Spacekill Whitepaper

Overview

SpaceKill is a web3-based multiplayer party game, each game will be participated by 6 players. In the game, players will be randomly assigned to two roles of "Crew" and "Impostor". When you are a crew member, you can win by completing the tasks assigned by the system; while the impostor needs to eliminate the crew to prevent them from completing the tasks. When the number of crew members is less than the number of impostors, the impostors will win. During the game, the crew can also vote for the impostors and throw them out of the spaceship. When all the impostors are found, the crew will automatically win. Space Kill is essentially a survival game with Game-Fi and Social-Fi elements built in.

Players equip their own NFTs in the form of "crews" and "imposters". By participating in the survival game on the spaceship, users will receive in-game currency that can be used both in-game and cashed out for profit. Through Game-Fi, Spacekill promotes the public to connect online and offline games based on Web 3.0, relying on its Social-Fi function to build a lasting platform in terms of social interaction, promote users to generate Web 3.0 content, and provide users with more value-added services. Spacekill is built on the blockchain, and the rules, assets and participants of the game are written into the blockchain. This means that the in-game assets that Spacekill uses to reward players are composable.

Definition

Game Token: $SKS

Governance Token: $SKK

Getting Started

To start, users need to download the Spacekill app

1. Download the Spacekill app

https://www.spacekill.fun

2. Sign-up for Spacekill

After getting access to the app on your device, you will be able to sign up for Spacekill with your email address. You need to complete email verification to enter the app.

3. Create a new Wallet

- Click on the Wallet icon on the top right corner of the screen.
- The app will generate a 12-word secret phrase.
- This will be used to recover your Wallet if you uninstall the app or forget your password.
- Important – Note this phrase and save it somewhere safe (Write it down physically and store it somewhere only you will have access to.)

4. Transfer $BNB into your in-app Wallet

Transfer $BNB to in-app wallet to buy NFT equipment in the Marketplace and always keep some $BNB as gas in your Wallet account.

5. Purchase a NFT

Head over to the Marketplace and pick out a NFT equipment ! You can use the Filter tool to look for a equipment type of your preference. Ensure you have enough $USDC/$BNB for the purchase.

Game-Fi Elements

Game Modes

- **Match Mode**

Match Mode is Spacekill's only game mode currently. Players need to match other users through the matching mode to play the game together. Players need to equip Soul to participate in the game to obtain SKS token rewards. Players can also play the game without Soul equipped, but they will not receive SKS or SKK rewards during settlement. At the same time, when the SKS/SKK rewards are settled, energy will be consumed. After the energy is exhausted, the game can still be continued, but no rewards will be obtained. Energy automatically recovers a little every 4 hours, players can increase energy by buying energy or acquiring more Soul.

- **SKS/SKK settlement factors:**

1. It has nothing to do with the win/lose of the game;

2. Soul's Force attribute. After Soul level rises to level 50, you can choose SKK as the settlement reward; when choosing SKK for

settlement, the Force value will no longer affect the reward amount, which is determined by the Tenacity value;

3. Soul's star rating, the higher the star rating, the more basic SKS rewards you get in each match, and the star rating does not affect the SKK reward;

- **Treasure Box**

The Treasure Box is a loot box, which can only be obtained by the winning side in the matching mode. The probability of dropping it is related to the Luck attribute of the Soul participating in the game. The higher the Luck attribute, the higher the probability of obtaining the treasure box. The Treasure Box contains Soulstones (level 1-3), which can be equipped to Soul to enhance Soul's attributes. Each user has a slot for 4 Treasure Boxes. When the slots are full, newly acquired boxes will be discarded automatically. The 5 quality types of the Treasure Box are the same as Soul. After receiving the Treasure Box, the countdown to opening the box starts automatically. The player can open it after the countdown is over, or the user can choose to spend $SKS to open the Treasure Box immediately. The higher the quality of the Treasure Box, the longer its countdown time and the higher the $SKS cost to open it immediately. Note that the losing side of the game will not drop the box.

- **Scroll**

Same as the Treasure Box, this loot is only available to the winning side in the matching mode, and the probability of dropping it is positively related to the Luck attribute of the Soul participating in the game. Scrolls are necessary items for Soul to evolve. Same as Soul, scrolls have 5 qualities. Dropped scrolls are only available in grey quality, and high

quality scrolls can only be obtained through crafting.

