GALAXY BLITZ

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GALAXY BLITZ ECONOMICS WHITE PAPER

GOALS, COMPONENTS, AND BALANCE MECHANISM OF GALAXY BLITZ

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GALAXY BLITZ

1. ECONOMIC GOALS

● FOR GALACTIC SUPREMACY

Galaxy Blitz is all about building civilizations and competing for resources in remote galaxies. Starting with just a humble base consisting of a handful facilities, the player collects and farms resources, builds all kinds of military structures, and colonizes planets, emerging as the commander-in-chief of an established and prosperous civilization.

As technology advances, untapped galaxies are discovered. Through skirmishes and battles with enemies, old and new alike, commanders build huge interstellar empires of their own.

Economically, the goal of Galaxy Blitz is to align the generation of in-game resources with players' interests, while allowing players to obtain sustainable benefits when cooperating with other players from the same faction.

● ECONOMIC SYSTEM: SUSTAINABLE EXPERIENCE, INCREMENTAL PROFIT

Most games available in the market are based on intertwined systems. Players may get motivated with in-game profits and the novelty of new dungeons in the first, but the excitement wears off as time passes by. As the game evolves, systems get more and more complicated, leaving confused players facing increasingly boring tasks. Novelty and exhilaration are now replaced by tiredness and bewilderment.

While in Galaxy Blitz, everything is kept minimal. The entanglement between systems is forestalled, resulting a game that never gets complicated. With goals at each stage clearly set by the Hyperspace Institute to free them from repetitive and arduous tasks, players are able to focus on nothing but exciting gameplay.

THE ECONOMIC SYSTEM

A scientific economic system runs smoothly underneath the whole virtual world of Galaxy Blitz. Basically, it consists of 3 subsystems: Production, Warfare, and Support.

PRODUCTION

Players create economic values through resource collecting and farming, as well as military unit (i.e. spaceship, soldier, hero, and turret) building.
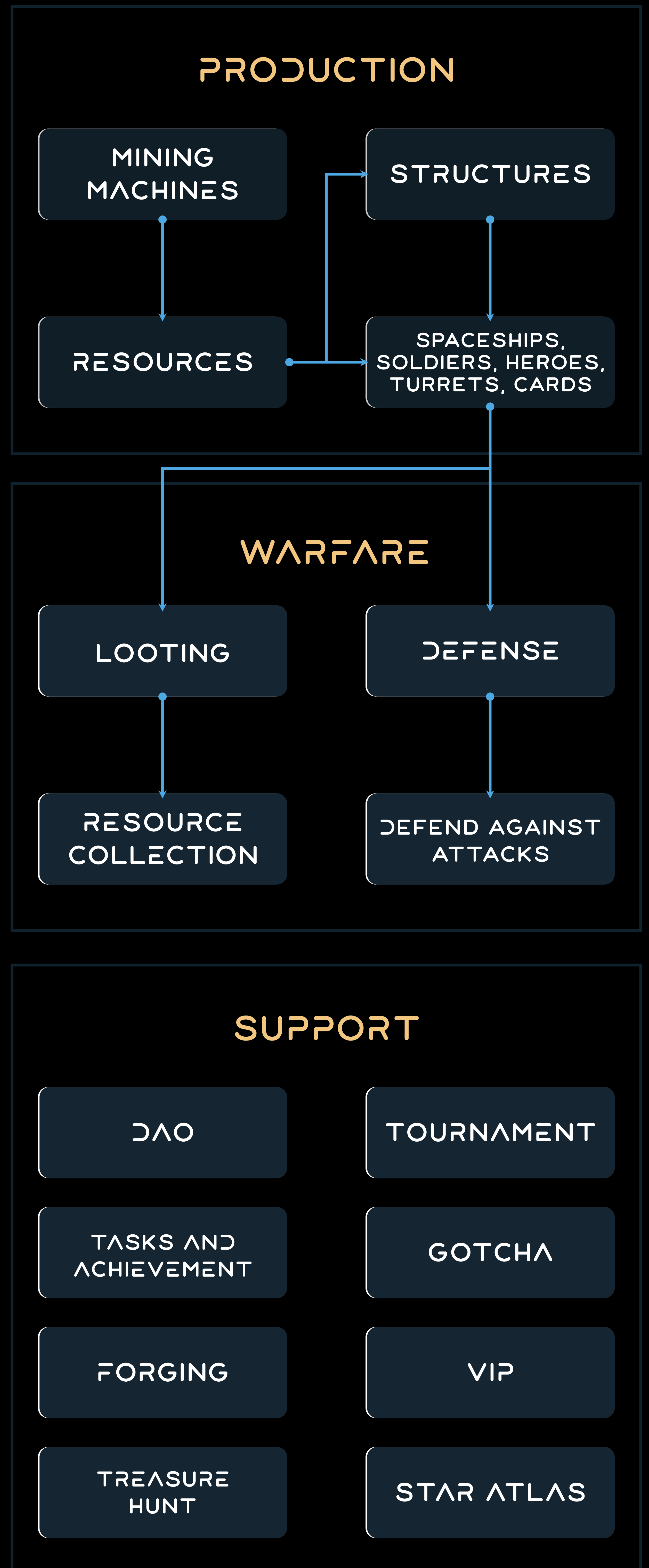
WARFARE

This is where most of the resources obtained from the production subsystem are consumed. Players have to try to protect their own resources from being plundered, and get more resources through defeating their enemies.

