



**OPEN WORLD, MULTI-GENRE BLOCKCHAIN GAME**

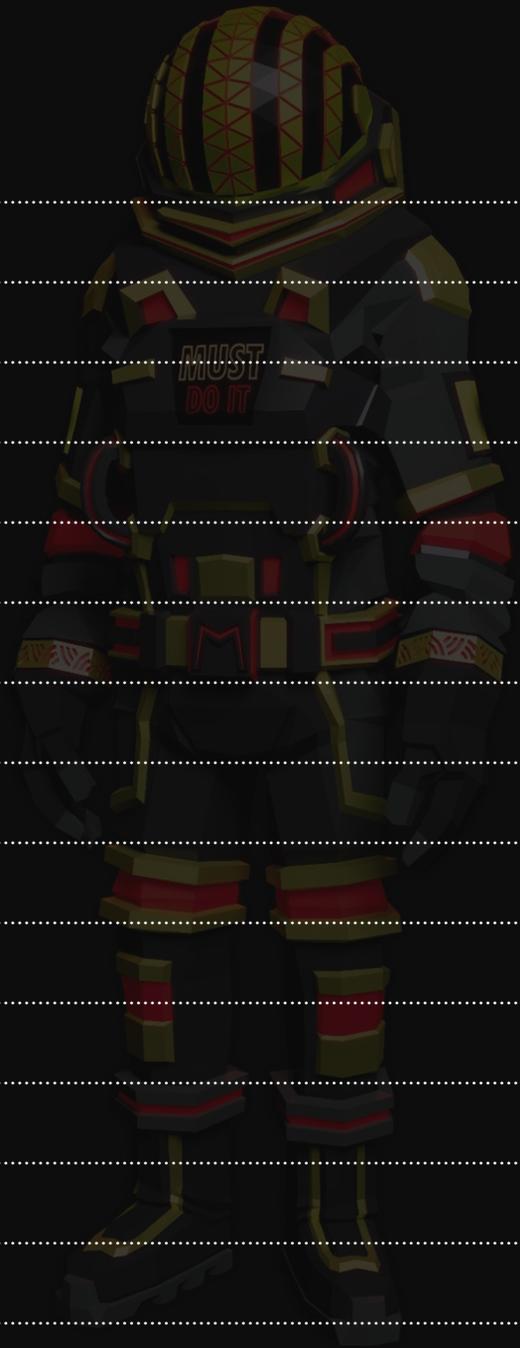
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# Our Vision

Astro Must is not just a game for us, it's the start of a journey to unite gamers, developers and consumer brands in pioneering the gaming focused Metaverse.

# Our Mission

Our mission is to coin the term 'Play & Earn' with emphasis on 'play'. We plan to create a truly immersive gaming experience that's first and foremost enjoyable and where earnings are seen as a bonus to engaging gameplay.

To that end, we intend to deliver a multi-genre experience designed to enhance the way people play games regardless of gaming experience. From casual players to professional gamers and guilds, everyone will be able to switch up their play styles to keep things interesting and fun.

We are actively contributing to the new revolution where gamers value time and want to make the most out of 'play' time. We'll achieve this by adding in a realistic earnings system that's coupled with highly rewarding gameplay.

# The Problem

## Soul-Crushing Gaming Experience

People play games for entertainment and enjoyment above all. Current Play-2-Earn (P2E) games put profits over rewarding gameplay, ending up with lackluster and tedious games that feel like chores to complete. There's little in the way of creativity and imagination with no sense of adventure to keep players engaged.

## Game Economy Directly Linked to Crypto Exchanges

Most P2E games are designed around a token or NFT-based system directly linked to external market forces that gamers have zero control over. Speculators with no interest in the game pile in early to boost the token value then leave a trail of inflationary destruction in their wake.

## No True Multi-Genre Games

Most games attempting to be 'multi-genre' implement an open-source structure that relies on user generated content. Players are given tools and technologies to become creators. While this has proven to be incredibly powerful, it's also resulted in production of unregulated, mismatched and quality compromised games that leaves players frustrated, increases exposure to inappropriate content and often ends up irreparably damaging the brand's value.

## Gaming Interoperability Problem

In the current gaming environment, an asset purchased in one game can only be used in that game. If gamers want to use a similar asset in any other game, they need to make a separate purchase. Restrictive technology and inflexible infrastructure mean most games are limited to specific platforms e.g., mobile games render poorly on PCs and vice versa.

# Our Solution

## Fun Is Our Focus

Astro Must is a game built by gamers for gamers. Our central focus is on gameplay and our players' experience. We eat, breath and live this game, continuously testing and tweaking mechanics to ensure an engaging gaming experience.

## Proof of Play

We are building in-game economies that are separated and therefore more protected from crypto exchanges or tokens based on real economic theory and algorithms. Our in-game economy is built on the foundation of both offline and online game economics creating a more robust and balanced economic infrastructure.

Economics from external manipulation, providing stability, security, and consistency for our players. Although we do have an NFT system 'Must' NFTs are unique in that their traits are dynamic. We will incorporate time spent and game progress into the NFTs value which will drive its rarity. 'Must' tokens mechanics – new tokens can only be minted as an outcome of completing a quest or a specific objective in the game. (This mechanism ensures that the intrinsic value of each token is proportional with in-game play time and difficulty of achievement). This means that the market cap will start at ZERO.

**Token Value = Play Time X Objective Difficulty**

## Creating a Real Multi-Genre Game

We are taking the proven success of user generated content (UGC) to the next level. Our game chapters will be user generated, which means what 'Astro Must' will do next will be decided by our community (guilds and players), but the chapters will be built in-house. Our talented team of game developers and producers will build these user-decided chapters to maintain the quality and suitability of content and ensure a streamlined story that transitions seamlessly between chapters.

## Cross-Game and Cross-Platform Solution

Astro Must's network provides a gaming world with interoperability. The same gaming world, the same 'metaverse-ready' 3D assets players purchase in one game can literally be imported and used across ecosystems in other games, including their progress and stats. Gamers can now choose and purchase an asset from one game and use it in any compatible game they wish to. Our game design will also be optimized across major gaming platforms - mobile, tablet, and PC.

# Astro Must Introduction



## Our World

Astro Must is a futuristic gaming ecosystem where players determine what 'Must' be achieved. From going to the moon to winning customized car races, battling existential threats and doing what it takes to make the world a better place.



## MMO-Strategy

This is a multiplayer expedition to the edge of the universe where untold riches and mysteries await. Players will interact with each other, create bases and share the adventure to the furthest reaches of the universe.