Soul

- **Soul Attributes**

1. Force

In match mode, the Force attribute plays an important role in $SKS income. Having a higher Force attribute will result in higher $SKS income per energy spent.

2. Luck

Luck determines the frequency and level of Treasure Boxes and Scrolls dropped.

3. Tenacity

Tenacity affects the amount of $SKK that a user's Soul will earn after reaching max level.

4. Stamina

The higher the quality and level of the Soul, the higher the repair cost. Stamina affects the amount of Durability consumed after each game. The higher Stamina, the slower the Stamina consumption. Soul receives a "wear and tear" penalty at 2 durability thresholds.

At 50/100 Stamina, the character Soul's gain per match drops to 90%.

At 20/100 Stamina, the character Soul's gain per match drops to 10%.

- **Soul Quality**

The quality of Soul consists five qualities: Common, Uncommon, Rare, Epic, and Legendary. The higher the quality, the higher the basic

attributes of the Soul, and the more free attribute points obtained after upgrading.

Quality	Colors	Min Attribute	Max Attribute
Common	Grey	1	10
Uncommon	Green	8	18
Rare	Blue	15	35
Epic	Purple	28	63
Legendary	Orange	50	112

The base SKS rate of return per point of Energy is not fixed, and several factors can cause it to fluctuate:

1. The current durability of Soul;

2. Force attribute of Soul;

3. Soul's star rating;

Information on SKK returns will be provided in a future update.

- **Soul star**

Soul has a star rating, and the star affects the fixed income of each game. The higher the star, the higher the income you can get in each game.

(Soul's star consists 1-4 stars, the number of stars affects the extra SKS income Soul gets after each game, the higher the number of stars, the higher the extra income obtained in each game. Please note that if the Energy isn’ t consumed, this part of the reward will not take effect.)

- **Soul Level**

Users can increase their Soul level by consuming SKS. The upgrade of each level takes a certain amount of time to complete, and the upgrade time and the number of SKS required continue to increase with the level.

This process can be sped up by using more SKS. Additionally, raising Soul to level 41-50 will also cost SKK. After leveling up, users will receive 2 - 6 additional attribute points based on their Soul level for attribute distribution.

Quality	Attribute Point/Level up
Common	2
Uncommon	3
Rare	4
Epic	5
Legendary	6

Players can get additional benefits after their Soul reaches a certain level:

Level	Trigger Event
10	Unlock Soulstone Slot 1
10	Unlock the Evolution Soul feature
20	Unlock Soulstone Slot 2

30	Unlock Soulstone Slot 3
40	Unlock Soulstone Slot 4
50	Unlock SKK earning rewards

At the highest level, users need to choose to earn either SKK or SKS, and are allowed to freely switch between earning SKS/SKK, but this will have a cooldown.

Soulstones and Slots

- **Soulstone Type and Level**

After the user's Soul reaches a certain level, the Soulstone slot can be unlocked, and the attributes of the Soul can be enhanced by inserting the corresponding Soulstone into the unlocked slot (that is, only the Force Stone can be put into the Force slot).

Yellow: Force

Blue: Luck

Red: Tenacity

Purple: Stamina

By going to the upgrade tab in the Soulstones section, the user can upgrade 3 Soulstones of the same level and type to a higher level by consuming SKS (i.e. three Level 1 Soulstones to one Level 2 Soulstone).

Starting at level 4, the SKK is also required to upgrade the Soulstone.

Note: Low-level soulstone upgrades may fail.

Warning: Level 1 - 5 Soulstone upgrades will have a certain failure rate, if the upgrade fails, the user will lose these Soulstones.

Awakening effect: Soulstone can improve the basic attributes of the character. For example, if a Level 2 Force Soulstone increases a level 0 soul with a base Force of 5, the result is 5 (soul attribute) + 5 x 40% (the effect of the awakening effect of the Soulstone on the soul attribute) + 8 (soul attribute) stone attribute) = 15.

- **Slot type and quality**

Soul has four different Slots, matching the type of Soulstone by color. The player inserts the Soulstone into the corresponding slot to improve the attributes of Soul. A slot is unlocked when each Soul reaches levels 10, 20, 30 and 40. Players can only insert matching soulstone types into the slots. Higher slot quality will additionally boost the attributes of the inserted soulstone.

