

BLACK EYE GALAXY

**EXPLORE, COMBAT , RACE ,
BUILD AND CREATE**

WHITEPAPER 1.7

SUMMARY

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INTRODUCTION

Black Eye Galaxy [BYG] is a metaverse game designed to give an exciting space exploration experience for its members. BYG offers many playable non-fungible token (NFT) assets from planets to spaceships and buildings – all tradeable, transferable and truly owned by the player. BYG is a Play-To-Earn game meaning that just by doing tasks in-game the player will be rewarded BYG tokens – the native currency of the metaverse.

BYG runs on Binance Smart Chain primarily, since BSC offers very fast and cheap transactions which makes the game more accessible to a broader range of people. However, to attract even more players BYG will be integrating all mainstream Layer-1 Blockchains in its gameplay, i.e. Ethereum, Solana, Polygon and others.



1.2 BYG TOKEN

The BYG token is a standard BEP-20 token which is used as the main currency for all transactions within the game, the player will be buying and selling NFT assets for and with BYG, the player will also earn rewards in BYG token for completing various tasks.

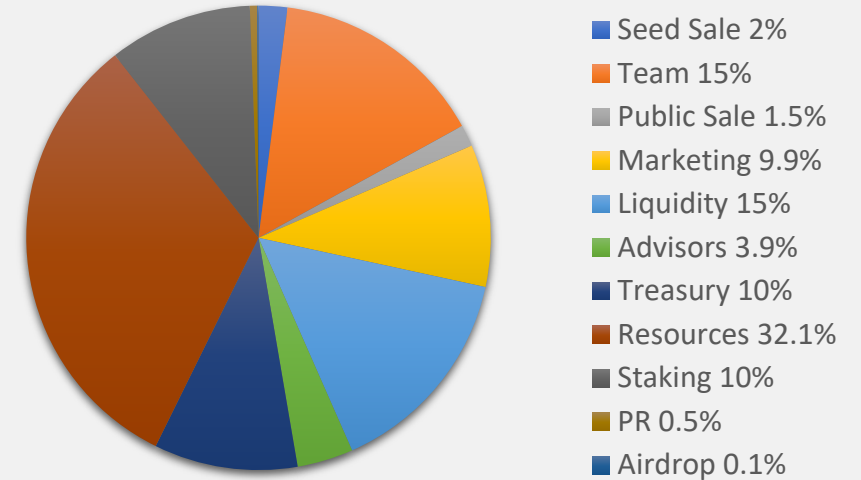
The BYG token has a total supply of 500 Million on Binance Smart Chain (of these 500 million tokens not all will be in circulation immediately).

1.3 NFT ASSETS

BYG uses NFTs to manage all its metaverse assets, meaning that every planet, spaceship or building can be bought, sold and traded by the player and kept in their own wallet – fully decentralized the way it should be.

NFT assets are not standard tokens that can be traded on common DEXs like PancakeSwap, thus BYG uses its own NFT marketplace in which all the aforementioned assets can be bought and sold using the native BYG Token.

Tokenomics



OUR CURRENT NFT ASSETS

1 Planets & Spaceships
(Built using ERC-721 standard)

2 Star Alliances
(Built using ERC-1155 standard)

2.1 STAR SYSTEM CLUSTERS

A star system cluster is a cluster of star systems dedicated to one Layer-1 Blockchain, starting with cluster S0-1 reserved for the Binance Smart Chain.

A total of 8 such Star Clusters will exist allowing BYG to integrate 8 different Layer-1 Blockchains into its gameplay.

2.2 PLANETS

The main focus of all gameplay are planets, there are many types of planets, each offering different opportunities. These planets are the main way to earn BYG tokens via resource mining. Each planet will have different amounts of valuable resources that will earn the player different amounts of BYG tokens.

On mineable planets the player will be able to build various buildings to help them in the process of mining and thus making it more effective – earning the player more BYG Tokens.

On habitable planets the player will be able to start his own civilisation. Such planets will have plots of land that can be sold to build cities, many different buildings and evolve the planet's population.

