



SUPERNOVA SHARDS

Whitepaper v1.5

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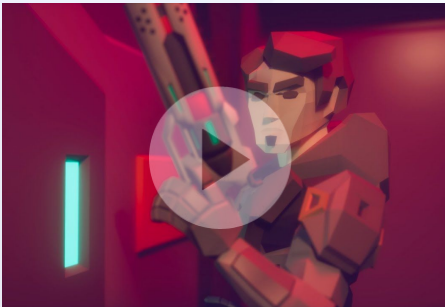
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Project Overview

Supernova Shards is a sci-fi sandbox survival MMORPG in an open world featuring indirect controls and an open economy.

Our goal is to make the classic role-playing gameplay as clear and convenient as possible, invite players to explore a huge open world, make the game accessible on any platform (Mobile and Web first) and implement an open economy with Play & Earn features.



Work on the Supernova Shards began in 2020. We decided to create such an ambitious project that just writing the documentation and prototyping took a year. In 2021, we received the first investments and managed to implement most of the main game mechanics. You can evaluate the result of our work by watching this walkthrough.

	Open Economy	Entry Threshold Level	Realistic Graphics	Controls Accessibility	Open World	Cross-platform
Supernova	★★★★	★★★★	★	★★★★	★★★★	★★★★
EVE Online	★★	★	★★	★★	★	★★
Star Citizen	☆☆	★★	★★★★	★	★★★★	★
Star Atlas	★★★★	☆☆	☆☆☆	☆	☆	☆
Starfield	★	★★★★	★★★★	★★	☆☆	★



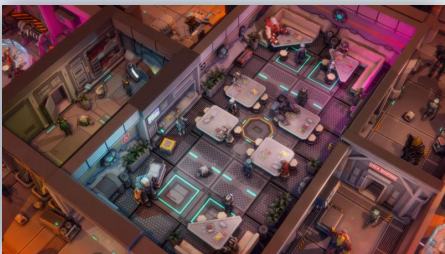
Players can build battleships



and battle each other!



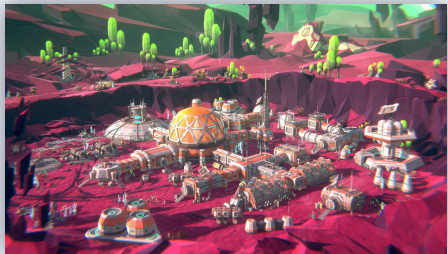
Find adventures and fight monsters!



They can own a bar, a hotel, a shop,



even entire space stations,

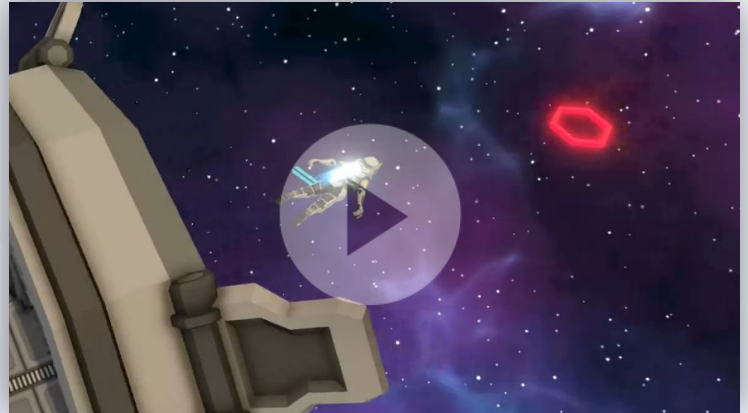


and planet settlements!

Key Features

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Open World. A character can wake up in a space station, equip a spacesuit and venture into space, capture a hostile ship, land on a nearby planet and continue exploring a ground base - all seamlessly and in real-time. Such an approach allows achieving a unique gaming experience.



Character independency. Character automated fights, work, starship flying, players give out general orders. This removes routine from the players and draws attention to more important management elements within the game. This kind of gameplay is more suitable for an adult audience without micromanagement of avatar control.

UGC oriented. Supernova Shards is open to creators. Players can craft their own unique ship designs, equipment, space and planetary stations, narrative adventures, and other content like importing their NFT's while being rewarded for that. Thanks to this approach, the game world will receive regular and multicultural updates.