The player can see the slot type without opening the slot, but not the slot quality, which is determined by the quality of the Soul

Soul Evolution

In Spacekill, evolution requires 2 scrolls, and the quality of the scrolls consumed is the quality of Soul that appears during evolution.

Soul evolution means that the user uses the 2 Souls they have as a blueprint to "evolve", and a soul box will be generated after completing this process. For reference, these two Souls will be called Senior Souls (parents). Both Souls need to be owned by the user (cannot be in lease) and have full Durability to begin Soul Evolution.

The user can select a Soul, go to the Evolution tab, then select another Soul to "evolve", and press the Evolve key to proceed. The user will immediately receive a Soul Box, which can be opened immediately.

Each Soul can evolve up to 6 times. The more evolutions a Soul has, the higher its SKS/SKK consumption. The evolution cost of each senior Soul is calculated separately, and then added together is the final evolution cost.

The two Souls involved in Soul Evolution have a 48-hour cooldown, but Souls can still be used for games.

- **Soul Evolution cost**

The price of SKS will determine the amount of SKS/SKK burned during evolution. The specific calculation formula is as follows:

Evolution cost = SKS (A) + base SKK (B) + additional SKK ([A+B]*x)

1. If $SKS < $0.4, x = 0%;
2. If $0.4 < $SKS < $0.8, x = 50%;
3. If $0.8 < $SKS < $1.2, x = 100%;
4. If $1.2 < $SKS < $1.6, x = 200%;
5. If $1.6 < $SKS < $2.0, x = 400%;
6. If $2.0 < $SKS < $3.0, x = 800%;
7. If $3.0 < $SKS < $4.0, x = 1600%;
8. If $4.0 < $SKS < $5.0, x = 3200%;
9. If $SKS > $5.0, x = 6400%.

NOTE: Soul Evolution cost will update daily on UTC 14:00. In extreme

circumstances, we might adjust the evolution cost multiple times a day.

The cost of soul evolution for the first two times is the same.

The fee for Soul Evolution will change from time to time to balance the supply and demand of SKS and SKK.

Soulbox quality depends on the quality of the senior Souls:

Senior Soul1 Quality	**Senior Soul2 Quality**	**Common Soul Box Quality %**	**Uncommon Soul Box Quality %**	**Rare Soul Box Quality %**	**Epic Soul Box Quality %**	**Legendary Soul Box Quality %**
Common	Common	100	0	0	0	0
Common	Uncommon	50	49	1	0	0
Common	Rare	50	0	49	1	0
Common	Epic	50	0	0	49	1
Common	Legendary	50	0	0	0	50

Uncommon	Uncommon	0	98	2	0	0
Uncommon	Rare	0	49	50	1	0
Uncommon	Epic	0	49	1	49	1
Uncommon	Legendary	0	49	1	0	50
Rare	Rare	0	0	98	2	0
Rare	Epic	0	0	49	50	1
Rare	Legendary	0	0	49	1	50
Epic	Epic	0	0	0	98	2
Epic	Legendary	0	0	0	49	51
Legendary	Legendary	0	0	0	0	100

Note: The drop chance of Legendary Soul is currently disabled.

The new Soul's slot type is determined by the two Senior Soul's slot types.

Soul evolution differences: Soul's attributes will be randomly

determined according to its quality, regardless of the attributes of its Senior Soul.

Game-Fi Systems

Earning Cap/Mechanics

Daily Energy Cap

Users start the game with 6/6 base Energy + 2 additional Soul Energy . Max Energy Caps at 24/24. Users can increase their Energy by getting more or higher quality Souls (Refer to Energy System below)

Daily Token Cap

Users start the game with a 50/50 Daily SKS Cap. The Daily Token Cap maxes out at 2600 SKS. Users can increase their Daily Token Cap by leveling up their Souls. There is **NO** earning cap for SKK.

