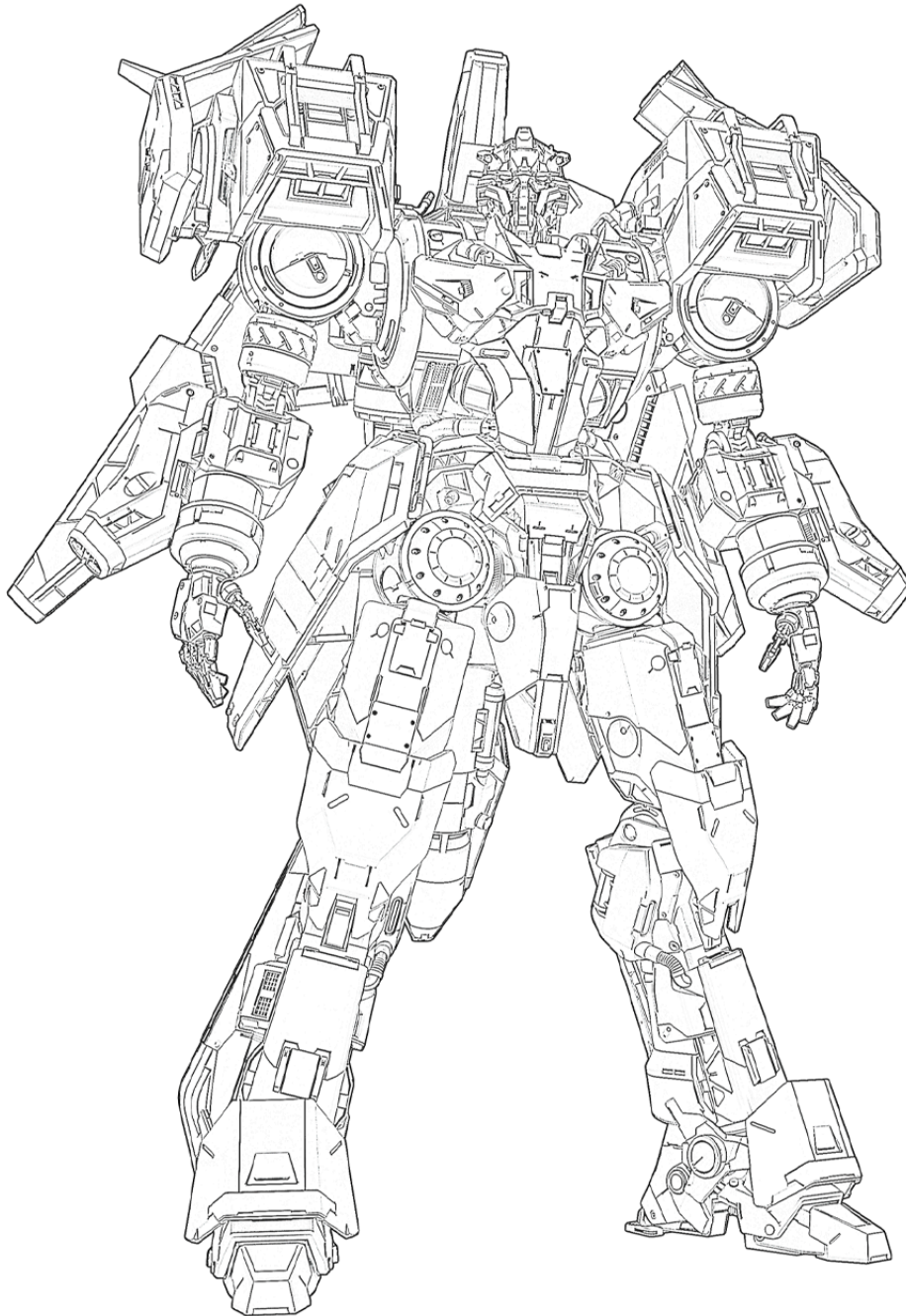


Phantom Galaxies™ (PG) Litepaper

+ + + +



+ + + +

CONTENTS

Phantom Galaxies™ (PG) Litepaper	1
Purpose of Litepaper	3
Project Vision	3
Backstory	4
Gameplay	5
Starfighter Mechas	6
COMPOSABILITY	6
MANUFACTURE	7
MERCENARIES	7
Generative Avatars	7
Player Activities	8
MISSIONS	8
QUESTS	8
OPERATIONS	8
RAIDS	8
Items	8
The Open Universe	9
Combat	10
Space Beyond The Safe Zone	10
REBEL SECTORS	10
Starfighter Destruction	11
Crafting	11
PvP	11
ARENA PvP	11
PvP IN FRONTIER SPACE AND REBEL SECTORS	11
Property Ownership	12
Organisations	12
Token Economy	13
Community Treasury	13
Player-Owned Planets	13
Multichain Multiverse	14
Decentralised Autonomous Organisation	14
Roadmap	15



PURPOSE OF LITEPAPER

The purpose of this litepaper is to provide an overview of the game **Phantom Galaxies**. A greater level of detail about this project will be provided in the project's whitepaper, which will be released in the near future. Please keep in mind that Phantom Galaxies is a highly complex and evolving project and statements made in this litepaper may be subject to change.



PROJECT VISION

Phantom Galaxies is a fast-paced third-person experience that looks and plays just like the traditional 3D action RPGs (ARPG) already familiar to millions of gamers, with the important difference that it will allow players to exercise governance and to have true ownership and control of their in-game assets (such as mechs, equipment, Avatars, and game currency) thanks to the use of fungible tokens (FTs) and non-fungible tokens (NFTs).