SUPPORT

Designed to support the gameplay and enrich the whole metaverse of Galaxy Blitz.

Included in this subsystem are the Decentralized Autonomous Organizations (DAOs), Tournaments, Tasks and Achievements, Collectable Cards, Forging, VIP Membership, Treasure Hunt, and Star Map. With the continuous evolvement of Galaxy Blitz, there will be much more to enjoy in the game.

PRODUCTION

- MINING MACHINES
- STRUCTURES
- RESOURCES
- SPACESHIPS, SOLDIERS, HEROES, TURRETS, CARDS

WARFARE

- LOOTING
- DEFENSE
- RESOURCE COLLECTION
- DEFEND AGAINST ATTACKS

SUPPORT

- DAO
- TOURNAMENT
- TASKS AND ACHIEVEMENT
- GOTCHA
- FORGING
- VIP
- TREASURE HUNT
- STAR ATLAS

2. IN-GAME ECONOMY

● IN-GAME ITEMS

Except for a few items that can only be bought from the in-game Store, e.g. NFT spaceships, NFT heroes, NFT turrets, NFT resource planets, and NFT artifacts, most resources and items are produced/ built through various productive activities.

Among them are:

Token for in-game transactions: MIT

- Military units: starships, turrets, heroes, soldiers, cards
- Terra nullius that players have the chance to conquer and develop: Resource planets
- In-game resources:
  - ‣ 1) Native resources: Star Coins, Titanium Ore, Ice Ore, Gas Ore;
  - ‣ 2) Resources from staking: Hydroxyl
- Essentials for establishing DAOs: Artifacts

There are various activities in Galaxy Blitz that players can use to get resources and create economic value. These activities can be divided into four categories: resource collection/farming, tournaments, military operations, and others.

TOKEN	PLANETS (TERRA NULLIUS)
MIT	**RESOURCE PLANETS**
The core token in the game	Generate resources, also serve as battlefield

WARFARE	RESOURCES
SPACESHIPS	**BASIC RESOURCES** STAR COINS / TITANIUM ORE / ICE ORE / GAS MINE
TURRETS	**RESOURCES FROM STAKING** HYDROXYL
HEROES	**DAO**
SOLDIERS	**ARTIFACTS**
CARDS	Create DAO to generate revenue

GALAXY BLITZ

RESOURCE COLLECTING/FARMING: THE BASIS OF THE PRODUCTION SUBSYSTEM

Resource collecting/farming is the most basic way for players to acquire five kinds of resources (Star Coins, Titanium Ore, Ice Ore, Gas Mine, Hydroxyl, hereinafter referred to as "Resources"), and it is also the foundation of all activities. Following a cyclical pattern, players can acquire resources through productive activities in their bases or on NFT resource planets.

As for Hydroxyl, the most special resource in the world of Galaxy Blitz, players have to stake a certain amount of MIT to harvest from the Hydroxyl Collector.

RESOURCE COLLECTORS (FIVE TYPES):

- Role: To obtains basic resources periodically
- Cost: Building a collector consumes resources. Players get some resources to build a beginner's collector when playing the game for the first time. Purchasing or occupying a resource star will also increase one's resource collectors.
- Upgrade: Incremental productivity increases

CONSTRUCTION: THE GATEWAY TO WARFARE

Player build in-game structures after obtaining basic resources. Each structure has its own utility, affecting the results of the player's economic activities.
(The roles of select in-game structures)

MAIN BASE:

- Role: The foundation of a territory. All resources will be lost if the Base is destroyed by the enemy.
- Upgrade: To unlock the capability to build structures of higher level, and increase the level cap of structures

RESOURCE WAREHOUSE (FIVE TYPES):

- Role: Storages for five basic resources
- Upgrade: To increase storage capacity

BLACK HOLE WAREHOUSE:

- Role: Resources stored in Black Hole Warehouse suffer less loss when the base is plundered.
- Upgrade: To be more capable of reducing resource loss

HYPERSPACE INSTITUTE:

- Role: To upgrade soldier combat capability;
- To develop soldiers, heroes, battleships, and turrets with higher combat capability
- To put existing soldiers, heroes, battleships, and turrets through forging to enhance attributes
- Upgrade: To increase the level cap of the military units so they get greater potentials

2. IN-GAME ECONOMY

● WARFARE: THE NEXT STEPS

Players start wars against other players' resource planets or bases, and get the latter's resource if they manage to win.

STARSHIPS:

‣ Role: To determine the landing location of troops, and support the battle with its own skills

‣ Access: A beginner's spaceship will be distributed for new players. Premium NFT spaceships costs MIT.

‣ Maintenance: To restore durability

‣ Upgrade: To enhance attributes (e.g. storing/emitting more energy) Skills will also be upgraded in parallel to be more powerful.

HEROES:

‣ Role: Advanced combat unit

‣ Access: A beginner's hero will be distributed for new players. NFT heroes costs MIT.

