

Sypheon Online



WHITE PAPER

Get ready for a revolutionary gaming concept and ecosystem. Blockchain and supply and demand economics combine in Sypheon Online. In this White Paper, we explained the ecosystem and in-game features of the game we want to create.

Sypheon Online is an NFT-based p2e space strategy game.

- You can play the game via web browser.
- We aim to offer players a fun and action-packed gaming experience thanks to its simple interface.
- The game is free to play.
- To play the game, all you have to do is register with a browser.

Players start their adventure with a single planet and try to dominate the universe by expanding their empire.

ABOUT

AIM

Rule the universe with the empire you will develop in the endless space. In this adventure that you will start on a deserted planet, develop your planet, conquer colonies and establish an empire. Discover new technologies and prepare to rule the universe by building a powerful fleet.

Colonize planets, form alliances and participate in unprecedented wars against rival players and expand the boundaries of your empire and alliance.

Produce Metal, Crystal and Tylium to develop your planets. Take over other players' production by plundering them. Destroy your opponents' fleets and harvest debris fields to create additional resources for your empire.

ABOUT THE GAME

Sypheon Online is a play to earn concept, multiplayer, browser-based space strategy game. The main purpose of the players is to develop their planets and build a strong empire in the universe and to have fun and earn income in return for the effort they spend on this path.

GAMEPLAY

In the game adventure that will start on a single planet, players will continue their development by increasing various technologies and mine levels, increasing the number of planets in endless space, establishing a powerful fleet, and during this time, they will compete for resources with rival players.

Apart from their home planet, players will be able to establish new colonies as they increase their astrophysics levels and astrophysics NFT card levels in the game. A new colony can be established in 2 ways.

1- The player will take the empty planet under his control by sending the colony ship to an empty orbit from 15 planet orbits in 999 star systems in 99 galaxies with the colonize command.

2- The player will send the colony ship to the opponent player's planet with the colonize command and take control of the opponent player's colony. You will have 24 hours to capture rival players' colonies. If the attacking player can defend the colony they want to capture for 24 hours, all building levels under control of the planet will be preserved and transferred to the attacking player.

In the colonization system, capturing rival colonies gives beginner players an opportunity to develop quickly. Beginner players will be able to quickly climb the ranks by capturing the planets of possible inactive players or similar players.

Additionally, this feature in the colonization system among powerful players will provide unique battles and competition.

A player can only colonize 1 planet at a time.

In the game, players will earn both resources, game coins and NFT cards through various tasks. They can use the coins they earn to buy in-game NFT and various features, or sell them in markets for real money and coins, and they can accelerate their development with the extra bonuses from the NFTs they earn from in-game discoveries or battles, as well as earn income by selling them

to other players in the NFT market. In addition, players will be able to produce NFTs that are more valuable and give more bonuses by upgrading the NFTs that they will earn from other players through battles, discover through exploration, or buy from the NFT market. They will be able to use these NFTs they produce for themselves in the game as well as for trading.

Players will send their fleets on in-game exploration missions to mine the game coin, Sypheon Online Token (Sypheon), and earn extra income for their empire. Of course, these reconnaissance missions will be profitable but also risky. The larger the fleet sent, the more profit will increase, and there will also be a possibility that the fleet will be completely destroyed.

Players will be able to form alliances among themselves and participate in alliance wars that will be held every week and earn resources, coins and NFT.

BUILDINGS AND FACILITIES

Players will develop their empire by building raw material buildings and facilities on their home planet and the planets they colonize. By leveling up each building and facility, they will be able to increase their production capacity and increase their development speed. Half of the resources produced on planets can be plundered by the attacking party when there is an attack on the planet and the war is lost. For this reason, it will be in their interest for players to consider their defenses while increasing the mine levels on their planets. Each building has exponential construction costs and time. Players will be able to use Sypheon Online Token to reduce construction times.