Open economy. Players will be able to purchase in-game tokens for fiat currency, but also exchange them back. Trades, collaborations, armed clashes, and other socio-economic relations between players will not only bring immersive gameplay but also an opportunity to earn money.

Team Background

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Sergey Kopov (CEO) has 11 years of experience working at different HiTech companies ([FunCorp](#), [Just AI](#), [Zillion Whales](#), [Herocraft](#)) and released 50+ apps/games before founding his first company 0xGames in 2017.

[0xGames](#) has been exploring a new blockchain games niche for two years. The company has successfully released several games. [0xUniverse](#) was one of the most popular decentralized games on the market, beating [CryptoKitties](#) and [Axie Infinity](#). However, at the end of 2019, the company's operations had to be suspended due to the decision of the majority stake owner unrelated to the performance of 0xGames.

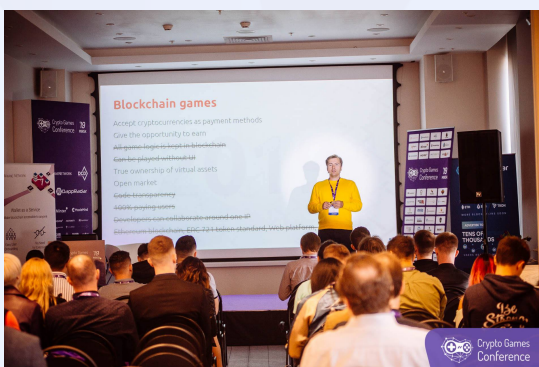
By early 2020 Sergey has gained invaluable experience of being an entrepreneur, a talented team of developers with a passion for blockchain-based open economy games, and an overwhelming desire to create a breakthrough project in this niche - on this basis the development of Supernova Shards began.



Speech at White Nights Conf 2017



Speech at DevGAMM Conf 2018



Speech at Crypto Games Conf 2019



Speech at White Nights Conf 2019



"Important meeting" in 0xGames office 2018



0xGames Team 2019

Sunday Games

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By December 2021, the team at Sunday Games has grown to 16 people with a very diverse technology background. The average experience in game development for each member is over ten years.

The company is based in Limassol, Cyprus. A third of the team is based in Cyprus, while the rest work remotely. Our processes are structured around remote work from inception, thus allowing us to hire the best professionals no matter their location.

We are fully focused on developing one project, Supernova Shards is a dream game for the team. This energy allows us to overcome any difficulties in order to end up with a stunning product!



Serge Kopov
CEO and Founder
16 years exp



Konstantin Grigoriev
Lead Java Dev
17 years exp



Max Petruk
Lead Producer
11 years exp



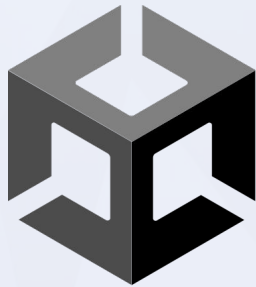
Dmitry Timofeev
Lead Unity Dev
25 years exp



Mike Zelenin
Lead Blockchain Dev
18 years exp







The client is made with Unity, the most popular multi-platform game engine, with which our team has extensive experience.

We use a modern ECS approach that dramatically increases the processing of a large number of objects.



The authoritarian server is written with a Java-based framework, where our team has wide experience.

The deterministic game logic is written in C# and will be the same for the client and server. This approach* greatly reduces traffic volume, connection requirements, and gameplay feedback to player's input.



The open economy model will be implemented with the support of both fiat and crypto providers.

On the fiat side, we are planning to cooperate with Xsolla (Tilia, Circle, etc.).



On the crypto side, we are planning to cooperate with several blockchains so that our coin is available to more players: Binance, Heco, Polygon, Waves, Ethereum, etc.

In the year 4100, the 500-year war between **Life and Grobo corporations** ended. **Reborn technology** was the cause of the conflict. Thanks to this invention, in the event of the death of a human or any other sentient life form, it became possible to clone a new body and transfer the previously saved mind onto it. The religious leaders of Grobo considered this "resurrection" against the will of God.



While the most decisive battle of this conflict was unfolding, Grobo's spies managed to disable a significant number of Reborn servers. This led to the corruption of a large amount of data, and many people who died in the battle lost their memory after recovery.