Phantom Galaxies aims to be the leading multichain science-fiction mecha shared world online ARPG. It will provide the most fully fleshed out blockchain-integrated PC and Console game experience that enables true game asset ownership and player-driven governance. Phantom Galaxies will be a full "AAA" game that will serve as a shining example of real in-game governance by players and holders of the game's official utility and governance fungible token, ASTRAFER.

By supporting multiple crypto communities through a multichain framework, Phantom Galaxies will cater to millions of players and a variety of project collaborations in a single metaverse experience.

The game world of Phantom Galaxies will integrate with a variety of media channels for a full transmedia storytelling experience. Players will discover the story of Phantom Galaxies through gameplay, books, comics, anime, and NFT collectible merchandise.

BACKSTORY

Over fifty years have passed since the last great war between the Union and the Commonwealth of Neoterra, and today the two factions co-exist in an uneasy alliance against lawless pirate guilds and a dangerous new foe: the Sha’Kari.

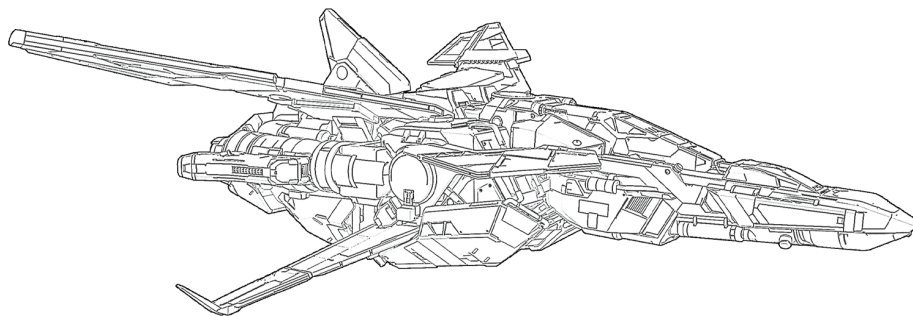
The Sha’Kari Zealots are the priest caste of the Sha’Har race, and they intend to exact revenge upon humankind for the desecration of the Sha’Har’s ancestral planets. They have a strong presence in the galaxy, inhabiting several star systems, and their incursion puts pressure on the Union and the Commonwealth’s uneasy alliance.