## Multi-Genre

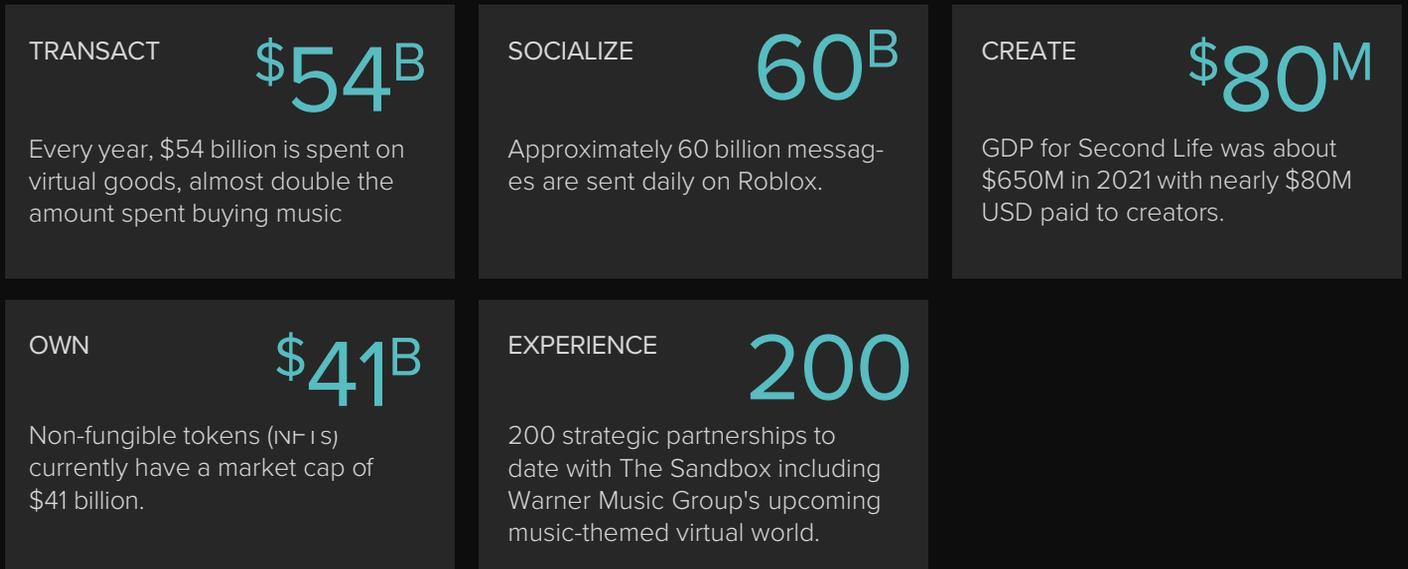
A multi-genre, real world simulator game, which will serve to enable players to experience the realities of life as inventors, warriors, and the opportunity to be victorious against all odds in the Must Metaverse. When you build a rocket in Astro Must, you'll get to learn the ins and outs of rocket science and walk away with real-life knowledge.

# Market Summary

## The Metaverse

An immersive virtual space where people can play, shop, socialize and more. It's seen immense traction recently as it continues helping people build communities based on shared values where they can express themselves in more authentic ways.

## The Metaverse Offers Opportunities To



## How the Metaverse Has Evolved

The metaverse has been evolving over the past two decades of gaming and will be built on a gaming infrastructure



# Metaverse

Web 2.0 versus Web 3.0 approach to the metaverse

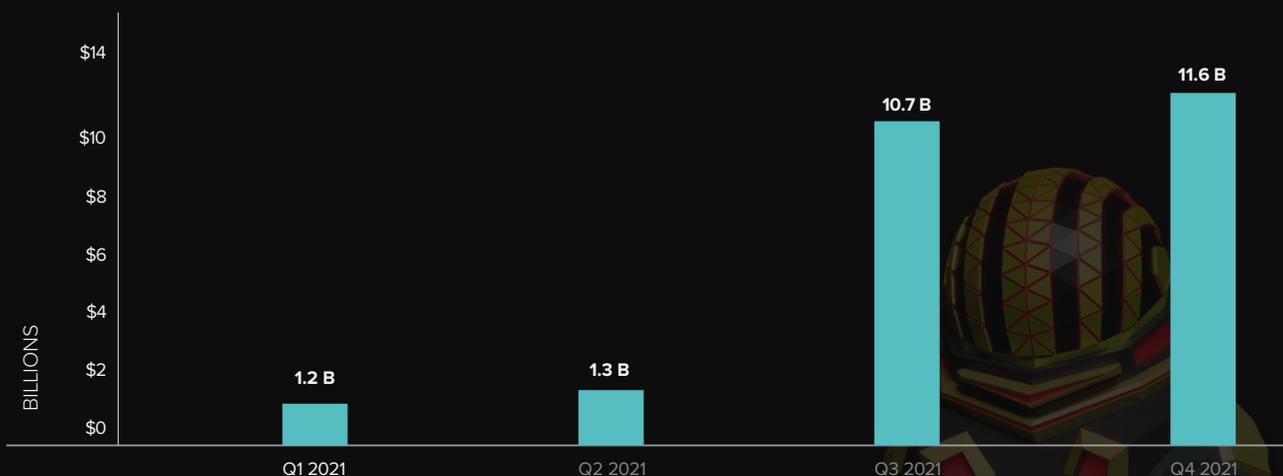
	Web 2.0	Web 3.0
<b>PLATFORM CHARACTERISTICS</b>		
Example virtual worlds	<ul style="list-style-type: none"> <li>Second Life</li> <li>Roblox</li> <li>Fortnite</li> <li>World of Warcraft</li> </ul>	<ul style="list-style-type: none"> <li>Decentraland</li> <li>The Sandbox</li> <li>Somnium Space</li> <li>Crypto voxels</li> </ul>
Organizational structure	<ul style="list-style-type: none"> <li>Centrally owned</li> <li>Decisions are based on adding shareholder value</li> </ul>	<ul style="list-style-type: none"> <li>Community governed, generally through a foundation decentralized anonymous organization (DAO)</li> <li>Native tokens are issued and enable participation in governance</li> <li>Decisions are based on user consensus</li> </ul>
Data storage	<ul style="list-style-type: none"> <li>Centralized</li> </ul>	<ul style="list-style-type: none"> <li>Decentralized (game assets)</li> </ul>
Platform format	<ul style="list-style-type: none"> <li>PC/console</li> <li>Virtual reality (VR)/augmented reality (AR) hardware</li> <li>Mobile/app</li> </ul>	<ul style="list-style-type: none"> <li>PC</li> <li>Virtual reality (VR)/augmented reality (AR) hardware</li> <li>Mobile/app coming soon</li> </ul>
Payment's infrastructure	<ul style="list-style-type: none"> <li>Traditional payments (e.g., credit/debit card)</li> </ul>	<ul style="list-style-type: none"> <li>Crypto wallets</li> </ul>
<b>USER INTERACTION</b>		
Digital assets ownership	<ul style="list-style-type: none"> <li>Leased within platform were purchased</li> </ul>	<ul style="list-style-type: none"> <li>Owned through non-fungible tokens (NFT)</li> </ul>
Digital assets portability	<ul style="list-style-type: none"> <li>Locked within platform</li> </ul>	<ul style="list-style-type: none"> <li>Transferable</li> </ul>
Content creators	<ul style="list-style-type: none"> <li>Game studios and/or developers</li> </ul>	<ul style="list-style-type: none"> <li>Community</li> <li>Game studios and/or developers</li> </ul>
Activities	<ul style="list-style-type: none"> <li>Socialization</li> <li>Multi-player games</li> <li>Game streaming</li> <li>Competitive games (e.g., esports)</li> </ul>	<ul style="list-style-type: none"> <li>Play-to-earn games</li> <li>Experiences</li> <li>(Same activities as Web 2.0, see box on left)</li> </ul>
Identity	<ul style="list-style-type: none"> <li>In-platform avatar</li> </ul>	<ul style="list-style-type: none"> <li>Self-sovereign and interoperable identity</li> <li>Anonymous private-key-based identities</li> </ul>
Payments	<ul style="list-style-type: none"> <li>In-platform virtual currency (e.g., Robux for Roblox)</li> </ul>	<ul style="list-style-type: none"> <li>Cryptocurrencies and tokens</li> </ul>
<b>COMMERCIALS</b>		
Content revenues	<ul style="list-style-type: none"> <li>Platform or app store earns 30% of every game purchased; 70% goes to developer (example model)<sup>8</sup></li> </ul>	<ul style="list-style-type: none"> <li>Peer-to-peer; developers (content creators) directly earn revenue from sales</li> <li>Users/gamers can earn by playing and participating in platform governance</li> <li>Royalties on secondary trades of NFTs go to creators</li> </ul>

