



# CELESTIAL

WHITEPAPER

CELT.GAME

<b>Vision</b>	<b>03</b>	<b>DAO</b>	<b>20</b>
<b>Present Situation And Goal</b>	<b>04</b>	<b>Tech</b>	<b>21</b>
Centralized Game		UI and Engine	
Lack of ownership of your value		Blockchain and Crosschain	
Lack of consensus of your value		Statechannel	
<b>Production</b>	<b>05</b>	<b>Token Economy</b>	<b>22</b>
<b>Game</b>		<b>Celestial Token</b>	
Goal		Celestial Distribtion	
Audience		Celestial release for Yield Farming	
Game key features and play			
<b>GameFi</b>		<b>Roadmap</b>	<b>23</b>
Aggregated staking yield and earnings			
Aggregated Liquidity Mining			
Play to Earn			
Scarcity of NFT			
NFT Mining			
NFT Lending			
<b>SocialFi</b>			
<b>NFT Eco-System</b>			
In-Game NFT			
On Blockchain NFT			

# VISION

3



What about MMO games on blockchain with NFT and DeFi? Celestial is aiming at the advantage of them. We believe that Decentralized Finance and Virtual Economy would make a large step on blockchain. Metaverse is the motherboard of that. Metaverse brings game nerds, artists, creators and loyalist together. Celestial community is the soil of the metaverse





## PRESENT SITUATION AND GOAL



### Centralized Game

Most part of games is centralized, players have to comply with rules set by the game designers. Imagine that you spend days and nights to forge an epic item in game, however the game designer decided to nerf it in the next patch. Therefore, some players prefer to make a change so that they could 'define the play field', therefore Vitalik Buterin refused to obey the change of WoW so he comes to create Ethereum.

Celestial is your sincere partner to build a decentralized game and players can be the game designer. Players can raise community and discuss how to make next progress. Enjoy the fun you create.

### Lack of ownership of your value

In traditional game situation, does your virtual game item really belong to yourself? Yes and no! The game designer promise that only you could use the item, but forbid you to trade with others in reality. The game designer owns the item and what you can do is to equip or use it. If you trade your account or game items, the content provider could ban your account without hesitation. That's how cruel it is.

Celestial devotes great efforts to construct an open world that every gamer really owns his treasure. Every account, item and game record is stored on blockchain with community consensus. Players own their treasures, and can totally handle them, like selling, transferring, forging, destroying, donating or even lending.

### Lack of consensus of your value

The rule of traditional game is designed by game engineer and what games can do is to follow their designs and adapt to the mechanism to get the most power or win the game. Players are just following their footprints. Metaverse is a place to define your own idea and share it to the community, that is what we called exploring your business value. If your idea is consent with other players, you have successfully explored your value.

Celestial is the best environment for you to share your ideas, designs, then implement it and share it. Celestial witnesses, admits, protects and awards your effort. Blockchain technology witnesses your idea and proved your originality. Community will admit your effort with shares. You are protected to really own your value and to be able to dispose it freely. Your effort are admit and be rewarded by extra bonus as a content creator.



# PRODUCTION



Celestial is a MMO space theme game. Players can joint federations, develop and expand colonies, explore the planet and galaxy clusters, gather minerals and rare resource, research technology for both civil and military, forge weapons and space ships and finally fight with other gamer.

The game focuses on playability, community and finance.



## GAME

### Goal

Celestial design a metaverse of space background. Celestial imagine space game fans could enjoy the game. Celestial are aiming to support more than one hundred thousands players online at same time and nearly hundreds of players in a real time war competition. People whose age is above 18 years is our audience.

Join or establish federation, explore the galaxy, exploit massive kind of resource and build space city, forge various spaceships and weapon and fight with rivals to loot. We hope that our player could play the game with additional economic benefits, and even become a member of the game designers.

