

Singularity Whitepaper

Official Singularity Whitepaper

V.7

written by

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Welcome to



A brand new blockchain game metaverse.

We used to look up at the sky and wonder at our place in the stars, now we just look down and worry about our place in the dirt.

— — Interstellar Crossing

1. What is the Singularity Universe?

Singularity is game metaverse built around universe exploration and action adventure. Any player can earn HME and SGLY tokens by owning and developing their own constellations, galaxies and fleets, competing and cooperating in the game, and increasing their strength by obtaining tokens and various NFT items. Singularity players can thus have fun while earning cryptocurrency at the same time.

Singularity is an open, transparent, and inclusive world. All information, assets and game content in the game can be easily accessed through third-party websites.

2. Our vision

The Singularity project is built around the idea that in the future, work and entertainment will be fully integrated with each other, and online and offline activity will be seamlessly linked.

We are committed to creating a game that features rich gameplay, a perfect ecosystem, a balanced economy, and a high-quality, immersive gaming experience through which players can earn cash while playing.

Singularity will delegate power to players so that players can establish their own clubs, organize and participate in decentralized economic and social activities, and jointly create their own metaverse.

3. The Singularity Universe

The story of mankind begins 13.7 billion years ago when the big bang gave birth to the universe, and the cosmic era officially began. For the last 3 million years, human beings have been thriving on planet Earth.

Today, thanks to the rapid development of technology, humans have focused their gaze upon the distant stars in the night sky.

What will our new home be like? Will the prophecies of our ancient ancestors come true? It is now time for the bravest among us to set out and seek their glory, honor and fortune among the stars...

Welcome to the Singularity Universe.

3.1 Part ZERO — Genesis

“You – the beginning of the known universe.”

The “big bang” gave birth to the universe. The material foundation for the development of the universe had been laid, and life and the beginnings of civilizations could be found throughout the universe.

The primordial solar nebula was born 4.6 billion years ago, and over eons, the planet that we now know as Earth was formed.

3.3 million years ago, the first interstellar envoy were sent to Earth from a distant galaxy by the entity known as the “Singularity”. They landed in a region which we now know as *Mesopotamia* and brought light, air, sky, land, plants, animals, and water. These immigrants were considered gods by the existing inhabitants on Earth.

3.12 million years ago, as geophysical conditions stabilized, the Singularity once again sent an envoy to build their first primitive strongholds (city-states)

on earth, erected their first homes and began to establish the first civilizations on Earth. These settlers were known as masters.

The third envoy was sent to Earth 3.05 million years ago and settled in the existing city states which were now actively developing around the world. The science and technology that these envoys brought with them included agriculture, metallurgy, architecture and mathematics, and this provided the material requirements to guarantee their continued existence on Earth.

The last envoy was sent to Earth 3 million years ago, and marked the completion of the Singularity's earth migration plan. The arrival of the last envoy resulted in the abundant life which later ensued on Earth. This marked the beginning of the Earth era.

Blastoff!

As mankind's living environment continued to change, and its resources were gradually exhausted, it became increasingly necessary for to find a new home.

Up to that point in time, 88 different constellations, as well as many star systems teeming with life and diverse civilizations had been discovered. Among them were many potential new destinations for humans to settle. In order to succeed in making mankind a multi-planetary species, the best and brightest scientists and engineers from around the world were gathered, and the *Singularity Project* was launched.

3.3 Part 2 — Pioneers

The Singularity Project resulted in the formation of many new alliances and confrontations. Many plans were made and many were destroyed.

But hardships and obstacles have never stopped the march of progress for mankind. The conflicts that arose among the various parties involved in the discovery and settling of the constellations eventually resulted in a large-scale space war. Thus it was that mankind entered a new phase interplanetary conflict.

3.4 Part 3 – Home

The road to the new home world was long hard. During the settlement and development of their new home planets, humans worked hard to build their own star system. New space stations went online one after another, and high-quality, unique items were discovered and circulated among the new settlers.

3.5 Part 4 – Singularity

After hundreds of millions of years of continuous exploration, discovery and migration, mankind looked back upon its own history throughout the universe. And through this retrospection, it became clear that after eons of striving, hardships and incremental progress throughout the ages, the time was finally upon them. They were about to reach the pinnacle of technology and evolution. The predictions of the ancients were about to manifest. They were about to reach - the Singularity...

4. Player Hierarchy

4.1 Constellation Master

Despite the infinite vastness of the universe, thus far mankind has only discovered 88 constellations in which survival is possible. As a powerful Constellation Master, you will rule one of these 88 constellations.

Your constellation will serve as your homeland and territory, and you will be spending a great deal of effort building your kingdom, organizing your army and ruling your population. You will strive towards eventually conquering the entire universe in this way.

Currently, your home planet, Earth, has prepared 88 expedition ships to take you to the 88 constellations that have been discovered. Your future empire awaits you!

Naturally, the Singularity universe will not forget your efforts and contributions. As a reward, in addition to your own constellation, you will also be given a **Singularity NFT Constellation Medal**. This medal symbolizes the highest honor and serves as a permanent record of your contributions to achieving full conquest of the universe.

Decision rights and interests

- Manage the entire Singularity universe and post surveys on major decisions
- Vote on major decisions that affect the development direction of the Singularity universe
- Enjoy new project incubation and airdrop rights
- Singularity universe income distribution, etc.

Management rights and interests

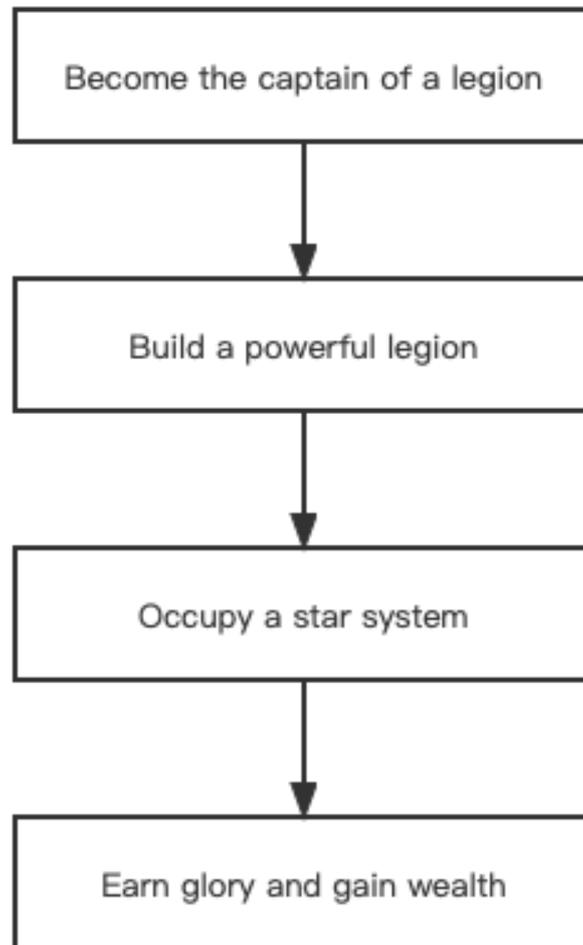
- Manage constellation plots
- 4% constellation tax
- Obtain exclusive constellation items and combat power

- Launch and win wars, etc.
- Obtain and trade unique constellation NFTs

Economic rights and interests

- Get 70,000 SGLY in rewards (see 8.6NFT rewards for more details)
- Get the “Singularity Project” special constellation building assets package
- Get game income distribution (see 7. Income Items for more details)

How to Compete for a Star System



4.2 Star System Archon

Among the 88 known constellations are many hidden and mysterious star systems that could be used for survival, building and expansion purposes. You can land on these star systems to create homes for mankind and spread the seeds of human civilization to all corners of the universe. Your expedition

ship is ready for you to board – now you can search for your own star system and become an **Archon**.

How to become an Archon

Star System Archons can build legions, defeat opponents, occupy the star system and gain management rights.