PLANETS WILL HAVE THEIR OWN DETAILS SUCH AS:

- 1 Name**
(can be changed by the owner)
- 2 Cosmic Address**
- 3 Earth Similarity Index**
(Dictates whether the planet is habitable)
- 4 Resource Mining Difficulty**
(Easy/Medium/Hard)

2.3 SPACESHIPS

To travel in space players require a spaceship. BYG offers different types of spaceships at the beginning of gameplay



1 Exploration Spaceship



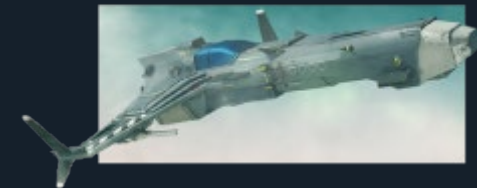
2 Cargo Spaceship



3 Asteroid Hunters



4 Salvage Ships



5 Racing Ships

All ships will have main characteristics such as:



- Type
- Flight Range.
- Class.
- Durability.
- Model Specific Details (i.e. fuel consumption).

2.4 TIMEFLOW IN THE METAVERSE

One metaverse week is equal to 24 hours in real-world time so for example, if it takes 7 weeks to reach a planet that means it will take you 7 days of real-world time.

2.5 BUILDING TYPES

Planet owners will be able to build various buildings/additions to on their planets.

Building prices is made up of two parts - delivery and building costs. Building cost is a default price paid for construction and building services.

Delivery is more nuanced - since parts for constructing buildings are brought from civilizations, delivery price will vary based on your range from the nearest civilization that you're buying parts from. In the very beginning there's only one civilization - the Irisians, so the delivery price for building parts will depend on your range from the Iris planet.

SINCE LAUNCH THE PLAYER HAS BE ABLE TO BUILD SEVERAL TYPES OF BUILDINGS, THESE INCLUDE:

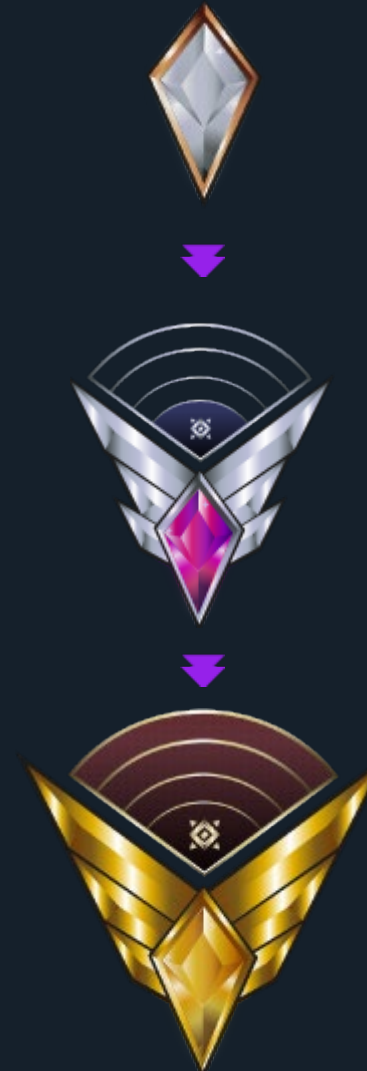
- 1** Factories
- 2** Mining Stations
- 3** Repair Stations
- 4** Salvage Depots

2.6 REPUTATION SYSTEM

The Reputation System allows players to stake a set amount of BYG per level of Reputation in order for you to be able to enjoy a variety of in-game Powers (perks and benefits) as well as a 10% APR on the amount a players has staked. Powers include: discounted warp drive cost, improved resource rarity visibility (Echo Location), reduced time to build buildings and more.

The reputation system benefits are planned for release early in Q1 of 2022 and will allow increased APRs for in-game assets. Staking in the Reputation System also gives players the opportunity to participate in weekly raffles giving a chance to win in-game NFTs such as spaceships or planets.

We foresee that the Reputation System will need to adapt and expand as the game develops, transforming the current linear system into a more complex skill tree which players will be able to perform research, applying the perks to different parts of the game, such as Web version and 3D worlds.



