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## Whitepaper



# POCKET SPACE

**Play to Own.  
New era in gaming  
industry is here.**

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# About Us

We are a studio that has launched 5 mobile games on the global market, which in total have reached more than **250 millions installs**. We are partners with Estoty that works about 8 years, which are leaders in our market segment with a total number **1.5 billion** installs on more than **20** mobile titles.

We represent the **leaders** in hyper casual games market.

## Our team has shipped the following hits



**DNA  
Evolution 3D**

**20M**  
installs

[Google Play](#) ↗



**Merge  
Animals**

**70M+**  
installs

**Top 1**  
iOS&Android  
Nov 2021

[Google Play](#) ↗

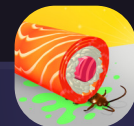


**Blend it 3D**

**80M+**  
installs

**Top 1**  
iOS&Android  
May 2020

[Google Play](#) ↗



**Sush Roll**

**100M+**  
installs

**Top 1**  
iOS&Android  
Jan 2021

[Google Play](#) ↗

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We see that blockchain games are expensive and complicated for the mass market. But our main strength is making games with high marketability and easy onboarding. At the end of 2021, we have explored the game design of the presented products on the web3 market and see their significant drawbacks for the mass user. That's why we saw a good opportunity for us. This led us to develop our new Play-to-Own product (**Pocket Space**) based on experience of already successful product **My Little Universe** by Estoty with **400K** daily audience and over **100K** fans in the discord channel.

## Why we have chosen exactly this game as a base to branch:

1. it shows **excellent engagement metrics**, it really engages players. Compared with market average numbers of Day 1 retention of about 35% - this game shows 60%.
2. It **tested game mechanics** on a casual market that works very well right now - It is called the idle arcade genre. And we do not see such on web3 market.
3. **This game is good for tokenomics**. We don't think every game is suitable. We have a first version of tokenomics right now and are going to start working on transferring this paper model to a math/programmatically model by economists and data scientists.
4. **Multiplayer** - We are making a multiplayer version of [My Little Universe ↗](#) , and the community of this game really wants to play not only **PvE**, but also **PvP** and other social mechanics (**COOP**) such as go to the dungeons together. The fact that the community wants multiplayer - is once again proved by the success of the MLU clone developed by fans on the Roblox platform - [Star Simulator ↗](#) . That's why we are developing a quite strong late game with **PvP** and **COOP modes** for exploring the NFT planets, crafting resources together from them and participating in battles. We are also adding Play-to-Own the universe using NFT assets - it means that Late gameplay - it is a universe of NFT planets that belong to different players and have unique properties - in form of resources, difficulty, sizes, weather and landscape.

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# Game description

This is a space fantasy game. The genre of the game is an **idle arcade** with elements of construction and crafting. The game is designed for a wide audience with easy onboarding.

The player controls the character, mines resources by pickaxe, builds buildings, creates items of equipment, kills bosses to open new zones and get materials for crafting. In parallel, exploring the starting planets and visiting other planets.

For activities in the game, the player earns soft currency and NFT weapons and other assets. As the level increases, the player will increasingly lack resources for further development at the same speed. In this case, to speed up the progression, the player can visit the NFT planets of other players that are in open space and extract the necessary resources from them.

## Key features of the game:

- A universe of NFT planets that belongs to different players and have unique properties - in form of resources, difficulty, sizes, whether and landscape.
- The idle arcade genre, which has not presented yet on the web3 market

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# Current stage and plans for the future



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## Supported Platforms

Web, IOS, Android

## Metrics and Traction

Since the game has not yet reached the testing stage, we will give the metrics of the My Little Universe product. We are creating a MULTIPLAYER & NFT game adapting My Little Universe previous experience:



# My Little Universe

Idle Arcade

Platforms



Retention  
**60%**

Downloads  
**11mln**

DAU

**400K**

Type

**Single-player**



**100K**

community  
in Discord



# POCKET SPACE

Idle Arcade online

Platforms



Type  
**Multiplayer**



**NFT  
Mechanics**



**TBD**

community  
in Discord

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## Early investors

The amount of initial investment is \$500,000, which will be spent on the implementation of the first stages of the project, the team set up, and the first launch of the game into operation.

In the current state, the project's burn rate is \$100,000 per month.