Life corporation suffered colossal casualties and lost its former influence. To this day, they are busy with the recovery of victims, paying out significant compensation. The player becomes one of them. The compensation received is just enough for a new ship that will help explore the endless Supernova Shards universe and perhaps reveal its secrets.

To better understand what players will be able to do, consider the key professions that are present in the game.

Supernova Shards is rich in resources and remnants of ancient civilizations, **Explorers** are the first to find them. They use specialized ships equipped with jump drives to reach previously inaccessible star systems. Powerful scanners allow them to locate **Ore Deposits** and **Artifacts**, the location of which the Explorers sell to Miners and Scientists.

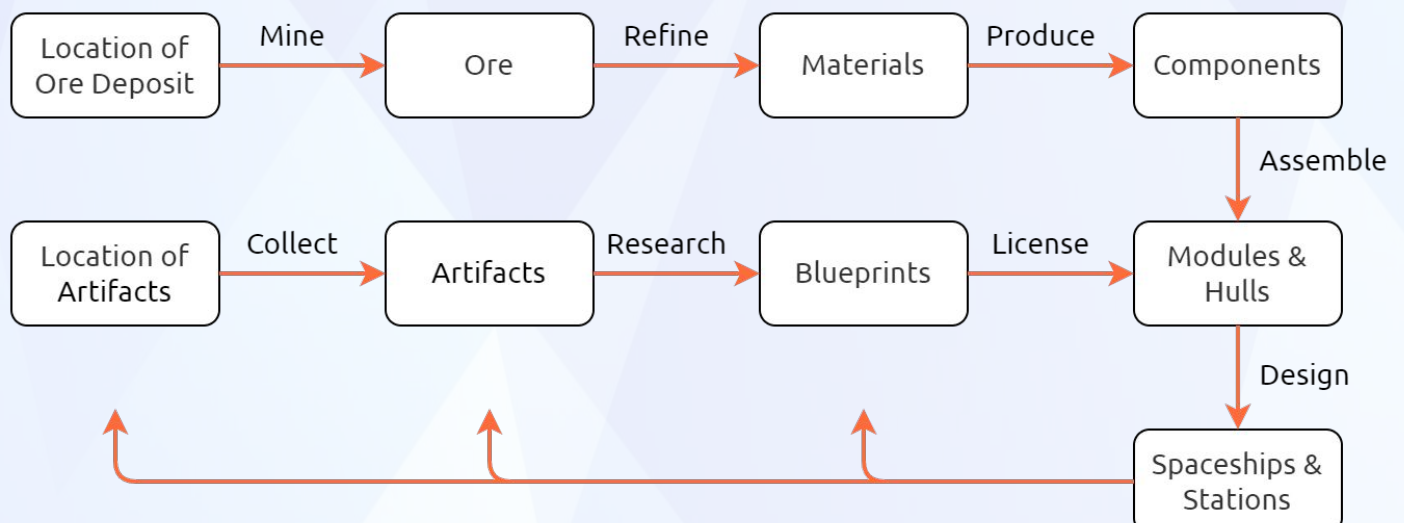
Miners acquire data on the **Ore Deposits** from the Explorers. The miners then can build specialized structures to extract **Ore** and process it into **Materials** ready for transportation and use. Mercenaries ensure the miners' safety while Carriers transport the Materials to a trading hub or any other safe location.

Scientists acquire **Artifacts** from the Explorers and study them in their laboratories, spending a significant amount of **Materials** in the process. This accumulated knowledge enables them to invent **Blueprints** that Scientists can sell or license to generate income from each use.

With the help of industrial facilities, the **Manufacturers** create **Components** from **Materials**. Then, using Scientist-licensed **Blueprints**, they assemble **Modules** or **Hulls** from the **Components**.

Mechanics equip the **Hulls** with **Modules** in an optimal way, creating **Starships, Space, and Planetary Stations** - goods and assets in demand among all residents of Supernova Shards.

The game will feature many other activities and professions. To mention a few more briefly: **Mercenaries** are contracted by other players, **Carriers** transport goods, **Retailers** sell goods locally, **Pirates** steal and rob, **Landlords** receive rent, **Bankers** collect deposits and give out loans, **Corporate managers** manage company resources and assets.