### Audience

#### Artist

Artists are welcomed to Celestial. Artist are free to publish game videos, models, music and more digital artifacts. Once production are accepted by community, the artist can also receive funds.

DAO will support artist by funds and publish jobs.

#### Game Producer

If you are a game producer or content provider, and you are imaging your own game but troubled with funds? Come to Celestial, you can design and share your ideas with other players in community and get supported by DAO with funds.



# PRODUCTION



Celestial is a MMO space theme game. Players can joint federations, develop and expand colonies, explore the planet and galaxy clusters, gather minerals and rare resource, research technology for both civil and military, forge weapons and space ships and finally fight with other gamer.

The game focuses on playability, community and finance.

## 1 GAME

### Game Nerd

Yes, game nerd are so hot in Celestial. Nerds can explore different city development strategy, weapon or spaceship design and combination and battle skill, in order to have more fun and rewards.

### Art Collector

Limited NFTs are published and circulating. Artists from the all around world join together to collect valuable artifacts, compete with each other.

### Game Key Features And Play

#### Avatar

Every commander has its own avatar. It contains many stats like state, race, hobby, expertise and positive and negative buffs. It can gain experience for learning skills to be stronger just like other RPG games. Avatar is bonded to blockchain address, you may not trade your blockchain address like other item, for example lands, buildings, weapons or spaceships.

#### Federation

Celestial are inspired by social games, there are lots of players like this kind of game, but have time limit, they treat their beloved game more like a social forum to find people share the same ideas. Thus we ask every commanders to have to join a federation and enhance the weight of team work. Commanders acts as members of federation, elect federation's governance, contribute to federation infrastructure and live with federation regulation.





# PRODUCTION



Celestial is a MMO space theme game. Players can joint federations, develop and expand colonies, explore the planet and galaxy clusters, gather minerals and rare resource, research technology for both civil and military, forge weapons and space ships and finally fight with other gamer.

The game focuses on playability, community and finance.



## GAME

Federation loads so much social property here and is an autonomy organization of space commanders. All members inside a federation acts as a whole, and could be affected with it, likely to be buffed to get more resource and bonus, and accelerate certain event process. Celestial gives the decision to federation and the commanders, the president may leads all citizens to govern planets and cities, or raise community votes.

Federation combines community's will and decision. It runs like a decentralized autonomy organization which is well known as DAO. Commanders have rights to participate the governance of federation, spread their voice, unite together and make a plan for their future.

Federation is the party of beneficiary, members of federation share a part of resource. Of course, the income of federation comes from members' tax, and donation, federation event like exploration and war.

Federation has its own property. It is Acts that federation has to strengthen certain capacity or trade off resources and goals. Also science technology is another important part. It determines what kind of terrain to be utilized, various states and events may occur, available facilities, weapons and spaceships can build and even more. Lands are managed by federation and sold to commanders. Celestial intend to build a quite real world. Commander can use their resource to build facilities according to federal science and features.

Federations expand their territories and deal with other federations like cooperate with other federations in various scope or even integrate together, or maybe launch conflicts and wars to loot opponents' resource, commander, technology and facilities or even annihilate them.

Celestial will also support forum backed with decentralized technology to build a communication channel for users like discord.



# PRODUCTION



Celestial is a MMO space theme game. Players can joint federations, develop and expand colonies, explore the planet and galaxy clusters, gather minerals and rare resource, research technology for both civil and military, forge weapons and space ships and finally fight with other gamer.

The game focuses on playability, community and finance.

## 1 GAME

### Land, Planet, Cluster And Galaxy

Galaxy is Celestial's map. Each blockchain has one galaxy. And along with Celestial is deployed onto more blockchains like Ethereum, Binance smart chain, Polkadot, Tron and so on, more galaxies will be explored. Transferring galaxy will take a mount of fuels.

Inside of a galaxy, there are hunderd thousands of clusters. Each cluster has hyperspace channels with some of its neighbor cluster. That is to say, clusters are linked with each other.