We expect an increase in costs in the next two months up to \$130,000 per month with the expansion of the project team.

### Early investor

**Hexa  
Core**

**250M+**

installs

**5 Hits**

### Partner

**ESTOTY**

**1.5B+**

downloads across  
platforms

**20+**

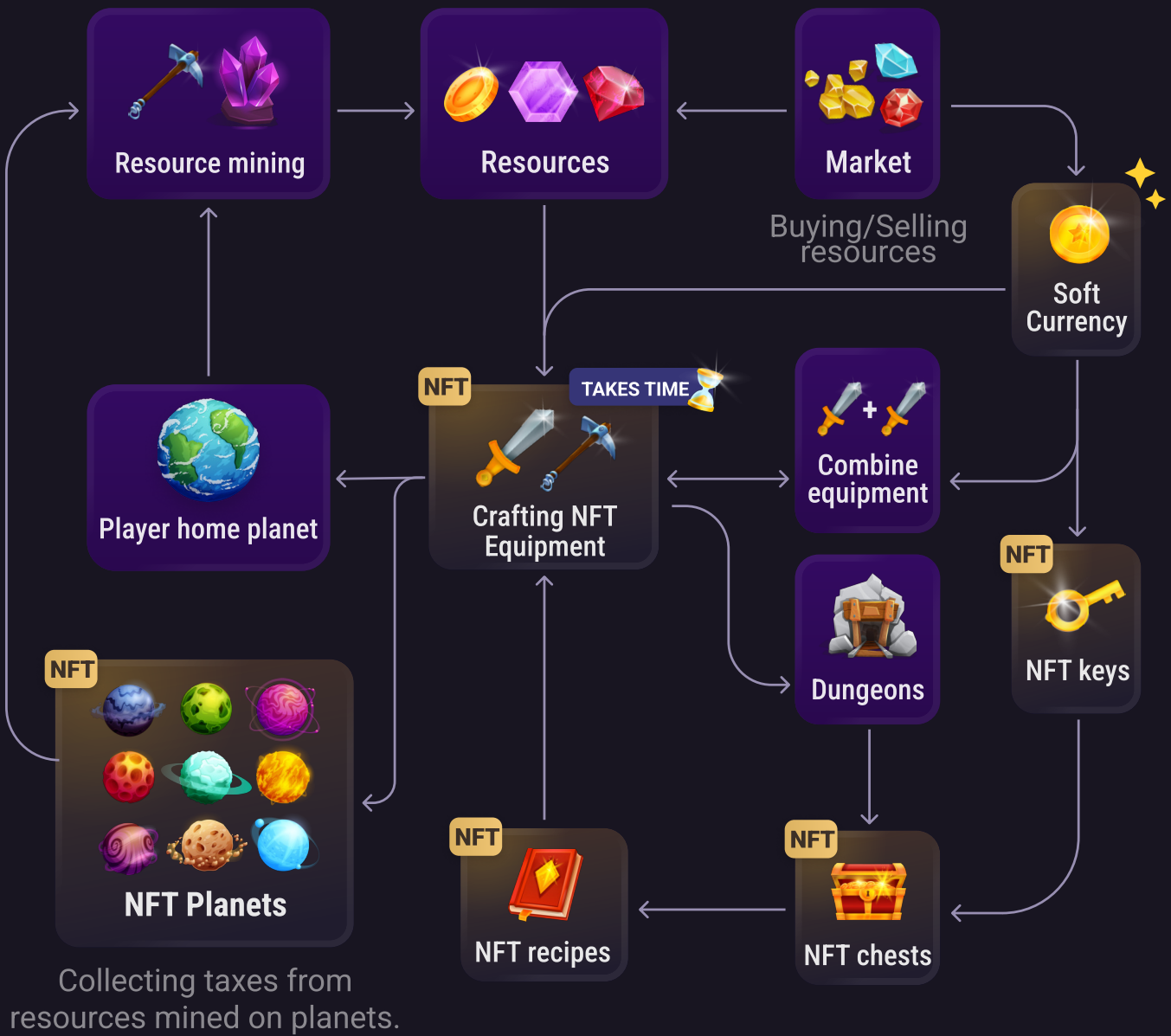
hits in app  
stores

**200M+**

active players worldwide

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# Economy Flow



# 1. Economics of the soft currency (in-game)

The basis of tokenomics for POCKETSPACE relies on the Quantity Theory of Money, which states that the general level of prices for goods and services is directly proportional to the money supply. For example, should the supply of money in an economy increase by 2%, prices would also follow a proportional increase, bringing in inflation of 2%.