Management Rights

- Gain the right to manage the star system through legion battles
- Get special gameplay features for star systems

Economic Rights

- Unique star system operation earnings

4.3 Captain of the Star System

The enormous wealth of the star systems awaits his possessor, the glory of the warriors guides them through the dark path, and the echo of the universe calls for the fated one. Battle! Victory! Rule! This is every warrior's dream and is also the only outcome for the vast universe. Act quickly, become the captain of the legion, build your legion, defeat opponents and occupy the star systems. The glory of victory and the wealth accumulated in these star systems will be yours!

Ownership

- Star System Captains can form legions, participate in all games, and compete in the Star System Competition to become the Star System Archon
- The rights belong to players, and players can trade freely

- The transfer of rights means the transfer of control of the Star System

Management Rights

- Build and manage your legion
- Initiate and participate in special legion gameplay
- Take part in Star System Competitions

Economic Rights

- Receive 6% tax from players within the same legion
- Hold SGLY and receive 15% of the Singularity Universe's Total Income as a bonus reward
- Get exclusive benefits for new game features
- Initiate and participate in legion game activities, and earn revenue from each participation

4.4 VIP Players

Players with SGLY in their accounts can become VIP players.

VIP players can speed up their recovery times.

5. Guilds

Singularity places a great deal of value on innovation, and one of the most important innovations lies in its unique ability to present the player with a perfect combination of its gameplay and virtual economy. Throughout the Singularity universe, the balance between its economic system and gameplay are thus a focal point.

The entire Singularity universe is completely open to players from around the world, and this includes guilds. In order to encourage the rapid development of guilds, guilds will be allowed starting from October 2021. We will provide a great deal of support to encourage the formation of guilds among players and will provide SGLY rewards as an incentive to guilds that make outstanding contributions to the Singularity universe.

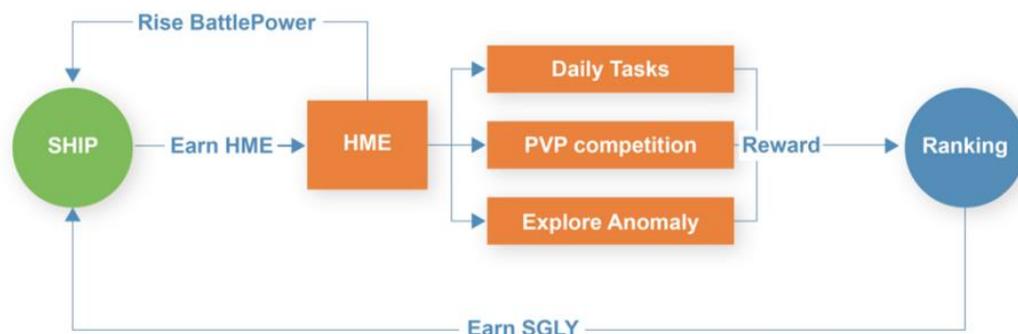
We aim to motivate guilds to join the game, organize members to actively participate in the game, and maintain order throughout the Singularity universe. We also hope to establish a more direct relationship between the Singularity team and the guilds, so that guilds will eventually be able to pass on news and announcements about the latest official developments to their players. Of course, we also hope to get more suggestions from guilds to help Singularity improve and grow.

6. Game content

The Singularity universe is built around unique gameplay, economic models and game assets. At the same time, we believe adamantly that fun comes first! And only an immersive gaming experience will attract players into its ecosystem and thus accumulate value for the network.

In December 2021, the Singularity universe will release its first core version: “Blastoff!”. In this version, players will experience a wealth of exciting gameplay and social systems including PVP battles, PVE levels, legion systems, points rankings, VIP memberships, constellations and galaxy taxation. The Play-to-Earn system will also be available to players at the same time.

6.1 Game economy



We have built a complete economic system to support the huge Singularity universe. Crypto transactions take place via HME, SGLY and NFTs, which form the economy's core play-to-earn system. Any player can earn by playing the game.

6.2 HME

HME is a game token which is issued via the BSC side chain (ZERO chain). It is the medium of exchange and transactions in the game, and represents the value of time and activity. In the game, players can control their own fleets, participate in PVEs, daily missions, plot missions as well as PVP games, whereby they thus expend time and effort to obtain HME tokens.

HME tokens can then be used to upgrade fleets by purchasing general (non-NFT) game items, improve the combat effectiveness of the fleets, and strive to achieve good results in the points ranking system to obtain SGLY rewards.

Once players use HME tokens to purchase general game items in the game, HME tokens will automatically be burned. The amount of HME tokens that are released is determined by the total GDP in the game so as to ensure the

basic economic balance of the game. Of course, as an on-chain asset, HME tokens will be tradable and thus have monetary value in the future once they are listed on exchanges.

6.3 SGLY

SGLY is issued on the BSC chain and has a total supply of 210,000,000 tokens, which cannot be increased and have real-world cash value.

In the game, SGLY can be used to open mystery boxes, buy battleships, subscribe to galaxies and constellations, participate in other, more novel forms of gameplay, and purchase all NFT game items. SGLY can be traded on exchanges and is the main form of currency for players in the Singularity universe.

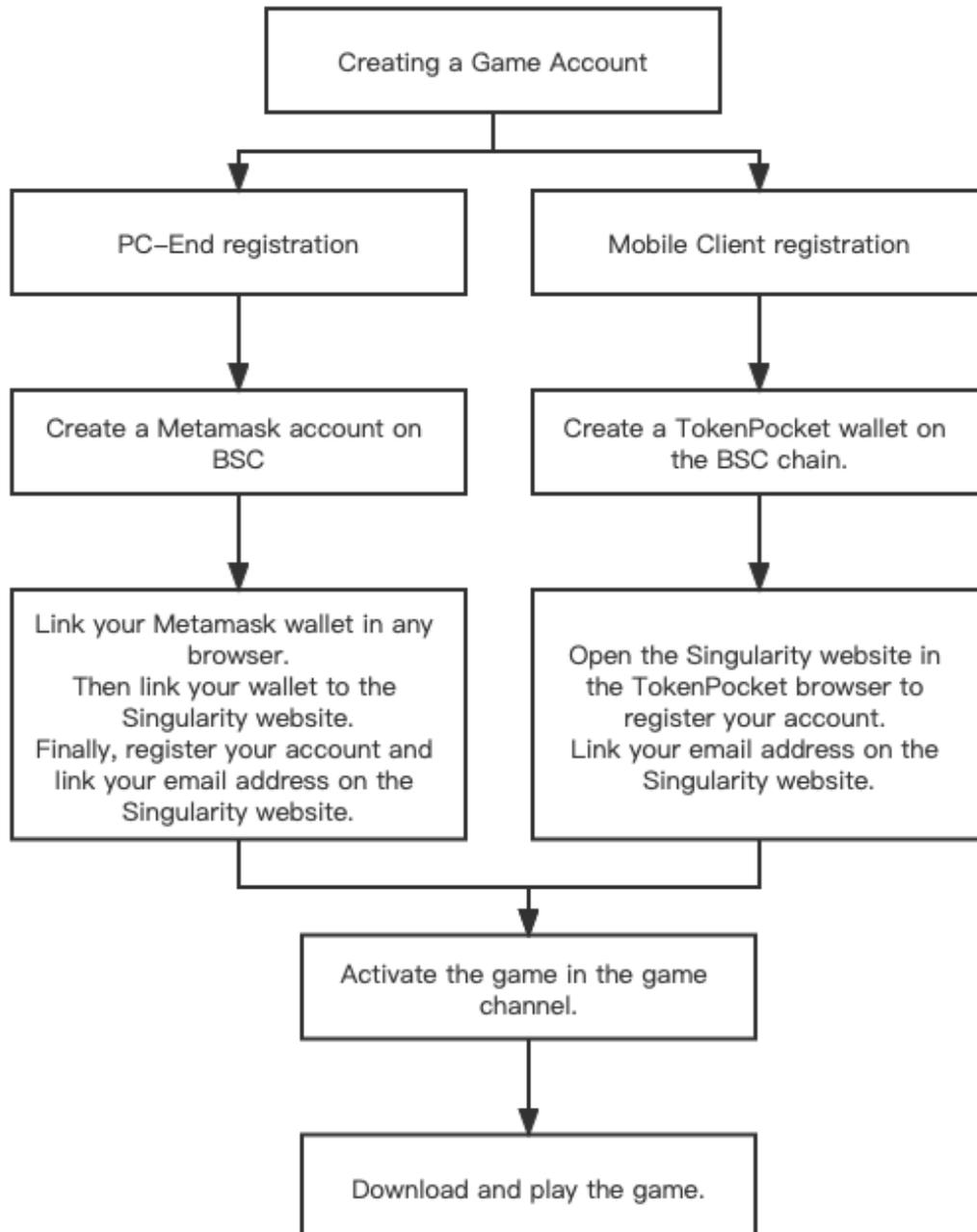
6.4 NFTs

NFTs represent scarcity and uniqueness. They are different from the general game items in the game as each NFT item is limited in quantity and has special attributes. If you want to own an NFT, you can only buy it through transactions or transfers.

