

PROJECT NEBULA

# WHITEPAPER

SEPTEMBER 2022





## OUR VISION

IS TO BREAK THE BARRIERS BETWEEN MAINSTREAM AND CRYPTO GAMING AND CREATE ONE OF THE MOST POPULAR MMO GAMES IN THE WORLD.

WE ARE USING BLOCKCHAIN TECHNOLOGY THE WAY IT'S MEANT TO BE USED - TO BENEFIT THE PLAYERS.

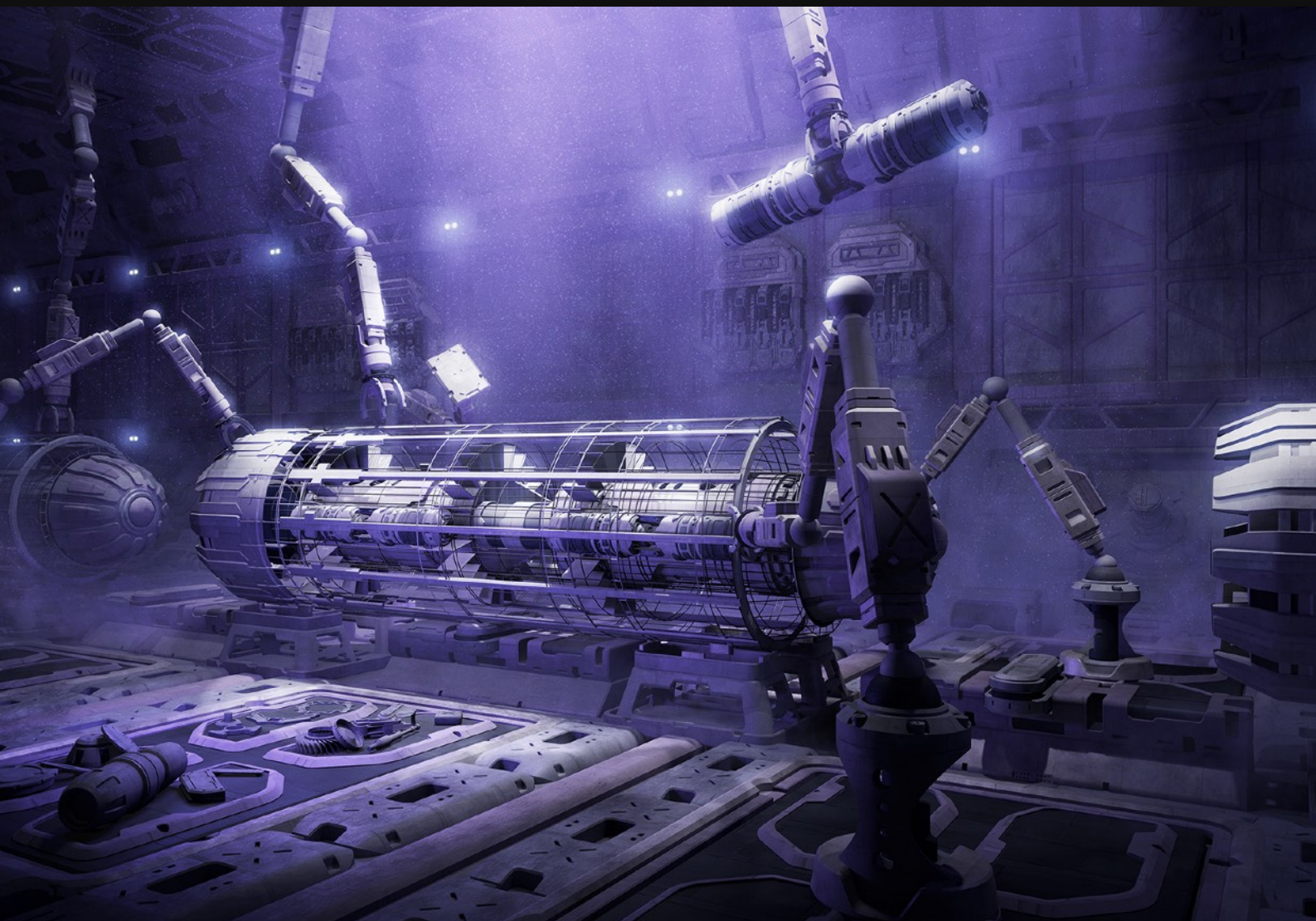




## CHANGE IS AROUND THE CORNER

- The gaming industry needs to adjust to fit into the emerging paradigm of web3.
- Players spend billions of dollars and countless hours in games they love, yet they're left with **NO OWNERSHIP** over their progress.
- Blockchain gaming needs **QUALITY** titles to attract mainstream gamers.
- Gamified DeFis are not the answer - focus is shifting from overcomplicated tokenomics to **GAMEPLAY**.

PLAY2EARN IS **DYING**  
PLAY&EARN IS **EMERGING**







# PROJECT NEBULA

IS AN OPEN WORLD MMO GAME THAT IS A UNIQUE COMBINATION OF THE 4X STRATEGY AND DIGITAL COLLECTIBLE GENRES.

RELEASED: JULY 2021  
PLATFORM: BROWSER - MAC/PC/MOBILE  
GENRE: MMO; 4X STRATEGY; COLLECTIBLE  
THEME: SCI-FI  
BLOCKCHAIN: ICON







## WHAT IS PROJECT NEBULA?

Ever since humans became distinctly... human, their urge to **EXPLORE** and **EXPAND** has far exceeded that of any life form known to exist before, or ever since. Their thirst for resources and power goes far beyond mere survival instinct. The evergreen crusade for more resources to **EXPLOIT** has brought us far from what we once called home. Veneers of law and justice are now often as thin as the vacuum that separates our new home from our ancestors'. More often than not, the market price for control appears to be **EXTERMINATION**.

Though often the quickest way to resolve a dispute, not all battles are fought with guns.

Several enterprises have worked for generations to master controlling vital markets, playing political-strategic real estate games, sowing discord with cyber attacks or just profiting off of everyone else who participates in any of the above.

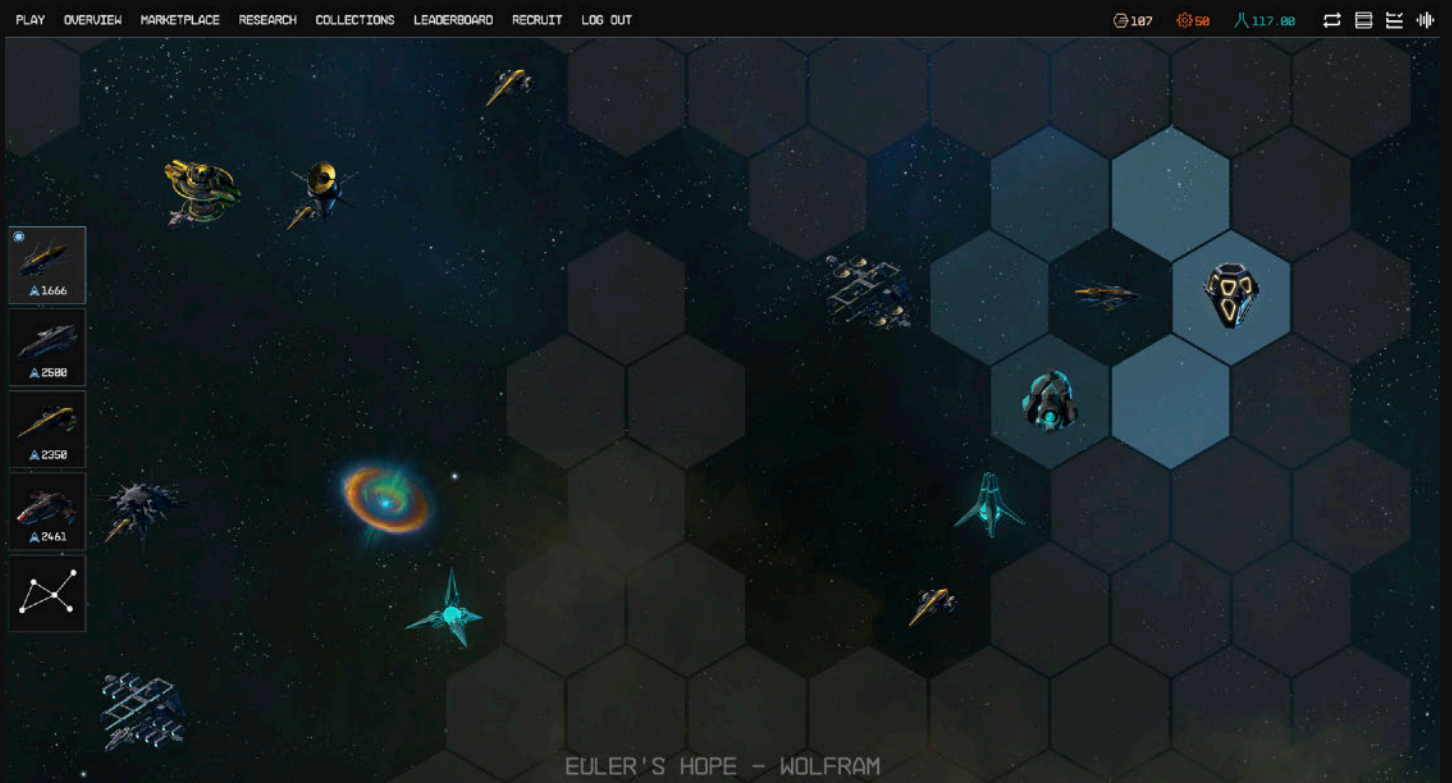
Every man is the architect of his own fortune. Come and leave your mark in the **4X MMO** that is **PROJECT NEBULA**.