The human alliance is fragile, but it must endure if it is to have the slightest chance of withstanding the assaults of the fanatical Sha’Kari, who consider humans to be usurpers and grave robbers.

The Sha’Kari have the clear advantage in technology, being the original creators of the powered armors that inspired humans to build the highly successful Mechanised Starfighter series of vehicles.

On the human side, Mechanised Starfighters are helmed by the very best pilots, and the Ranger Squad represents the best of the best - a highly regarded unit of Union and Commonwealth elite pilots known for their fearlessness and effectiveness in battle.

You start the game as a Mechanised Starfighter pilot ensign who joins the ranks of the Ranger Squad of elite pilots.

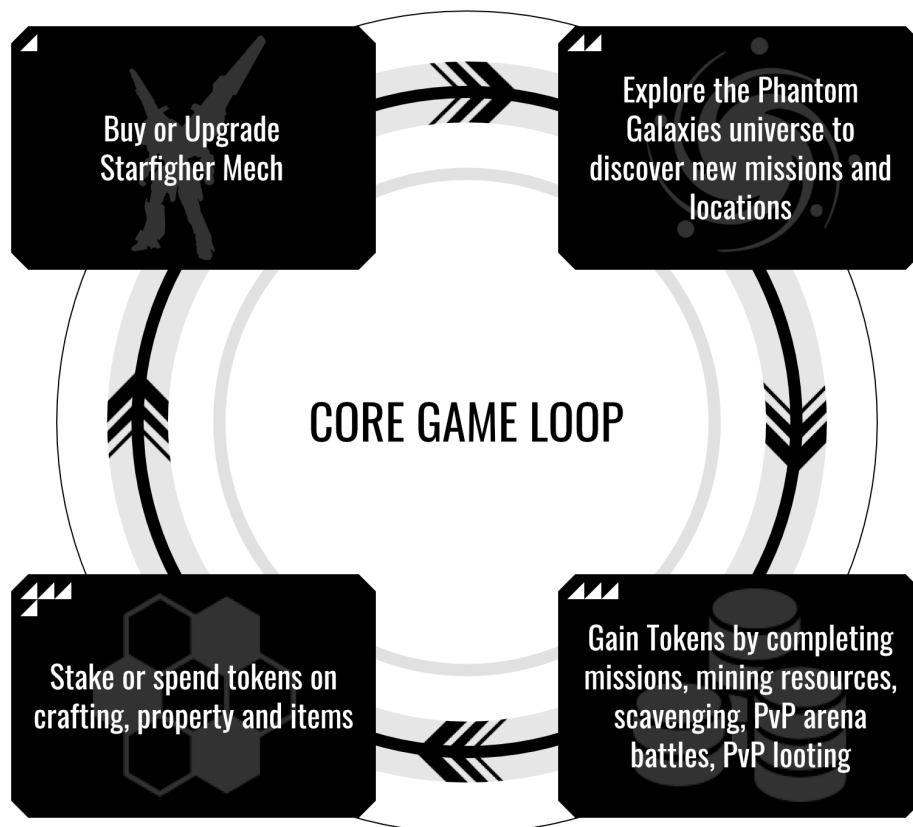


GAMEPLAY

Phantom Galaxies is an open-world online space sim in which players take on a pivotal role in the war for control of the sectors of Canis Major.

Players will fight on the front lines as well as explore deep space to find valuable resources and uncover the powerful weapons of the Sha'Kari.

Players will select a Starfighter from four different starting classes, or Frames: the Lancer, Buster, Assault, and Breacher. From there, they will be able to upgrade their mechs, unlocking specialisations to experiment and fine-tune the perfect Starfighter setup for each combat scenario.