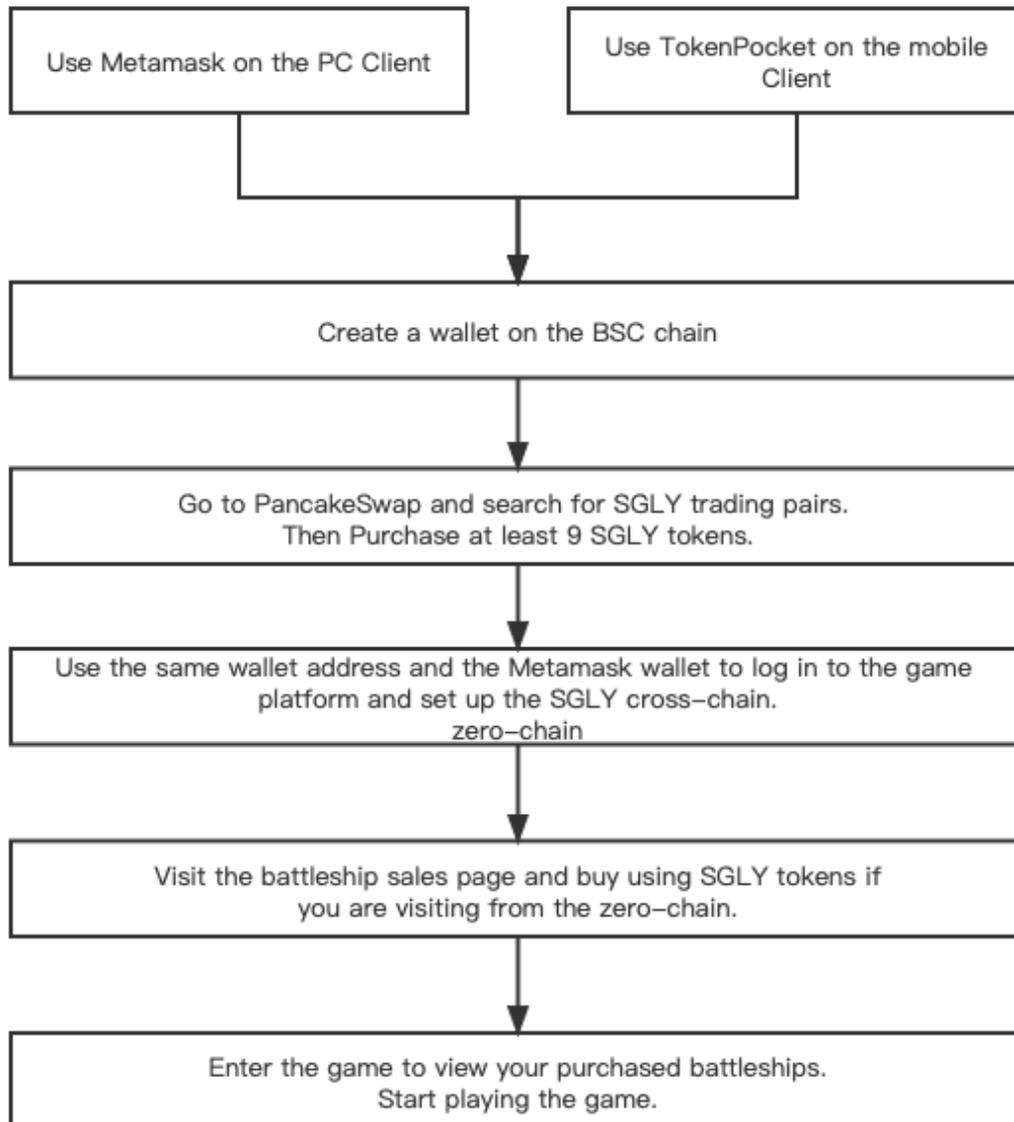
NFTs also have an extremely high asset value. NFTs confer their owners special abilities and advantages that correspond to the items that represent them. Examples of such abilities are executive power, exclusive management rights and economic benefits which pertain to the in-game constellations and galaxies.

As the Singularity universe continues to develop, the types and rights of NFTs become more and more varied and numerous, and their value becomes greater and greater.

6.5 How to Create a Game Account

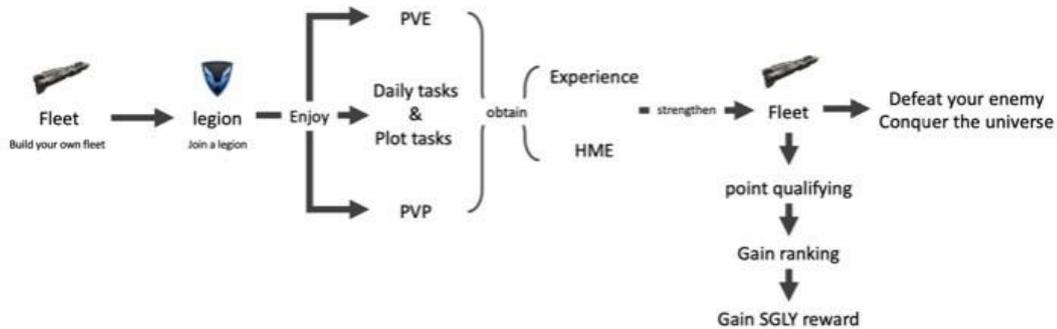


6.6 Participating in the game



Currently, players must own at least three warships to participate in the Singularity universe. The battleship purchasing process is as follows.

6.7 Gameplay



The core gameplay of the Singularity universe is to form and continuously improve the strength of your fleets to defeat your enemies and ultimately conquer the universe. In the game, players can command their own fleets, gain fleet experience points and obtain HME tokens in PVEs, daily missions, regional missions missions, and PVP battles.

You can strengthen your fleet's combat effectiveness by accumulating experience points and using HME tokens. After reaching a certain level of combat ability, you can participate in the leaderboard and get SGLY token rewards.

6.8 Combat power value

The combat power value is used to indicate the overall combat capabilities of a battleship. Roughly speaking, the higher the combat power value, the higher the combat capabilities of a battleship are. The combat power value is calculated based on the battleship's basic stats (Firepower, Life, Armor, Skill, critical damage, Dodge).

Different buffs have different functions in battle.

A: $\text{Combat power value} = \text{effective life} * \text{attack}$.

B: $\text{Effective life} = \text{life} / (1 - \text{armor} / (\text{armor} + 1000))$.

6.9 Vitality

Each player will have a total vitality value of 60. However, VIP players will have a faster recovery speed. Vitality will recover over time. Recovery speed determines the number of times a player can participate in games and events per day. Players' vitality will be deducted during events that require vitality, and different events require different amounts of vitality.

A: The basic recovery time of a player's vitality is 24 minutes/1 vitality.

6.10 Battleship Upgrades

Spend HME to level up your battleship:

A: Improve your basic battleship stats (HP, firepower, skills, armor, critical damage, dodge), and increase all basic stats by 0.8% per level.

B: Improve the basic assembly stats (HP, firepower, skill, armor, crit, dodge), and increase all basic stats by 0.8% per level.

The upgrade level cannot exceed the character level.

**The cost of upgrade is related to the quality of the battleship and its components. The higher the quality, the more expensive the cost of upgrade:

A: For every level of component and weapon quality upgrades, the resource consumption will increase by 3.5%.