The Quantity Theory of Money is formulated through the Fisher equation:

$$MV = PT$$

where M is money supply, V is the velocity of money, P is the Price Level and T is the volume of transactions. The equation has been applied to crypto economics before in valuing Level 1 chains (e.g. - <https://hackernoon.com/token-velocity-is-good-and-other-implications-of-analyzing-mv-pq-from-first-principles-v81y43ztt>) and to Web2 games. Holm and Makinen (2018, <https://ibimapublishing.com/articles/JISNVC/2018/672253/672253.pdf>) show that new World of Warcraft expansions significantly increase the money supply, which brings inflation to Gold, the currency of the game.

In monetary analyses, V and T are often assumed as constant variables, and hence there is a direct relationship between M and P. Hence, to increase or decrease the inflation in an economy, M has to be changed. The table below shows how POCKETSPACE will increase and decrease the money supply M of the soft currency through different channels. Numbers of brackets indicate which sub-section describes the mechanism in more detail.

Each element in the table for increasing or decreasing the number of tokens can be adjusted by the game developer to control the rate of the game's soft currency. For example, a game developer can change the prices of resources, prices for buying keys for chests, the price for producing recipes, merge weapons, and so on.

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## Note: “Token” means soft/hard in-game currency

### Table: Soft currency economics

Increase soft currency supply	Soft currency migration	Decreases of soft currency supply
<p><b>Exchange from resources to currency (1.1)</b> Exchange of special resources for currency. Each resource has its own exchange rate. The player can get resources on hub planets or NFT planets.</p>	<p><b>PVP Arena battles (1.4)</b> Players place bets. The winning player takes the reward.</p>	<p><b>Exchange from tokens to resources (1.1)</b></p> <ul style="list-style-type: none"> <li>• Each resource has its own exchange rate.</li> <li>• The more units of a resource a player exchanges, the higher its price.</li> </ul>
<p><b>Game events (1.2)</b> Getting tokens for completing a goal and achievements in the game</p>		<p><b>Buying chest keys(1.3)</b> For tokens, the player can purchase a key to open the chest</p>
<p><b>Commissions to planet owners (4)</b> Leasing the NFT planet. Entry fee on the planet will be converted into soft/hard currency and goes to planet owners.</p>		<p><b>Arena battles (1.4)</b></p> <ul style="list-style-type: none"> <li>• The winning player pays a commission on the amount won.</li> <li>• Commission is burned</li> </ul>
		<p><b>Crafting Items from Recipes (1.6)</b> To create an item, the player must pay tokens</p>
		<p><b>Combining (merge) items (1.5)</b> To merge items, the player must pay tokens</p>
		<p><b>Restoring the player's energy</b> For tokens, the player can restore the character's energy</p>
		<p><b>Exchange for resources to open hexes on the Hub planet</b> Instead of current MLU tickets</p>

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## 1.1 Exchange from resources to soft currency (and vice versa)

A player can mine N different resources in the game, which the player can then exchange for the soft currency. The preliminary exchange rates are described below. Note that the exchange rate can be edited by the development team to balance the economy and gameplay.

**Table: Soft currency economics**

Resource	Exchange rate
Wood	100:1
Stone	100:1
R3	100:1
R4	50:1
R5	50:1
R6	50:1
R7	20:1
R8	10:1
...	
RN	X:1

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The transaction for resource <> soft currency happens between the user and the game developer. Resources are locked at **“the house”** of the game developer and can be repurchased by other players.

The reverse exchange rate is multiplied through the Reverse Transaction Coefficient. At launch, it is equal to 0.9, meaning a user will get an exchange rate \* 0.9 resources for their token. For example, wood can be bought with tokens at a rate of  $100 * 0.9 = 90$  wood resources per token. This is done to encourage resource collection in the game (the core gameplay mechanic) and discourage back-and-forth trading between resources.

If there are not enough resources in **“the house”** for the reverse exchange to be purchased, the resource is not available for exchange.

The number of tokens that a user can receive per day is limited. We don't expect users to hit the cap on average, as it will take about 8 hours of pure play to do so.