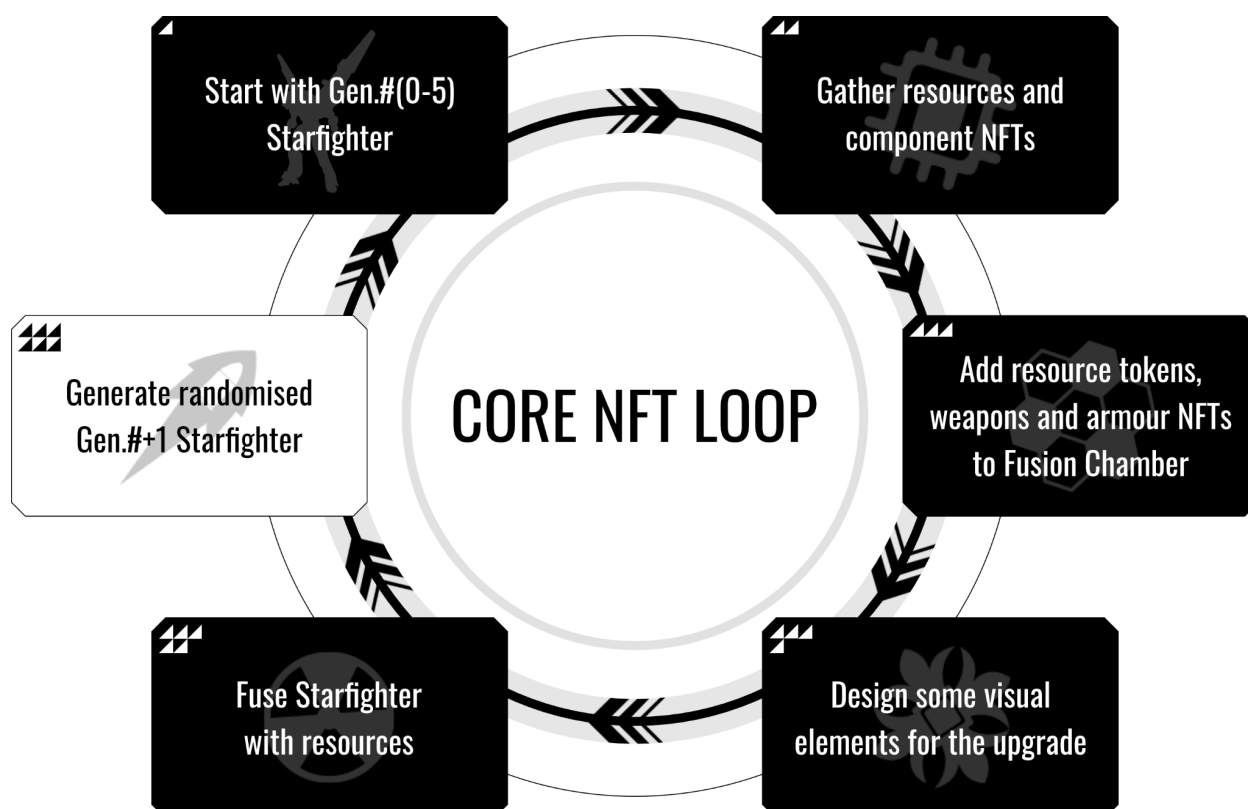
STARFIGHTER MECHAS

COMPOSABILITY

Mechanised Starfighters are the core item that the player utilises for exploration and combat in Phantom Galaxies. Each Starfighter exists as an NFT that specifies both the aesthetics and attributes of the in-game mech. The lifespan of a Starfighter will require different NFTs and FTs to be fused together to upgrade and evolve the vehicle. Some NFTs will be consumed in the Fusion process, while others will not be consumed but will still influence the outcome of the Fusion process.

Some of the different characteristics and modifiers of a Starfighter are: Frame, Reactor, Shields, Cargohold, Thrusters, Overheat Capacity, Weapon Slots, Armour Bonus, and more.

Starfighters are available in a number of tiers called Generations. Starfighters can be levelled up using the Fusion process.



MANUFACTURE

Mechanised Starfighters are NFTs and are manufactured/minted in two stages.