Planets are explorable thing inside of cluster. Planets has its own ecologic feature and terrain, which determines what kind of resource, land and special event.

Land is the smallest operable unit on a planet.

Federation and commanders can occupy planets and further exploit resources and land.

Federation, not any single commander, plans to construct lands for several usages. like ore yard, power station, city zone, industry zone, agriculture zone, science yard, defense fortification, space ship factory and more customized facilities. If commanders appeal to develop lands for usage,

they could propose to federation congress to collect vote.

Once most of lands are developed, it is the time for federation to decide whether it should expand their territory or insist on their homeland.

If federation has no enough resource to conquer other neighbor planet, it can send spaceships to shuttle between 2 linked planets. Spaceships with exploit weapon like laser mineral cutter can exploit resources on planet and take it back to city. They can also equip attack weapons to protect the explorer and defense spaceships from other federations. Of cause players can start an ambush to others' spaceship for loot the resources.



# PRODUCTION



Celestial is a MMO space theme game. Players can joint federations, develop and expand colonies, explore the planet and galaxy clusters, gather minerals and rare resource, research technology for both civil and military, forge weapons and space ships and finally fight with other gamer.

The game focuses on playability, community and finance.



## GAME

### Colonial City

Colonial city is built on some creature friendly planets. If a planet is bad for living, the federation can only exploit its land and resource. If a planet fits all the condition to build a city and your federation agrees to spend resource, after a city is established. One commander must be settled in a city.

City has more advantage than other normal lands. City has space for building, and it can be 'plugged' into the city if it got DAO approved.

This is metaverse, players is able to reveal their idea and propose to DAO for Celestial improvement.

IF DAO approved it and ask development team to fulfill the function. Finally palyer can find their creation in Celestial world.

Construction can be anything you want. If player desire an open world like Minecraft, development team achieve it and spend resource to build it , and then player is able to build and play with others.

### Galaxy Gateway And Wormhole

Galaxy gateway and wormhole are special tunnels between galaxies.

Galaxy gateway is link between all the galaxies. And at the game initial phase, it is controlled by Celestial team.

a few amount gas is needed for Space ships to go through the gateway to other galaxies. This is the only way to cruise among galaxies.

Once the DAO official on track, the ownership of gateways will be somehow transferred to federations, as well as the 90% of income.

10% of income remains for Celestial team. This will leads federations to fight and cooperate with each other to compete the owenership of gateway.

Wormhole is a long range edition of hyperspace channel. Space ship shuttles between planets will cost fuel. If a federation conquers a wormhole, all federal space ships can shuttle a long distance between 2 wormholes with less fuels to get more benefits. For example, the federation



# PRODUCTION



Celestial is a MMO space theme game. Players can joint federations, develop and expand colonies, explore the planet and galaxy clusters, gather minerals and rare resource, research technology for both civil and military, forge weapons and space ships and finally fight with other gamer.

The game focuses on playability, community and finance.

## 1 GAME

explored a planet with rare resources and decide to exploit it. If normally dispatch space ship via hyperspace channel, 5 jumps takes around 1000 fuel. But if there are 2 wormholes luckily between these 2 planets, 200 fuel is enough. The 80% of wormhole incomes belong to conquering federation and 20% goes to Celestial team.

### Mineral And Rare Resource

As mentioned above, mineral and rare resource can be collected from lands and it's needed for most operations.

The minerals and rare resource belongs to players and they can swap or auction them as you wish.

Minerals and rare resource are ERC20-compatible token and could be mined via facilities.

Minerals are the fundamental resource, player can use them to build facilities to exploit them, trade them on DEX, refine them to possibly get rare resource, or burn them into fuels.

Rare resources could be gathered from unusual land or refined from minerals. There is possibility to successfully get it like mystery boxes. Advanced facilities, weapons and space ship need rare resource.