## The NFT Market

NFT sales hit \$25 billion in 2021. One NFT artwork even fetched a record \$69.3 million at a Christie's sale in March. The money spent on NFTs in 2021 is roughly equivalent to the amount pledged at COP26 to help countries phase out coal, or the funding made available by the World Bank to buy and deploy COVID-19 vaccines. Around 28.6 million wallets traded NFTs in 2021, up from some 545,000 in 2020, according to DappRadar. All these stats speak to the immense growth experienced by the NFT market.

### NFT sales climb to 11.6 billion in Q4 - DrappRadar

Quarterly non-fungible token sales volumes across multiple blockchains

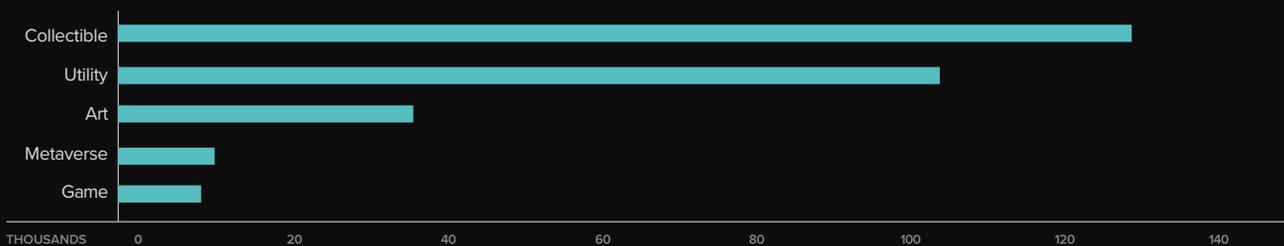


Collectible NFTs made up the biggest NFT sector with upwards of 115,000 sales in December 2021 alone. Virtual real estate investor Republic Realm bought land in the virtual world The Sandbox for \$4.3 million in November. Comparing year-on-year growth for 2021 with that of 2020, the overall growth rate has been an enormous 38,060%!

The market has also seen potential for NFTs transforming the ticketing experience with Real Madrid Football Club launching the first-ever smart ticket NFT in 2021. Play-to-earn metaverses are becoming increasingly popular as well and are widely considered the best example of real-world usage of NFTs. Estimated revenue from virtual gaming worlds is now expected to reach \$400bn by 2025.

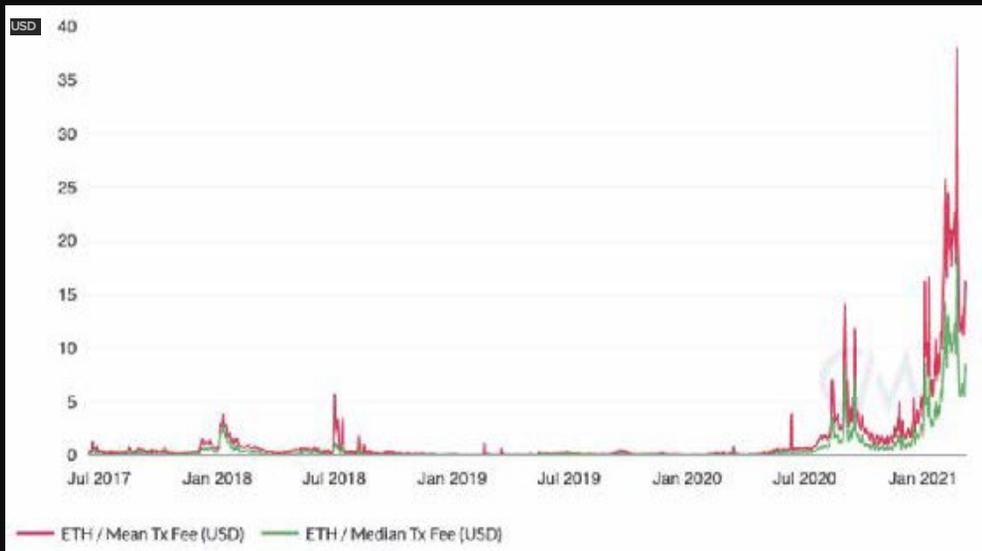
### Collectible NFTs Are Most Popular

Number of non-fungible token sales in popular categories in past months



Gas fees are a rising concern as utilization of the Ethereum network reaches an all-time high. This makes minting NFTs more expensive and is a serious challenge for the NFT market and its future growth.

### ETH Mean & Median Fee



### The Gaming Industry

The gaming and metaverse sector are worth billions of dollars and will continue to grow. According to crypto data tracker DappRadar, nearly 50% of active cryptocurrency wallets connected to decentralized applications in November 2021 were for playing games. The number of wallets relating to gaming activity increased by 2,453%, from 29,563 during the first week of 2021 to 754,000 in Q3 2021 with around 80-100 million transactions recorded daily.

Earth Web reports that the metaverse market is expected to be worth \$280 billion by 2025, while it was worth just \$46 billion in 2020. There is a lot of financial gain to be found in the gaming sector of blockchain technology which has manifested itself through the appreciation of gaming tokens such as AXS, which saw an annual growth of more than 17000% in 2021. Beyond creating and trading in-game assets in line with the Play-2-Earn model, blockchain gamers also rent out assets, simulating a virtual economy. As trading of virtual assets continues to grow, it is becoming increasingly accessible. Therefore, businesses such as Lootex, a multi-chain NFT marketplace based around the trading of gaming and metaverse assets, closed on \$9 million of seed funding in January 2022.