Stage one: to manufacture their own Starfighter from scratch the player must obtain a Base Frame NFT. Base Frames can be obtained from a player Organisation or from Phantom Galaxies. At first, during early access of the game, players will only be able to buy Base Frames from Phantom Galaxies; in the future, the option to buy Base Frames from player-run Organisations will become available. Base Frames are not yet pilotable Starfighters: they need to go through the second stage, Fusion. If a player purchases, or rents, an existing Starfighter then there is no need to obtain a Base Frame.

Stage two: Fusion occurs at a Fusion Facility, and requires a Base Frame NFT and various in-game resources. After configuring your Starfighter with ingredient NFT items and FT resources, you activate the Fusion process by inserting an amount of fungible tokens. At the time of Fusion, there will be a randomisation that creates the final Generation 1 Starfighter NFT. The duration of the Fusion process depends on the amount of resources you are fusing and the universal instability factor of ASTRAFER. Fusion randomisation will have an impact on visual aspects of the Starfighter and certain attributes. Each successive Generation of Starfighters will allow for greater customisation of visual aspects and attributes.

Advanced Starfighters can be purchased from the marketplace, however a player's Avatar level serves as a limiting factor on a Starfighter's combat abilities. High-level Starfighters will require high-level Avatars to make the most of them.

MERCENARIES

The Mercenaries feature allows players with many Starfighters to rent their Starfighters to novice players and to players who want to focus on play-and-earn activities. The marketplace in Phantom Galaxies will facilitate the rental of Starfighters.

Players will be able to rent Starfighters to other players for either a fee or a share of the spoils generated by the use of the rented Starfighter. Players would rent Starfighters from other players if they lack the funds to buy a base mech to start playing the game, or if they wish to play game content that requires a higher level Starfighter.



Avatar NFTs are an important part of gameplay and a key differentiator from a non-NFT game. Each Avatar will define the visual appearance of a player's character and some of its starting attributes. Avatars come in a variety of rarities from very common up to extremely rare or even unique. As players progress through the game, they will level up their Avatar and allocate skill points to improve their combat effectiveness.

Avatars will be minted and released in batches. Each batch will have a set of core “parent” Avatar NFTs where the traits of the parents will be used to generate each Avatar in the batch.

PLAYER ACTIVITIES



Player activities in Phantom Galaxies include Missions, Quests, Operations, and Raids.

MISSIONS

Missions are story content that allow players to learn more about the characters, locations, and histories of the game’s universe. Missions are organised sequentially to tell a long-form story that takes place across the Phantom Galaxies universe.

QUESTS

Quests are singular pieces of content that tell distinct and standalone stories. These activities will allow the narrative to shine light on minor characters and factions within the Phantom Galaxies universe, and allow players to enjoy a wider variety of gameplay scenarios.

OPERATIONS

Operations are systemic objectives that form the backbone of the repeatable content that keeps players engaged on a daily or weekly cadence.

RAIDS

Raids are the ultimate PvE (player versus environment) challenge in Phantom Galaxies, requiring several players to coordinate their efforts as a team to achieve an objective that no single individual could complete alone. Raid teams will take on a set of linked encounters that provide the toughest challenges in the game. Raids are intended for advanced players who have strong coordination, communication, and a deep understanding of the game’s mechanics.

All of these activities will contribute toward players levelling up their Avatars and Starfighters, and will allow them to earn game currencies, resources, and new items through rewards and randomised loot table drops.

ITEMS



Phantom Galaxies will offer a variety of in-game items that exist as NFTs with true digital ownership, meaning that the owner of such items genuinely owns and controls the items, and is therefore able to benefit from them accordingly (such as by selling them on secondary markets).

Item types include Weapons, Armour, Shaders, and Consumables. Items can be bought from shops or found as loot throughout the universe of Phantom Galaxies.

Items come in a range of rarities. The most common items are found frequently throughout the game as loot drops from downed enemies or discovered in caches scattered around the universe. These items provide small buffs to a player's basic stats or actions.

More powerful items are found as rewards for completion of content or defeating powerful enemies. These items give more powerful and specific bonuses that will shape player choices in combat.