## 1X EXPLORE

Command a fleet of various spaceships to explore and map this new universe. Discover unclaimed planets and anomalies, collect resources, artifacts and collectibles. Complete a plethora of handcrafted missions to uncover lore, earn valuable rewards and truly make a name for yourself.

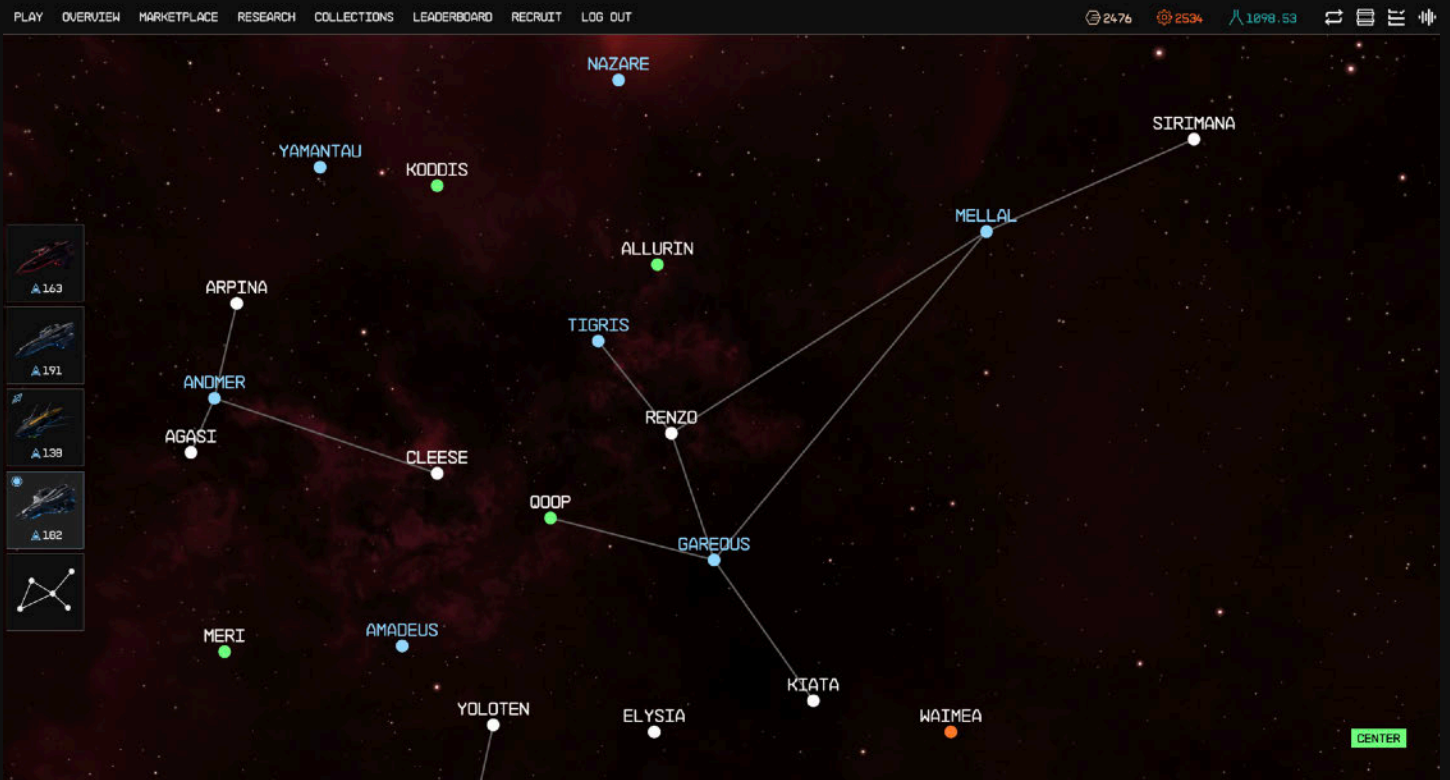






## 2X EXPAND

Supported by your exploration efforts, expand your galactic empire by colonizing planets, controlling zones and extraction facilities and participating in anomaly hunts. Seize the means of production by researching and building infrastructure to support your goals. Expand your collection of unique art, music and lore, contained both in planets you claim and relays you come across.





## 3X EXPLOIT

Make your assets work for you - combine resources found during your travels with materials extracted from your planets in order to further extract, refine and manufacture everything from raw materials and simple consumables to galaxy-faring spaceships. Prepare your spreadsheets and come and find out how deep the rabbit hole really goes. Our crafting systems have been painstakingly designed and balanced to entertain, stimulate and reward every type of player.







## 4X EXTERMINATE (IN DEVELOPMENT)

Outfit your ship with weapons, shields, armor, munition and drones. Put your tactical skills to the test by defeating opponents, both human and AI, in turn-based strategic encounters.





## COLLECT



PROJECT NEBULA FEATURES A WIDE RANGE OF COLLECTIBLES ACROSS SEVERAL MEDIUMS:

- Immersive lore, written by our established writers
- Beautiful, full-resolution art handcrafted by our 3D artists
- Immersive soundscapes and full-length songs written by our musicians

Be sure to head over to our [team page](#) to find out more about the people behind the scenes.

Collectibles can be found as individual NFTs, as part of other NFTs (artwork attached to planets) or can be collected by visiting numerous relays on your journeys. Enjoy it directly in the game by visiting your collections or, in the case of music, simply play tracks via the in-game music player.

All collectibles that have been released in partnership with third parties will also make it into the game as individual, tradable assets.

Currently, the majority of collectibles exist as an intrinsic part of a planet. In the future, our plan is to allow players, should they so desire, to detach these art pieces as individual collectibles, combine them into collections, display them or trade with them without changing ownership of the planet they originally came from. This will allow more utility and user choice in ownership and trade of collectibles.





# GAMEPLAY PHILOSOPHIES

## PLAYER-DRIVEN ECONOMY & THE OPEN MARKETPLACE

We at Project Nebula are gamers at heart, inspired by great core gaming titles, new and old.

First and foremost, our vision is to combine the best that 4x strategy games have to offer into an MMO paradigm, where players take **REAL OWNERSHIP** of their in-game progress and assets, driving the in-game economy.

Project Nebula is and always will be a game first. We utilize blockchain technology to ensure player control and freedom to own, trade, buy and sell their in-game assets wherever and whenever they desire. We take pride in our mission to provide an excellent gaming experience and to prove that utilizing the blockchain can have a net positive impact on that experience.

## PLAY SOLO OR WITH FRIENDS

Space can get lonely without companions. While playing lone wolf is perfectly fine, pack tactics certainly have their advantages. Join a guild to find like-minded people, create collaborative logistics chains and participate in guild challenges. Player-to-player interaction is key to designing a living, breathing MMO. We provide both cooperative and competitive scenarios for you to partake in.

## TRY IT BEFORE YOU BUY IT

This is a timeless adage for us. All it takes to get a taste of the world we are building is to sign up and play! Each new player will be given a free lease on a beautiful Martian Patera ship. Recruit a friend or be recruited by one and receive [additional rewards](#).

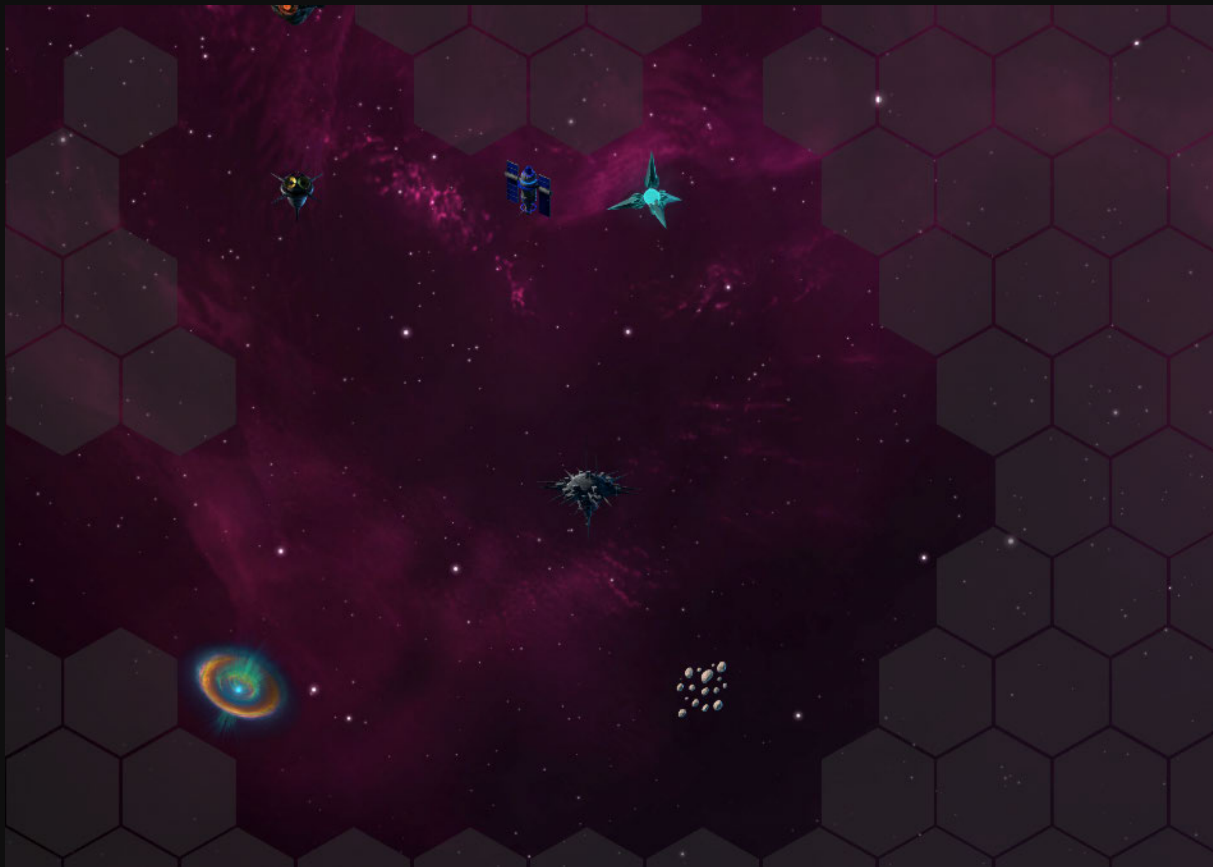
Come and start mapping the universe today!