The Blockchain Game Alliance reported blockchain gaming revenue totaling \$2.3 billion in Q3 of 2021, making up 22% of all NFT trading volume in this period. The Game Finance market has grown massively with the top 10 gaming tokens by market capitalization making up upwards of \$20 billion in market cap, the top 5 all being worth more than \$2 billion each (as of 14 January 2022). Multiple companies have expressed their intention to develop their exposure in the metaverse include Meta (Formerly Facebook), Google, Microsoft, Roblox and NVIDIA amongst others. While these companies' intentions for the metaverse are beyond gaming, public perception of the metaverse is largely focused on gaming for the time being. DappRadar predicts about 70 new blockchain-based crypto games to go online monthly.

	Price	MarketCap
Axie Infinity (AXS)	\$51	\$3.7 billion
Enjin Coin (ENJ)	\$1.6	\$1.6 billion
Gala (GALA)	\$0.18	\$1.3 billion
Decentraland (MANA)	\$2.04	\$3.7 billion
The Sandbox (SAND)	\$3.02	\$2.7 billion

The Play-2-Earn market has grown exponentially throughout 2021. 3 of the major platforms in this sector that reflect this growth are Axie Infinity, Decentraland, and CryptoKitties.

Axie Infinity recently raised \$152 million in Series B funding. The currency used in Axie Infinity is AXS, which was priced at about \$72 as of 7 January 2022 making up a market cap of \$4.4 billion. In late October 2021, Axie Infinity was projected to generate annual revenue of \$1.2 billion. Since the company's founding, their total revenue exceeds \$2.3 billion and recorded more than 1.8 million daily active users in August 2021.

## Crypto Gaming Initiated a New Paradigm Shift

Blockchain and gaming were the perfect matches that never saw the light in recent years. This changed when people saw the Play-2-Earn gaming concept in action. Leveraging blockchain technology, games generate income sources for players that were never possible in traditional free-to-play games. For example, the creator of Fortnite, Epic Games, dictates control over everything a player owns via in-game purchases. If you buy a new skin for your gun, you can show it off, but you don't have true ownership of your assets. Epic Games gets the whole pie of annual revenue, leaving players in the dust with no control over their assets and no options to trade and exchange with other players.

This is where Play-2-Earn games have shown why crypto gaming is the future. By using cryptocurrencies and blockchain technology, players take back control of their assets and dictate the in-game economy.

## Play-2-Earn: Emerging Model of Gaming

Monetization through gaming is not something new. We see elite players get sponsorship deals worth millions, but that is not Play-2-Earn. P2E games allow all games to participate and earn virtual money for the milestones they've achieved.

In the conventional gaming model, earning through item trades or selling is forbidden. When World of Warcraft was the apex of gaming, people were selling high-level accounts. But developers immediately banned them and froze accounts to stop any kind of transaction. In Play-2-Earn, this level of dominance and authority is not given to any individual. All players and network participants get incentivized equitably. And that is what makes it special.

The value players accrue in a P2E game lies in NFTs and in-game currencies. Since blockchain provides true ownership and complete transparency, players can trade their NFTs on secondary markets.

Players can also benefit from in-game currencies as they help fuel the entire ecosystem. As players level up and acquire more in-game assets, they can sell them for higher prices at the NFT marketplace. And in some games, players can create consistent cash flows in the form of rent. This makes owning virtual real estate incredibly advantageous for players who can't spend most of their day playing.



## What Role Does Blockchain Technology Play in Crypto Gaming?

The underlying tech can vary from game to game, but they all add similar functionalities. First, blockchain technology enhances the ownership of in-game assets, and the smart contract handles the transfers on the primary or secondary market. The trading marketplace is also built using blockchain technology. And a great UI makes it easy to trade tokens and other assets.

Second, the payment methods are more secure and automated through blockchain based platforms. Players can immediately cash out their rewards and convert them into usable cryptocurrencies or stable coins without paying hefty fees.

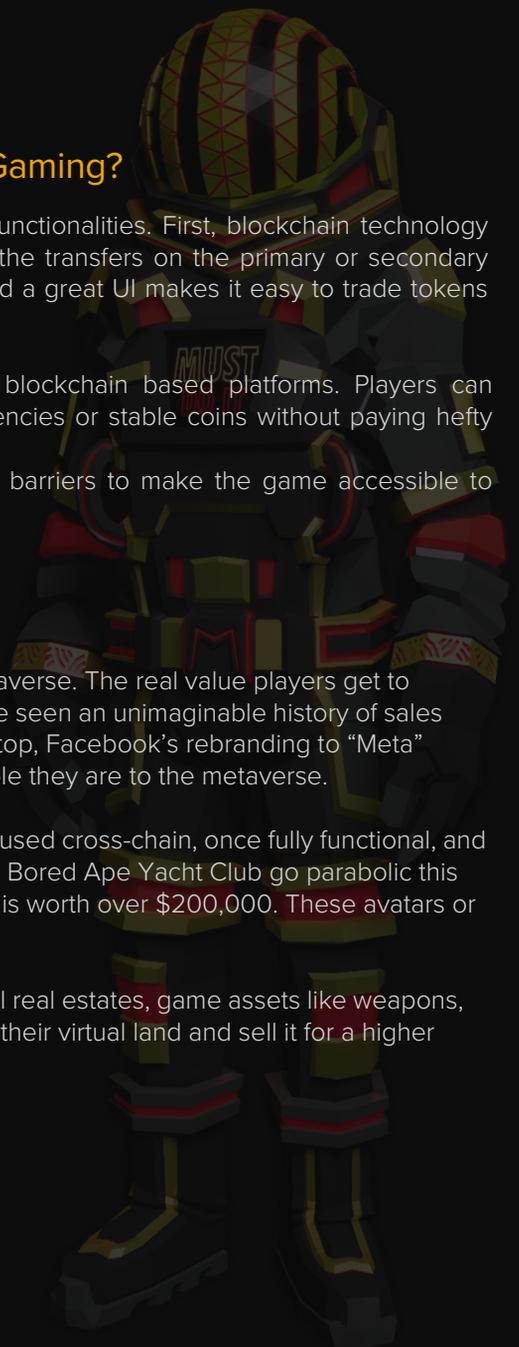
Finally, blockchain tech also helps gaming platforms scale and lowers entry barriers to make the game accessible to everyone.

## NFTs - The Missing Piece of the Puzzle

In-game tokens are a subset of a bigger revenue model in the Play-2-Earn metaverse. The real value players get to accumulate is in NFTs. 2021 has been the year for non-fungible tokens, we have seen an unimaginable history of sales and floor prices on some of these top NFT collections. And to add a cherry on top, Facebook's rebranding to "Meta" created more belief in investors in the long-term value of NFTs and how valuable they are to the metaverse.