‣ Maintenance: To restore durability

‣ Upgrade: To enhance attributes and strengthen skills

SOLDIERS:

‣ Role: To engage in combat in troops

‣ Access: Upgrade the Main Base to unlock soldiers. Invest in R&D to upgrade

‣ Maintenance: To replenish troops

‣ Upgrade: To enhancing attributes, thus to increase HP and enhance damage

LANDING CRAFTS:

‣ Role: A craft to send troops the battlefield, capacity limited

‣ Access: Upgrade the Main Base to unlock

‣ Cost: Basic resources

‣ Upgrade: To increase HP and capacity

TURRETS:

‣ Role: To defend the Main Base through strategic and coordinated placement

‣ Access: Upgrade the Main Base to unlock. Premium NFT turrets cost MIT

‣ Cost: Durability

‣ Upgrade: To enhance attributes to increase HP and enhance damage

COLLECTIBLE CARDS:

‣ Role: Selected before combats to equip, collectible cards are designed to enhance attributes combat by combat.

‣ Access: N-grade cards will be available upon the launch of Collectible Card system. Cards of higher grades are obtained through investing MIT or gatcha tokens

‣ Enhancement: More power can be drained with Advanced cards.

MINES:

‣ Role: To defend the Main Base through strategic and coordinated placement

‣ Access: Upgrade the Main Base to unlock

‣ Upgrade: Enhancing attributes to enhance damage

OTHER STRUCTURES:

‣ Role: To block enemies through strategic placement

‣ Access: Upgrade the Main Base to unlock

‣ Upgrade: To increase HP and thus increase defense capability

● SUPPORT: DIVERSIFIED ECONOMIC ACTIVITIES

As can be seen from the above, the production subsystem and the warfare subsystem are enough to form a whole ecology -- Galaxy Blitz. But it is not enough in the perspective of economics.
That is why Galaxy Blitz imbeds various addition activities to constitute a support subsystem, which not only enriches the game in terms of economic value, but also adds value to various resources.

VIP MEMBERSHIP

‣ Role: To increase resource output. The higher the VIP level (increased through MIT staking) is, the more resources the player gets.

‣ Added-value: Staking a lot of MIT will produce hydroxyl.

MERCHANT SHIPPING

‣ Role: To ship in-game resources to on-chain exchanges to trade for MIT or other cryptocurrencies

FORGING

‣ Role: To strengthen the attributes of starships, heroes, and turrets by investing MIT

‣ The result of forging is subject to uncertainty. The success rate is increased by investing more MIT.

TOURNAMENT

‣ Role: To give generous rewards of MIT to winning players

‣ Players participate in a series of competition for resource planets and higher universal ranking to get rewards

2. IN-GAME ECONOMY

MAINTENANCE

‣ Role: To strengthen the attributes of starships, heroes, and turrets by investing MIT

‣ The result of forging is subject to uncertainty. The success rate is increased by investing more MIT.

ACHIEVEMENTS

‣ Role: To guide new players to navigate Galaxy Blitz through challenges, using MIT as incentives

‣ To set a goal for players for them to win MIT

TASKS

‣ Role: To reward basic resources to players who complete specific tasks

‣ Tasks follow a cyclical pattern to keep players motivated

TOURNAMENT STANDINGS

‣ Role: To reward MIT to players periodically based on their performance

‣ To allow the players to show their muscles

COLLATABLE CARDS

‣ Role: To encourage players to invest resources and currencies in the long run

‣ It consists of three parts: Treasure Hunt, Gotcha, Card Combo.

‣ Quantity of Collatable Cards: Over a hundred. Each card comes with unique effects and skills, e.g., to summon a troop, to drop bombs in multiple rounds, to enhance unit attributes

‣ With Collatable Cards, Galaxy Blitz turns into a Roguelike game: for each attack, the defender is assigned with a randomly-chosen card, while the attacker gets a card of his/her own choice, leaving the combat between the two to uncertainties and fate.

2. IN-GAME ECONOMY

TREASURE HUNT

‣ Role: To spend basic resources for sending multiple NFT spaceships to explore the universe. The result: get rare resources and gotcha tokens after a certain period of time

‣ Premium spaceships can harvest more resources than Beginner's spaceships.

‣ The more NFT ships a player has, the more missions he/she can undertake at the same time.

‣ To encourage players to buy premium NFT spaceships

GOTCHA

‣ Role: To generate cards for player with the cost of gatcha tokens and other resources

‣ Card collecting feels great for hoarders.

‣ The higher the card's level is, the harder a player can get it. Some cards might cost a fortune.

CARDS COMBO

‣ Role: To encourage players to buy more cards, so they can combine more than one card into a combo with specific effects or skills

‣ Collectable cards are not minted as NFTs for now, but could be as the game evolves.

3. TOKENOMICS

● OVERVIEW

In the world of Galaxy Blitz there are three unique on-chain assets, which players can use both in-game to play and trade on the chain.

> ❖ TOKEN: MIT
>
> ❖ IN-GAME RESOURCES:
>
> FOUR BASIC RESOURCES: STAR COINS, ICE ORE, TITANIUM ORE, GAS MINERESOURCES FROM STAKING: HYDROXYL
>
> RESOURCES FROM STAKING: HYDROXYL
>
> ❖ NFTS: MILITARY NFTS (SPACESHIPS, HEROES, TURRETS)
>
>   NFT RESOURCE PLANETS
>
>   NFT ARTIFACT

● GB TOKEN: MIT

MIT is one of the most important means of payment in Galaxy Blitz. It can be used both in the marketplace and in-game. In the game, it can be used to speed construction of repair/heal NFTs. While in the marketplace, it can be used to trade for various NFTs or resources. As a currency in constant inflation, it is the core and foundation of all in-game economic activities.