COST OF REDUCING PRODUCE TIME										
BUILDINGS			RESEARCHS			SHIP AND DEFENCE UNITS			SHIP AND DEFENCE PRODUCE	
level	Sypheon	Reduce	level	Sypheon	Reduce	level	Sypheon	Reduce	Reduce	Sypheon
1	1.01	50%	1	1.5	50%	1	1.1	50%	%50	50
2	2.0402	50%	2	4.5	50%	2	2.42	50%	%25	25
3	3.090903	50%	3	10.125	50%	3	3.993	50%	%10	10
4	4.162416	50%	4	20.25	50%	4	5.8564	50%		
5	5.25505	50%	5	37.96875	50%	5	8.05255	50%		
6	6.369121	50%	6	68.34375	50%	6	10.6294	50%		
7	7.504967	50%	7	119.401563	50%	7	13.641	50%		
8	8.662854	50%	8	205.03125	50%	8	17.1487	50%		
9	9.843167	50%	9	345.990234	50%	9	21.2215	50%		
10	11.04622	50%	10	576.650391	50%	10	25.9374	50%		
11	12.27235	50%	11	951.473145	50%	11	31.3843	50%		
12	13.5219	50%	12	1556.95605	50%	12	37.8611	50%		
13	14.79521	50%	13	2530.05359	50%	13	44.8795	50%		
14	16.09264	50%	14	4087.00964	50%	14	53.165	50%		
15	17.41453	50%	15	6568.40836	50%	15	62.6587	50%		
16	18.76126	50%	16	10509.4534	50%	16	73.5196	50%		
17	20.13318	50%	17	16749.4413	50%	17	85.926	50%		
18	21.53065	50%	18	26602.0538	50%	18	100.079	50%		
19	22.95407	50%	19	42119.9186	50%	19	116.202	50%		
20	24.4038	50%	20	66505.1346	50%	20	134.55	50%		
21	25.88023	50%	21	104745.587	50%	21	155.405	50%		
22	27.38375	50%	22	164600.208	50%	22	179.086	50%		
23	28.91475	50%	23	258123.054	50%	23	205.949	50%		
24	30.47363	50%		
25	32.0608	50%		
26	33.67666	50%		
27	35.32164	50%		
28	36.99615	50%		
29	38.70061	50%		
30	40.43547		
31	42.20115		
32	43.9991		
33	45.82677		
34	47.68762		
35	49.5811		
36	51.50768		
37	53.46783		
38		
39		
40		

SHIP AND SHIP MECHANICS

There will be many ships in the game. From warships to transports, players will be able to build huge fleets of many ships and participate in battles and plunder their opponents. The ship mechanics in the game are based on a level-up system, just like the mining mechanics. As the level of each ship is increased in the game, the amount of ships that can be produced will increase. For this reason, players need to increase the shipyard and ship levels on each of their planets. Each ship level will require approximately twice as much ore as the previous one. Ship production costs are kept low in the game. Since the resources to be spent for ship production are directed to ship levels and the cost of ship production is kept low, it is aimed to prevent players whose fleets are destroyed in the wars from being cooled from the game. This method also allows the low-level players to compete with high-level players by adding a war strategy called head-banging to the game as an extra.

Your opponent may be stronger than you, your fleet may be weak, do not let this stop you, just try to catch your opponent offline. With low fleet costs and high fleet production speeds, destroy your opponent by attacking repeatedly, that is, by headbutting, and enjoy the loot.

You will need Sypheon tokens to produce some ships and defense units in the game. Plus, there will be special ship classes in our ship mechanics and TETHER will be used to level up in these ship classes, apart from metal crystal and fuel.

SPECIAL SHIPS

Sypheon Online Miner

It is a special and fun way to earn Sypheon online tokens in the game. These special ships collect Sypheon Online Tokens scattered from Black Holes. Each ship can collect a maximum of 10 SYPHEONS. The total amount and duration of tokens that can be collected vary depending on the amount of tokens in the black hole and the number of mining fleets. The more Sypheon Online Miner ships you send to black holes spread all over the universe, the more tokens you can collect.