# A CLOSER LOOK AT PROJECT NEBULA

## THE UNIVERSE & EXPLORATION

Project Nebula's continuously growing universe is made up of hundreds of hex-based sectors. These sectors are connected to one another via one or multiple wormholes. Each sector consists of 400 hexes and each hex might contain star systems to explore, planets to claim, resources to extract, relics to collect, missions to complete, anomalies to analyze, stations to visit, or simply empty space to traverse through.



HOW MUCH YOU CAN EXPLORE EACH DAY  
IS DEPENDENT ON SEVERAL FACTORS:

- The number of ships in your fleet
- The stats of those ships
- The modules you have equipped to them
- The buffs you have accumulated from exploration
- The consumables you have used



Some ships are better suited for exploration, others for traversing already explored space. Some do a decent job at both. Each hex has its base fuel cost to explore and once a hex is added to your exploration logs, it costs much less fuel to zoom through it in the future. Space stations, in combination with rift markers and generators that can be built on planets, open up possibilities to redeploy your fleet across great distances very quickly. Depending on what your current goal is, different ships and strategies may yield the best results.

Knowledge of a sector's contents can prove priceless. There are various locations like void sweepers, scouting stations or fuel stations within sectors that can have a tremendous impact on how quickly you can find the next wormhole or fully explore the sector. Sharing information with your guild is a surefire way to get ahead of the curve.

You can also materialize your exploration efforts into tradable NFTs called Starmaps. Starmaps allow you to create a map of a sector you have fully explored, that can then be consumed by another player, revealing the entirety of the sector to them.

In order to create a starmap, you need an empty map drive. These are very scarce, although more means of acquiring one are on their way.

## COLONIZATION

On your journey, you will come across star systems or even rogue planets (planets that do not orbit a star). With any luck, they may yet be unclaimed. Situations like these present an opportunity to lay claim to a planet and call it your own.

Colonizing a planet requires you to navigate one of your spaceships to the location of an unclaimed planet. Depending on the planet, colonization may cost a portion of in-game currencies or ICX. This cost can be reduced through your ship's colonization modifier, or any research you may have completed towards that end. Some planet types require you to unlock certain technologies before you can colonize them.





## IN-GAME CURRENCIES & INFRASTRUCTURE

During your travels, in addition to the numerous tradable assets you will have collected, you will also have accumulated a good amount of three account-bound in-game currencies:

- **CREDITS** - useful for trading with merchants, building infrastructure and manufacturing
- **INDUSTRY POINTS** - used primarily in manufacturing and building infrastructure
- **RESEARCH POINTS** - used for unlocking new technologies and improving the yield, cost and speed of planets and infrastructure

All three are the lifeblood of a fledgling economy and integral to upgrading your assets. Whilst they can be accumulated through exploration and missions, another key source of in-game currencies are planets and infrastructure built on planets.

CONSTRUCT ON COCO
CLOSE

| ADVANCED RESEARCH LAB I                           | PREREQUISITES                | COST           | BUILDING TIME |
|---|------------------------------|----------------|---------------|
| Increases the Research output of this planet by 2 |                              | 65.8<br>65.8   | 22:24:00      |
| L2 DISCOVERY PROBE WORKSHOP                       | PREREQUISITES                | COST           | BUILDING TIME |
| Allows you to craft the L2 Discovery Probes       | Advanced Discovery Standards | 150.4<br>150.4 | 23:02:00      |
| INTERGALACTIC CREDIT EXCHANGE II                  | PREREQUISITES                | COST           | BUILDING TIME |
| Increases your maximum Credits capacity by 50     |                              | 141<br>141     | 32:00:00      |
| ORBITAL STORAGE SYSTEM II                         | PREREQUISITES                | COST           | BUILDING TIME |
| Increases your maximum Industry capacity by 50    |                              | 141<br>141     | 32:00:00      |
| SECURE TRADE ROUTES II                            | PREREQUISITES                | COST           | BUILDING TIME |
| Increases the Credits output of this planet by 3  |                              | 150.4<br>---   | 44:48:00      |

Exotic planets have enough anomalies in their makeup to be classified as such. Their surfaces, atmospheres, and lifeforms are as much dreamscapes for exploration and research as they are nightmares for proper scientific categorization. A proper study in Molecular Biology is often needed for colonization.

"INSPERATUS" (PART II)  
 "FIRST AMONG MANY" (PART IV)

CREDITS: 5  
 INDUSTRY: 11  
 RESEARCH: 10

(ADVANCED RESEARCH LAB IV)  
(PRODUCTION FACILITY III)  
(FOUNDATIONAL NETWORKS IV)  
(ADVANCED RESEARCH LAB IV)  
(INTERGALACTIC CREDIT EXCHANGE III)  
(FOUNDATIONAL NETWORKS I)  
(FOUNDATIONAL NETWORKS I)

MATERIAL DEPOSITS

I

II

Once you have done some research and built initial infrastructure with the help of these currencies, you are ready to move on with planetary surveys, extraction and manufacturing.

## EXTRACTION & MANUFACTURING

If credits, industry and research points are the lifeblood of Project Nebula and blueprints are the brains (more on that later), materials are no doubt the flesh and bones. Primarily extracted from planets, these form the basis for manufacturing equipment, ammo, spaceships and modules.

Materials come in different rarities and the type of materials your planets are likely to contain is very much dependent on the planet type. Finding abundant H2O deposits on lava planets is unlikely, though stranger things have happened. Currently there are 24 unique materials in 4 different rarity categories that can be extracted from planets.



Before you can extract materials from your planet, you must first survey the planet with probes - discover the materials contained within and prepare them for extraction. For this, you must first research and build probe manufacturing infrastructure, as well as find some mercantile ships willing to sell you probe components. Once you have that set up and have discovered and prepared a material deposit, it's time to research extraction and build an extractor to start working on it. Find out in greater detail how surveying works from our [quick start guide on Medium](#).

Once you have some materials, you can start thinking about what to do with them. There are various lines of manufacturing you could pursue, or you could exchange your raw materials for goods created by other players on the marketplace.

Most crafting goods require you to first manufacture crafting components out of raw materials. All of this requires research and infrastructure. Specialization and collaboration is key when it comes to late-game crafting.

Both exploration and combat is entirely supported by a player-driven economy. Ships, modules, weapons, ammo and consumables are all manufactured by players.

## THE OPEN MARKETPLACE

The in-game marketplace has been designed with both 'large' and 'small' assets in mind, featuring auctions, buy orders and sell orders. Keep an eye on market movements through the marketplace history functionality and remember - buy low and sell high!

| ORDER TYPE | DATE                   | QUANTITY | PRICE (ICK) |
|------------|------------------------|----------|-------------|
| SELL       | 8/15/2022, 9:59:02 PM  | 12       | 2.5000      |
| SELL       | 8/15/2022, 7:55:54 AM  | 2        | 3.4500      |
| SELL       | 8/11/2022, 6:14:27 PM  | 2        | 4.7500      |
| SELL       | 8/9/2022, 8:25:46 PM   | 3        | 4.6500      |
| SELL       | 8/9/2022, 3:25:30 AM   | 1        | 4.4900      |
| SELL       | 8/4/2022, 3:16:37 PM   | 1        | 4.8800      |
| SELL       | 8/4/2022, 3:16:16 PM   | 13       | 4.5500      |
| SELL       | 7/31/2022, 7:16:13 PM  | 3        | 4.5400      |
| SELL       | 7/30/2022, 11:18:10 PM | 2        | 4.5400      |
| SELL       | 7/25/2022, 11:43:36 PM | 8        | 4.7500      |
| SELL       | 7/24/2022, 3:21:14 AM  | 1        | 4.4900      |
| SELL       | 7/22/2022, 11:24:45 PM | 3        | 5.0500      |
| SELL       | 7/22/2022, 9:00:07 AM  | 27       | 4.8500      |
| SELL       | 7/19/2022, 5:06:28 PM  | 1        | 5.3900      |
| BUY        | 7/17/2022, 10:34:45 AM | 2        | 3.0000      |
| BUY        | 7/17/2022, 10:30:24 AM | 4        | 3.2000      |



## COMBAT

### TURN-BASED ENCOUNTERS :

Use your command vessel to guide your fleet of combat drones to victory. Players command their units one-by-one to outmaneuver their opponents and take control of the battlefield.