The NFTs used in a game are not limited to any single metaverse. They can be used cross-chain, once fully functional, and deployed in different virtual worlds. For example, we have seen collections like Bored Ape Yacht Club go parabolic this year. It currently has a floor price of 50 ETH, meaning the cheapest Bored Ape is worth over \$200,000. These avatars or Profile Picture characters can be used in a metaverse game.

Coming back to the revenue model, NFTs can take several forms such as virtual real estates, game assets like weapons, and rare game characters like Mystic Axie in Axie Infinity. Players can populate their virtual land and sell it for a higher price at the NFT marketplace like OpenSea or in the game itself



# Astro Must Game

## The Plot

### The journey to the edge of the universe begins with a maiden flight into the unknown

Players start off as astronauts on a space station, stranded on a remote island on Earth after an unfortunate turn of events. From here, players are set with the task of scavenging the island for resources to survive and find their way to the mainland.

On the main shores, the real quest begins. There's been a discovery of a strange artifact on the moon and players find themselves amidst a world obsessed in a frantic race to reach the moon and be the first to lay claim to the mysterious relic.

This sets in motion an adventure that will see players voyage across space to the furthest reaches of the universe. Players will build, craft, survive and explore as they make their way across the galaxy.

Opportunities and threats await aplenty as players advance space travel, uncover new mysteries and journey towards the unknown.



## Key Game Components

### Multi-Genre Gameplay Mechanics

Space exploration, combat, surviving, strategy, build/craft, co-op play are few of many game mechanics we are going to incorporate in unique ways where players seamlessly move from one mechanic to another.

### Multiplayer Experience

Players will be able to work together and compete individually, in large factions or with AI teams, as they build, explore and work towards building their legacy in a persistent universe.

### E-Sports

An e-sports module within Astro Must will give players and sponsors ability to host, participate and manage competitive tournaments through a simple interface. This enables Astro Must democratize access to professional play and giving casual gamers opportunities to become pro players

### Player Progression on Blockchain

Players will feel at ease knowing their journey in the game will never be lost irrespective of change in circumstances, location or device progression can be resumed, and / or commoditized at any point in the future since it is on the blockchain.

### Open World Game

Astro Must is an open world experience where players get to explore a procedurally generated real-world size planet and conquer space travel to reach more exotic planets in the universe

### Trading and Marketplace Economy

Players will be buying, crafting and upgrading all the assets in form of NFTs and Tokens which will not only give them ownership and rights to sell but also take advantage of a balanced economy simulator that is controlled by players

### Campaigns

Astro Must consists of engaging and captivating dynamic storylines, which will keep the anticipation going. Player actions and achievements/objective completion in the campaigns will become part of the game's story and legacy. This campaign will have scalable content that ranges from single players to global guilds.

## Characters

### Player / Main Character

The main character of the game will be available in the form of NFT and will be playable within the game. Every character will be unique and will solely be owned by players. Main Characters will evolve through the course of the game as players gain more experience. This evolution will be reflected in the stats of the NFT as well as players' profiles.

## Worlds

### Planets

Players will be able to explore various planets in the universe as they search for resources, tech and more. All planets are fully explorable and can be used to create bases. There may also be planets, which act as zones to various conquests.

### Asteroids

Asteroids serve as marketplaces across the universe. They are set up by players or aliens. Many marketplace- es have unique resources and tech to buy, making them go to places to nab exclusive items.

## Resources

Players will have to collect resources in order to create and craft multiple techs and parts. These resources are available in all the explorable open worlds. Resources are mostly all elements that exist on the periodic table and exotic elements scattered across diverse biomes on other planets and unique items obtained by trading from marketplaces.

## Crafting

Players will be able to craft a variety of tech that can be utilized in various aspects of the game. Each resource can be obtained in raw form then refined into ores and finally crafted into a workable component that can be used for weapon parts, space craft upgrades, tool upgrades and more.

## Marketplace

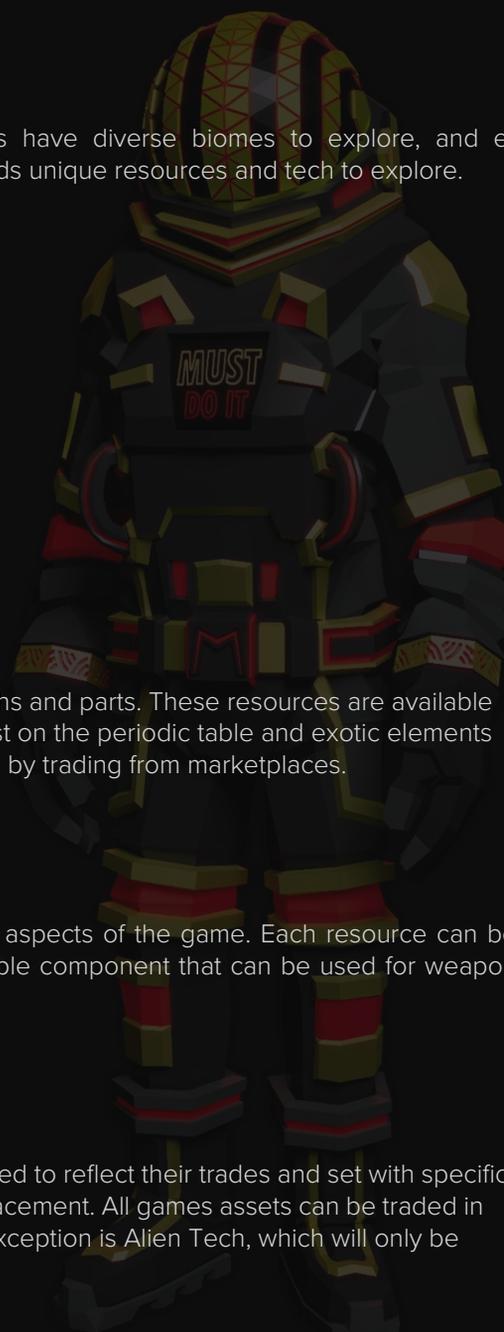
Players can buy or sell items from stores. Stores can be owned and customized to reflect their trades and set with specific rules by the owner. Owned Stores can accommodate in-add or in-app ads placement. All games assets can be traded in marketplaces, from resources, parts and cyborgs to player characters. The exception is Alien Tech, which will only be tradeable in the Black Market.

## Cyborgs

Cyborgs are secondary characters that act as assistants to main characters. Cyborgs can be forged from body parts and hold stats which reflect in their ability to perform tasks in the game. Players can assign cyborgs to do various tasks such as researching, gathering resources, building tech and even taking part in battles.