Star Queen

The production of this ship, which is a higher model of the Hunter class warships, will also cost Tether in addition to the Metal Crystal and Tylium cost. The initial cost is 0.5 Tether for the first level, and with each level increase the Tether requirement will increase by 25%. Additionally, 0.001 Sypheon will be spent for each Star Queen ship produced.

Thunder Bolt Battle Ship

In order to produce the Thunder Bolt ship, one of the most powerful ships in the game, there will be a token cost in addition to the Metal Crystal and Tylium cost. There will be an initial cost of 2 Tether tokens for the first level, and the Tether requirement will increase by 30% for each level. Additionally, 0.025 Sypheon will be spent for each Thunder Bolt ship produced.

Destroyer Titan Ship

In order to produce the Destroyer Titan, one of the most powerful warships in the game, there will be a token cost in addition to the Metal Crystal and Tylium cost. There will be a starting cost of 5 Tether for the first level, and the need for Tether will increase by 50% for each level. Additionally, 0.05 Sypheon will be spent for each Heavy Titan ship produced.

Death Star

The Death Star, which will be the most powerful ship in the game, will also have high Tether costs in addition to high metal crystal and fuel costs. There will be an initial cost of 100 Tether for level one, and the Tether requirement will increase by 100% for each level increase. Additionally, 100 Sypheons will be spent for each Death Star produced.

SHIPS										
SHIP	LEVEL COSTS						COST FOR PER UNIT			
	LEVELS	METAL	KRISTAL	Tylium	USD	UNIT	METAL	KRISTAL	Tylium	Sypheon
HUNTER	1	3000	1000	0		1	300	100		0
	2	6000	2000			2				
	3 and up	2x more each level								
OREDATOR	1	3000	1000	0		1	300	100		0,001
	2	6000	2000			2				
	3 and up	2x more each level								
STAR QUEEN	1	6000	4000		0,5 USDT	1	600	400		0,001
	2	12000	8000		%25 More	2				
	3 and up	2x more each level								
CORVETTE	1	20000	7000	2000		1	2000	700	200	0
	2	40000	14000	4000		2				
	3 and up	2x more each level								
Zephyr	1	25000	10000	3000		1	2500	1000	300	0,01
	2	50000	20000	6000		2				
	3 and up	2x more each level								
TITAN	1	45000	15000			1	4500	1500		0,02
	2	90000	30000			2				
	3 and up	2x more each level								
THUNDER BOLT	1	30000	40000	15000	2 USDT	1	3000	4000	1500	0,025
	2	60000	80000	30000	%30 More	2				
	3 and up	2x more each level								
BOMBER TITAN	1	50000	25000	15000		1	5000	2500	1500	0,03
	2	100000	50000	30000		2				
	3 and up	2x more each level								
DESTROYER TITAN	1	60000	50000	15000	5 USDT	1	6000	5000	1500	0,05
	2	120000	100000	30000	%50 More	2				
	3 and up	2x more each level								
TRANSPORTER	1	2000	2000			1	200	200		0
	2	4000	4000			2				
	3 and up	2x more each level								
SMALL CARRIER	1	2000	2000			1	200	200		0,001
	2	4000	4000			2				
	3 and up	2x more each level								
LARGE TRANSPORTER	1	6000	6000			1	600	600		0,0015
	2	12000	12000			2				
	3 and up	2x more each level								
RECYCLE SHIP	1	10000	6000	2000		1	1000	600	200	0,0015
	2					2				
	3 and up	2x more each level								
COLONY SHIP	1	10000	20000	10000		1	1000	2000	1000	0
	2	20000	40000	20000		2				
	3 and up	2x more each level								
DEATH STAR	1	50M	40M	10M	100 USDT	1	10M	8M	2M	100
	2	100M	80M	20M	%100 More	1				
	3 and up	2x more each level								
ESPIONAGE PROBE	1		1000			1		100		0,0001
	2		2000			2				
	3 and up	2x more each level								
SOLAR SATALITE	1	2000	500			1	200	50		0,0001
	2	4000	500			2				
	3 and up	2x more each level								
SYPHEON MINER	1	100000	50000	25000	2 USDT	1	10000	5000	2500	0
	2	200000	100000	50000		2				
	3 and up	2x more each level								