The mining rate is determined by the quality of resource and the time you exploit. There implies a chance of extra 'bonus'. The probability of extra bonus is set to extreme low and has an interval in order to keep balance of players' invest

Both minerals, fuels and several rare resources are normal tokens stored on blockchain. You can trade them on DEX, or provide liquidity to earn profits.

### Technology

Once gathering enough resource, federation could do science research to get new equipment to enhance and unlock new items like upgrade ore machines, or unlock more powerful weapons and space ship.

### Facility, Equipment, And Other Items

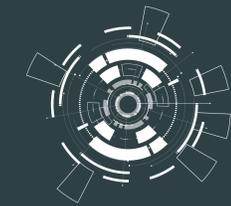
All items in Celestial is minted as NFT and supports transferring and lending on blockchain. If players pay great effort and be luck to get an item, they can trade it on NFT market to get





# PRODUCTION

11



Celestial is a MMO space theme game. Players can joint federations, develop and expand colonies, explore the planet and galaxy clusters, gather minerals and rare resource, research technology for both civil and military, forge weapons and space ships and finally fight with other gamer.

The game focuses on playability, community and finance.

1

## GAME

economic reward. Or if players want to improve weapon power, they can trade what you need from NFT market.

Facilities and equipments are item on land and in city.

Ore yard, power station, city zone, industry zone, agriculture zone, science yard, defense fortification and so on are facilities on land. They can up upgraded by costing more minerals and rare resources to have more power properties. For example, you can use lots of minerals to upgrade your ore yard to get higher mineral mining rate, and upgrade your science yard by rare resources to increase research speed and unlock more technology.

### Weapon and space ship

Weapon and space ships are NFTs in Celestial.

Weapons are classified into 2 categories, civil use and military use. Spaceships have weapon slots to equip weapons which players build. Both weapons and spaceships have 4 stats, exploit power, attack power, defense power and model.

Exploit power are related to the speed of exploit resource on unoccupied planets, and the maximal capacity the ship can store resource.

Attack power will gain the success rate while the space ship is plundering other space ships and the amount of loot. Space ship can only plunder those ships whose defense power is lower than your attack powers.

Defense power is to alleviate the effect of attack power.

Models are special element to space ships, they could provide some special properties by the game designer and has unique 3D view model that makes your space ship looks cool.

Space ship has various weapon slots. The initial model only has 6 slots. The more models unlock by technology, the more power space ships players can build. Research technology and unlock space ship model will benefit you not only the properties space ship has, but also increase weapon slot and may have certain special effect. Once you build weapons, you can mount them onto your space ship to gain stats. Player can equip exploit weapon to increase exploit efficiency to maximum, or load all slots with weapon to guard the planet to eliminate other federation's invasion.





# PRODUCTION



Celestial is a MMO space theme game. Players can joint federations, develop and expand colonies, explore the planet and galaxy clusters, gather minerals and rare resource, research technology for both civil and military, forge weapons and space ships and finally fight with other gamer.

The game focuses on playability, community and finance.



## GAME

Spaceships cost fuels for shuttling between planets. The more jumps via hyperspace channels, the more fuels they need.

### Upgrade System And Tradeable System

All NFT items have upgrade system. There are various success rate and reserve rate to control the scarcity. A failure upgrade trial will not destroy the item, but only return a small party of cost in minerals.

All NFT items are ERC-721 and ERC-1155 compatible. If player gets a highly upgraded item and decide to sell it for other resource or fund, items can be sold without any condition.

### Conflict And War

Fight with other players behind federation, not playing with NPCs.

If you want to exploit a land which is not occupied by your federation, you have to use fuel to commute. If there are many explorers from different federations, a conflict may occur. All explorers have to share the resource, or rob other explorers' supplies, or even destroy them.

If federation decide to conquer other planets which belong to other federation, which incites a war. Spaceships with weapon shall attack hostile spaceships. Federation may lose a war, or surrender to pay reparations.