AVAILABILITY:

‣ IDO: The GALAXY Blitz team offers MIT to players in IDO.

‣ Secondary market: MIT is tradable on the secondary market.

‣ In-game rewards:

‣ MIT will be rewarded to players who complete certain in-game tasks.

‣ MIT will be rewarded to winners of tournaments.

‣ MIT will be rewarded to players to invite new players, with exact amount being calculated based on the in-game achievements of new players.

‣ (New/modified rewards will be provided as the game evolves.)

‣ Market transactions: MIT can also be obtained through selling NFTs or other in-game resources to other players.

3. TOKENOMICS

THE UTILITY OF MIT:

‣ With MIT staking, players get more Star Coins (up to 20%).

‣ With MIT staking, players get rare resources that are required when minting, upgrading (forging), and repair/heal NFTs.

‣ MIT can be used to activate more builders (only one builder is activated by default and for free).

‣ MIT can be used to increase the length of time during which players are immune to attacks (up to 24 hours).

‣ MIT can be used to buy Star Coins in the game.

‣ MIT can be used to reduce Cool Down Time of, for example, troop breading, structure construction, research upgrade.

‣ MIT can be used in DApps to mint original NFTs and buy other NFTs.

‣ MIT can be used to shorten the flight time of spaceships.

‣ MIT can be used to repair/heal NFTs, or increase the durability of NFTs (combined with Hydroxyls).

‣ When transferring Star Coins, both Star Coins and MIT will be charged for gas fee.

‣ MIT can be used to significantly improve the success probability of NFT minting and forging.

‣ When trading in-game NFTs, players pay a transaction tax of 2%, which will be used for MIT buy-back and burning.

‣ As a blockchain game that is friendly to players of traditional games, Galaxy Blitz spends revenues from Apple Store and Google Play for MIT and Star Coin buy-back and burning.

‣ For MIT generated from in-game consumption and deposit (of fiat currencies), 100% of them will be burnt in the first year; 70% will be burnt in the second year, while the remaining 30% will be used to cover part of operating expenses such as servers; starting from the third year, 60% will be burnt, and the other 40% will be used to cover part of operating expenses.

3. TOKENOMICS

○ OTHER ERC20 ASSETS:

RESOURCES GENERATED IN THE GAME ARE ALL ERC20 TOKENS THAT PLAYERS CAN TRADE ON THE CHAIN

In Galaxy Blitz, there are basic resources: Star coins, Ice Ore, Titanium Ore, Gas Mine; and there are resources from staking: Hydroxyl

Players can obtain these resources in several ways:

Resource gathering and farming;

Resource Planets (NFT and non-NFT);

Dividends from DAO; looting from other players;

Staking profit (MIT staking benefits production of resources, and it's the only way to enable hydroxyl generation).

THE PRODUCTION AND UTILITY OF STAR COINS:

- ‣ Star Coins are produced by mining machines connected to the Interstellar Grid
- ‣ Combat and scouting cost Star Coins
- ‣ Production of military units costs Star Coins.
- ‣ Research of non-NFT weaponry can be accelerated with Star Coins.
- ‣ Heroes can be upgraded with Star Coins.
- ‣ Hero skills can be upgraded with Star Coins.
- ‣ Treasure hunt (lottery) missions, Collectable Card draws, etc. cost Star Coins.
- ‣ The map coverage of radar can be expanded with Star Coins.

THE PRODUCTION AND UTILITY OF ICE ORE TITANIUM ORE, AND GAS MINE:

- ‣ Ice Ore, Titanium Ore, and Gas Mine are produced by specific plants in the game.
- ‣ These resources can be consumed to build and upgrade structures.
- ‣ Upgrade spaceships
- ‣ Upgrade building skills
- ‣ Upgrade of spaceship skills

GALAXY BLITZ

THE PRODUCTION AND UTILITY OF HYDROXYL

‣ Hydroxyl can only be produced in the Hydroxy Lab through MIT staking. It is a special DNA modifier to increase the proficiency of artillery, pilots, operators, and heroes.

‣ Hydroxyls can be used to: upgrade spaceships (combined with Ice Ore, Titanium Ore, and Gas Mine).

‣ Upgrade spaceship skills (combined with Ice Ore, Titanium Ore, and Gas Mine)

‣ Upgrade hero skills (combined with Star Coins)

‣ Upgrade NFT structures (combined with Ice Ore, Titanium Ore, and Gas Mine)

‣ Repair/heal NFTs or increase the durability of NFTs (combined with hydroxyls)

‣ Mint NFTs

‣ Enhance the bonus effect of Collectable Cards (for a limited time)

‣ Increase the quality of defensive works, heroes, or spaceships for a limited time without affects their quality on chain

NFT ITEMS (SPACESHIPS, HEROES, TURRETS, ARTIFACTS, RESOURCE PLANETS)

‣ NFT items can be divided into three categories: Military NFTs (spaceships, heroes, turrets), NFT Artifacts (for DAO), and NFT resource planets.