### MEASURE SEVEN TIMES , CUT ONCE :

Preparation for battle is as important as the battle itself. All of your units can be equipped with hundreds of different offensive, defensive and utility modules. Assemble your fleet of different types of combat drones to set up and execute tactical maneuvers.

### PLAYER-VERSUS-ENVIRONMENT :

Find PvE encounters throughout the adventure map, allowing you to compete with neutral forces of varying difficulty levels. Fear not, success in combat is aptly rewarded.

### PLAYER-VERSUS-PLAYER :

PvP allows you to attack other players, guilds, their strategic locations and garrisons to lay claim to dominion of specific regions or sectors of space. Players can also go head-to-head in slightly more civilized arena duels.

### NO RISK , NO REWARD :

From consumables, to drones, to modules to ships - nothing lasts forever. Your opposing forces will stop at nothing to rid you of your wares, so prepare accordingly. What kind of sacrifice are you willing to make?

## MISSIONS

Discover lost survivors in the most desolate reaches of space, recover valuable information from satellites, acquire questionable goods for an even more questionable dealer and haul them across the galaxy.

From one-off missions to greater faction campaigns, immerse yourself in the stories that unfold around you. Your interactions with various factions give you numerous opportunities to gain valuable rewards, from materials, consumables, blueprints all the way to a brand new ship.





## LEADERBOARDS & COMPETITIONS

There are various ways to compete in Project Nebula. Live leaderboards let you compare your progress to that of your peers in various categories, both on a personal and guild level. We also hold a variety of competitions with in-game rewards, like the anomaly hunt, where you can obtain a permanent deed to a zone.





## IN-GAME ASSETS

In order to provide a concise overview of all currently known NFT-based game assets, we've put together the following list with brief descriptions of what they are.



## SPACESHIPS

A variety of spaceship models are available, some rarer than others, all waiting to be customized via modules and consumables to serve what purpose you need. Generally, ships fit into one of three categories:

- **SCOUTING VESSELS** - great at traversing explored space
- **EXPLORATION VESSELS** - perfect for exploring unknown sectors
- **COLONY SHIPS** - excellent all-rounder vessel

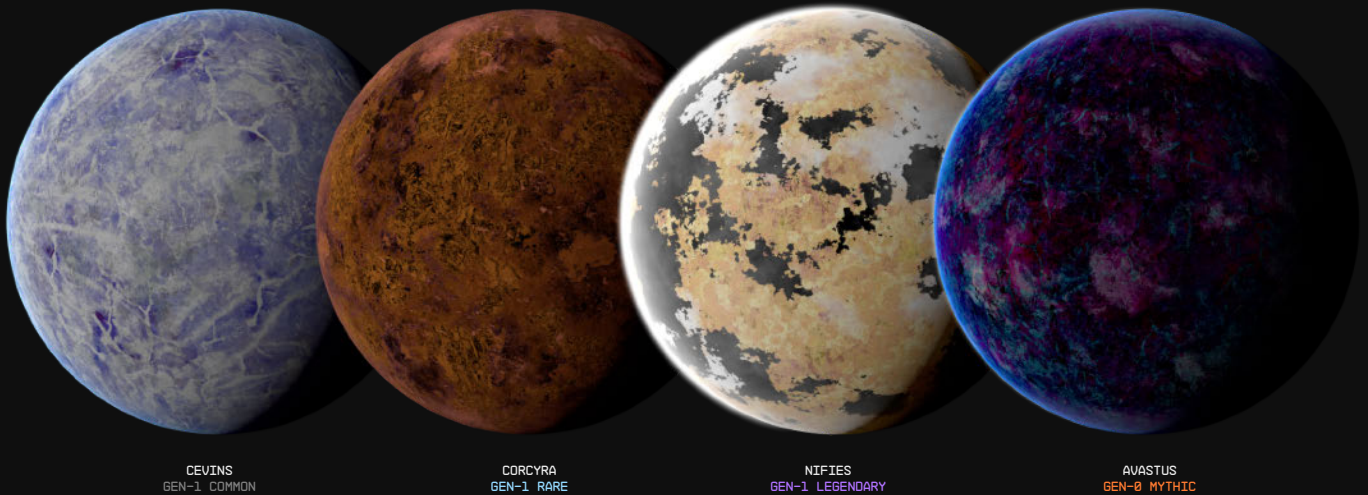
As additional core mechanics are added to the game, i.e. ship fitting and combat, additional stats, properties and attributes become relevant as well. These, along with other features will further accentuate the differences and specialization opportunities between different ship categories and generations. However, it should be noted that the generation of a ship does not necessarily correlate with its absolute strength.

You can find the full list of spaceships currently available in the [appendix](#).

Spaceships have been distributed to players via airdrops, giveaways, sales and missions. However, one of our biggest goals with the player-driven economy is to allow players to supply the majority of spaceships via manufacturing. We have laid a foundation for this with early crafting expansions and continue to steadily move forward in that direction.



## PLANETS



Planets come in various shapes and sizes, types and rarities. Their primary role in the game is to serve as utility and economic footholds.

They provide you with income in the form of in-game currencies and contain several layers of resource deposits, providing you with materials for manufacturing. Different planets also have varying numbers of upgrade slots and slot types, which are required to build infrastructure in. The rarer the planet, the more upgrade slots and income on average they provide.

Some planets may also contain special resources that provide buffs or allow you to unlock certain technologies. Rarer planets can contain several special resources, whereas common ones do not contain any. A full list of special resources is available in the [appendix](#).

As the universe continues to be explored, new generations of planets become available for colonization. However, with each generation beyond the first, the number of planets released per generation will be reduced by **AT LEAST 500**, meaning that the total supply of planets is capped to **28 600 PLANETS**.

Planets also serve an aesthetic role. Every planet is unique, from artwork to attributes - no two planets are identical. Some planets also contain limited, high-quality, handcrafted lore, music or artwork, created by a talented team of renowned artists.

Rare planets can contain 1-2 collectibles, legendary planets have 3 guaranteed collectibles - one of each type. Mythic planets also have 3 collectibles guaranteed, however, these are 1/1 unique collectibles, whereas the collectibles found in other planets tend to have 25 copies spread around the universe.





IN TERMS OF RARITY DISTRIBUTION,  
GEN-0 PLANETS WERE DISTRIBUTED AS SUCH:

|     |                         |
|-----|-------------------------|
| 444 | Uncommon class planets  |
| 644 | Rare class planets      |
| 11  | Legendary class planets |
| 1   | Mythic class planet     |

GENERATIONS BEYOND GEN-0 WILL FEATURE LESS RARE PLANETS  
AND WILL (AND IN CASE OF GEN-1, ALREADY HAVE)  
CLOSELY FOLLOW THIS DISTRIBUTION LOGIC\*:

|        |                         |
|--------|-------------------------|
| ≈ 0.1% | Mythic class planets    |
| ≈ 3%   | Legendary class planets |
| ≈ 23%  | Rare class planets      |
| ≈ 35%  | Uncommon class planets  |
| ≈ 40%  | Common class planets    |

\* WE RESERVE THE RIGHT TO MAKE MINOR ADJUSTMENTS  
TO THE ABOVE CLASS ALLOCATION MODEL FOR  
FUTURE PLANET GENERATIONS.

Each generation, we mint a small portion of planets to the Project Nebula team. These have been, and will continue to be used to fuel collaborations, facilitate giveaways and reward players and team members.

In GEN-0, this was ~9% of all planets, in GEN-1 it was 2.5%. Moving forward, this percentage will never exceed 5% of each generation's planet pool.



## ZONES & STRUCTURES

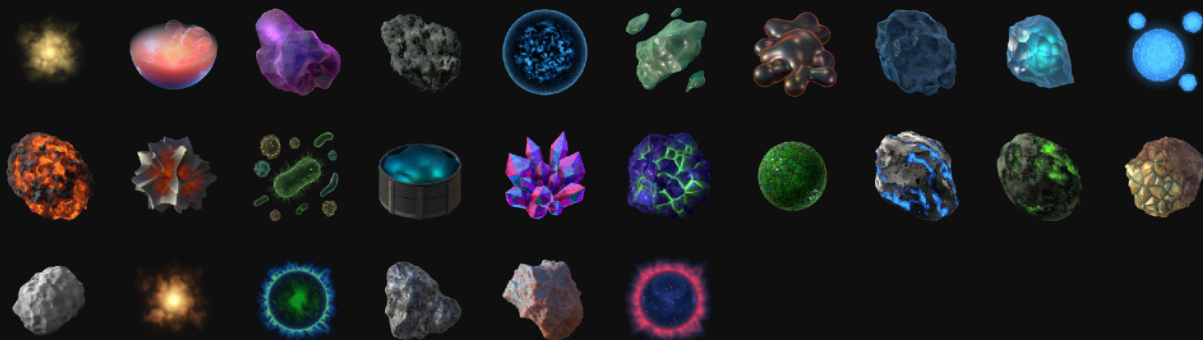
Zones are player-owned hexes in sectors. While the construction of infrastructure into zones is a feature still in development, players can already compete in anomaly hunts to gain zone deeds, giving them complete ownership of a hex in a given sector.