If your federation is small and weak, reach an alliance agreement would be a good choice.

### Galaxy Climate And Event

There are climate in the galaxy and on the planet. Climate may incur different effect in cities and space ships.

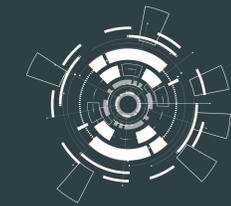
Galaxy climate take effect on clusters or galaxy. For example, if a particle storm blast in a cluster, all space ship have to burn more fuel to travel between planet, all research progress deduce to half of the original, but mineral exploit rate may increase at some degree.





## PRODUCTION

13



Celestial is a MMO space theme game. Players can joint federations, develop and expand colonies, explore the planet and galaxy clusters, gather minerals and rare resource, research technology for both civil and military, forge weapons and space ships and finally fight with other gamer.

The game focuses on playability, community and finance.

1

GAME

Planet climate take effect only on certain planet. For example, if an earthquake occurs, the city has to pay more tax to reinforce the defense fortification, but the rare resources will exploited more easily.

Galaxy event is an impact to galaxy. DAO team will periodically update the game by galaxy events. It would reset the resource and hyperspace channels in the galaxy dynamically. Supernova explosion is galaxy event and will disturb the old hyperspace channel and influence planets in the galaxy. New Planet may form, resource may refresh, hyperspace may be destroyed and rebuilt.



# PRODUCTION

14

Celestial is a MMO space theme game. Players can joint federations, develop and expand colonies, explore the planet and galaxy clusters, gather minerals and rare resource, research technology for both civil and military, forge weapons and space ships and finally fight with other gamer.

The game focuses on playability, community and finance.



## 2 GameFi

### Aggregated Staking Yield And Earnings

To feedback people who stake fund on blockchain, Celestial provides an aggregated stake yield strategy. The DAO will regularly survey blockchain token market and achieve smart strategy to leverage stakes to get maximal yields. Aggregated stake smart contract will periodically search the highest APY strategy and automatically do a compound for your profit.

If you build some NFT items from Celestial world which could bring you more power of staking, the proportion of profit you get could be a little more than others.

Apart of compound profit will goes into DAO for its daily operation expense, the proportion is initially set to 4%. Another part of profit shall goes into development team, which is set to 1%.

There is a withdraw fee to encourage people who stake funds longer. Here is a table listing withdraw fee.

Stake Provide Time	Withdraw Fee
Less Than 3 Days	3%
Between 3 Days And 7 Days	0.5%
Between 7 Days And 30 Days	0.2%
More Than 30 Days	0%

All proportion or rate parameter would be changed after DAO runs normally.

# PRODUCTION

15

Celestial is a MMO space theme game. Players can joint federations, develop and expand colonies, explore the planet and galaxy clusters, gather minerals and rare resource, research technology for both civil and military, forge weapons and space ships and finally fight with other gamer.

The game focuses on playability, community and finance.



## 2 GameFi

### Aggregated Liquidity Mining

There are many liquidity pools of Celestial resource and crypto currencies. For instance, players could provide their minerals, rare resource, fuels with blockchain native tokens like ETH and BNB or Pegged Fiat tokens like USDT and DAI. Thanks to these people, the market could accurately reflects the value of them. To motivate liquidity providers, extra bonus, a.k.a. liquidity mining, shall be distributed proportionally.

Players could stake them Celestial resource into liquidity pool and earn more Celestial resources, spend them to build more items or develop federation.

### Play To Earn

How about play a game and earn more funds with fun? If players play, they construct the Celestial world and help DAO to develop the game further more. They should get earning from their contribution.

In game, irregular festival event would occur, players could get reward from finishing the quest. Players can use their item to create more values. For example a commander could use its ore miner to gather more ores and sell them on DEX to get earning.

Daily quest in game is another way for earning. The quest will not be complicated and is meant to ask player to be online to communicate with others, or do some easy quest to get fun.