2021

Q2

- Game Concept & Team Formed
- Seed Round Completed
- Promotional Website
- First Initial Planet Sales
- Public Sales

Q3

- Interactive Galaxy Map
- Ability to Mine Planet Resources
- First series of spaceships introduced
- LP Token Staking

Q4

- Full Project Mechanics Developed for BSC Blockchain
- Oracle System Implementation
- Salvage Team Spaceship
- Rarity System for Spaceships
- Warp Drive System
- Planet Buildings (Phase 1)
- Teaser Footage for 3D Racing Gameplay

Q1 2022

Q1: (Anticipated)

- Certik Smart Contract Audit
- Reputation System (Tree 1)
- 3D Racing Gameplay (Phase 1)
- Marketing (Phase 1)
- Purchase BYG Page by Card Widget
- Exchange BYG Page Widget
- BYG Promotional Trailer
- MK2 Asteroid Hunter Spaceship Release
- CEX Listing - (Discovery & Application)
- Gitbook Whitepaper and Guide
- Cosmetics V1
- Lottery System V1

Objective: Holders = 10,000

Q2 2022

Q2: (Expected)

- UI/UX Redesign (Potentially Q1 Finish)
- Marketing (Phase 2)
- Cosmetics V2
- CEX Listing
- Scholarship System (Phase 1)
- Planet Buildings (Phase 2)
- Leaderboards
- Civilizations (Phase 1)
- Land Sales (Phase 1)
- Partnership Hovers

Objective: Holders = 20,000

Q3 2022

Q3: (Expected)

- PVP Web Game (World Boss Fight)
- Planet Buildings (Phase 3)
- Marketing (Phase 3)
- Cosmetics V3
- Civilizations (Phase 2)
- Artefact Discovery Gameplay
- Quests and Missions
- New Star Cluster
- New Partnerships

Objective: Holders = 40,000

“

Somewhere...

Something incredible is waiting to be known.”

Carl Sagan

The BYG web-based game is the first step to something much bigger, a Galaxy that can be explored, travelled and colonised.

The main focus in 2022 is to expand beyond the web-based version into a fully functional 3D metaverse where our community can immerse themselves in the exploration of space, stars and planets.

The first step in this direction is 3D spaceship racing with player versus player gaming planned for Q1 release, where players will be able compete with one another on the first BYG racetrack based on the in-game civilisation's home planet Iris.

Some future ideas for 3D spaceship races are:

The ability for planet owners to build their own race tracks and earn commission from all races held on their tracks.

- Customised race ship designs and skins.
- Spaceship upgrades and performance improvements.
- Hyper-gates that rapidly move spaceships to other locations on the track.
- In-game weapons, repairs and force field power ups and many more...

The step to follow in our 3D metaverse journey will be 3D cities, virtual worlds in the BYG galaxy that can be explored. The first MVP is pinned for Q2 2022 and sneak peeks will be given into what is to come with the sale concept which will provide an entire galaxy full of opportunities for planet owners and early settlers.

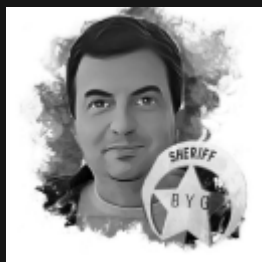
The web version will continue to be developed, moving from today's game mechanics to a much more integrated economy, where resources can be mined, exchanged and reused for construction and ship building. Also the list of supported blockchains will be expanded and exciting new partnerships will be forged.

The Black Eye Galaxy is vast and enormous and it stands to reason that other civilisations will be discovered at some point bringing potential for trade, commerce and diplomacy between civilisations.

In order support our vision our team is transitioning into 2 separate development teams, one focusing on the web-based game and the other focusing on the 3D games.

TEAM STRUCTURE

The core team consists of members from: UK, USA, Ukraine, Argentina, Colombia, England, Australia, Belgium, Germany and other countries, with work experience at world-renowned Fintech and IT companies. The team has extensive and successful experience in building and marketing blockchain based financial products.



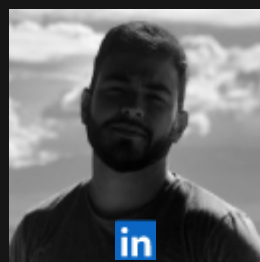
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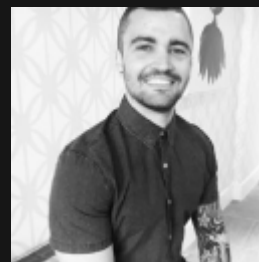
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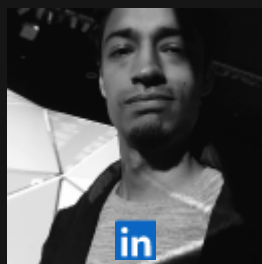
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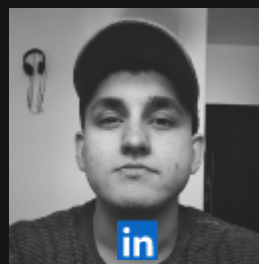
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THANK YOU

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