B: For every level of battleship quality upgrades, the resource consumption will increase by 7%.

6.11 Data Synchronization

The game allows up to 50 NFT battleships to per account. If the number of battleship NFTs held in a single account is less than 50, the Hubstation platform will synchronize these battleship NFTs with the game by default; if there are more than 50 battleships, automatic synchronization will be turned off. Users are required to manually authorize the platform to access their NFT data.

Enter the NFT ITEM interface -> "View the NFT details of any battleship -> "Turn on/off the game authorization.

6.12 Building a Fleet

In order to progress more quickly in the game, players have to form their own fleets and then continue to manage them well. Throughout the game, a total of 4 types of warships, 20 classes and five major classes (quality grades - D, C, B, A, and S) per ship type can be found. In order to make fleets more powerful, the most important upgrade method in the game is to upgrade and strengthen warships spending HME tokens.

The following is the warship category correspondence table.

Type	Class	Grade
Frigate	Akkad	D
	Sioux	C
	Assyria	B
	Huns	A
	Skitai	S
Cruiser	Da Gama	D
	Zheng Ho	C
	Columbus	B
	Drake	A
	Magellan	S
Battleship	Salamis	D
	Lepanto	C
	Estuary	B
	Land sea	A
	Trafalgar	S
Aircraft Carrier	Noah	D
	Dragon	C
	Chimera	B
	Leviathan	A
	Stellar	S

6.13 Battleship Composition

A fleet consists of 3 battleships. Battleships are obtained from mystery boxes that contain battleships.

Each battleship is composed of 1 main hull, 1 weapon assembly, and 6 equipment assemblies (3 of which are damaged assemblies that do not provide basic buffs).

Generation process

A: The main body and type of battleships are randomly awarded. The probability for battleship quality is shown in the table below (see D).

B: Conventional weapons are randomly awarded. Standard aircraft carriers given will be awarded drones, the quality of the weapons is shown in the table below (see Equipment System below).

C: 3 undamaged assemblies and 3 damaged assemblies will be awarded randomly. Undamaged assemblies may come with skills, but the current version of damaged assemblies has no function. The quality of the assemblies is shown in the table below (see D).

D: Randomly awarded assemblies of the same kind can coexist, but only one skill pertaining to these assemblies can be used.

Grade	Probability
S	7%
A	13%
B	20%
C	27%

D	33%
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Equipment system

High-quality fleets should also be equipped with powerful weapons equipment systems. In order to achieve stronger combat effectiveness, the most important means of upgrading equipment is to upgrade and strengthen weapons and equipment by spending HME tokens.

The following is the equipment correspondence table.

Type	Weapon	Grade
Arm	Missile	D~S
	Cannon	D~S
	Energy weapon	D~S
	Drone	D~S
Frigate module	Artillery control	D~S
	Thruster	D~S
	Steering control	D~S
Battleship module	Armor	D~S
	Cabin	D~S
	Ammunition Depot	D~S
	Main control panel	D~S

Cruiser module	chip	D~S
Aircraft Carrier module	Hangar	D~S
	DMS	D~S

Slot Assemblies

Each battleship has 4 slots. Based on the various battleship levels, one weapon and three cabin assemblies (undamaged) can be placed within them.

The other three cabin assemblies are damaged and will not provide buffs.

Weapon Assemblies

Weapon assemblies will determine how battleships attack. Each battleship has a weapon.

A: Missile: Launch missiles to attack the enemy. The damage incurred is not fixed value. Missiles can be intercepted by artillery.

B: Artillery: Artillery have the shortest range. The probability of intercepting missiles is based on the battleships drawn.

C: Laser: Lasers have the longest range. When the attack exceeds the optimal recommended range, the damage incurred will be reduced.

D: Drone (exclusive to aircraft carriers): Release drones to launch an attack on enemies. If UAVs are shot down by enemies, you will need to spend time reassembling them.

Cabin Assemblies

Cabin assemblies provide basic buffs (Firepower, Life, Armor, Skill, Crit, Dodge), and some cabin assemblies will also provide skills. When there are more than 3 skills available, 3 buffs will be randomly activated.

A: Exclusive assemblies: When an assembly matches the battleship type, it is an exclusive assembly and could provide an additional buff of up to 33.3% of the basic buffs (will not affect skills).

B: Each battleship can have up to 3 skills

Skill damage = skill basic damage * skill bonus

Skill classification: active skills, passive skills

Skill release method: Accumulate energy (EN) in battle and meet CD and EN requirements to automatically release random corresponding skills.

Fire control system: Increases Firepower - exclusive to frigates.

Booster engine: Increases Frit - exclusive to frigates.

Steering system: Increases Dodge - exclusive to frigates.

External bulkhead: Increases Armor - exclusive to aircraft carriers.

Damage control system: Increases Stamina - exclusive to aircraft carriers.

Ship island: Increases Stamina - exclusive to aircraft carriers.

Sailor cabin: Increases Firepower - exclusive to battleships.

Cannon capacitor: Ammunition depot, increases the rate of Firepower, exclusive to battleships.

Main Control Layout: adds Skills - exclusive to cruisers.

Chipset: adds Skills - exclusive to cruisers.

Points ranking

The main way players can obtain SGLY is by forming strong fleets and participating in the points ranking system. If you want to achieve a higher ranking, you should try to obtain HME and increase the combat power of your fleet through various gameplay methods. You can obtain SGLY rewards when you reach a certain point within a competition phase and get SGLY tokens when the rewards are settled each week. The following is a list of titles that can be achieved via points.

Ranks	Total Points	Description
Rookie	0-49	No points will be deducted after losing a qualifying match with this rank
Veteran I	50-99	No points will be deducted after losing a qualifying match with this rank
Veteran II	100-149	No points will be deducted after losing a qualifying match with this rank
Veteran III	150-199	No points will be deducted after losing a qualifying match with this rank
Veteran IV	200-249	No points will be deducted after losing a qualifying match with this rank
Veteran V	250-299	No points will be deducted after losing a qualifying match with this rank
Hero I	300-399	
Hero II	400-499	
Hero III	500-599	
Hero IV	600-699	
Hero V	700-799	

Warriors I	800-899	
Warriors II	900-999	
Warriors III	1000-1199	
Warriors IV	1100-1199	Players who have reached this rank can share 1.6% of this competition season's total SGLY bonus.
Warriors V	1200-1299	Players who have reached this rank can share 2.4% of this competition season's total SGLY bonus.
Legend I	1300-1399	Players who reached this rank can share 4.8% of this competition season's total SGLY bonus.
Legend II	1400-1499	Players who have reached this rank can share 4.8% of this competition season's total SGLY bonus.
Legend III	1500-1599	Players who have reached this rank can share 6.4% of this competition season's SGLY total bonus.
Legend IV	1600-1699	Players who have reached this rank can share 8.0% of this competition season's SGLY total bonus.
Legend V	1700-1799	Players who have reached this rank can share 12% of this competition season's SGLY total bonus.
Galactic Ace	Ranked in the Top 100	Exclusive bonused totaling 40% based on ranking (You must have a Warrior Rank of at least 4)

A: There are a total of 22 ranks in the ranking competition, and each rank has a difference of 100 points.

B: Once you have accumulated 100 points at a certain rank, you qualify to advance in the competition. If you have won 3 games out of the total 5 games, you will be able to advance to the next rank. If you have lost 3 games, it means you have failed to level up your rank. Your points will be deducted, but you still get to keep your current rank.

C: If you don't have enough points to maintain your current rank, you have to participate in the qualifying competition to keep it. You will get to keep your current rank if you won 3 games out of the total 5 games. If you lost 3 games, you will be demoted to the next rank below your current rank.

Ranking Rules

Matching Rules:

A: Players will be matched with opponents who have a similar number of points.

B: players who are online will be matched first.

C: In the advancing or qualifying competition, priority will be given to matching players of the same match type.

D. When matching offline players, the opponent's points will not change regardless of whether he wins or loses.

Schedule Rules:

A: Each season lasts for 4 weeks.