### Scarcity Of NFT

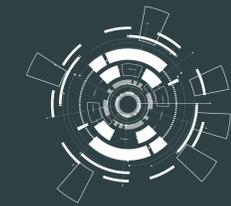
All items in the Celestial world are NFTs, and most of them are composed by rare resource via success ratio. Also the rare resource is gathering via success ratio. This determines the rarity of items. Along with more players get into Celestial world and more resources needed during expand the territory, items get scarcer and scarcer, and value goes more expensive.

Celestial provides an NFT market, once you trade your items, the scarcity of NFT reflects to value.



## PRODUCTION

16



Celestial is a MMO space theme game. Players can joint federations, develop and expand colonies, explore the planet and galaxy clusters, gather minerals and rare resource, research technology for both civil and military, forge weapons and space ships and finally fight with other gamer.

The game focuses on playability, community and finance.

2

### GameFi

#### NFT Mining

As mention above all items are NFTs, some kinds of them could be used to exploit more minerals and resource, which means players can use their resource to create more values behind the resource.

Some other kinds of items will not directly bring you resource, but could benefit state and property of avatars and federations

#### NFT Lending

NFT items are owned by players, but the owner can lend it to others to get benefits. Celestial support this action and players can keep the temporary useless item and earn interest.



# PRODUCTION

17

Celestial is a MMO space theme game. Players can joint federations, develop and expand colonies, explore the planet and galaxy clusters, gather minerals and rare resource, research technology for both civil and military, forge weapons and space ships and finally fight with other gamer.

The game focuses on playability, community and finance.



## 3 SocialFi

A social forum and community is operated by DAO, players participated could get bonus. If a player acts officer, it could get payment from DAO.



# PRODUCTION

18



Celestial is a MMO space theme game. Players can joint federations, develop and expand colonies, explore the planet and galaxy clusters, gather minerals and rare resource, research technology for both civil and military, forge weapons and space ships and finally fight with other gamer.

The game focuses on playability, community and finance.

4

## NFT Eco-System

### In-Game NFT

#### Items Of NFT

Game Items of NFT are compliant with EIP 721 for basic trading. And furthermore, loan mentioned in EIP 2615 are also supported.

The mint mechanisms of NFTs are bonded with success rate. And the usage of NFT would be benefit in the game. Combine with scarcity and function, the NFT item can values healthy.

#### Creative Of NFT

In the Celestial world, several items like buildings, weapons, space ships and following customized items are designed and created by players. Players can combine and set property and state as their wish and build various unique items

#### Limitation Of NFT

Limited items are provided often during festivals, import event. Sometimes limited items are awards for DAO and community contributions. Undoubtedly, these items are powerful, or have collection values, or both of them.

### On Blockchain NFT

#### NFT Market

Celestial supports an open-source NFT market. This is quite usual today, but the governance and profit is 100% handle by DAO. Daily operation and marketing are free to all the public.

In-game NFT items are definitely available on blockchain NFT market and tradable.



# PRODUCTION

19

Celestial is a MMO space theme game. Players can joint federations, develop and expand colonies, explore the planet and galaxy clusters, gather minerals and rare resource, research technology for both civil and military, forge weapons and space ships and finally fight with other gamer.

The game focuses on playability, community and finance.



## 4 NFT Eco-System

### NFT Creator

A website tool is available for public to create their unique NFTs. The creator can define various elements like text, graphic, sound and so on. Once the NFT are created, the creator can transfer or trade it freely.

These NFTs can be very useful, player can draw a model of its own space ship, and then loaded in the game. Other players shall see the cool model.

### NFT auction and IDO

An auction house is accessible for public. Increasing-price auction, decreasing-price auction are support with reserve price. Anyone can apply for an IDO via DAO. Once DAO approves, an auction IDO shall be launched.