In the future, it is also planned to transfer part of the trade from **“the house”** to the free market. On the exchange, players will be able to exchange resources with each other directly. Players will have the opportunity to place orders for the purchase and sale of tokens, and thereby create an exchange glass.

## 1.2 Win tokens (soft/hard currency) in challenges and events

To encourage daily participation of players in the game, the game offers daily challenges and events in which players can get tokens. Modeled after Axie Infinity, a user can generate approximately \$0-\$2 in daily challenges simply by playing the game for a certain amount of time.

## 1.3 Buy chest keys

Players complete dungeons and can receive rewards for successful completion. This is either a separate weapon, resources or a chest. On average, up to 1 chest will be given for completing the dungeon.

Users can purchase chest keys to open NFT chests by burning tokens. Depending on the rarity of the chests, the price of the key will differ.

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The cost of the keys is fixed N\$ in the equivalent of the number of tokens. The number of tokens is dynamically adjusted using the market exchange rate. Keys for seasonal chests will have their own unique value.

## Approximate cost of keys:

Chest type	Chest price, \$
Common	2.5
Rare	5
Legendary	10
Seasonal	15

## 1.4 Win and lose tokens in PvP challenges

Players will be able to compete against other players in a PvP arena. At the beginning of a PvP match, players can wager bets on them winning in a match. The winner of the match then gets 95% of the total wagered tokens. The 5% of tokens are then burnt and removed from the money supply. The 5% rate is similar to rake in poker, where the dealing house takes a rake out of every play.

There is no limit as to how many times a player can take part in PvP, and hence the upside and downside are not limited.

## 1.5 Merge weapons

Users can combine weapons into new weapons or level up weapons. The higher the boost level, the greater the value in soft currency. The initial merge costs about \$1 at exchange prices in soft/hard currency. The spent tokens are burned and a part is sent to the developers.

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## 1.6 Crafting Items from Recipes

Players can drop NFT recipes in chests. All items in the game are made through recipes.

To make NFT from recipes you need:

- Soft/Hard currency
- Resources

Rare items require more tokens, more resources, and resources of higher rarity to create.

Recipes are disposable.

Crafting an item takes N time.

## 1.7 Average player reward

Activity in the game is rewarded to the user through the following logic:

### Table: Token reward

Average play time	Resources sold to "the house"
2 hours	Soft currency in equivalent of \$0.5 (can be changed)

According to the table, the average player per day will play 2 hours per day. During this time, the player will be able to collect resources for \$0.5. If a player plays for more than 2 hours, their total income for the day is limited to resources, the total cost of which is up to \$2.

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## 2. Economics of weapons and gear

Weapons and gear in the game have 10 levels. A player can receive a weapon in a drop of any level 1. To increase a weapon's level, a player has to merge two weapons of the same level into one weapon. After a merge, one weapon selected by the user is upgraded, while another is burned.

The item's rarity determines its maximum level. For example, an ordinary item has a maximum level of 4, and a rare item has a maximum level of 10.

Hence, to calculate the total number of required of level 1 (dropped) NFT's, the following formula can be used:  $L1\ NFTs\ burned = 2^{level-1} - 1$

The following table describes the total number of L1 NFT's that have to be burnt for each level of an NFT.

Weapon or gear level	Total burnt NFTs of Level 1 required to achieve a level
1	0 NFTs
2	1 NFTs
3	2 NFTs
4	7 NFTs
5	15 NFTs
6	31 NFTs
7	63 NFTs
8	127 NFTs
9	255 NFTs
10	511 NFTs

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Hence, achieving a level 10 NFT in a game is a very rare occurrence, as it would require 511 NFTs of Level 1 burnt to achieve it.

Note that weapons and gear have different rarity elements and different starting features. Hence, a more rare Level N NFT will have better statistics than a more common Level N NFT. To merge two NFTs, however, any rarities can be combined. NFT Weapons and gear can be obtained through **drops in dungeons** or through **the crafting of resources** as well as by creating from **recipes**.