DEFENSE BUILDINGS

They say the best defense is attack, but that is not the case at Sypheon Online. You need to make sure that the level of defense buildings on your planets is high. Otherwise, rival players will attack your undefended planets and plunder the mines you produce, your Sypheon tokens and Tethers. If you do not want to be a colony of your competitors, it is extremely vital that you pay attention to your defense strategy. However, it would be better if you don't rely too much on your defense. You may also wake up in the morning and find that all your defenses have been destroyed by interplanetary rocket bombardment. Remember, there is no defense that cannot be overcome.

There will also be Special defensive structures in the Defense mechanic. And these defense buildings will have Tether costs in addition to metal crystal and fuel for leveling up.

Heavy Lazer

There will be an Tether cost to produce heavy lasers, which are one of the effective defensive weapons in the game. The first level starts with 0.2 Tether, and with each level increase, the required amount of Tether will increase by 25%. Additionally, 0.01 Sypheon will be spent for each heavy laser produced.

Faser Silahı

The Faser Weapon, one of the most powerful defensive units in the game, will cost Tether apart from metal crystal and fuel. 0.5 Tether for the beginner, and the required amount of Tether will increase by 30% with each level up. Also, 0.025 Sypheon is required for each unit building.

Vortex Canon

The vortex cannon, the most powerful defensive unit in the game, will also cost Tether in addition to metal crystals and fuel. 2 Tether for the starting level and the amount of Tether required for each level increase will increase by 50%. Additionally, 0.05 Sypheon will be spent for each unit produced.

DEFENCE UNITS											
DEFENCE UNIT	LEVEL COSTS						COST FOR PER UNIT				
	LEVELS	METAL	KRISTAL	Tyrium	USD	UNIT	METAL	KRISTAL	Tyrium	Sypheon	
ROCKET LAUNCHER	1	2000	0	0		1	200	0		0	
	2	4000	0			2					
	3 and up	2x more each level									
LASER	1	1500	500			1	150	50		0,005	
	2	3000	1000			2					
	3 and up	2x more each level									
HEAVY LASER	1	6000	2000		0,2 USDT	1	600	200		0,01	
	2	12000	4000		%25 fazla	2					
	3 and up	2x more each level									
FASER GUN	1	20000	15000	2000	0,5 USDT	1	2000	1500	200	0,025	
	2	40000	30000	4000	%30 fazla	2					
	3 and up	2x more each level									
LEPTON FIRE	1	5000	3000			1	500	300		0	
	2	10000	6000			2					
	3 and up	2x more each level									
VORTEX CANNON	1	50000	50000	30000	2 USDT	1	5000	5000	3000	0,05	
	2	100000	50000	300000	%50 fazla	2					
	3 and up	2x more each level									
SHIELD DOME	1	1000	1000			1	10000	10000		0	
	2	2000	2000			2					
	3 and up	2x more each level									
LARGE SHIELD DOME	1	6000	6000			1	20000	20000		2	
	2	12000	12000			2					
	3 and up	2x more each level									
ANTI MISSILES	1	8000	2000			1	800	200		0,01	
	2					2					
	3 and up	2x more each level									
INTERPLANATERY MISSILES	1	12500	2500	10000		1	1250	250	1000	0,05	
	2	25000	5000	20000		2					
	3 and up	2x more each level									

SCIENTIFIC RESEARCH

Scientific research is indispensable as the basic building block of developing your empire in the game. You can get one step ahead of your competitors by increasing your scientific research levels. Scientific research is extremely important when building your game strategy. High-level scientific research puts you at an advantage over your competitors. Sometimes the size of your fleet may not be enough in your battles with your rivals. Function is important, not size. Remember that a player with a small fleet who has reached high levels of armor, shield and weapon research can easily destroy a large fleet.