In Supernova Shards, the division of people by place of birth, race, or faith has lost its meaning. States were replaced by Corporations, it is they who divide the spheres of influence of known star systems and discover new ones.

Corporations operate in similar principles to companies in the real world (or like DAO). Members of the corporation own its Governance tokens. This allows to elect key managers and get a part of the corp revenue.

Corporations contend for control of star systems. They provide security from internal and external threats. It makes the area more attractive to other Supernova Shards residents and allows collecting more taxes.

In Supernova Shards, the influence is shared by the contending corporations of **Life** and **Grobo** from the launch of the game. Players start in Life territory with relative safety. Later they will be able to:

- Maintain loyalty with Life
- Change sides and join Grobo
- Found their own corporation
- Join other player-made corporations

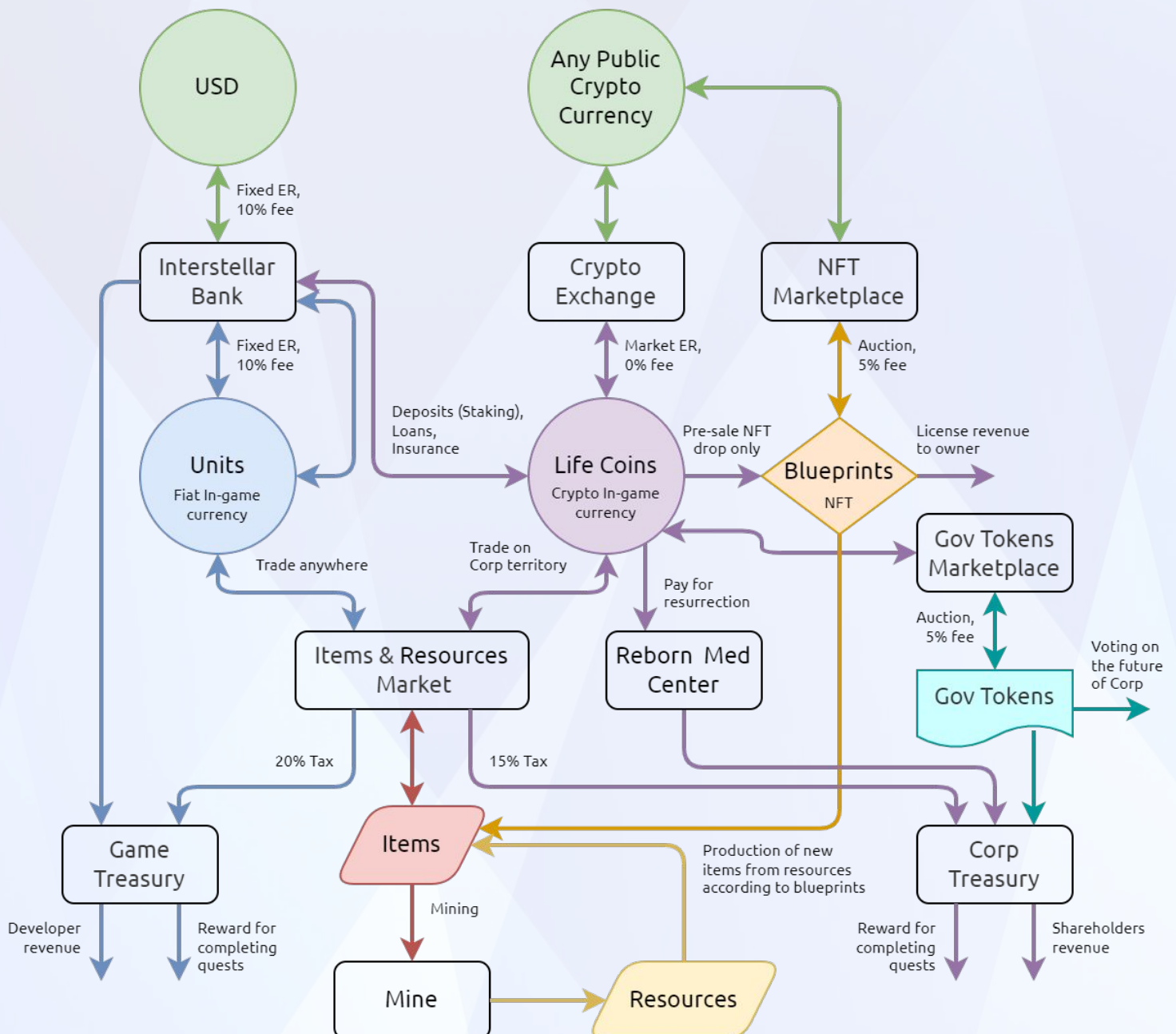
Player-made corporations will discover and populate new star systems, eventually becoming the dominant forces of Supernova Shards, much more powerful than Life and Grobo.