THE SIGNIFICANCE OF NFTS

‣ The ownership proof of an item

‣ A detailed record of the NFT, such as the hero's level, the skill level of the spaceship, the forging level of the turrets, the tax rate of the artifact, etc.

‣ NFT items enrich players' gaming experience.

THE ROLE OF NFT SPACESHIPS:

‣ Players have to own spaceships to "transport" Star Coins and NFTs to the chain. Each ship has its own capacity, and each NFT and Star Coin has its own weight.

‣ Each spaceship has its own skillset and wing aircrafts to support combat.

‣ Players have to own spaceships in order to attack other players.

‣ Players have to own an NFT spaceship with the "treasure hunt" feature in order to hunt for treasure.

3. TOKENOMICS

THE ROLE OF NFT HEROES:

‣ With NFT heroes deployed to the battlefield, the winning rate of the combat will significantly increase.

‣ Each hero has its own skillset, and each player can customize his/her own hero.

THE ROLE OF NFT TURRETS:

‣ NFT turrets is the pillar of P2E games. Players have to deploy NFT turrets on each resource planet to harvest resources in a stable and sustainable manner, or else he/she puts the resource planets as risk of being claimed or robbed by other players.

NFT FORGING

‣ The level-up process of an NFT is called "forging". After reaching a certain level, an NFT risks forging failure. Forging costs Star Coins, and MIT can be used to increase the probability of forging success.

GRADES AND REMIX OF NFTS

‣ For each type of NFT, there are 5 grades of quality, i.e. N, R, SR, SSR, SL. Two N-grade NFTs makes one Grade R, and two R-grade NFTs makes one Grade S, and so forth. With its result subject to uncertainty, remix costs Hydroxyls, and its probability of success can be increased with MIT.

‣ NFTs with initial grades of R, SR, SSR, and SL are only available through Initial NFT Offering.

RESOURCE PLANETS (TERRA NULLIUS)

‣ For a player, the whole universe is his/her playground/battlefield. In the universe, there are numerous galaxies, and each galaxy has multiple resource planets. Among them, there are NFT resource planets and non-NFT resource planets.

NON-NFT RESOURCE PLANETS

‣ Players send troops to attack and occupy non-NFT resource planets, and build NFT turrets to defend enemies. The resource planets produce resources that can be collected periodically as long as it's under the player's control.

3. TOKENOMICS

NFT RESOURCE PLANETS

‣ Unlike non-NFT resource stars, the detailed information (size, terrain, yield, coordinates, owner, etc.) of each NFT resource planet is recorded in an NFT on the chain. NFT resource planets may not be taken over by other players.

NFT RESOURCE PLANETS ARE AVAILABLE IN THE MARKETPLACE

‣ Primary market: Galaxy Blitz team will offer NFT resource planets and players may subscribe with stablecoins or MIT

‣ Secondary market: The owner of NFT resource planets may sell his/her NFT resource planets in exchange for MIT

THE ROLE OF NFT RESOURCE PLANETS

‣ NFT resource planets provide more resource production channels

‣ NFT resource planets can be used to create a personalized experience by building unique planets

DAPPS

DApps are where players conduct NFT and ERC20 transactions. Cross-chain transactions are possible, but different fees will be charged depending on the chain.

OTHER FEATURES

It's never our intention, nor a reasonable one, to make an exhausted list of the functions/features/roles of all the in-game items. In fact, during the development of the game, the team will constantly make modifications, revisions, and iterations. The performance of each economic subsystem will be under close attention, though, to make sure the whole game economy runs in a healthy and balanced manner and to create more value beyond the game. Galaxy Blitz are set to bring DeFi to a brand-new level through the continuous empowerment to all stakeholders in the game.