Zone structures are a distinct class of NFTs which provide unique value through certain types of manufacturing not possible on planets - including manufacturing spaceships, various utility upgrades, as well as many commercial services that players can develop and provide to guild members or other players.

Currently, ownership can be gained for zones in the starting regions: Planum Novae, Euler's Hope and Pandemonium - easily accessible through spacedocks and wormholes. 141 Sectors within these starting regions will offer a total of 5217 zones over time.

In the future, zones will also be available in more distant sectors, however, expect those zones to play out quite differently due to the lawlessness of faraway regions. Stand by to hear more!

## DEPOSITS & MATERIALS



Materials are the basic building blocks of all manufacturing. The primary source of which is planets, but small amounts of it can also be obtained through exploration and missions. There are also materials that can only be found elsewhere, not on planets.

Planets have several layers of resources, each containing 3 to 6 finite deposits. Every new layer is more difficult, expensive to survey and extract than the previous one. Find out more about how surveying works from our [Medium article](#).

Most manufacturing requires you to process raw materials into components before they yield a functional item.

You can find more information about materials in the [appendix](#).



## COMPONENTS



Components are a stepping stone between materials and products or items. Most of them must be manufactured by players, but certain specialized lower-tier components are also sold by mercantile ships you might come across during your travels.

## CONSUMABLES



Consumables are items that provide one-off utility, destroying the consumable item in the process. This could be a boost in fuel via Nanopaste, scanned hexes in a short radius around your ship via a Hyperscan or a variety of boosters, scanners and other items coming in the next Crafting 1.1 update.

## SHIP MODULES



Ship modules allow you to customize and fit your ship to better perform in various scenarios. Examples of these are different weapons, armor, shields, mobility or capacity boosters. Ship modules are still in development but expect to see them before our Combat Expansion!

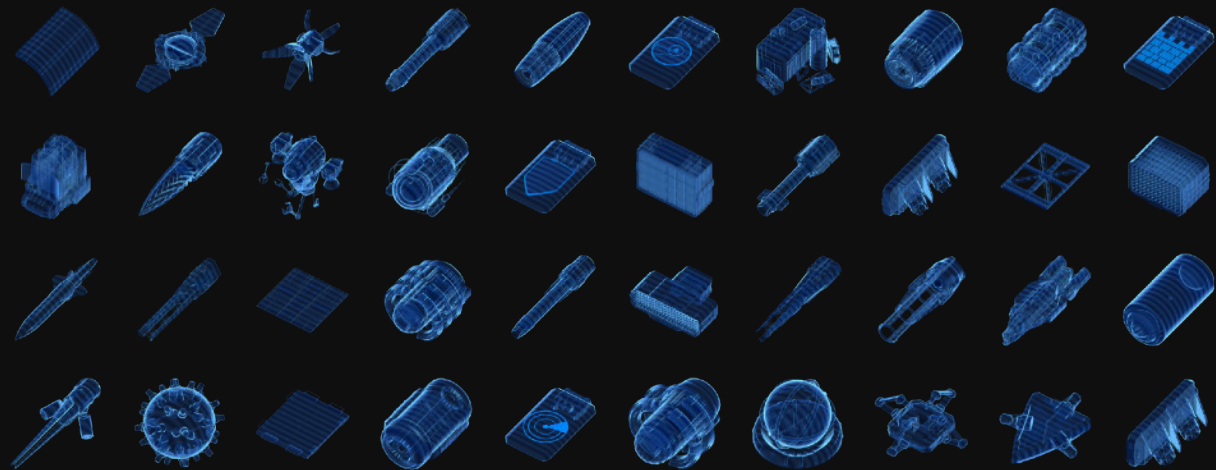




## COMBAT DRONES

Combat drones are integral to prevailing in combat encounters, both PvE and PvP. While your ship's role in combat cannot be understated either, true strategists control the battlefield through the defensive, offensive and utility maneuvers that combat drones provide.

## BLUEPRINTS



Blueprints are manufactured instruction sets programmed into a very special smart material called Nebulite. When given its required components and environment, the blueprint will self-assimilate (and burn in the process) into whatever product it was programmed to become. Almost all modern manufacturing processes in Project Nebula rely on this approach. While there are blueprints out and about, on sale from merchants or found in derelict ships, the main source of blueprints is reproduction.

In order to produce blueprints, you must first construct academies on your planets and then use the academies to research the relevant blueprints. Then, using a small amount of Nebulite and some time, a blueprint can be reproduced.

While blueprints can already be found in the game, the reproduction mechanic is still in development.

## NEBULITE

Nebulite is a unique form of matter, found in small quantities in extremely high-pressure environments, primarily in the outer layer of planetary cores. It is the most dense and energy-conservant material known to humankind. It is able to expend its mass to propel itself, or change its state. In an undisturbed environment it appears to slowly make more of itself, through a process of nuclear fusion and controlled creation of antimatter.



Quite recently, humanity figured out how to pass instructions to the material, to take advantage of its stores of energy, small size and extreme flexibility. This breakthrough has made it a mainstay across all forms of high-precision industry and engineering. With the correct amounts and instruction sets it will expend its energy and mobility to move, heat, cool, compress and expand matter around itself, until it has run out of energy, or completed its instructions. Its primary use of construction in the stead of 3D-printers, combined with its bluish hue, have given this form of Nebulite the name 'Blueprint'.

## NEBULITE & TOKENOMICS

Nebulite is Project Nebula's utility token. Its primary source are planets and its rate of production is defined by the planet's innate properties.

Nebulite's primary and evergreen utility is its function in researching and reproducing blueprints. Colonists, capitalists and combatants alike will always have a need for blueprints. Almost all crafting, beyond the very basic and mass-produced, is entirely dependent on blueprints and thus Nebulite.

Any crafting of consumables, weapons, modules, ships and the likes requires a blueprint to craft. While players can also earn blueprints via other gameplay loops, Nebulite is responsible for the vast majority of them.

While the utility of Nebulite is constantly expanding, we would like to highlight three key utilities that Nebulite is responsible for:

### 1. BLUEPRINT REPRODUCTION

A significant source of blueprints in Project Nebula is a process called Blueprint Reproduction. Before you can reproduce blueprints, you must first progressively research them via scientists and academies, supported by the research slots on your planets.

These blueprints allow the crafting of standard ships, ship modules, consumables and ammo. Every player is going to need these on a regular basis, as they are key in-game assets that allow you to enjoy core gameplay elements - exploration, colonization, missions, zone control and combat.

As previously stated, one of our goals has always been to allow players to drive the economy, providing the means for both existing and new players to enjoy core gameplay elements through these craftable assets.

As the game cannot be played without ships and other core gameplay assets, it is in everyone's interest that these are readily available to all prospective players. Thus, the amount of Nebulite necessary to produce Core Blueprints is dynamic, based on a myriad of economic factors and adjusted with high frequency.

The above ensures that Nebulite has evergreen utility and a key role in the economy.



## 2. FACTION STORES

Faction blueprints and items can be purchased from the many NPC factions within the game. While there is overlap in item categories between core and faction items, faction items have a few unique traits compared to core items:

- Some blueprints and items can only be purchased once you've progressed and earned enough reputation with a faction
- Faction blueprints and items tend to be more powerful or more unique than core items
- There is a finite supply of faction blueprints and items
- Faction blueprints and items rotate out of stock at varying intervals
- Faction blueprints and items are seldom, if ever, repriced

Faction items are not inherently necessary to enjoy Project Nebula. However, having these traits, faction items provide exciting prospects of progression, specialization and standing out. Additionally, since these items are only available in finite numbers and for a finite time, they can be exciting to collect and trade.

A variety of limited run cosmetic items will also be available for purchase via Nebulite. Similarly to other faction items, faction cosmetics can only be earned through Nebulite. And again, similarly to other faction items, these rotate out and are replaced with new items at different intervals. Once a faction cosmetic has rotated out - it's out, and never coming back to a faction store. The price of a given cosmetic will never change in a faction store.