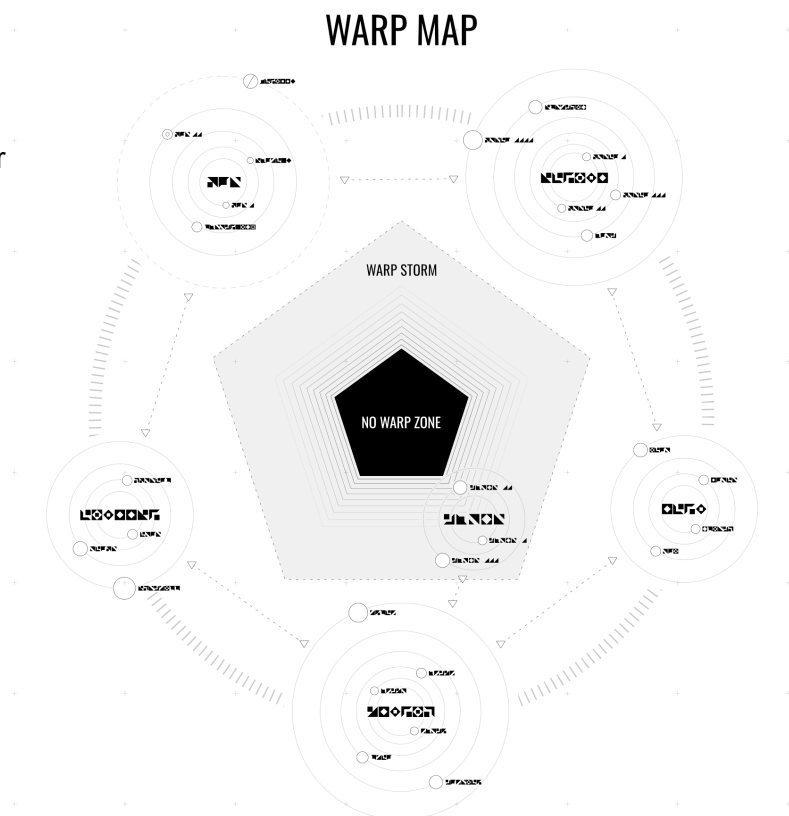
The rarest and most powerful items are only found by completing multi-stage end-game content. This gear provides unique and powerful advantages that will define players' play style and shape their every action.



Phantom Galaxies' vast game world of multiple star systems will offer players a huge variety of planets to explore, challenges to overcome, and resources to exploit.

Star systems located in the Core will provide players with a safe environment for all types of activities and will contain primarily PvE content.

Outer star systems beyond the Core are far more dangerous and are protected by the most dangerous NPC factions and player Organisations. The Outer systems provide players with (dangerous) opportunities to find the rarest and most coveted loot drops.



COMBAT



Phantom Galaxies is a third-person action RPG shooter in which players pilot Mechanised Starfighters that have both a classic mecha robot mode and a starship mode. The mecha form offers the most effective ranged combat (and melee combat on some Frames), and allows ground-based combat and exploration. The starship form is best for space combat, evasive manoeuvres, and space travel.

The player's moment-to-moment decisions on whether to use the mecha and starship modes are a significant component of the core gameplay. The ways in which players spec their Starfighters will have large implications for their play-styles.

Frame choice, weapon loadouts, and skill point assignment will affect how players can tackle a combat scenario.

SPACE BEYOND THE SAFE ZONE



Far away from the safety of the Core systems and beyond even the Outer systems, at the farthest reaches of the universe of Phantom Galaxies, lies Frontier Space. No governance or security forces exist here: if you want something, you take it by force.

Frontier Space is where the highest PvP and PvE rewards are located, including Rebel Sectors (see below). Players who choose to venture out into Frontier Space can be attacked by other players at any time, and the destruction of your Starfighter in this lawless area will have lasting consequences.