The following real-world analogy illustrates how Supernova Shards economy works.

Imagine that there is only one country in the world that occupies the territory of only one continent (inhabited star systems at the start of the game). The government of this country (Life Corporation, the game developer) maintains order on its territory, monitors the turnover of the national currency (LFC), and performs other service functions, in return collecting taxes from the trading operations of its residents (players). Some residents act as entrepreneurs, they develop mining, industry, science, and trade, some work for hire, some operate outside the law, and are engaged in piracy.

Over time, residents begin to develop new territories and establish their countries (new corporations). The governments of the new countries issue their own currency and establish their own laws, yet the international currency (UNIT), which is operated by an international bank (Interstellar Bank, the game developer), is popular due to its stability.



	UNIT Unified Tokens	LFC Life Coins
Issuer	Interstellar bank	Life Corporation
Quantity	Unlimited	100,000,000
Exchange to USD	<p>Fixed rate 100 UNIT = 1 USD</p> <p>Commission for deposit / withdrawal 10%.</p> <p>Guaranteed by the issuer, backed by required amount in USD.</p>	<p>Flexible exchange rate based on supply and demand.</p> <p>You can purchase LFC before the game launches by participating in the token sale. After that, you can buy coins on DEX and CEX.</p>
Technology	Xsolla, Tilia (Second Life), Tipalti (Roblox), Circle, etc.	<p>Can be in two states:</p> <ol style="list-style-type: none"> 1. Internal LFC is convenient for playing because transactions are instant and free (will choose the tech later, closer to the release date - this decision largely depends a lot on who will become our main investor) 2. External LFC is convenient for trading on DEX and CEX (Binance, Polygon, Ethereum, etc.) <p>There is a bridge to freely change the state in both directions.</p>
Common goods	Accepted by all merchants	Players choose in what currency to make trades.
Unique goods	No	<ul style="list-style-type: none"> - Sale of Starship Blueprints (NFT), which are owned by Life Corporation - Payment for using of Reborn technology - Payment for registration of new corporation <p>More will be added later...</p>
Staking	Bank deposit like	Rewards in gov tokens of Life Corporation
Burning	No	10% of the Life Corp revenue will be burned
Target audience	All players (Basic ingame currency)	Advanced players (basic knowledge of blockchain required)
Tax for trading transactions	20%	15%

As mentioned on the [professions](#) page, scientists will be able to invent new blueprints. They serve as intellectual property in Supernova Shards. The one who owns the blueprint, components, and production facilities can produce new goods. In addition, the blueprint can be licensed to other players, allowing to collect royalties from each copy produced.

The blueprints are NFT made according to ERC-1155 standard. There can only be 10 copies of each blueprint. A blueprint copy has a limit on the number of physical items that can be produced per day (it will be regularly adjusted).

At the start of the game, some blueprints will be already discovered, and 3 copies of each will belong to Life Corp. The remaining 7 copies of discovered blueprints and others not yet revealed will be available for invention by players who are good in science.