## Biomes

All planets have diverse biomes to explore, and each biome holds unique resources and tech to explore.



## Play And Earn

### Trading

Trading NFTs, in the form of resources, tech, parts and characters that gain rarity through progression and upgrades creates an avenue for the players to earn.

### Staking

Staking of Tokens and assets result in earning modules to get upgraded assets or an increase in token value will also raise the value of the portfolio.

### Tournaments

E-sports tournament hosted by the players, sponsors and creators will give players a platform to compete at a regional and global level and participate as professional players.

## Launch Events

### Million Dollar Journey to the Moon

The first chapter will see players in a race to create and build cyborgs, gather resources, craft tech for spaceships, trade unique tech items in marketplaces and ultimately reach the moon with their creations.

The first player to land on the moon and claim the discovery will get \$1 million US Dollars. We will also commemorate the achievement with a statue in honor that will stay permanently in the game scribed with the player's name and NFT.

### First NFT Pre-Sale Event: "Must Collection"

Pre-Sale of the first batch of in-game NFTs will be released in May 2022 with total supply of more than 30,000 NFTs targeted to professional gaming guilds and players. This will be a chance to onboard players early with an incentive to be part of a DAO giving players the ability to join the development phase of the game and have their say in the creation process.

#### NFT collection:

- Main Character Skins (26333)
- Cyborg Worker Parts (13200)
- Forged Cyborg (User created: 2200 Mx possibilities)

#### Minting Phase:

- Private Guild Sales
- Whitelist Sale
- Public Open Sale

### PvP Arenas

The game will offer several PvP arenas that cover a variety of genres like FPS battle royale, races, tower defense and more. These arenas will allow players to compete and earn tokens and NFT assets.

### Campaigns

Our campaigns will vary in scope offering many ways to engage with the game. Some campaigns will be single-player and some will require all players in the game to work together towards a single goal with rewards distributed to participating players. 20 % OF GAME REVENUE will be re-siphoned towards players to earn/win by participating in challenges and getting achievements for playing the game in a fair and suitable manner.

### Events

Sponsored events with partners within the game from time-to-time with rewards for players who participate.



## 1<sup>st</sup> Genesis Pre-Sale “Must Collection”

### Main Character: Main Character Drop

Main Characters with supply of 13,000 will be available for public sale and players will have 3 packages to choose from

#### PACKAGES:

##### Play Pack (Public: TBD / Allowlist: TBD):

- Ethereum NFT: An animated 3D PFP on Ethereum Network
- Polygon NFT: A Single NFT for Polygon network of Main Player that will be playable in the game
- 3D downloadable character fully rigged and textured

##### Investors Pack Public: TBD / Allowlist: TBD):

- Ethereum NFT: An animated 3D PFP on Ethereum Network
- Polygon NFT: A Single NFT for Polygon network of Main Player that will be playable in the game
- 3D downloadable character fully rigged & textured
- \$1,000 worth of Cosmos token on public release
- APY Bonus on Staking

##### Collectors Pack (Public: TBD / Allowlist: TBD):

- Ethereum NFT: An animated 3D PFP on Ethereum Network
- Polygon NFT: A Single NFT for Polygon network of Main Player that will be playable in the game
- 3D downloadable character fully rigged and textured
- \$1,000 worth of Cosmos token on public release
- APY Bonus on Staking

### Cyborg Worker Parts Public sale

Cyborg Body Part will be available will the supply of 78,000 of type Head, Right Arm, Left Arm, Torso, Backpack, Legs. These will be dropped in two phases. The supply also includes free drops and discounted parts.

Price: (TBD):

Cyborg Body Part NFT, 3D models

### Forging Mechanics Open

Forging (minting a cyborg) can only be done when a player has all parts (head, torso, right arm, left arm, legs, bag pack). Once a player forges a Cyborg worker, the individual NFT part will be burned from the supply and the new NFT - Cyborg Worker will be minted for the player

Price: Free

Cyborg NFT, 3D models, PFP



## Proof Of Play

POP Proof of Play (Not based on rarity but difficulty to get!)

The total number of tokens will start at ZERO and won't be limited fundamentally with an arbitrary idea of scarcity (like the Dollar). For any token to be created and exist in order to come into circulation, it would need to be minted through the concept called POP or Proof of Play.

New tokens can only be minted as an outcome of completing a quest or a specific objective in the game. (This mechanism ensures that the intrinsic value of each token is proportional with the in-game play time and difficulty of achievement)

$$\text{Token Value} = \text{Play Time} \times \text{Objective Difficulty}$$

This concept will indirectly set as proof of minimum value for all NFTs, in addition there will be a burning mechanism for the creation of in-game NFTs.

## COSMOS DAO

### Governance Scope: AI FORGE and ASTRO MUST

- > council structure
- > meta governance
- > decisions on partnerships, expansions and global events
- > quadratic voting
- > beta / alpha test early access
- > decisions on esports, game concepts and campaigns

The cosmos Council will consist of nominees who are voted in by the \$cosmos token holders, enabling the influence of community representatives who can debate and distil technical changes while also not directly providing large \$cosmos holders a disproportionate voting weight in the outcome of proposals.

Voting for the new council will occur for every epoch starting with 3 months

This mechanism will be utilized to reduce the voting power of large \$cosmos holders and reduce plutocracy. This system is used successfully by several other protocols and within Gitcoin Grants and we believe it is the fairest way to weigh votes.

(NOTE: Detail architecture and working of DAO is under process and will be updated once announced)

## Staking

### NFT Staking

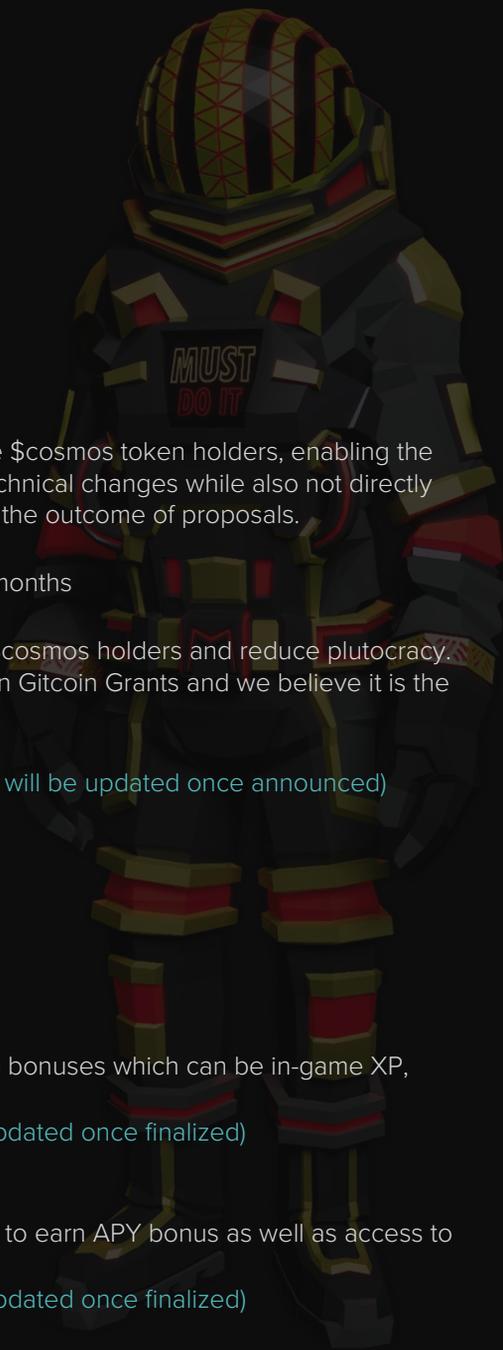
NFT Staking will allow players to stake NFT to either upgrade or earn bonuses which can be in-game XP, items or tokens.