Match mode earning mechanism

SKS calculation formula

The factors which affect SKS Earnings are:

1. Energy
2. Durability
3. Soul (type, attribute, quality and level)
4. Soulstones (type, level, and slot quality inserted)

Energy System

Energy replenishes 1 every 4 hours until it reaches to the Energy Cap. Users start with 6 Energy Caps. Users can increase their maximum Energy by holding more Souls. The calculation is as follows:

1. Owning 1-2 Souls. +2 Energy
2. Owning 3-8 Souls. +4 Energy
3. Owning 9-14 Souls. +8 Energy
4. Owning 15-29 Souls. +12 Energy
5. Owning 30+ Souls. +18 Energy

Additional Energy (cumulative) is given to users for higher Quality Souls:

EXAMPLE 1:

1 Uncommon Soul + 1 Common Soul = 8 Total Energy (6 Base Energy + 2 Bonus Energy)

EXAMPLE 2:

2 Rare Souls + 1 Common Soul = 10 Total Energy (6 Base Energy + 4 Bonus Energy)

Please note that when the energy reaches 6 points, the energy will no longer be restored naturally. Even if the user's energy limit is greater than 6 points, the extra energy must be purchased by consuming sks. The purchase limit of extra energy will be refreshed at 16:00 (UTC+0) every day.

Treasure Box System

The factors which affect Treasure Box Quality are:

1. Game wins and losses
2. Luck value of Soul

Scroll of Evolution

The scroll is dropped directly after the game, and the drop probability is linked to the Luck value. In Spacekill, the player who loses the game will not drop the evolution scroll.

Tax and Fee System

The game will charge different tax and fee to various In-app Activities as indicated:

In-app Activity	**Tax (%)**
Platform Fee	2
Royalty Fee*	8
Evolution	6

* The Royalty Fee are payable to the NFT creators.

Other Systems

Inventory System

NFT Souls share one space, users are capped at 256 Souls

Soulstone and Soul Box share one space, users are capped at 500 slots.

Marketplace

The Marketplace is where players can trade their NFT Souls, and Soulstones. There is a simple filtering and sorting function in the market.

- **Trading System**

Players can buy and sell Soul NFTs and Soulstones on the in-app market.

Tokenomics

Definition

Game Token: $SKS

Governance Token: $SKK

SKS

Evolution(create)

The supply of SKS is unlimited, and SKS is earned when users consumes Energy to participate in the matching game. To provide liquidity,

5,000,000 SKS were created;

Of all the $SKS created, 20% (1,000,000) of them will be added into the Pancake liquidity Pool.

SKS Burning Mechanics (Destroying)

SKS is burned by:

1. Soul Evolution

2. Repair

3. Upgrade Soul level

4. Soulstone upgrade

5. Unlock Soul slot

SKK

Supply

Coming soon.

SKK Vesting Mechanics

Coming soon.

SKK Earning Starting Date

Coming soon.

SKK Earning Mechanics

Coming soon.

Level requirement

SKK earning is only available to soul that reaches to Level 50.

Halving Mechanics

Each day, a set number of SKK will be unlocked to earn. The daily release of SKK follows exponential decay pattern, on the first day of the 3rd year, the daily SKK unlocked is exactly halved compared to the 1st day of SKK been available to earn.

Bitcoin mechanism

Coming soon.

Tenacity Mechanics

The more tenacity, the higher the earning. SKK earning formula will be released once the earning is enabled in the app

SKK Burning System

- Burn SKK to level up from 41 to 50
- Burn SKK to upgrade Soulstones above level 4

SKK Staking Rules

Coming soon

Governance & Ecosystem fund

Team's Profit

The Platform Fee and Royalty Fee are reserved to the team to sustain its operation, no less than 5% of the Team's profit will be sent to the Ecosystem fund. Following are the Team's Profit on BNB Chain, which will be taken on daily basis.

Voting Power

By locking the staked SKK, users will get higher voting power:

Locking Period	Weight
1 month	1
3 months	4
6 months	8
1 year	16
2 years	32
3 years	64

Decentralized Wallet

Stage 1 Decentralized Wallet:

a. Is built into the game

b. Supports BNB chains' asset

c. Has a Swap (Trade) function with liquidity

d. Wallet backup function

Stage 2 Decentralized Wallet (Coming Soon):

1. Offers multi-chain asset deposit and withdraw
2. Supports NFT PFP (Profile Photo)
3. New UI/UX

Privacy

Spacekill has no interest in profiting from users' data；Spacekill strictly follows the Google and Apple Privacy requirements. Please read our privacy policy below.

Security

Smart Contract Auditing

Spacekill's Smart Contract is audited by (under audit) . For details, please visit: Coming soon

2FA

Spacekill has integrated Google 2 Factor Authentication to safe guard users' transaction and change users' information.

Change Log

Sep/06/2022

1. Fixed some typing errors.

Aug/10/2022

1. Fixed some typing errors.

Aug/9/2022

1. Fixed some typographical errors.