**Drops:** NFT rarity for weapons and gear is distributed below. The rarity is similar to CS GO skin drops.

To reduce long-term supply of NFTs (i.e., adding a new sink), especially of high level NFTs, multiple sinks are planned, such as high-stakes tournaments where players have to stake their NFTs and losers have their NFTs burned

## Recipe drop

Weapon and gear rarity	drop probability (Common chest)	drop probability (Rare chest)	drop probability (Legendary chest)
Common	80%	40%	20%
Rare	16%	40%	30%
Very rare	3%	16%	30%
Special	0,7%	3%	16%
Legendary	0,3%	1%	4%

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NFT drops can also vary in the level of drops. The table below describes the level of odds of an item level drop. The odds are inversely proportional to how many NFTs are required to generate a level (e.g., sum of required NFTs from level 1 to 10 is  $1+3+7+\dots+255+511 = 1013$ , so the probability of Level 1 drop is  $511/1013$ , Level 2 drop  $255/1013$ , and so on. Level 10 is hardcoded as 0.01% probability drop).

Level	Occurrence in drops
1	50.44%
2	25.17%
3	12.54%
4	6.22%
5	3.06%
6	1.48%
7	0.69%
8	0.30%
9	0.10%
10	0.01%

**Crafting of resources:** Players can craft resources into specific L1 base items. Players use them to merge weapons or to use them in game.

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## 3. Economics of chests

Initially, there are 3 chest rarities (common, rare, legendary). The chest contains 1 NFT recipe. The rarity of the recipe is described in the table in the previous section.

Please note that chests can be obtained in the following ways:

- Dungeons
- Purchase on the marketplace
- Participation in special events
  - Weekly quests
  - Special events in the PvP arena

Each period (e.g., weeks or months), there can only be one series of chests dropped. Each chest series contains a different combination of unique items with different attributes and visuals. Hence, developers can phase in and phase out new gear and weapons in a drop. For example, chest series can look like this:

Chest	Number of unique items	Duration
Chest series 1	17	8 weeks
Chest series 2	17 (e.g. 7 new + 10 from the previous chest)	8 weeks
Chest series 3	17 (e.g. 7 new + 10 from the previous chest)	8 weeks
...	...	...

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The rarity and number of unique items per chest is described below:

<b>Common</b>	Weapon 1, Weapon 2, Weapon 3, Gear 1, Gear 2
<b>Rare</b>	Weapon 4, Weapon 5, Gear 3, Gear 4
<b>Very rare</b>	Weapon 6, Weapon 7, Gear 5
<b>Special</b>	Weapon 8, Weapon 9, Gear 6
<b>Legendary</b>	Weapon 10, Gear 7

Different weapons and gear have different features. One important element is that some gear/weapons can only be used on specific planets to mine specific resources.

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## 4. Economics of NFT planets

There are two types of planets in the game:

- Hub planets
- NFT planets (limited q-ty 45,000)

### Hub Planets

- Planets are owned by the player at the start of the game. The player unlocks hub planets as they progress through the game.
- On such planets, the player can mine special resources that are not used to open hexes. (as in My Little Universe)
- The player can exchange special resources for tokens or use them to create NFTs
- The more planet/planets the player has discovered, the more activity is available for use
- The hub of the planet is identical in functionality to the NFT of the planet, but differ only in the following:
  - Limited resource types
  - Limited dungeon level

### NFT Planets

Planets are standalone NFTs that cannot be merged or upgraded. They have a specific set of features on them:

- Probability of chest drop
- Speed of resource mining
- Resources available (e.g., number of expeditions per day)
- Refilment rate
- Bosses and dungeons

There will only be 45,000 planets in the existence of the POCKETSPACE. **3-15%** of them will be pre-sold during the NFT sale, while the others will be sold or given out later in various challenges.

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## Planets can be of 4 tiers:

Planet tier	Odds of drop	Owner reward
Common	80%	X reward per day
Rare	17%	2-5x reward per day on average
Legendary	3%	5x-10x reward per day on average
Mythical	1%	10x-15x reward per day on average

The features of the planets are designed in such a way to enable owners to generate a stable income per day. Owners of common planets are expected to generate predefined income per day, but owners of rare or unique planets can generate more income per day. There can be a limited number of players on the planet at the same time. Each planet has a predefined set of resources available for mining per day (limited by number of expeditions per day), which can be mined by users. Resources are replenished once in N times.