B: Ranking rewards are issued once a week. The rewards issued in the first week have the lowest value; the rewards issued in the fourth week have the highest value.

Legion Points & Ranking Rules:

A: The legion points are calculated based on the total amount of points of all players have who are in the same legion.

B: Ranked according to the legion points. In a situation when there are legions with the same number of points, the legion with fewer players will be ranked higher.

Rewards for Legion Points:

A: Standard rewards:

For legions with a total of 50,000 legion points. All legions that have accumulated 50,000 points will share 2% of the SGLY total bonus, which will be equally distributed.

For legions with a total of 100,000 legion points. All legions that have accumulated 100,000 points will share 4% of the total SGLY bonus, which will be equally distributed.

B: Ranking rewards:

Players who are rank 1-10 in the legion will share 14% of the total bonus.

Ranking	Bonus Percentage
1	5%
2	3%
3	1.8%
4	0.9%
5	0.8%
6	0.7%
7	0.6%
8	0.5%
9	0.4%
10	0.3%

Reward for obtaining the points:

A: **Valiant 4** - players who have accumulated the standard number of points share 1.6% of the total bonus.

B: **Valiant 5** - players who have accumulated the standard number of points share 2.4% of the total bonus.

C: **Legend** - players who have accumulated the standard number of points share 4.8% of the total bonus.

D: **Legend with 100 points** - players who have accumulated the standard number of points share 4.8% of the total bonus.

E: **Legend with 200 points** - players who have accumulated the standard number of points share 6.4% of the total bonus.

F: **Legend with 300 points** - players who have accumulated the standard number of points share 8 % of the total bonus.

G: **Legend with 400 points** - players who have accumulated the standard number of points share 12% of the total bonus.

Ranking Reward:

Galactic Ace players that are ranked 1-100 will share 40% of the total bonus. The higher the ranking, the higher the bonus percentage.

Ranking	Percentage
1	5.92%
2	4.32%
3	3.6%
4	2.96%
5	2.4%
6	1.92%
7	1.52%

8	1.2%
9	0.96%
10	0.8%
11-100	0.16% per person

Reward Distribution and Collection: HME Distribution

The game's HME rewards are distributed immediately after each PVP match.

SGLY Distribution

The SGLY rewards obtained in the game are distributed by the HUB platform to the player's address account on the HUB platform in accordance with the progression of the game season.

Reward Collection

Players can log on to the HUB platform to enter the 'competition and event' section of the activity center to collect SGLY rewards and withdraw the HME rewards obtained in the game from the game list.

Glossary

Seasonal Competition: The starting points for players for the current season is half of the total points accumulated in the past season.

Players will be matched with opponents whose total points have a difference of 300. They will be awarded +120 points if they win a game and will lose -100 points if they lose a game. The points accumulated after 5 rounds of seasonal competition will be set as the starting points for this starting season.

Points Accumulating Competition:

A: Players will be matched with opponents who have a similar number of points, and players who are online will be matched first.

B: 10 points will be awarded for winning a game and 10 points deducted for losing a game. If there is a very big difference in points, the party with fewer points will receive more points if he wins the game and lose fewer points if he loses the game; whereas the party with more points will receive fewer points if he wins the game and will lose more points if he loses the game.

The minimum number of points that can be awarded is 1 point, and the maximum number of points that can be awarded is 10 points.

C: Each rank can receive up to 100 points, and players can qualify for advancement in the competition if they have accumulated 100 points.

D: Consecutive wins: One extra point will be added for each consecutive win. The higher the number of consecutive wins, the higher the number of points credited. A maximum of ten points will be awarded to players. The same applies to losing streaks.

E: Ranking rules: Players are ranked according to their total points. In the event that players have the same total score, they will be ranked based on the time at which they accumulated the standard number of points.

Advancing Competition:

A: Players qualify to level up after accumulating 100 points within their ranks.

B: Players must compete in a maximum of 5 matches within 24 hours after the Advancement Match starts. Winning 3 of these matches will allow players to advance to the next rank.

C: If players lose 3 of these matches, the advancement competition will restart. The point system for the advancement competition is the same as the points accumulating competition's, and players' starting points after the advancing competition are related to this points system.

D: For example, if a player whose rank is Hero 2 has accumulated 100 points, the advancing competition starts. If he won 15 points in the first game, 10

points in the second game, and 14 points in the third game, he has successfully advanced to the next rank. He now holds the rank of Hero 3, and his starting points for this rank are $15+10+14=39$. Similarly, if a player lose 10 points in the first game, 15 points in the second game, and 10 points in the third game, it means that he has failed to advance to the next rank, and he still holds the same rank, i.e. Hero 2, meaning that his starting points for this rank will be $100-10-15-10=65$. There is no advancing competition for players ranked Legend.

Qualifying Competition:

A: Players will participate in the qualifying competition if the points of their current rank have reached 0.

B: Players must compete in a maximum of 5 games within 24 hours after the qualifying competition has started. They must then win 3 games in order to retain their current rank, otherwise players will be demoted to a lower rank.

C: The points system for the qualifying competition is the same as the points accumulating competition's, and player's starting points after the qualifying competition are related to this points system. (The method of points calculation is the same as that which is used for the advancing competition's).

D: There is no qualifying competition for players ranked Maverick. There are no competitions for them if their points fall to 0.

7. Income Items

7.1 Income Sources

Forms of income in the Singularity Universe include:

1. Purchase items (equipment, enhanced attributes and other props required for game improvement)
2. Handling fees (NFT Exchange)

7.2 Income Distribution

Game income is divided into 1. Item income 2. Tax income (including: 5% of the universe tax rate on the NFT Exchange)		
Game income distribution rules	45%	Invest in the universe treasury - the distribution decided by voting.
	40%	The continuous development of the game.
	15%	<p>The constellation NFT holders and Star System Captains can participate in distribution- the distribution is weighted based on the average number of SGLY tokens held by them in a month. Rewards are distributed on the 15th of each month.</p> <p>The minimum number of holdings to take part in the distribution (based on the daily average holding of each month) is:</p> <p>Constellation Master: 1000 SGLY Star System Captain: 300 SGLY</p>
Total	100%	

8. SGLY - The Singularity Universe's Native Token

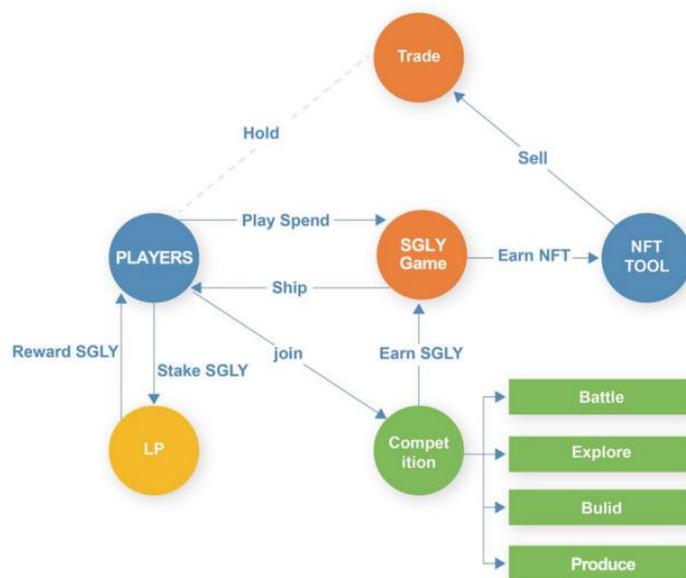
SGLY token is the functional native token of the Singularity universe and runs on the BSC chain.

The SGLY token functions as the incentive mechanism that makes the gameplay more unique, interesting and attractive.