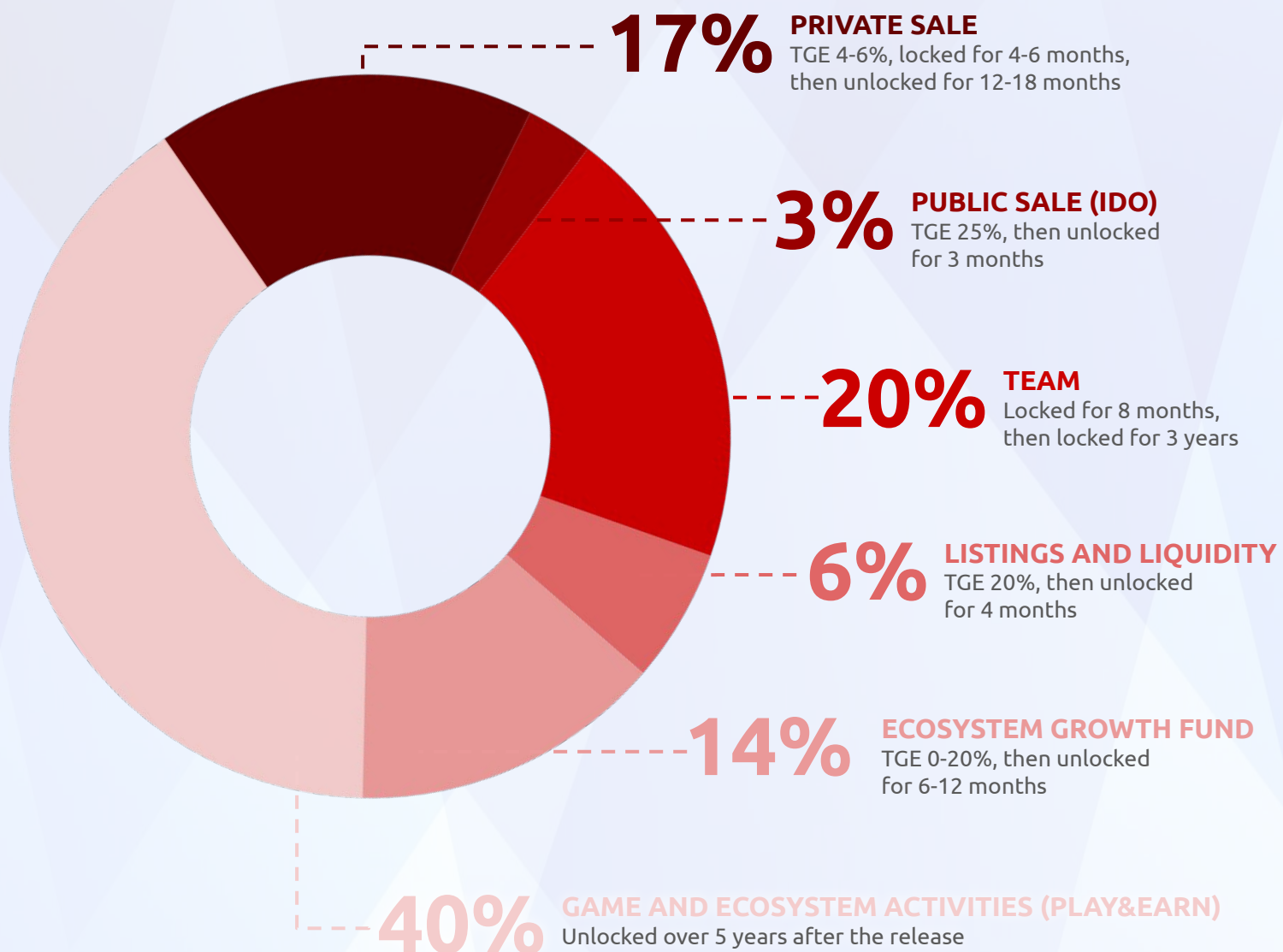
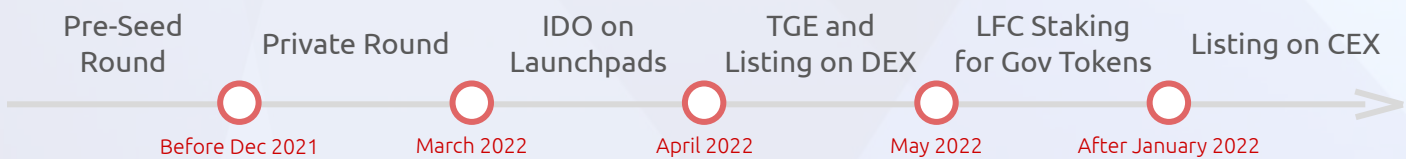


Token Sale (March 2022)

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Name	Life Coins
Symbol	LFC
TGE Token Generation Event	March 25, 2022 Right after IDO

Total Max Supply	100,000,000
Initial Circulating Supply without Liquidity and Marketing	1,710,000
Initial Market Cap IDO Price \$0.30 * 1,710,000	\$513,000



Partners & Advisers

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