REBEL SECTORS

Rebel Sectors are areas in Frontier Space that are essentially conquerable reward pools. Securing a Rebel Sector will be a highly competitive endeavour in which Corporations, Guilds, and other organised groups will have a powerful advantage over individual players or smaller groups.

There are mines, refineries, weapon caches, laboratories and much, much more for players to capture and protect. Players can claim a variety of tokens based on the period of time for which they control these locations. Once controlled, players can stake ASTRAFER on to a Rebel Sector location they control, with the amount of ASTRAFER staked determining the rate the tokens are gathered.

STARFIGHTER DESTRUCTION

When a Starfighter is destroyed it will lose Durability, but as long as the Durability remains above 0 the Starfighter can respawn and continue to be used. Durability can be repaired by spending resources.

If a Starfighter is destroyed and its durability falls below 0, the Starfighter will be locked and unusable until a cooldown period has expired. Players can purchase an Insurance policy in order to reduce this cooldown period.

Important: if an uninsured Starfighter is destroyed in **Frontier Space** and its Durability falls below 0, the **Starfighter NFT will be permanently destroyed**. Make sure you obtain Insurance if you plan to venture into Frontier Space, and exercise extreme caution!

CRAFTING

Resources for crafting are multi-tiered: players can gather raw resources and refine them to create higher-quality ingredients. The value chain from raw resource to final product can require processing structures such as Refineries, Power Plants, and Factories. Players can build these structures on their property (if they own a Planet or Asteroid) or rent the facilities from other players. Special Refineries and Factories can be found in Frontier Space where they can be utilised by everyone, including solo explorers, or taken control of temporarily by Organisations.

PvP

Initially, PvP content will be focused on the Arena. The roadmap indicates the direction of PvP content to be expanded in the future.

ARENA PvP

The Arena will host small-scale PvP combat, with both Team and Free-for-All modes. Additionally, periodic PvP events will be held with player rewards determined by random drops, an event-specific progression system, and leaderboard rankings.

PvP IN FRONTIER SPACE AND REBEL SECTORS

Organisations and Guilds will battle for control in Frontier Space, with the aim of acquiring the highest-tier items and resources. Solo players will be able to make quick incursions into this dangerous space with the help of stealth technology, should they have access to it.



PROPERTY OWNERSHIP

Players are able to purchase and own property within the Phantom Galaxies universe. Property is available in multiple sizes, from space stations for single players to planetary bases for large Organisations. Every property has a specific set of coordinates and location within the Phantom Galaxies map. Property owners can build a diverse range of structures, from factories and refining plants for crafting to marketplaces to sell their goods.

Properties will have certain operating costs.



ORGANIZATIONS

Organisations allow players to group themselves under a common purpose and governance structure. There are various types of governance that an Organisation may adopt:

Corporation: board seats are owned, the board votes on decisions.

DAO: members exercise control by staking ASTRAFER. Influence is in direct proportion to their staking amount.

Democratic: members stake ASTRAFER to vote for their preferred candidates. Candidate with the most votes wins. Set staking periods determine governing duration.

Private: a single owner has full control.

Sponsored: real-world companies pay a fee that is converted to extra ASTRAFER to be used to incentivize game play.

Warlord: controlled by combat

The maximum number of players an Organisation can have depends on the type of property it designates as its headquarters. For example, a planetary base located on a Large Planet will allow an Organisation to have the greatest number of members. Phantom Galaxies will provide tools that will help Organisations with their governance and other operations.

Organisations are subject to periodic maintenance fees that are paid to Phantom Galaxies.

Token Economy



TOKEN ECONOMY

The governance token is called the Astrafer token (ASTRAFER) with the following contract address:

[0xDfCe1e99A31C4597a3f8A8945cBfa9037655e335](https://etherscan.io/address/0xDfCe1e99A31C4597a3f8A8945cBfa9037655e335)

In-game resources and materials are represented by uncapped fungible tokens that can be harvested and scavenged in the open universe and then traded.