All building, ship and scientific research construction in the game takes a certain amount of time. These periods get longer as the levels increase. The game token Sypheon Online Token (Sypheon) can be used to Reduce or completely reset building research and ship construction times.

The amounts of Sypheon to be spent for reductions in building, facility and research levels and production rates are as follows.

COST OF REDUCING PRODUCE TIME											
BUILDINGS			RESEARCHS			SHIP AND DEFENCE UNITS			SHIP AND DEFENCE PRODUCE		
level	WoT	Reduce Half	level	WoT	Reduce Half	level	WoT	Reduce Half	Reduce	WoT	
1	0.1	-	1	5	40%	1	5	40%	%50	500	
2	0.2	-	2	8	40%	2	8	40%	%25	200	
3	0.3	-	3	13	40%	3	13	40%	%10	50	
4	0.4	-	4	21	40%	4	21	40%			
5	0.5	-	5	34	40%	5	34	40%			
6	0.6	-	6	55	40%	6	55	40%			
7	0.7	-	7	89	40%	7	89	40%			
8	0.8	-	8	144	40%	8	144	40%			
9	0.9	-	9	233	40%	9	233	40%			
10	1	40%	10	377	40%	10	377	40%			
11	2	40%	11	610	40%	11	610	40%			
12	3	40%	12	987	40%	12	987	40%			
13	5	40%	13	1597	40%	13	1597	40%			
14	8	40%	14	2584	40%	14	2584	40%			
15	13	40%	15	4181	40%	15	4181	40%			
16	21	40%	16	6765	40%	16	6765	40%			
17	34	40%	17	10946	40%	17	10946	40%			
18	55	40%	18	17711	40%	18	17711	40%			
19	89	40%	19	28557	40%	19	28557	40%			
20	144	40%	20	46368	40%	20	46368	40%			
21	233	40%	21	75025	40%	21	75025	40%			
22	377	40%	22	121393	40%	22	121393	40%			
23	610	40%	23	196418	40%	23	196418	40%			
24	987	40%			
25	1597	40%			
26	2584	40%			
27	4181	40%			
28	6765	40%			
29			

ALLIANCES

Players will be able to form alliances in Sypheon Online. And among these established alliances, they will be able to participate in battles for space and mining in the galaxy . Be careful to join a strong alliance to benefit from high rewards in alliance wars. Or you can establish that strong alliance.

FLEET MISSIONS

Sypheon Online’da filolarınızı çeşitli görevlere gönderebileceksiniz. Filolarınızı saldırı komutu ile rakiplerin üzerine salın ve onları yağmalayın. Yada filolarınızı keşif görevleri ile galaksinin uçsuz bucaksız köşelerine keşfe gönderin ve çeşitli seviyelerde NFT ödülleri ve Sypheon Online Token kazanın. Nakliye görevi ile kendi gezegenlerinize yada dostlarınıza hammadde ve token transfer edebilirsiniz. Kolonileştirme görevi ile boş bir gezegeni yada rakibinizin gezegenini kolonileştirebilirsiniz.

NFT UPGRADES

The most important feature of our Sypheon Online and the basic building block that distinguishes it from other games in crypto are the upgradeable nfts. You can add value to your NFTs obtained through exploration missions or battles by upgrading + level from the nft upgrade tab. Every nft that is leveled adds bonus to the features of the original nft. To use the NFT upgrade mechanism, you must have Sypheon Online Token in your account.

NFT MECHANISM

NFTs can be upgraded to Lv 1 - Lv 2 - Lv 3... Max limit will be +10.

For each ship, there will be NFTs at separate levels for defense, attack, speed, armor and tylium consumption. There will be NFTs that increase production capacities for each mine There will be speed-increasing NFTs for each facility

There will be NFTs in the game with extra bonus features for monthly, weekly and daily attack, speed, armor and fuel consumption production. Players will be able to purchase these monthly, weekly and daily NFTs from the store. These rewards can also be obtained from NFT mining.