The above mechanism has two main goals:

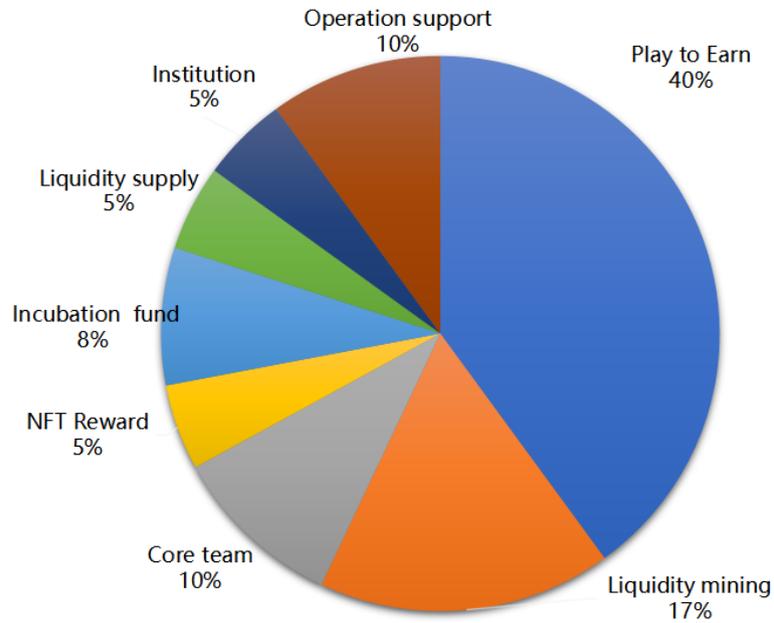
1. By receiving rewards, players are encouraged to participate in the game and obtain more tokens.
2. The SGLY rewards mechanism encourages players to build and continue to expand the Singularity universe together.

The following is the overall flow structure of the Singularity universe's economic system.



8.1 Token Distribution and Incentive Plan

The total maximum supply of SGLY is fixed at 210,000,000 tokens.



The following are detailed rules for the proportion of each sector.

Total circulation		210,000,000
Play to Earn	40%	84,000,000
Liquidity mining	17%	35,700,000
Core team	10%	21,000,000
NFT Reward	5%	10,500,000
SI Incubation fund	8%	16,800,000
Liquidity supply	5%	10,500,000
Institution	5%	10,500,000
Operational support	10%	21,000,000
Total	100%	210,000,000

**SI Incubation fund: Singularity Infinity Incubation fund.*

8.2 Liquidity supply

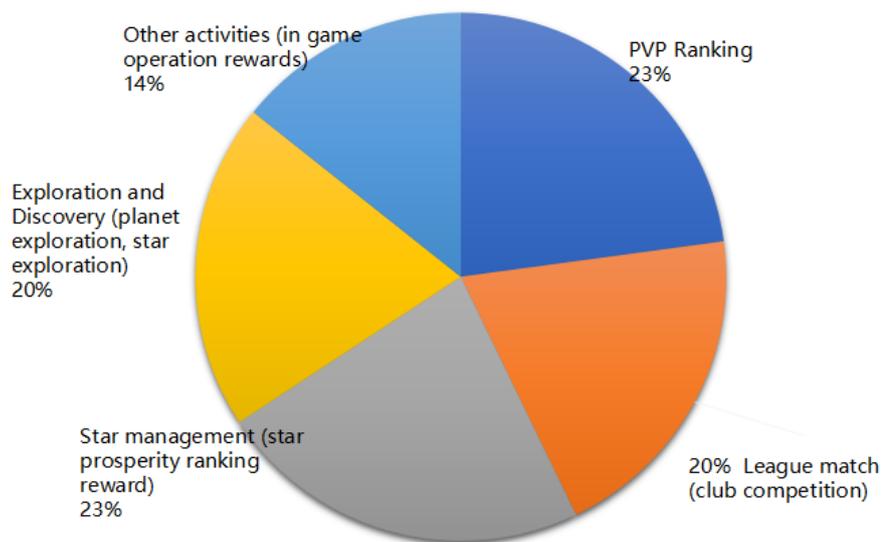
Liquidity	5%	10,500,000
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8.3 Play to Earn

Overview

Play to Earn	40%	84,000,000
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Play to Earn release plan



Above is the specific distribution plan for each sector. The play-to-earn tokens will be released gradually within five years as follows:

Play to Earn	40%	84,000,000
First year	Day 0	2,520,000
	Second quarter	2,520,000
	Third quarter	3,024,000
	Fourth quarter	3,024,000
Second year	First quarter	3,528,000
	Second quarter	3,528,000
	Third quarter	3,528,000
	Fourth quarter	3,528,000

Third year	First quarter	5,544,000
	Second quarter	5,544,000
	Third quarter	5,544,000
	Fourth quarter	5,544,000
Fourth year	First quarter	5,040,000
	Second quarter	5,040,000
	Third quarter	5,040,000
	Fourth quarter	5,040,000
Fifth year	First quarter	4,368,000
	Second quarter	4,03200
	Third quarter	4,03200
	Fourth quarter	4,03200
Total		84,000,000

The issuance of Play-to-Earn tokens accounts for 40% of the total supply of SGLY, which is the largest part of the entire economic system. The goal is to attract a large number of players to join the Singularity universe's ecosystem so that they can earn token rewards. Ultimately, the goal is for the tokens to be owned by the majority of players.

Singularity aims to use Play-to-Earn tokens as rewards for key actions in the Singularity ecosystem. Examples are:

- Recruit players to join the Singularity universe.
- Build one's own territory.
- Compete on the battlefield and win the game.
- Win a phasal victory.
- Interact with your planet, battleships, and bases and take care of them.
- Use the Singularity trading market.
- Use other future products that have not yet been announced, etc.

A part of the tokens allocated by Play-to-Earn activities can be regarded as the marketing budget of the Singularity ecosystem. They will be allocated to promote new game modes or products, which will be determined by the decentralized autonomous organization (DAO).

SGLY tokens released via Play-to-Earn activities will be immediately available for trading. However Singularity will pay close attention to the development of the game universe, and the DAO may decide whether to lock this part of the rewards system.

8.4 Why Allow Players to Make Money by Playing

A game needs players. By simply playing the game, players add value to the universe's network. Logically, this means that they should be entitled to

rewards for their contribution. This is simple yet revolutionary idea. We are looking for core players to work with us to build and determine the final form of the Singularity universe.

Although Singularity is a huge and complex world, which is still in its infancy, it is developing very rapidly. A large number of players have joined this world and have contributed to its development.

8.5 Liquidity Mining

Liquidity mining is a new kind of decentralized financial activity. It is a new way of using liquidity agreements to earn rewards by means of digital currencies. It allows everyone to earn a passive income in the game's ecosystem.

In the Singularity universe, starting from 2021, players will be able to inject liquidity into the SGLY fund pool by becoming liquidity providers (LP) and get SGLY rewards in return. In the Singularity universe, the biggest feature of LP mining is that funds can be withdrawn at any time, and during the mining period, the assets still belong to the player.

Overview

Liquidity mining	17%	35,700,00
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Release Plan

LP	17%	35,700,000		
First year	Second year	Third year	Fourth year	Fifth year
15%	20%	25%	20%	20%

5,355,000	7,140,000	8,925,000	7,140,000	7,140,000
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First year	
Standard liquidity computing power: 4,000,000 USDT	Redemption rules: reward issuance time D + 15
<p>Release rules:</p> <p>If the total liquidity of the day $\leq 50\%$ of the standard computing power, the mining pool release of the day = standard release of the day * 50%. The remainder will be destroyed.</p> <p>If the total liquidity of the day $> 50\%$ of the standard computing power, the mining pool release of the day = standard release of the day.</p>	

8.6 NFT Rewards

Overview

NFT reward	5%	10,500,00
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To encourage our fearless pioneers to fly into deep space, the Singularity Universe has established an NFT rewards program to support the establishment and development of the early stage of Singularity Universe.

The principles of reward operation are as follows:

Incentive Plan for Master

Content	Porportion	Total reward per
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		person
Monthly basic reward	2%	70,000
Strength value acceleration reward	10%	Maximum acceleration increased to 10%
<p>All rewards are subject to NFT rights and perks.</p> <p>The game will be released 3 months after the token launch.</p> <p>The monthly basic reward is 2% of the total reward amount.</p> <p>By increasing the value of combat power, the release of rewards can be accelerated by up to 10%.</p>		

**Reward released on the 15th of each month.*

Incentive plan for Archons

Due to the high demand for exploration spacecrafts and launchers, Archons will be sent into space in 4 batches to reduce system load. At the same time, due to changes in launch costs for each batch of launches, the transportation tickets will change.

