORTANT-----

Heroes are not destined to be used only for staking, by that reason their power are under our miners. Heroes can be used at 100% of their potential in game completing missions and other tasks. Those Game Modes are the real Play To Earn.

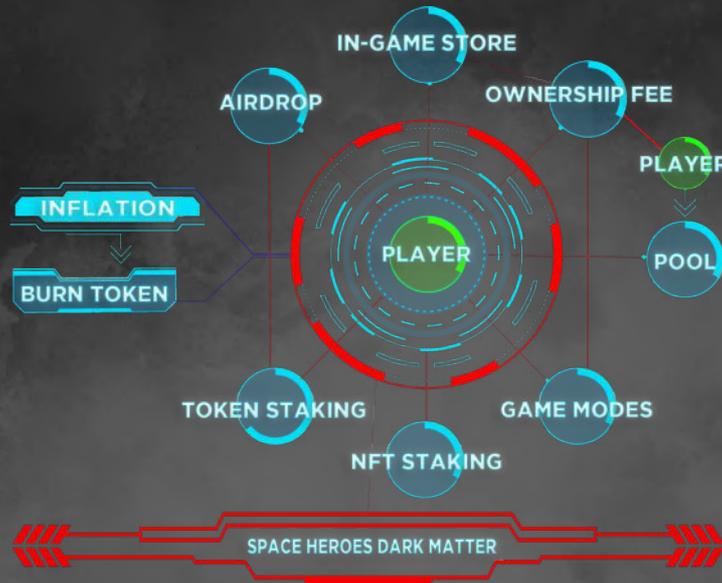
- No more Heroes packs for this season (+-12 Months).
- Heroes can be upgrades in-game.
- Next season may require old Heroes to play and upgrade for new ones, also participate in new Hero sale.
- New players can purchase Aspirant Hero pack in-game to play missions.
(In-game assets, NO NFT)

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SH MECHANISM & ORACLE



The Game Mechanism:

This mechanism is prepared to go beyond bonus and provide passive and active income to the players, also to obtain FEES that promote the flow of the economy by distributing the tokens through the different pools where it is staked and forwarded to other pools, creating a circuit where each player gets different payouts for playing or owning Properties in the game. Basically it is an intelligent machine that is responsible for distributing and balancing the economy autonomously and Fair. It will automatically burn tokens every month, approximately 12,500,000 DMT will be burned for 5 years until reaching 50% of the total supply and eliminating inflation.

Total Supply Initially: 1 500 000 000 DMT

Total Tokens to Burn Each Month: 12 500 00 DMT

Total Supply After Burn: 750 000 000 DMT

ORACLE: It is a calculation system that balances the cost of the shares within the game according to the price of the token and those adjusted to the appropriate price, an acceptable price without extreme inflation. This system reviews the price of the token 24/7 to adjust the economy of the game and maintain a long useful life.

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HEROES

WHITEPAPER BETA 1.3

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Some details from last Whitepaper are modified and improved. Some new details and features included and new game mechanisms. Other game modes will be included in the next update. Our team is focused to release each phase the most perfect as possible, by that reason we do not want to speculate about numbers or algorithm. Staking and manual mining are the game mode upcoming to be released soon.

About the Hero Pack sale details read our website, and for staking information will be released before pack sale.

License is required to play the mining and staking.
VIP Holders not need license to play .

-----FAQ-----

VIP 2 RECIPE:

Hero Pass VIP 2 Recipe : 2 VIP One, 3 Licenses and DMT, the amount of DMT will be not public before the token release and balance test.

Game Marketplace: Estimate date is by the end of Q4 or first month of Q1

Before the Hangar all repairs will be made by Repair Kits from the game store. Hangar sale will be after the release of the mining mode. Hangars will work like lands, owners will make passive income.