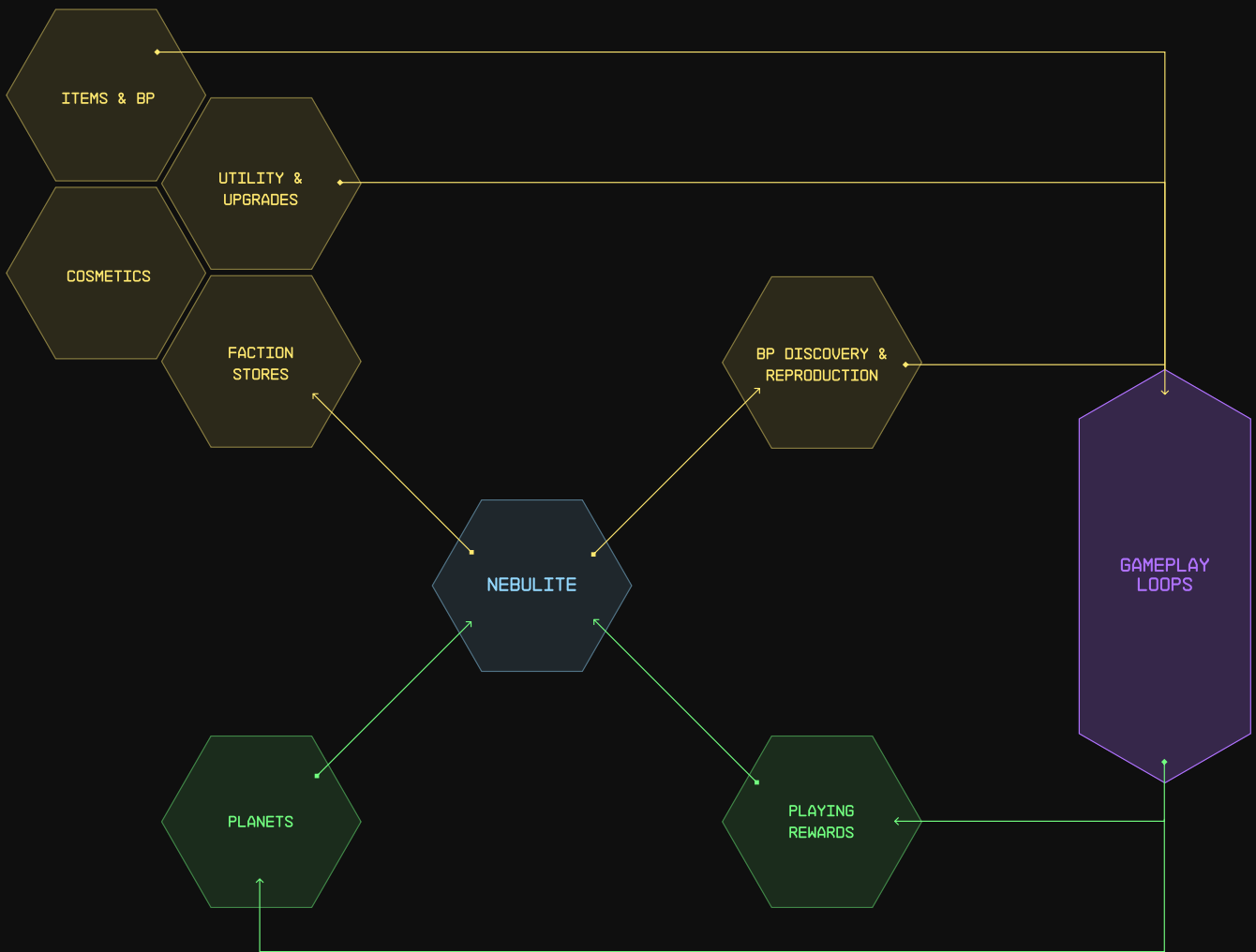
## 3. OTHER UTILITY

Nebulite will also be used to acquire and build various improvements to your ships, obtain a variety of QoL improvements, purchase guild charters, unlock and upgrade guild features.

As we continue to build new gameplay features, Nebulite's integral role in the in-game economy will be fortified both through more players requiring it, as well as additional utility being released for it.



THOUGH INITIALLY BURNT, A SMALL PERCENTAGE OF NEBULITE SPENT IN-GAME MAY BE USED TO PROMOTE ADDITIONAL COMMUNITY ACTIVITIES IN THE FUTURE.







## TOKENOMICS

Each year, a fixed amount of Nebulite will be minted. This will be distributed across players, planet owners, project members and our ecosystem reserve as follows:

|                   |     |
|-------------------|-----|
| PLAYING REWARDS   | 20% |
| ECOSYSTEM RESERVE | 15% |
| PLANETS           | 65% |

- **PLAYING REWARDS** - These are earnable to players in-game, via events, competitions, combat or other meaningful gameplay loops. We want to reward real players for real gameplay, a priority of ours is to ensure that bots do not abuse the system.
- **ECOSYSTEM RESERVE** - This is used to enable trading and provide liquidity to the token, as well as reward advisors, partners and collaborations that add value to the project's ecosystem.
- **PLANETS** - The majority of Nebulite will be generated by planets held by players.

| TOTAL TO BE DISTRIBUTED | MINT YEAR | PLAYING REWARDS | RESERVE   | PLANETS   |
|-------------------------|-----------|-----------------|-----------|-----------|
| 2 750 000               | 2022      | 550 000         | 412 500   | 1 787 500 |
| 10 000 000              | 2023      | 2 000 000       | 1 500 000 | 6 500 000 |
| 9 000 000               | 2024      | 1 800 000       | 1 350 000 | 5 850 000 |
| 8 100 000               | 2025      | 1 620 000       | 1 215 000 | 5 265 000 |
| 7 290 000               | 2026      | 1 458 000       | 1 093 500 | 4 738 500 |
| 6 561 000               | 2027      | 1 312 200       | 984 150   | 4 264 650 |
| 5 904 900               | 2028      | 1 180 980       | 885 735   | 3 838 185 |
| 5 314 410               | 2029      | 1 062 882       | 797 162   | 3 454 367 |
| 4 782 969               | 2030      | 956 594         | 717 445   | 3 108 930 |
| 4 304 672               | 2031      | 860 934         | 645 701   | 2 798 037 |
| 3 874 205               | 2032      | 774 841         | 581 131   | 2 518 233 |
| 3 486 784               | 2033      | 697 357         | 523 018   | 2 266 410 |

Planetary Nebulite is distributed among all planets based on the planet's generation and rarity. After 2033, the amount of Nebulite minted per year will remain constant, matching that of 2033.



Each generation has an associated modifier based on which Nebulite is distributed:

|          | GEN-0 | GEN-1 | GEN-2 | GEN-3 | GEN-4 | GEN-5 | GEN-6 | GEN-7 | GEN-8 | GEN-9 | GEN-10 |
|----------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|--------|
| MODIFIER | 1.00  | 0.75  | 0.56  | 0.42  | 0.32  | 0.24  | 0.18  | 0.14  | 0.11  | 0.08  | 0.06   |

Similarly to generations, each rarity also has its own distribution modifier:

| MYTHIC | LEGENDARY | RARE | UNCOMMON | COMMON |
|--------|-----------|------|----------|--------|
| 16     | 8         | 4    | 2        | 1      |

The product of these two modifiers will define the relative portion of planetary Nebulite allocated to each planet:

|        | COMMON | UNCOMMON | RARE | LEGENDARY | MYTHIC |
|--------|--------|----------|------|-----------|--------|
| GEN-0  | 1      | 2        | 4    | 8         | 16     |
| GEN-1  | 0.75   | 1.5      | 3    | 6         | 12     |
| GEN-2  | 0.56   | 1.12     | 2.24 | 4.48      | 8.96   |
| GEN-3  | 0.42   | 0.84     | 1.68 | 3.36      | 6.72   |
| GEN-4  | 0.32   | 0.64     | 1.28 | 2.56      | 5.12   |
| GEN-5  | 0.24   | 0.48     | 0.96 | 1.92      | 3.84   |
| GEN-6  | 0.18   | 0.36     | 0.72 | 1.44      | 2.88   |
| GEN-7  | 0.14   | 0.28     | 0.56 | 1.12      | 2.24   |
| GEN-8  | 0.11   | 0.22     | 0.44 | 0.88      | 1.76   |
| GEN-9  | 0.08   | 0.16     | 0.32 | 0.64      | 1.28   |
| GEN-10 | 0.06   | 0.12     | 0.24 | 0.48      | 0.96   |

This product, divided by the product total for all planets, multiplied by the total planetary Nebulite allocation to planets will give the absolute amount of Nebulite a planet earns in a given timeframe.



Here's a very simplified example:

IN 2023, PLANETS WILL EARN 1 000 NEBULITE. IN THIS EXAMPLE WE ONLY HAVE 4 PLANETS TO DISTRIBUTE IT BETWEEN. USING THE LOGIC PROVIDED ABOVE, WE CAN CALCULATE THE ANNUAL NEBULITE PRODUCTION FOR EACH PLANET:

| PLANET   | GENERATION | RARITY    | GENERATION MODIFIER | RARITY MODIFIER | MODIFIER PRODUCT | NEBULITE ALLOCATION |
|----------|------------|-----------|---------------------|-----------------|------------------|---------------------|
| PLANET 1 | GEN-0      | LEGENDARY | 1                   | 8               | 8                | 587.3715125         |
| PLANET 2 | GEN-1      | RARE      | 0.75                | 4               | 3                | 220.2643172         |
| PLANET 3 | GEN-2      | UNCOMMON  | 0.56                | 2               | 1.12             | 82.23201175         |
| PLANET 4 | GEN-1      | UNCOMMON  | 0.75                | 2               | 1.5              | 110.1321586         |
| TOTAL    |            |           |                     |                 | 13.62            | 1000                |

Beginning from OCTOBER 2022, up until the launch of the Nebulite, a snapshot of planet ownership is taken on the last day of each month at midnight GMT. This will be used to reward early planet holders with Nebulite allocations even before the launch of the token.