(NOTE: Final mechanics of Staking is yet to be finalized and will be updated once finalized)

### Token Staking

Token Staking will allow token investors to stake their Cosmos token to earn APY bonus as well as access to COSMOS DAO

(NOTE: Final mechanics of Staking is yet to be finalized and will be updated once finalized)



# Astro Must Game Chapters

Each new season in the Astro Must universe will bring a new genre experience for players. There will be seamless integration with gameplay mechanics, storyline and the overall in-game economy.

The game has been designed to unfold itself as a true metaverse on the blockchain. In the future, other games will be able to connect to the network once we make our Interoperability API public.

## Explorable Universe in the game

Open world Quest  
Must go to the  
MOON

Racing &  
Tournament

Planet Size Tower  
Defense

Astro Must  
Chapters will focus  
on MMO RPG  
Game. strategy,  
exploration,  
survival, building,  
crafting, along with  
the Ingame NFT  
Marketplace

First Person Shooter  
& Battle Royale

Pokemon Game  
Style

And Many More As  
per the DAO  
Suggestion

## Astro Must Game Dual Token Economy

### \$MUST Token

- Primary in-game currency
  - Minting driven by proof of play concept utilized to upgrade and create NFTs within game
- Tied to proof of play
  - Must token = play time x complexity of task = intrinsic value
- Primary currency utilized by players to progress within the game all the fungible assets (rocks, food, water, etc) and non-fungible assets (tech parts) are created by consuming must tokens

### \$COSMOS Token

- Trading currency for in-game assets
  - Secondary currency that allows players to earn by trading the fungible and non-fungible assets created withing the game
- Staking and yield farming
  - Options for staking and earning APY% rewards will be available with cosmos token
- DAO Access via holding the token and utilizing same for access the council membership, voting and proposals

# Interoperability Solution

## Metaverse Ready NFTs

All our Character NFTs will be minable on many blockchains hence making them available to enter any Metaverse when NFT skins are accepted.

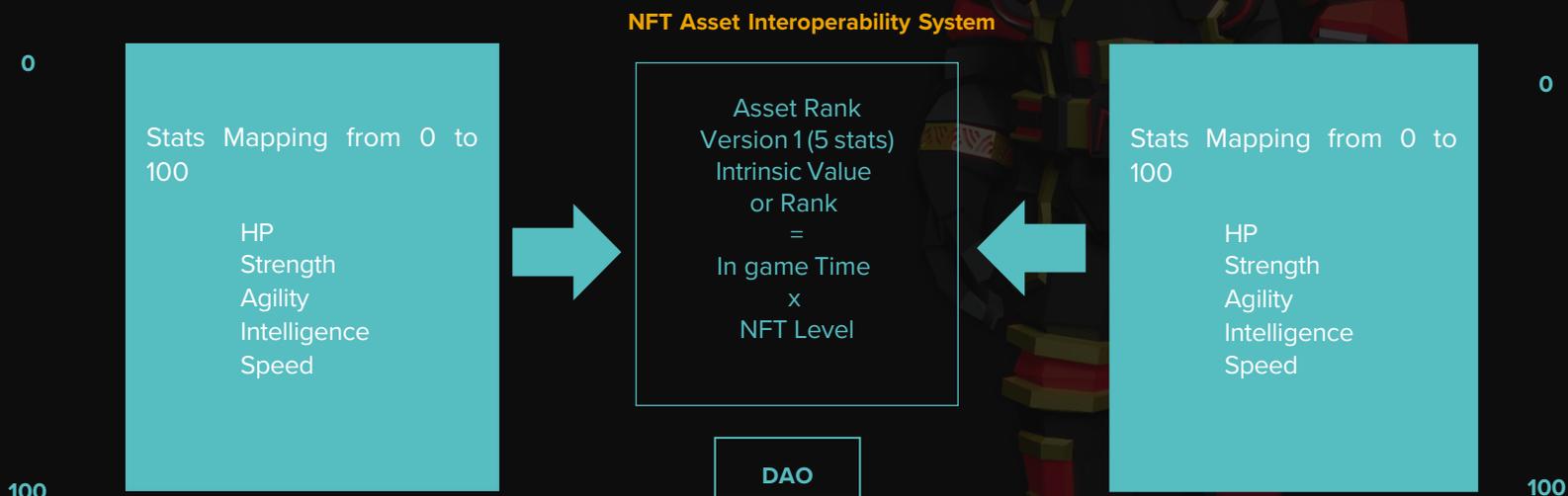
## Interoperability V1

Many think that true interoperability is impossible, despite the emergence of Web 3.0. We look to disrupt that thinking. We have designed a workable concept called Interoperability Version 1 or IV1 based on Asset Rank.

A concept like page rankings on Google.

Asset Rank will allow for characters with their stats to be sent to our game's ecosystem provided they integrate with the IV1 API.

Asset Rank or Intrinsic Value = Play Time x Objective Difficulty

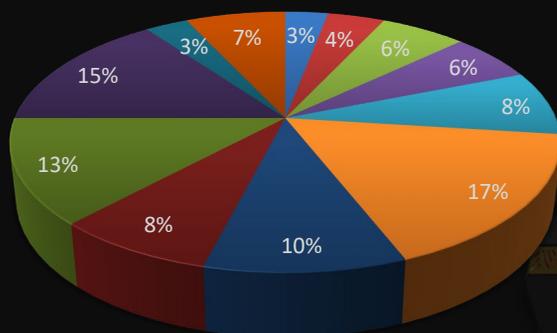


- ▶ **Game A** - will need to map their assets stats from 0 to 100 against a universal stats bridge: HP, Strength, Agility, Intelligence, Speed For example, the HP Rank of a player in one game is converted to % from max HP to lower HP using the same game as reference.
- ▶ **Asset Rank** will give a weight to all NFT against all game mapping (Global Rank based on Asset Rank = Play Time X Objective Difficulty of NFT)
- ▶ **Game B** will give stats to Game A's assets based on Asset Rank and keep proportion of original stats