Galaxy Blitz is dedicated to enable player autonomy, and leave the governance of players and provision of funds entirely to the discretion of decentralized autonomous organizations (DAOs).
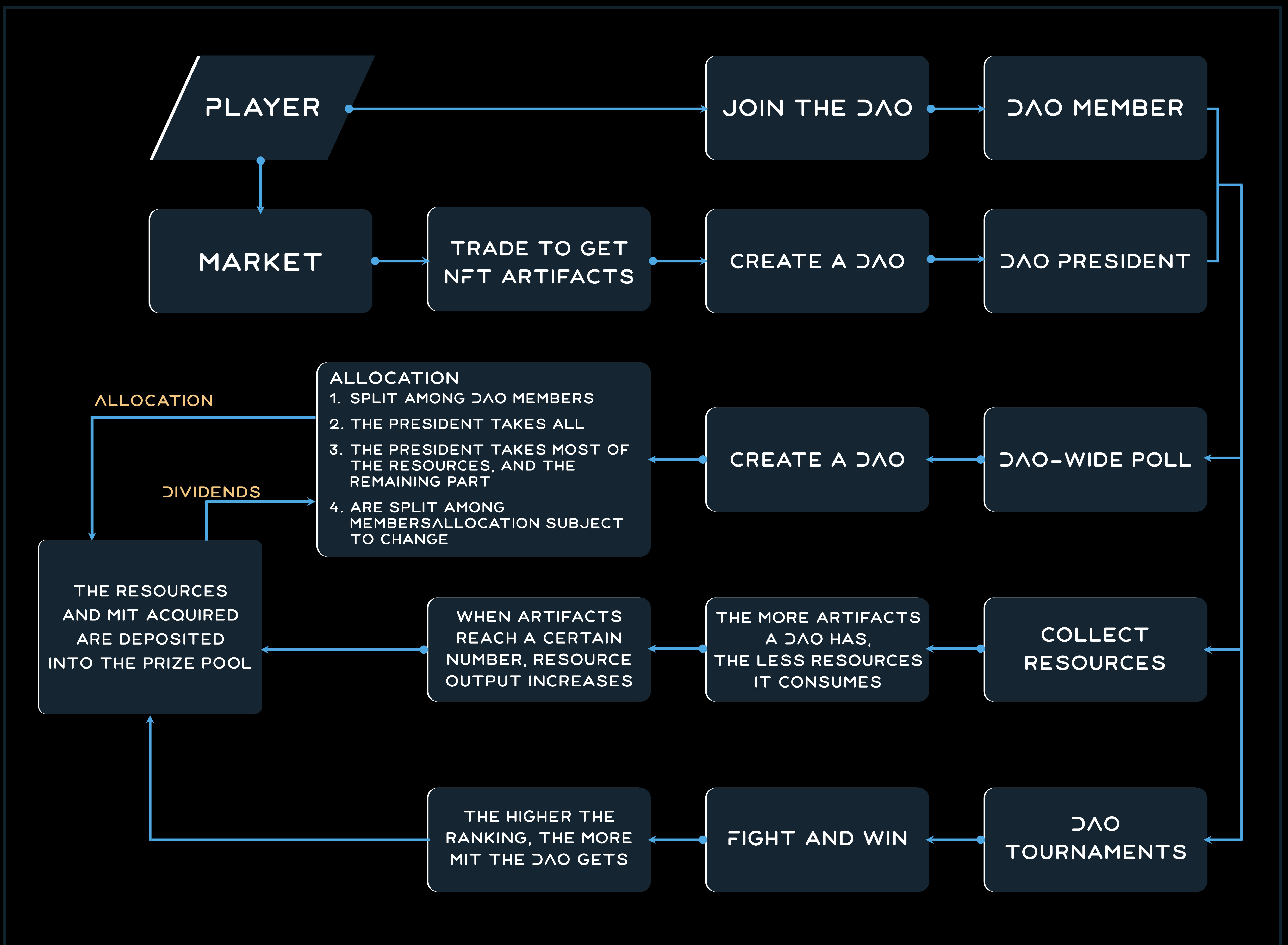
BENEFITS

Players create DAOs with artifacts. Or, they join DAOs that are consistent with their own economic goals. Being a member of a DAO, players enjoy the following four benefits.
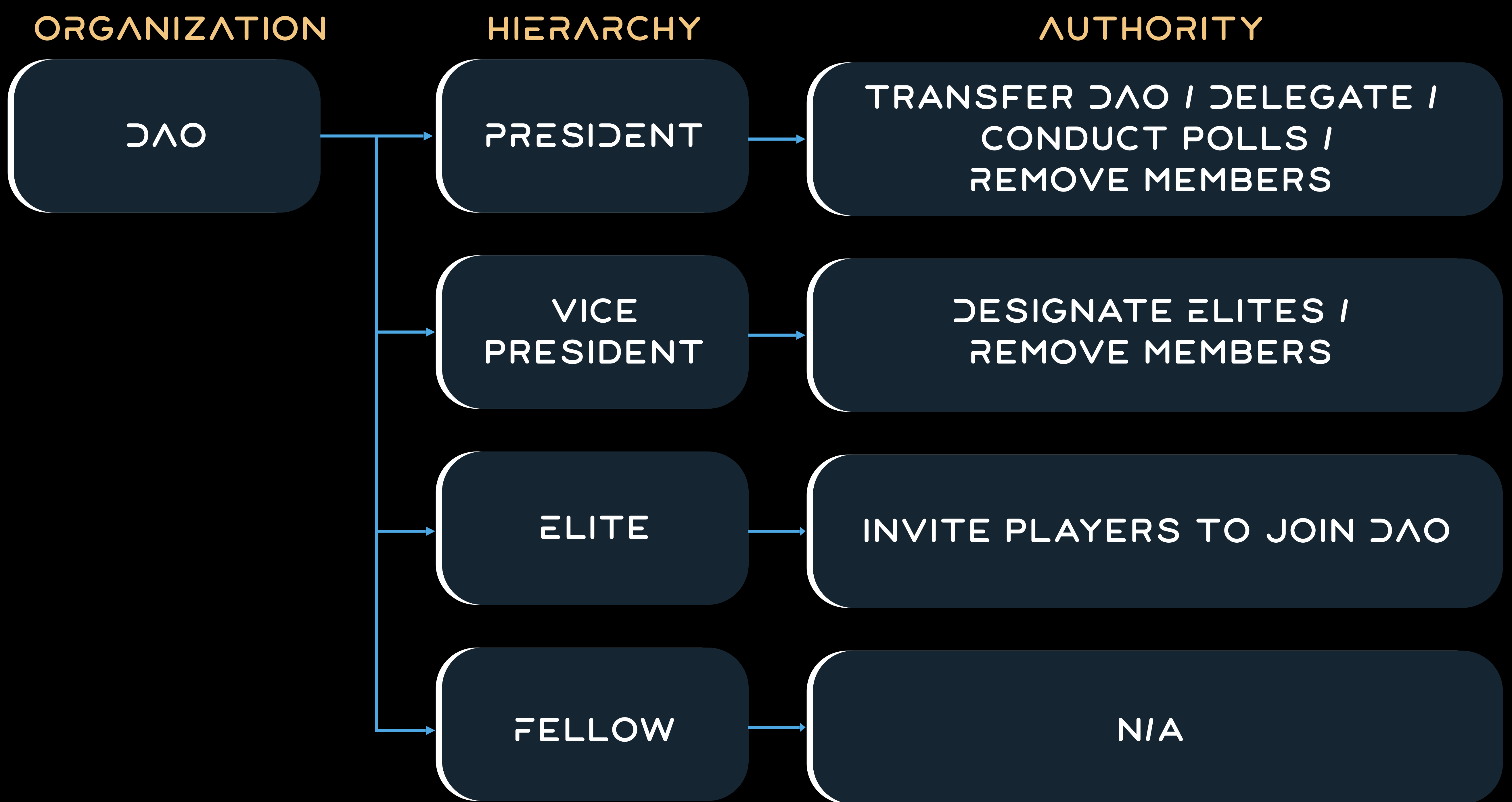
ADDITIONAL CHANNEL FOR COMMUNICATION:

‣ Players without DAO membership: They can only chat in the World channel.

‣ Players with DAO membership: They have both a World channel and a DAO channel to communicate with each other.

4. DAO

● DAO HIERARCHY

Within the DAO, players are in different levels of a hierarchy. Each level brings different perks and benefits to players.
There are four different levels in a DAO: DAO president, vice president, elite, fellow.
Common rights: voting right / DAO communication channel

ORGANIZATION	HIERARCHY	AUTHORITY
DAO	PRESIDENT	TRANSFER DAO / DELEGATE / CONDUCT POLLS / REMOVE MEMBERS
	VICE PRESIDENT	DESIGNATE ELITES / REMOVE MEMBERS
	ELITE	INVITE PLAYERS TO JOIN DAO
	FELLOW	N/A

INCREASED RESOURCE OUTPUT:

As the number of artifacts in the DAO increases, players will get additional bonuses for resource collecting. However, instead of being distributed to individual members, these bonuses go to the DAO warehouse. The allocation of this part of extra resources is decided by all members in the DAO.
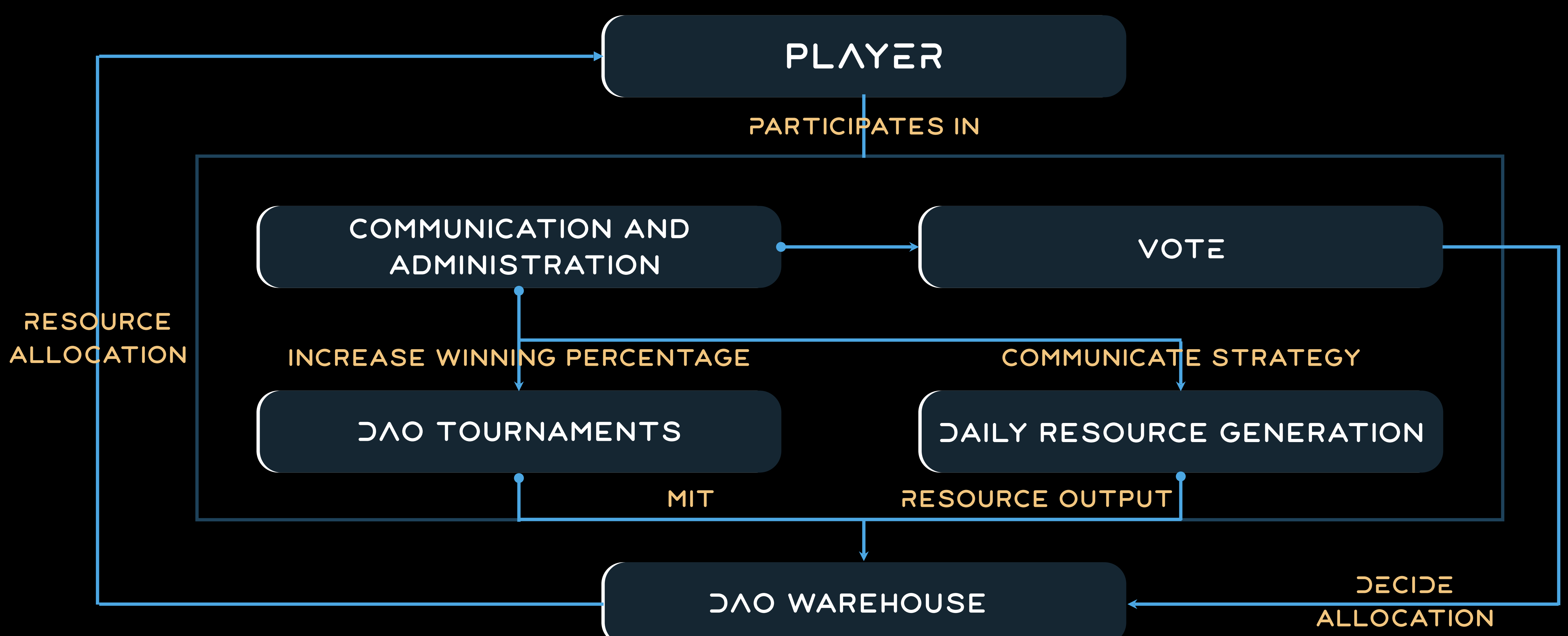
● INCREASED BASIC RESOURCE OUTPUT

‣ Players without DAO membership: The resources collected suffer a **2.5%** loss.