Once Nebulite has launched, it will be minted daily. Daily Nebulite production will be distributed between all planets of generations that have officially been released. An unclaimed planet will still accumulate Nebulite from its inception, all of which will be rewarded to the eventual claimer. If a generation is not released in any given year, its Nebulite allocations will be distributed across all other planets. We will never release more than one generation of planets each year.



## REVENUE STREAMS

Project Nebula is primarily funded through three avenues:

- **RELEASING AND SELLING NFTS** - While the majority of in-game items are either extracted or crafted by our players, there are several asset classes that are both produced and sold directly by us.
- **THROUGH IN-GAME PURCHASES** - From unique spaceship coatings and consumable power-ups to unlocking new features on their accounts - Project Nebula features a variety of in-game products that can be purchased directly to enhance your game experience.
- **BY COLLECTING MARKETPLACE FEES** - The game economy is set up in a way that incentivises players to trade with one another in order to perform best - we are collecting a small fee from every transaction.

## ROADMAP

Our roadmap is regularly updated and accessible [here](#).

We would also like to thank our creative, active and vocal community for providing amazing ideas and feedback for our future development! We are constantly keeping an eye on and tapping into the pool of ideas expressed on [our Discord server](#).

## THE TEAM

You can find out more about the team building Project Nebula, as well as information about open positions [here](#).





# APPENDIX

## 1. MATERIALS

### ABUNDANT PLANETARY MATERIALS:



#### BASE MINERALS

Useful in one form or the other since the dawn of man, the term 'Base Minerals' encompasses a variety of useful elements and resources, all relatively easy to procure.

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#### SILICATES

A vast category of semiconductive materials with a variety of other useful properties, used mostly in basic electronic devices.

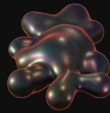
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#### H<sub>2</sub>O

A prerequisite for life on Terra and a highly-valued resource, water in the form of ice grains is surprisingly bountiful across the universe. While spread across the void in molecular clouds, it's much more feasible to simply harvest it from planets.

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#### ELASTOMERS

These rubbery materials are particularly useful when paired with electronics, but can be used in countless other ways.

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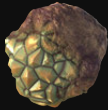
## COMMON PLANETARY MATERIALS:



### TITANIUM

Valued for producing a large variety of alloys, titanium is surprisingly lightweight compared to the strength it offers. Add to that high corrosion resistance and you end up with a material ideal for use in hostile environments.

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### POLYMETALS

The name "Polymetals" is an umbrella term for metals with the capability to memorize and reform a variety of previous physical configurations under the right circumstances.

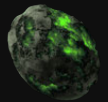
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### ECTOPOLYMERS

From simple cutlery to colonization equipment, Ectopolymers can be applied to a litany of use cases where durability is key. Worked properly, it can even be manufactured into military-grade defensive equipment.

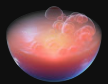
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### PLUTONIUM

While mankind has created more terrifying weapons since spreading among the stars, cautionary tales are still shared on the horrors of the atomic bombs of old. In modern times, plutonium is mostly used in a variety of energy-related equipment.

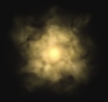
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### AMPHOTERIC SUBSTANCES

Mostly used as a buffering agent in countless crafting syntheses, Amphoteric Substances are known as the unappreciated workhorse of manufacturing.

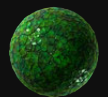
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### AEROGENS

A nickname for a small group of gases sharing similar properties, all useful in large-scale industrial manufacturing.

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### ORGANIC COMPOUNDS

The origin for all Terran life, with near infinite uses out in the hostile void of space.

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### NANOFLUIDS

Requiring extremely heavy filtration before attaining a suitable form, nanofluids are known as one of the more work-intensive materials to procure for manufacturing purposes.

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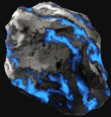


## UNCOMMON PLANETARY MATERIALS:



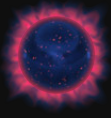
### NEOLYSIUM

Nicknamed "the Stabilizer", Neolysium shows capabilities of slowing thermal energy fluctuations in a localized area surrounding it. The fact that this material is still largely a mystery has (perhaps worryingly) not stopped adventurous crafters from using it profusely.



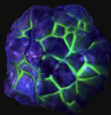
### PLATINYX

An incredibly stable and dense metal, possessing the unique capability of manipulating electricity in ways once thought impossible. While implementing this material into most electronic devices isn't yet feasible, it is highly likely Platinyx will steadily reshape the way we design electronic devices in the future



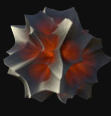
### YPRASIUM

Exhibiting capabilities related to manipulating certain spectrums of electromagnetic radiation, Yprasium is a valued material even with the extremely complicated and costly harvesting process.



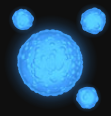
### NOVIS COMPOUNDS

Strange energies seem to erratically erupt from this microscopic material. While research is still being conducted regarding its true capabilities, it seems to be possible to use Novis Compounds as a potent, portable energy source. Current research points to this material being related to Exotic Stars



### METAMAGNETIC ORE

A classification of ores with the capability to generate and manipulate remarkably powerful magnetic fields. Transporting the ore without being aware of its true capabilities caused a near-catastrophic incident on the CU space station Dorylus during the early days of exploring the new galaxy.



### HYPOTOMIC SUBSTANCES

Discovered only relatively recently on this side of the Gateway, Hypoatomic Substances are difficult to contain or harvest in the common sense of the word. Complicated field-generation technologies must be used for proper confinement.



### XENSIUM

Found originally in trace amounts on Jupiter's moon Europa, it took humanity more than a century to understand the value of this deceptively inert-looking material,

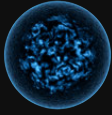


### HYPERSPECULAR CRYSTALS

Hyperspecular Crystals were first discovered when a number of probes were lost exploring the canyons of a rogue planet. An investigation revealed that the canyon was filled with strange crystals that somehow reflected and amplified nearly all signals and radiation they came in contact with, overwhelming the probes.



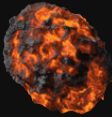
## RARE PLANETARY MATERIALS:



**BRUMA  
PARTICLES**

Processed properly, Bruma Particles display the extremely valuable property of dissipating kinetic energy from adjacent matter. While it took mankind several years to figure out how to harvest Bruma, the tech has been streamlined since then.

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**IGNIS ORE**

This strange ore seems to be bursting with incredible amounts of thermal energy. Because of its flaming appearance, it was initially dismissed as fiery pieces of molten rock within lava flows, leaving it unidentified for a surprising amount of time.

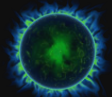
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**MICRO-  
ORGANISMS**

The new galaxy offers a greater variety of basic lifeforms compared to most planets found in the Milky Way. There has been no reasonable explanation regarding this spread of rudimentary lifeforms so far, yet even in such a small form, these Microorganisms offer countless uses.

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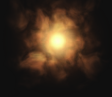


**TCHAIKOVIIUM**

With the correct techniques, the terrifying potential of Tchaikovium can be released - the capability to warp spacetime and manipulate gravitational forces. Research into Tchaikovium is only in its infancy, but the initial results are already producing incredible results.

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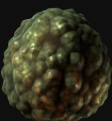
## NON-PLANETARY MATERIALS:



**STARHEART  
CLUSTER**

A particularly rare material, found only in the aftermath of a supernova explosion.

---



**SMALL  
ALIEN CURIO**

A truly strange object likely created by ancient alien minds. The object seems inert, but the strange components it consists of can be reused for particularly atypical projects.

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**AXIODOMITE**

An incredibly stable substance, seemingly able to absorb vast amounts of energy without any disruption to its structure. So far only found in small quantities in asteroid shards.

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## 2. SPACESHIPS



### PATERA

SKIMMER I / GEN-1

Result of traditional Martian manufacturing practices, the Patera is a lightweight skimmer requiring only a barebones crew to properly operate. While the original design was an inter-system transport shuttle, it was discovered that retrofitting it with a Deimos Engine made for an affordable FTL-capable vessel.

|                  |     |
|------------------|-----|
| ▲ FUEL :         | 900 |
| ✈ MOVEMENT :     | 10  |
| 🔍 EXPLORATION :  | 10  |
| 🌐 COLONIZATION : | 0   |



### ZETHUS

SCOUTING VESSEL I / GEN-1

Terra entered the new galaxy with its Zethus vessel leading the charge - the swift and sleek ship was the brainchild of Terra's brightest engineers. Surprisingly resilient for its size, the Zethus was specifically designed to handle the difficulties waiting through the Gateway.