Planet owners receive the following reward from users: set soft/hard currency fee as planet owner for visiting the planet which are rewarded to the planet owner in soft/hard currency at "the house" exchange rate. Therefore, planet owners are rewarded with soft/hard currency, not resources. Mechanisms may also be used whereby planetary owners can only withdraw / use a certain percentage of tokens immediately after receiving a reward fee. The more time passes after mining, the greater the share that the owner of the planet can withdraw / use.

There will be a limit of resources on a planet that can be mined by players during a day. Every regular amount of time (e.g., 24 hours) those resources will then again refilled. Players will be able to pick a planet, and planet owners will compete for having players on their planet by setting lower fees. Therefore, even as some planets will have desirable features for some players, their resources will be depleted during the day so that players will mine on other planets, balancing "player" supply for each planet.

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## 5. Economic of dungeons

A player can make N trips to the dungeons per day. From the dungeons, a player with N probability can get a chest.

The higher the floor level of the dungeon, the higher the chance of getting a chest. To open a new floor of the dungeon, the player must go through the previous one.

Level	Chest Type	Drop probability
1 - 5	• Common	• Common (20%)
6 - 11	• Common • Rare	• Common (20%) • Rare (10%)
12 - 18	• Common • Rare • Legendary	• Common (20%) • Rare (10%) • Legendary (5%)

## 6. Economic of Oxygen

Oxygen is spent when visiting NFT planets. Oxygen will limit the earning of resources per day and visiting other planets.

This mechanic has the following benefits:

- Creates adjectivity
- Gives pleasure in small portions, excluding glut
- Content uptake control
- Token generation control

To restore oxygen, the player needs to spend a soft/hard currency.

## 7. Breeding

In future versions of the game, there will be character breeding.

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## 8. Governance token

The governance token of the POCKETSPACE is separate from the utility token of the game.

The total number of issued tokens by the beginning of **2027** will be **200 mln**.

The governance token of the game will be used for four use cases:

1. **Governance:** once the game is generating revenues through NFT drops, marketplace fees, and other fees, those will be put into a treasury. Governance token holders will have the right to decide how those treasury items should be distributed. In addition, the governance token will have time-locked voting mechanics, where the community, i.e. token holders, will be able to vote on specific decisions for game development. Token holders who will lock up their tokens for longer will receive more voting power.
2. **Payment:** the governance token can be used as payment on the native NFT marketplace of the POCKETSPACE. Accordingly, the token will have the function of a regular currency that can be exchanged for resources.
3. **Staking:** users who own and stake the governance token will gain access to special NFT drops, challenges
4. **Game Mechanics Fee:** Players will be able to pay for keys to chests and some recipes using a governance token.

The developers' income (and also the treasury, respectively) will flow through the following paths:

### 1. In-app purchases

- Players can buy hard currency (gems) in order to speed up progression through the game and gain special items or skills.

### 2. NFT

- NFT Sale - Developers will make drops from various NFTs (like planets) to raise funds for game development. All income from the drops will go to the developers, and not go to the treasury.
- Commission on NFT trading (4% of the volume of transactions). Game developers will create a separate exchange (or use another exchange) for trading game NFTs, and they will collect a certain commission from each transaction.

### 3. Governance token

- Developers will sell governance tokens (whose supply is severely limited) to support the project.

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## Tokens will be distributed for the following participants and purposes:

- **Early Investors:** Investors who bought tokens before TGE and listed on the exchange. Attracting investments will take place on average every quarter, and will consist of three rounds:

Direction	Initial Unlock
Seed	9% TGE / vesting - 36 month
Strategic	5% TGE / vesting - 36 month
Public	20% TGE / vesting - 24 month
Team & Advisors	cliff 6 month / vesting - 5 years
DAO Reserve	cliff 6 month / vesting - 5 years
Marketing	cliff 6 month / vesting - 5 years
Staking & Pools	cliff 6 month / vesting - 5 years
Play to earn	vesting - 5 years

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- **Team & Advisors** - tokens reserved for game developers to motivate the team
- **Play to earn** - tokens reserved to reward players for their game
- **DAO reserve** - tokens reserved for the long-term maintenance of the project. The funds will be spent on development, research, rewards for ecosystem participants (for example, third-party developers and artists), and other ecosystem improvements
- **Marketing** - tokens reserved for game marketing
- **Staking & pools** - are tokens reserved to reward token holders who stake them or provide liquidity. The emission of these tokens will encourage people to keep the tokens and not sell them on the exchange.

## Allocation details