# Tokenomics - \$COSMOS

Total	Tokens	Allocation	Price	TGE	Cliff (Months)	Vesting Period (Months)
Pre-seed sale	12,000,000	3%	0.025	3%	4	18
Seed sale	16,000,000	4%	0.03	5%	4	18
Private Sale 1	24,000,000	6%	0.035	5%	1	18
Private Sale 2	24,000,000	6%	0.04	5%	1	15
Public Sale	32,000,000	8%	0.07	20%	0	4
Staking rewards	68,000,000	17%		2%	0	35
Community enrichment wallet	40,000,000	10%		5%	0	35
Exchange liquidity	32,000,000	8%		15%	3	23
Marketing	52,000,000	13%		2%	0	35
Operations	60,000,000	15%		0%	0	35
Advisors	12,000,000	3%		0%	9	18
Team	28,000,000	7%		0%	12	24

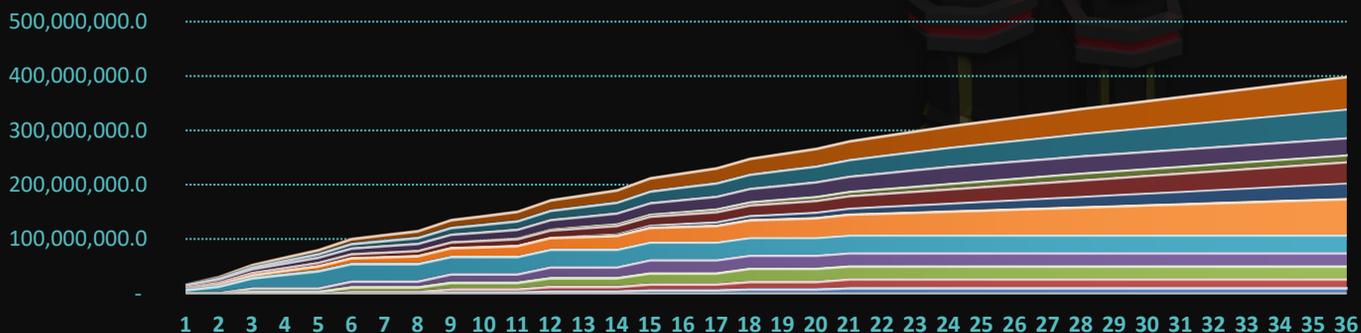
Token distribution, % from issue



- Pre-seed sale
- Seed sale
- Private Sale 1
- Private Sale 2
- Public Sale
- Staking rewards
- Community enrichment wallet
- Exchange liquidity
- Marketing
- Operations
- Advisors
- Team

Cumulative vesting diagram

- Pre-Seed sale
- Seed Sale
- Private Sale 1
- Private Sale 2
- Public Sale
- Staking rewards
- Team
- Community enrichment wallet
- Advisors
- Exchange liquidity
- Marketing
- Operations



# Roadmap

## Q3 2022

- 13k Astronauts 3D Game Ready models
- 72k Robot Parts 3D Game Ready assets
- Play to Mint demo experience
- Smart Contract development
- Account & API development
- Infrastructure development
- Recruit free mint collection
- NFT sales “must” collection

## Q4 2022

- FPS game experience release
- Bug Bounty program

## Q1 2023

- Race Simulator Game Experience
- Token release
- DAO setup

## Q2 2023

- Alpha Test for Astro Must -Chapter 1 (Mid-core)
- Players meet-up

## Q3 2023

- Beta Test for Astro Must -Chapter 1 (Mid-core)

## Q4 2023

- Gold Release of Astro Must -Chapter 1 (Mid-core)



# The Must Team

## Vincent Porquet

### Founder

Serial entrepreneur with a passion for innovation and gaming.

Vincent has successfully launched and sold 2 businesses in hospitality and real estate. His highly successful business development expertise has been proven by working with brands such as LVMH, Richmond, Majid Al Futtaim, G42, Kitopi. He now focuses on merging both his passions (games and business) to deliver an outstanding product that will revolutionize player experience and their potential to earn. Crypto Investor since 2018. Scientist and Inventor at heart, Vincent is highly skilled in visionary leadership and leading by example, a go-getter that makes things happen.

## Rami Loutfi

### Co-Founder

Rami has 15 years of experience in Operational Excellence and Human Resources management, leading business set-ups, mergers & acquisitions and business strategy.

A gamer since childhood, Rami has had a successful career across many industries including Airlines (Qatar Airways), Hospitality (InterContinental Hotel Group), Consumer Insights (Kantar), Luxury (Richemont & Cartier), FMCG (Coty Inc.) as well as founding his own business, Eyemazy Middle East. He is now dedicating his time, expertise and knowledge in pursuing his dream in building a "Gamer Centric Game".

Rami has been a crypto investor since 2019 and he's ready to revolutionize the gaming industry.

## Technical Team

AHMED HOKAN - ART DIRECTOR

PIERRE HORREAU - BLOCKCHAIN TECHIE

AREK ARKADIUSZ - FULL STACK TECH GURU

NAIRAH THANA - UNITY GURU

COLLIN DEL CALLAR - 3D ARTIST

## Friends of Astro Must

MOZZE - AKKAAS

AMRITA SETHI - ART BY AMRITA

THOMAS MENARD - MNPL

## Quintessa Porquet

### Co-Founder

A decade of project management and operational experience across multiple industries.

Quintessa brings creative flair, flexibility and dynamism to the team. A servant-leader, passionate about people and projects especially around digital transformation and disruptive technology. She keeps the team agile and ensures consistent delivery of quality and customer satisfaction. As an INFJ, Quintessa drives the focus for delivering a product that not only keeps to the ethos of blockchain as a technological paradigm shift but pushes the boundaries to ensure we are delivering a world transforming game that will have meaningful impact on financial equality for all. Worked in Media / Healthcare / Government European Capital of Culture, British Council, NHS, British Film Institute, Google.

## Rohit Singh

### Co-Founder

Rohit has founded multiple companies including an Indie game development studio (90s station lab) and holds over 12 years of business and analytics experience across multiple domains of the industry.

He's cultivated more than a decade of experience in the gaming industry, airlines, government bodies, fintech, healthcare, retail and now in blockchain technology. Rohit was a national level competitive gamer in the Counter Strike era, lead tester on Smack Down vs RAW 2 and 3 with THQ. He has also published and consulted on a few mid-core games.

## Advisor & Investor Team

DANOSCH ZAHEDI - ARTSDAO

ANTHONY LESOISMIER - SWISSBORG

KLAUS KAJETSKI - YALLA ESPORTS

ANAS BHURTUN - ARTSDAO

VILMA MATTILA - 5IRE.ORG

NAVIN GUPTA - XRP

# Advisers



# Contact Us

[www.Astromust.com](http://www.Astromust.com)