🔍 **INTEGRATED HYPERSCAN**

|                  |     |
|------------------|-----|
| ▲ FUEL :         | 900 |
| ✈ MOVEMENT :     | 13  |
| 🔍 EXPLORATION :  | 10  |
| 🌐 COLONIZATION : | 10  |



### ROC

SCOUTING VESSEL I / GEN-6

This Scouting Vessel, based on a classic Terran design, is quick and easy to produce, making it incredibly popular in the new galaxy. Its small and rather nimble build doesn't leave much room for extra cargo or fuel, but makes it an effective scout.

|                  |      |
|------------------|------|
| ▲ FUEL :         | 1000 |
| ✈ MOVEMENT :     | 12   |
| 🔍 EXPLORATION :  | 10   |
| 🌐 COLONIZATION : | 10   |



## ILLEX

EXPLORATION VESSEL I / GEN-1

A hallmark of Terran design, the Ilex is stylish, sleek and specialized with a single role in mind: a watchdog for TCU territories. Thanks to its powerful sensory equipment and advanced thrusters, very little can slip past the Ilex unnoticed. Private shipowners have found it to be an ideal and highly efficient exploration vessel.

### 🔍 INTEGRATED HYPERSCAN

|                  |     |
|------------------|-----|
| ▲ FUEL :         | 950 |
| 🚀 MOVEMENT :     | 10  |
| 🔍 EXPLORATION :  | 14  |
| 🌐 COLONIZATION : | 11  |



## GARGOYLE

EXPLORATION VESSEL I / GEN-0

In the earliest days of space travel, the Exploration-type Dayan came at the exciting peak of mankind's initial discoveries. Now, to aid explorers coming through the Gateway, this modern Exploration Vessel is an evolution of the original Dayan design and comes with in-depth planetary scanners and large-scale exploration operations in mind. What it sacrifices in speed, it makes up for with a larger hull and an impressive toolset

|                  |      |
|------------------|------|
| ▲ FUEL :         | 1050 |
| 🚀 MOVEMENT :     | 11   |
| 🔍 EXPLORATION :  | 13   |
| 🌐 COLONIZATION : | 11   |



## STORMBIRD

SCOUTING VESSEL II / GEN-0

The advanced version of the base scouting vessel; better in nearly every metric and with a price to match. Its upgraded and more efficient engine leaves more room for advanced attachments and upgrades without sacrificing speed and agility.

|                  |      |
|------------------|------|
| ▲ FUEL :         | 1100 |
| 🚀 MOVEMENT :     | 14   |
| 🔍 EXPLORATION :  | 12   |
| 🌐 COLONIZATION : | 12   |



## GRIFFIN

EXPLORATION VESSEL II / GEN-6

Upgraded engines and increased fuel efficiency give the type I a much larger range of movement compared to its predecessor. Compact and streamlined systems allow more space for both general cargo and augmentations focused on exploration and colonization.

|                  |      |
|------------------|------|
| ▲ FUEL :         | 1150 |
| ✈ MOVEMENT :     | 13   |
| ● EXPLORATION :  | 15   |
| ⊕ COLONIZATION : | 13   |



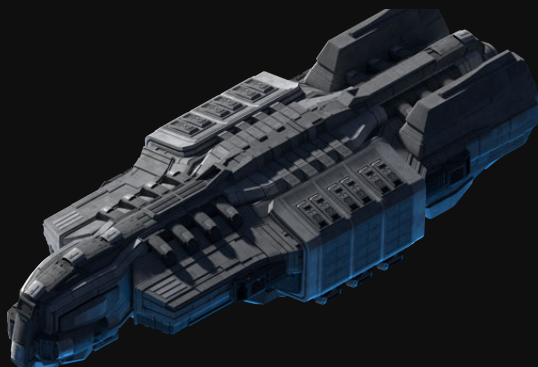
## CHRYSALIS

COLONY SHIP I / GEN-1

The Chrysalis is the undisputed pride of the Terran fleet - a magnificent vessel, with its unique mix of power, size and Terran-style grace. Even when designing a ship more akin to a moving city, the Terrans did not forget to give the vessel the visual polish it deserved. The Chrysalis served the Terran Colonial Union well when arriving through the Gateway; as the TCU's colonization phase slowed, they began to appear in public and private auctions.

⊕ INTEGRATED HYPERSCAN

|                  |      |
|------------------|------|
| ▲ FUEL :         | 1100 |
| ✈ MOVEMENT :     | 14   |
| ● EXPLORATION :  | 14   |
| ⊕ COLONIZATION : | 16   |



## BEHEMOTH

COLONY SHIP I / GEN-0

A rare sight, this Colony Ship. With massive engines and an astounding hull, these arks are more flying factory than vessel. Its massive size makes it capable of setting up outposts, relays, asteroid mines and all sorts of facilities a colony would need to get started. Constructed entirely in the Sol system due to its expensive and complicated construction.

|                  |      |
|------------------|------|
| ▲ FUEL :         | 1200 |
| ✈ MOVEMENT :     | 14   |
| ● EXPLORATION :  | 15   |
| ⊕ COLONIZATION : | 15   |



## RED LIGHT OF DAWN

EXPLORATION VESSEL II / LORE SET I

This well-kept vessel has seen its fair share of stars on both sides of the Gateway. The Red Light of Dawn became well-known after being awarded to Sophie Ibsen for her heroic acts during a large-scale attack on the Gate. The heroine herself installed several advanced systems allowing for easier surface exploration.

|                  |      |
|------------------|------|
| ▲ FUEL :         | 1200 |
| ✈ MOVEMENT :     | 13   |
| ● EXPLORATION :  | 15   |
| ⊖ COLONIZATION : | 14   |



## MATTERSKIPPER

SCOUTING VESSEL II / LORE SET I

The pride of the SamarTech fleet and a symbol of their superior technology and design. The Matterskipper more than held the galactic speed record among Scout vessels. The ship's speed is matched only by its elegance and is nothing short of a beacon of pride for any crew lucky enough to pilot it.

|                  |      |
|------------------|------|
| ▲ FUEL :         | 1150 |
| ✈ MOVEMENT :     | 15   |
| ● EXPLORATION :  | 12   |
| ⊖ COLONIZATION : | 12   |



## ENDLESS TYPHOON

EXPLORATION VESSEL I / LORE SET I

Thousands of tiny upgrades have turned this vessel into the intricate likeness of a masterworked clock. The Endless Typhoon's crew was filled with tinkerers, mechanics, spacers - regular folk with an irregular bond. Ask any self-respecting mechanic and they'd tell you this ship was a work of art.

|                  |      |
|------------------|------|
| ▲ FUEL :         | 1100 |
| ✈ MOVEMENT :     | 11   |
| ● EXPLORATION :  | 14   |
| ⊖ COLONIZATION : | 11   |





## FLICKERING FLAME

SCOUTING VESSEL I / LORE SET I

Rumours declared it the luckiest vessel in the whole fleet despite its long history of less than legal activities. The Flickering Flame's true origins are unknown, as are many vessels from the Ceres Cooperative Fleet. It's hardened history of piracy and violence prove this ship isn't one to trifle with lightly.

|                  |      |
|------------------|------|
| ▲ FUEL :         | 1050 |
| ✈ MOVEMENT :     | 12   |
| ● EXPLORATION :  | 11   |
| ⊖ COLONIZATION : | 10   |



## FARSEER

SCOUTING VESSEL II / LORE SET I

Nimble, versatile, and prepared for the unforeseeable. The Farseer was built for survivors and withstood an attack that may have crippled most other vessels. Restored to its former glory, its legacy lives on through the next crew ready to explore the galaxy's darkest sectors

|                  |      |
|------------------|------|
| ▲ FUEL :         | 1050 |
| ✈ MOVEMENT :     | 11   |
| ● EXPLORATION :  | 12   |
| ⊖ COLONIZATION : | 10   |



## RELENTLESS SUNSEEKER

EXPLORATION VESSEL I / LORE SET I

Bravery follows this Gateway voyager; one of the first ships ever to venture into the new galaxy. It took an anomalous Mindloop pandemic to even shake the stout-hearted crew of the Sunseeker. The ship lives on as a well-equipped and steadfast testament to bravery for anyone lucky enough to pilot it.

|                  |      |
|------------------|------|
| ▲ FUEL :         | 1100 |
| ✈ MOVEMENT :     | 12   |
| ● EXPLORATION :  | 14   |
| ⊖ COLONIZATION : | 10   |



### 3. SPECIAL RESOURCES

In addition to their base effects, having a specific special resource can sometimes be a prerequisite for building certain infrastructure or manufacturing certain goods.

|                  |  |
|------------------|--|
| ANTIMATTER       | Increases the maximum movement points of your ship by 5%     |
| AZURIUM          | Increases the Movement Modifier of your active ship by 5%    |
| BIOCRYSTALS      | Increases the Exploration Modifier of your active ship by 5% |
| CLARION POWDER   | Increases Credit generation on all planets by 5%             |
| DIAMOND DEPOSITS | Increases Industry generation on all planets by 5%           |
| FORGIUM          | Increases the speed of all planetary upgrades by 5%          |
| POLYWATER        | Reduces the colonization cost of planets by 5%               |
| PROTOFUNGI       | Increases Research generation on all planets by 5%           |
| QUARTION HYBRIDS | Unlocks the technology 'Colonize Gas Giants'                 |
| X-13 COMPOUNDS   | Unlocks the technology 'Colonize Exotic Planets'             |
| ZETA PARTICLES   | Unlocks the technology 'Colonize Rogue Planets'              |

The effect of special resources stack, albeit with diminishing returns - each copy of a special resource after the first one will give 50% less than the previous one (5%, 2.5%, 1.25% etc). As an example, owning 3 copies of Antimatter will result in the maximum movement points of your ships to be increased by 8.75%.