After the launch of each batch of Archons, we will randomly airdrop SGLY to the Archons as a game development fund to support their development in the game. When the game is online, Archons will be able to immediately receive SGLY rewards.

8.7 Core team

Overview

Core team	10%	21,000,000
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Release rule

Fist year	Second year	Third year	Founrth year	Fifth year
15%	20%	40%	15%	10%
3,150,000	4,200,000	8,400,000	3,150,000	2,100,000
The core team' s first year allocation will be released 6 months after being listed on an exchange, and will be based on a 12-month vesting schedule.				

The successful issuance of the tokens will serve as an incentive for the core team to continue to build and develop the Singularity universe by locking most of its allocated tokens.

The founding team of the Singularity Universe was formed in 2018 and is composed of a group of crypto geeks and game developers from around the world. Its members can be traced back to the organization “Geek Universe”, which was founded on March 22, 2015. It has gradually formed its own community – the “Singularity Group” - after many years of development. Drawing inspiration from a vast variety of media and technology, including film, sci-fi and the concept of Play-to-Earn, the Singularity metaverse project was officially proposed in 2019 and was subsequently given the green flag by all its members.

8.8 The Singularity Infinity Incubation Fund

We believe that the Singularity universe is not only a metaverse game, but also a set of core technologies and an open platform designed to be accessible to anyone who would like to be a part of it. Known as the “Singularity Infinity”, this fund aims to serve as the foundation of the Singularity metaverse and even has the potential to eventually develop into a multi-dimensional world, thereby attracting developers to use “Singularity Infinity” to build their own independent tools, content, games and game worlds. Ultimately, the Core

Team hopes that the ecosystem will become the No. 1 choice for crypto game developers around the world.

In the future, “Singularity Infinity” thus aims to provide support for the rapid construction of various tools and player experiences as well as the establishment of brand-new games, economies and worlds, and even new metaverses. To this end, we have set up the Singularity Infinity Incubation Fund to help capable teams with great visions to realize their development dreams.

Overview

SI hatch fund	8%	16,800,000
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The exact use of incubation funds will be determined by the Decentralized Autonomous Organization (DAO).

8.9 Organization

The development of the Singularity Universe is inseparable from the support it enjoys from all its members. Of course, this also includes the participation of organizations. Currently, we have established an organizational investment and cooperation plan which aims to jointly create a greater Singularity universe through institutional investment and cooperation. The participation of an organization is a signal that represents the continued development and growth of Singularity in the future. Therefore, the organization will work with us for at least five years and will continue to support the development of Singularity.

The Organization Token Allocation will take place 6 months after being listed and will be based on a 12-month vesting schedule.

The SGLY allocation for the organization is as follows:

Organization	5%	10,500,000
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The Singularity project always adheres to the principles of continuous investment and sustainable development. Thus, the Core Team has implemented the release of the Organization Token Allocation system based on the following ratios.

First year	Second year	Third year	Fourth year	Fifth year
15%	20%	40%	15%	10%
1,575,00	2,100,000	4,200,000	1,575,000	1,050,000

9. List of Members

Mike Nguyen – Chief Technology Officer

Tan Choon Boon – Chief Operating Officer

Ryker Freegeld – Commercial Manager

Alexander Ivanov – Chief Artist

Zhang Chun Hua – Chief Consultant

Patrick Schueffel – Financial Advisor

Mike Nguyen

Current Position: **Singularity Chief Technology Officer (CTO)**

Educational background

- Bachelor's Degree from National University of Singapore (NUS).
- Master's Degree in Computer Science – 2009.
- Diploma in Information Communication Sales & Marketing – 2014.
- Completed a number of professional and industrial programs over the last few years, including:
 - Entrepreneurial Leadership (NUS).
 - Agile Leadership (NUS).
 - Various CFO Courses.
 - Innovation & Entrepreneurship Incubation Program.

Employment History

Mike Nguyen is the co-founder and CEO of Vinova Pte Ltd., which is currently ranked one of the Top 10 mobile app development companies in Singapore. Since 2010, Vinova has been developing reliable mobile applications for dozens of enterprises and is the leading company providing Samsung, FWD, OCBC Bank, AIA, Prudential, SPH, EM Services, DHL, Abbott, NEA, the Singapore Police Force, the Singapore Power Group, PricewaterhouseCoopers, Razer, Starhub, Singapore Telecom, etc.

Project history

Mr. Nguyen has successfully completed more than 400 projects and has been providing application development solutions for more than 200 corporate clients in various industries including banking, insurance, government, marketing, construction, tourism, education, retail, media and telecommunications sectors in both Singapore as well as Vietnam. Many of his offices manage more than 100 team members each.

Through his personal participation in multiple projects, Mike Nguyen's expertise and the Vinova brand have gained international recognition in Singapore, the United States, Australia, Thailand, Indonesia and the Phillipines.

Contributions to the Singularity project

Mr. Nguyen will draw upon his extensive knowledge of front-end coding and back-end system architecture to conduct in-depth research aimed at making Singularity an immersive metaverse experience with unique virtual identities and assets as well as strong social interaction mechanics while simultaneously working towards turning Singularity's core ideas into realities and making the impossible possible.

LinkedIn: <https://www.linkedin.com/in/dinhhai/>

Tan Choon Boon

Current position: **Singularity Business Manager**

Educational Background

- Attended the Ross School of Business
- Bachelor's Degree in Business Administration from the University of Michigan in the USA.

- Obtained FINRA Series 7, 63, 55, 3 Certifications in American Finance.
- Obtained Hong Kong Financial SFC Licensing Type 1 Certification.

Employment History

- Founder of Coffee and Buzz Financial Communications.
- Founder and CEO of CATCH.
- Created his team while working in the US, Hong Kong, Singapore and other countries.

Past achievements

- Executed trades worth tens of millions of USD through hundreds of stocks with companies such as Goldman Sachs and Morgan Stanley.
- Assisted in the creation and redemption of mainstream ETFs.
- Has a unique sensitivity to the regulations, liquidity and news of US stock markets.
- 4 years of experience controlling trillions of dollars in assets, thereby achieving the *Ong* acumen at Morgan Stanley/Goldman Sachs in Hong Kong.
- Served as CEO of a well-known cryptocurrency exchange and successfully completed the digital currency license application granted by the Monetary Authority of Singapore. These include establishing multi-layer AML, KYC, KYT and FATF travel regulation agreements, thereby providing legal opinions, performing platform penetration tests and ensuring the safety of client funds, formulating business

plans, preparing financial statements, organizing company structures and expressing views on the cryptocurrency industry.

Contributions to the Singularity project

- Overseeing the capital management and control of the Singularity project.
- Incorporating his own unique experiences and methodologies into the operation of the Singularity economic model.
- Taking advantage of the institutional and organizational resources accumulated over many years as an international CEO. As an industry expert, he is thus a unique asset to the Singularity project.

LinkedIn: <https://www.linkedin.com/in/choonboontan>

Ryker Freegeld

Current position: **Singularity Chief Operating Officer (COO)**

Educational background

- Graduated from University of Cape Town.

Employment history

- Worked as blockchain technical consultant on multiple blockchain projects (including “Silubium”).
- Architect of the “Silubium” blockchain system and consumer cryptocurrency in 2018.

- Worked as the engineer and team manager during the development of the Silubium project as well as the “Silkchain” public ledger.
- Designed and oversaw the development and updating of the Silubium mobile and PC crypto wallets.
- Eventually worked as the CMO of the Silubium team’s international marketing department during the project’s ICO.
- Delivered keynote speeches at numerous blockchain events and crypto project launches throughout Southeast Asia between 2017 and 2019.
- Responsible for global marketing activities including marketing content, copywriting, social media strategy and advertising design during the Silubium project’s ICO marketing campaign.
- Oversaw the successful launch of the Siliubium consumer crypto token in Asia and abroad.
- Participated in the design, localization and optimization of the “Silktrader” crypto exchange’s development and launch.
- Is a sought-after blockchain technical writer, crypto investment analyst, FinTech journalist, futurist, gaming and cybersecurity writer and DeFi event keynote speaker.