# DAO

20



DAO represents players. Players define their own games.  
The decentralized autonomous organization will be launch immediately once MVP gets ready. Then DAO takes all responsibility of maintenance and development of Celestial. Reveal your idea to DAO and build your dream.





## TECH



### UI And Engine

Unity is a good choice to display 3D models in browser. It's stable and scalable. One of the cool things in Celestial game is the panorama of galaxy, planet scene and battle scene. Customized buildings and models of space ship are also attractive.

### Blockchain And Crosschain

First we will deploy smart contract on Ethereum or Ethereum compatible blockchains like Binance smart chain.

Second, a devoted blockchain for GameFi should be tuned for heavy NFT business logic and DAO.

The DPOS consensus would be integrated with DAO and NFT market and auction should be supported natively. Decentralized storage will be accessible in the blockchain without data availability problems. It has capability to fast verify battle results and other calculations.

Statechannel will be a native feature and protocol with back-end servers is designed for common games supporting pseudo random number generator and censorship.

Finally, the devoted blockchain will be the mother chain and assets on it could be relay to other blockchains like Ethereum, Cosmos and Polkadot.

### Statechannel

Statechannel is the most significant part of Celestial. If some of players want to battle together, a multi-statechannel within server shall be ready and all information of players will have been frozen. During the battle, players communicate, verify and witness each others' game logic and data under the monitor of back-end server. After the battle, updated game data will be uploading back to blockchain through a fast verification process.

# TOKEN ECONOMY



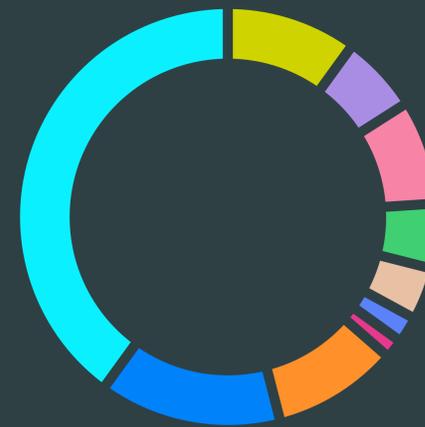
## Celestial Token

### Celestial Distribution

Celestial token is an ERC-20 compatible token. It total supplies 5,000,000,000. The release plan is as following.

Holder	Weight	Celestial Amount
Presale	14%	700,000,000
Game Ecosystem	40%	2,000,000,000
Development	5%	250,000,000
Marketing	10%	500,000,000
DAO	4%	200,000,000
Liquidity	8%	400,000,000
Team	10%	500,000,000
Foundation	6%	300,000,000
Consultant	2%	100,000,000
Audit	1%	50,000,000

### CELT Token Allocation



- Game Ecosystem **40%** Releases daily
- Presale **14%** Starts releasing each month once the project launches. The first release percent is 20% and the remaining 80% will be released linearly 10% every month, totally in 9 months
- Foundation **6%** Locked til public launch + 12 months; then monthly unlocking for 12 months
- Liquidity **8%**
- Team **10%** Locked til public launch + 12 months; then monthly unlocking for 24 months
- Marketing **10%**
- Development **5%** Locked til public launch + 6 months; then monthly unlocking for 24 months
- DAO **4%** Unlocked after the community governance establishes
- Consultant **2%** Locked til public launch + 12 months; then monthly unlocking for 24 months
- Audit **1%**

# ROADMAP



## INTERSTELLAR ORIGIN

- Early Sept**  
Celestial NFT mining test online
- Mid Sept**  
Battleship NFT upgrade public test
- Mid Sept**  
NFT mining officially goes live (if public test goes well and audit is completed)

## INTERSTELLAR SAIL

- Late Sept**  
Yield Farm with GameFi officially launched
- Early Oct**  
Multi-star warships are online
- Late Oct**  
Planet land auction public test and online

## STAR WARS

- 2022-Q1**  
Star Wars open beta and launch
- 2022-Q2**  
Colonization and war across the galaxy