‣ Players with DAO membership: Depending on the number of artifacts owned by members in a DAO, the resource loss is reduced or additional resources are generated as supply to the DAO warehouse.

TOURNAMENTS:

‣ Players without DAO membership: They can only participate in Tournaments for individual players. They can only fight alone, with no one to get their back.

‣ Players with DAO membership: In addition to tournaments for individual players, they can also take part in DAO Tournaments. In the DAO Tournaments, players in the same DAO can assist each other so it's easier for everyone in the DAO to get rewards.

VOTING RIGHTS:

‣ Players without DAO membership: They have no right to vote for anything, and therefore no right to get additional resources.

‣ Players with DAO membership: They have the right to vote for the attribution of surplus resources in the DAO warehouse. The higher a player is in the hierarchy, the more resources he/she gets.

‣ As can be seen from the above description, the various benefits in the DAO affect each other. And MIT and basic resources are still in the center of everything.

‣ As the game continues to evolve, there will be more benefits for DAO members so they can make full use of their membership.

PLAYER

PARTICIPATES IN

COMMUNICATION AND ADMINISTRATION → VOTE

RESOURCE ALLOCATION

INCREASE WINNING PERCENTAGE

COMMUNICATE STRATEGY

DAO TOURNAMENTS

DAILY RESOURCE GENERATION

MIT

RESOURCE OUTPUT

DAO WAREHOUSE

DECIDE ALLOCATION

4. DAO

TOURNAMENTS

Tournaments are one of the most important activities of DAO. Tournaments are hold periodically, and the final ranking will be determined according to the number of resource planets controlled by each DAO. The higher a DAO ranks, the more MIT it gets. Other than that, all resources generated from non-NFT resource planets during a tournament will be used to decide the allocation of the tournament prize pool.

VOTING RIGHT

Voting is one of the most important activities for DAO members, which determines the allocation of resourced in the DAO warehouse.
Each voting is:

‣ attended by all members: Every DAO member has the right to vote.

‣ Democratic: Each DAO member has only one vote, and its weight does not differ because of the voter's level in the DAO.

‣ Periodic: The decision reached through a voting is not permanent. The voting mechanism is designed so keep the engagement of DAO and to ensure decentralization.

VISION

The vision of Galaxy Blitz is to make a game that is completely decentralized. While in the early stage of the project, gameplay is our priority to enable players to live their life in Galaxy Blitz to the full.

5. CONCLUSION

The ultimate goal of Galaxy Blitz is to create a completely decentralized game. Many MMO games tried for the same goal but failed, which may be the logical entailment of objective barriers and, more importantly, lack of vision.

For example, in a hero or a planet, it's not enough for us to just create a dazzling image. We must always bear in mind the great cause of decentralization. While trying to endow in-game items with novelty, we have to engage players and turn them into content creators of the game. Only when players embrace Galaxy Blitz with all their hearts, can the game be truly decentralized. And by that time, a truly decentralized game that is created by the players and for the players will emerge.

And for this to work, we need an economic system based on trust and cooperation. This economic system must also support the payment and revenue generation in the game, while empowering the entire virtual world to engage players and build a sustainable and highly autonomous Galaxy Blitz.

It takes contribution from both the team and the player community to archive such an ambitious goal. With strong commitment, Galaxy Blitz will strive to realize the common dream of countless people for the infinite galaxies: to build an interstellar fleet from scratch and explore every corner of the universe, ultimately establishing galactic supremacy.

6. DISCLAIMER

Except as expressly stated in this white paper, Galaxy Blitz (hereinafter referred to as the "Game") does not make any representations or warranties for the Game. Anyone who participates in the public offering of all in-game items and make a purchase should make their decision based on their understanding of the Game and all in-game items, as well as the information contained in this white paper.

Without prejudice to the foregoing, all participants will accept the Game as it is after the Game is launched, regardless of its technical specifications, parameters, performance, or functions. The developer of the Game explicitly disclaims all liabilities raising from:

(I) Anyone who purchases any in-game item in violation of the anti-money laundering, anti-terrorist financing or other regulatory requirements of any country; anyone who purchases any in-game item in violation of any representations, warranties, obligations, commitments, or other requirements stipulated in this white paper; the resulting inability to pay for or claim any in-game items; and the public offering of any in-game item being waived for any reason.

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(III) The breach of contract, violation, infringement, collapse, paralysis, service termination or suspension, fraud, misoperation, misconduct, mistake, negligence, bankruptcy, liquidation, dissolution, or closure of the agency responsible for the distribution of the Game; anyone's trading or speculation on this Game.

6. DISCLAIMER

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(V) Any risk factors disclosed in this white paper, as well as any damages, losses, claims, liabilities, penalties, costs, or other negative effects caused or consequential in connection with such risk factors.