COMMUNITY TREASURY

The Community Treasury will automatically take a percentage of revenue streams including the Fusion process, Durability repairs, Insurance purchases, and Rent payments. Part of this reserve will be used to help fund the [Rebel Sectors](#) reward pools and will also flow back to the holders of ASTRAFER.



PLAYER OWNED PLANETS

Planets are a special category that combine elements of property, ASTRAFER and Organisations. User-owned land within Phantom Galaxies exists as Planets and Asteroids, referred to collectively as “Planets”. Planets are special NFTs that players are able to purchase, own and trade. Each Planet will have designated coordinates within the Phantom Galaxies universe, and will have randomised traits that will make each individual Planet unique.

Each Planet is allocated a set amount of ASTRAFER, allowing the owner to earn an amount of the utility and governance token directly.

Planet holders will be able to increase their emission of ASTRAFER up to a set maximum. This emission rate will be dependent on the Planet’s level of engagement (visits to the planet), how much the Planet has been developed (buildings constructed) and the level of engagement of the Planet holder in the game (owner / Organisation completing missions). More details on this will be released at a later date.

Owners (individuals or organisations) will be able to choose their Planet’s governance: they could choose to run their Planet as a dictatorship, or share power as a republic.

Owners will also be able to build structures on their Planet, such as marketplaces to sell items, hangars to store Starfighters, residential units to house guild members, or refineries to harvest minerals. The size of the Planet will dictate how many simultaneous players it can physically accommodate, from a squad of four players on a small Asteroid to thousands of players spread across the cityscape of a large Planet.

MULTICHAIN MULTIVERSE

Phantom Galaxies is envisioned as a multichain game. Each blockchain will have its own home galaxy and players from different chains will be able to interact with each other throughout the Phantom Galaxies universe. The rollout of the game on multiple chains will happen in phases and in parallel with the advancement of the game's storyline.

By inviting other blockchain projects to take part in the Phantom Galaxies universe, we will create a multiverse that showcases NFT interoperability at its finest.

The initial launch of Phantom Galaxies will take place on the Polygon blockchain. Additional blockchains will be revealed in due course.

DECENTRALISED AUTONOMOUS ORGANIZATION

Over time, as player activity and the player base increase, the utility and governance token (ASTRAFER) of Phantom Galaxies will be increasingly held by players. As the game's ownership of ASTRAFER becomes more diluted, Phantom Galaxies will evolve into a community-owned decentralised autonomous organisation (DAO).



ROADMAP

Q4 2021 <ul style="list-style-type: none"> ◆ NFT Collectibles 	Q1 2022 <ul style="list-style-type: none"> ◆ Completion Badge NFT Claims ◆ Private Planet Sale ◆ EA Alpha Episode 2
Q2 2022 <ul style="list-style-type: none"> ◆ EA Alpha Episode 3 ◆ Public Planet Sale 	July 2022 <ul style="list-style-type: none"> ◆ ASTRAFER DEX Listing
August 2022 <ul style="list-style-type: none"> ◆ EA Alpha Episode 4 	Q4 2022 <ul style="list-style-type: none"> ◆ Astrafite Rush Event Launch
Q2 2023 <ul style="list-style-type: none"> ◆ ASTRAFER CEX Listings ◆ Beta Game Launch 	July 2023 <ul style="list-style-type: none"> ◆ Planet Generation
August 2023 <ul style="list-style-type: none"> ◆ Planet Exploration 	October 2023 <ul style="list-style-type: none"> ◆ Origin Series Generative Starfighters ◆ Origin Series Generative Avatars ◆ Planet Dashboard
November 2023 <ul style="list-style-type: none"> ◆ Early Access Game Launch 	2024 <ul style="list-style-type: none"> ◆ Patrols

*Subject to change

Phase 2 - Expanded Game Content

Phase 3 - PvP Arena

Phase 4 - Property & Organisations

Phase 5 - Frontier Space

Phase 6 - Infinity and Beyond!

- PvP Challenges & Spectating