Contributions to the Singularity project

- Providing valuable R&D and design suggestions to ensure that the Singularity project meets the expectations of its community.
- Continuing to develop and update the Singularity project by implementing feature requests and gamer feedback into the development workflow wherever possible.

- Ensuring that the project as a whole continues to develop rapidly by exposing Singularity to new audiences and connecting with global resources.
- Integrating global media and providing support to the development team so as to achieve the rapid achievement of the project's global development goals.
- Providing the Singularity community with blockchain technology market analysis, game news and network security improvement suggestions so as to ensure that the project remains at the cutting edge in terms of new technology in the space.
- Helping participants to better understand the development roadmap and future of the Singularity project as a whole.

LinkedIn: [linkedIn.com/in/silubium](https://www.linkedin.com/in/silubium)

Alexander Ivanov

- Current position: **Chief Artist at Singularity**
- Bachelor's Degree from MOSCOW STATE ACADEMIC ART INSTITUTE NAMED AFTER V.I. SURIKOV with title of "Master".

Employment history

- Worked at Pixonic as game UI and interface designer for the game Dino Squad, which is a mobile third-person action game featuring dinosaurs.
- Worked as the designer and artist at the multimedia design studio RadugaDesign.
- Made the game more enjoyable thanks to his extremely simple UI design style.

- During his work at RadugaDesign, he participated in the environmental and visual communication design of Audi/BMW/Volvo and other groups multiple times and received unanimous praise.

Contributions to the Singularity Project

- Incorporating the unique artistic awareness that he has cultivated through his extensive experiences across many different industries.
- Providing a distinct stylistic identity to the Singularity game.
- Drawing upon his abundant experiences in the blockchain gaming industry as well as his passion for the unique possibilities of blockchain games.
- Designing game assets for Singularity based on the general direction and theme of the game and presenting its visual style in a consistent way.
- Incorporating users' feedback into the game.

LinkedIn: www.linkedin.com/in/alexander-i-295404229

ZHANG CHUN HUA

Current position: **Chief Consultant at Singularity.**

Educational background

- Master's Degree in Communications Software and Networking from Nanyang Technological University in Singapore.

- Certifications in AWS, Cloud Management, Microsoft Azure, Architectural Technology as well as many others.
- Architect's assistant

Past achievements

- Awarded the PBM Presidential Public Service Medal in 2013.
- Awarded the BBM Presidential Public Service Star in 2020.
- Service Delivery Director of the International Bureau of Statistics of Singapore.
- Accumulated many years of experience in maintaining international government relations.

Employment history

- Worked in the communications technology industry for many years.
- Served as the Service Delivery Director of the National Bureau of Statistics of Singapore.
- Responsible for daily operations relating to private government cloud storage.
- Served as a senior solutions architect at Fujitsu Asia Pte Ltd.
- Responsible for Sopra Steria Asia Pte Ltd. Transportation and Utilities.
- Served as Deputy General Manager at Steria-Wenhau Technologies Pte Ltd.

- Worked as supervisor in charge of Infrastructure and Database Service Deliveries at Hewlett-Packard (HP).

Project history

- 25 years of experience in communications technology spanning technical positions such as data processing and project delivery.
- Has been very active in the blockchain industry for many years and is highly aware of cutting-edge blockchain technology.

Contributions to the Singularity Project

- Implementing comprehensive structural design principles based on experience in similar projects in the past.
- Proposing and perfecting comprehensive and viable measures to maintain operation safety, seamless and secure game asset delivery and processing as well as efficient code, thus ensuring that players can consistently earn while playing without any interruptions.
- Incorporating metaverse concepts into a blockchain-based game environment in addition to ensuring the sustainability of the Singularity financial model, e.g. by means of providing technical docking, project upgrades, product promotion, etc.

LinkedIn: www.linkedin.com/in/vincentzch

Patrick Schueffel

Current position: **Financial Advisor at Singularity**

Educational background

- Ph.D. from the University of Reading in the UK.
- Graduate degrees from the Henry Business School in the UK, the Norwegian School of Economics and the University of Mannheim in Germany.

Employment history

- Professor of the Fribourg School of Management in Switzerland with research focusing on banking, finance and entrepreneurship.
- COO of Saxo Bank in Switzerland, responsible for operations and IT.
- Senior Manager at Credit Suisse at their headquarters in Zurich, Switzerland.

Past achievements

- Has worked in the banking industry in Switzerland for many years
- Has been responsible for supervising and managing innovative activities in the field of investment services and products in multiple bank headquarters and financial institutions.
- Has led the most powerful investment departments of Credit Suisse Private Bank.

Contributions to the Singularity Project

- Focusing on the financial aspects of the Singularity project and drawing upon his many years of experience teaching blockchain and crypto finance.

- Providing advice to improve and ensure the stability and efficiency of the Singularity ecosystem's economic model and thereby working towards ensuring that it remains transparent to users and its guarantees are met.
- Helping to build a viable and comprehensive economic model and financial ecosystem and continuing to support the global development of the Singularity project.
- Directing the constant improvement of the positioning and development of Singularity by providing professional suggestions and directions for its ongoing expansion, immersion, social interaction, openness and ecology.

10. Roadmap

Oct 2021: The pre-sale for Constellation Master NFTs starts.

Nov 2021: The pre-sale for Star System Legion Commander NFTs starts.

Oct - Nov 2021: Completion and launch of the BSC side chain and synchronized online cross-chain bridge.

Dec 2021 - Jan 2022: Listing of SGLY on the Binance Decentralized Exchange (Binance DEX). Liquidity mining will start soon after the listing goes live.

Dec 2021 – Jan 2022: Origin chain NFT trading market goes live.

29 Dec 2021 - 5 Jan 2022: Launch of the global closed beta!

6 Jan 2022: Launch of the NFT trading market and sale of 20,000 battleship mystery boxes!

10 Jan 2022: Launch of the global public beta!

Dec 2021: Launch of the first version of the Singularity game. The core content is the going live and exploration of constellations and star systems. The combat system and game mechanics will also become active at this time.

First quarter of 2022: The second version of the game is released and the universe map is made available to all gamers. The GVG team growth mode is launched.

Second quarter of 2022: The third version of the game is completed. The production of rare NFT items and materials is now possible. The production of rare NFT battleships and the opening of space stations is now also possible.

Third quarter of 2022: The fourth version of the game is released and the core virtual manufacturing industry goes live. It is now possible to establish the universe's economic industrial chain.

Fourth quarter of 2022: The fifth version of the game is released. The federation is born, resulting in the beginning of territorial competition. The scale of battles becomes larger and more intense.

11. Contract Addresses

SGLY Contract Address

BEP-20: **0x5f50411CDE3eEC27boeaC21691b4e500c69a5a2e**

HME Contract Address

BEP-20: **0xFf209B69B204B78751722818C015E5e24154ed98**

Play-to-Earn section contract address (ZERO chain)	0xaB885d7527dcFd725A99F742cf3CF52aaB0623Dd
Liquidity Mining section contract address (ZERO chain)	0x6bdaedba5A8E6729ef87eb5d4938C606afEE3D05
Core team section contract address (ZERO chain)	0x49bCe84daE34b6D4DDD40D1f7CCAea190D365160
NFT Reward section contract address (ZERO chain)	0x01e5897B32D46EC4868A96e7b9f23149ed8DFDd7
SI Incubation Fund section contract Address (BSC Chain)	0x726fa3AcBa62db76423E3462beF0161foA9dEEbf
Liquidity Supply section contract address (BSC chain)	0x69dC96Cdf87F6Fc037a7C4DD2B2777cD9occ363c
Institutional section contract Address (BSC chain)	0x125E9EDaCbBEEA82c131E1566A1Dc54FoE6e3974
Operation Support section contract Address (BSC chain)	0xaB885d7527dcFd725A99F742cf3CF52aaB0623Dd

Thank you for reading.