NFT Tiers

Low class NFTs will have no bonus when they are at Lv 0 and will give an additional 10% bonus to the raw feature with each + level increase.

Middle class nfts will have no bonus while at Lv 0 and will gain an additional 15% bonus to raw stat on every + level up.

High class NFTs will have no bonus when they are at Lv 0 and will give an additional 20% bonus to the raw feature with each +level increase.

SHIPS											
	BASE						upgrade effects				
Filo	ARMOUR	SHIELD	WEAPON POWER	CARGO CAPACITY/TOKEN	SPEED	Tyrium USAGE	low	middle	high	SIZE	Type
HUNTER	300	8	50	53/0	25.000	14	10%	15%	20%	S	Combat
Predator	500	12	50	73/5	26.000	15	10%	15%	20%	S	Combat
Star Queen	1.000	25	150	105/0	10.000	53	10%	15%	20%	SM	Combat
CORVETTE	2.700	50	400	1000/0	15.000	210	10%	15%	20%	M	Combat
Zehpyr	1.500	40	600	1000/0	17.000	250	10%	15%	20%	M	Combat
TITAN	6.000	200	1.000	2000/0	10.000	350	10%	15%	20%	L	Combat
Thunderbolt	7.000	400	700	800/0	10.000	175	10%	15%	20%	L	Combat
BOMBER TITAN	7.500	500	1.000	550/0	4.000	700	10%	15%	20%	XL	Combat
DESTROYER TITAN	22.000	1000	4.000	25	5.000	700	10%	15%	20%	XXL	Combat
DEADSTAR	1.800.000	100.000	400.000	11500000/10000	100	1	10%	15%	20%	XXXL	Combat
WOT MINER	400	25	1	550/100	25.000	50	10%	15%	20%	SM	Civil
TRANSPORTER	300	10	5	6000/0	10.000	7	10%	15%	20%	SM	Civil
TRANSPORTER V2	400	10	5	10000/0	12.000	10	10%	15%	20%	SM	Civil
LARGE TRANSPORTER	1.200	25	5	30000/0	15.000	35	10%	15%	20%	M	Civil
COLONY SHIP	3.000	100	50	8000/0	2.500	700	10%	15%	20%	M	Civil
RECYCLE SHIP	1.600	10	1	21000/0	4.000	210	10%	15%	20%	M	Civil
ESPIONAGE PROBE	100	0	0	/	200.000.000	1	10%	15%	20%	S	Civil
SOLAR SATALLITE	200	1	1	/	/	/	10%	15%	20%	S	Civil

SHIP WEAPONS																								
LOW CLASS									MIDDLE CLASS									HIGH CLASS						
ID	SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TOKEN CAPACITY	Tyrium USAGE	SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TOKEN CAPACITY	Tyrium USAGE	SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TOKEN CAPACITY	Tyrium USAGE
Ionized Saber	Small	Combat	0	0	5	0	0	0	Small	Combat	0	0	6	0	0	0	Small	Combat	0	0	7	0	0	0
Photon Strike Rifle	Small	Combat			5				Small	Combat			7				Small	Combat			9			
Shredder	Small	Combat			6				Small	Combat			8				Small	Combat			10			
Burst Blaster	Small	Combat			7				Small	Combat			9				Small	Combat			11			
Photon Barrage Rifle	Small	Combat			8				Small	Combat			9				Small	Combat			10			
Chrono Impact	Small Medium	Combat			10				Small Medium	Combat			15				Small Medium	Combat			20			
Electroceptor	Small Medium	Combat			15				Small Medium	Combat			21				Small Medium	Combat			27			
Plasma Spinner	Small Medium	Combat			7				Small Medium	Combat			14				Small Medium	Combat			21			
Starflare	Small Medium	Combat			18				Small Medium	Combat			24				Small Medium	Combat			30			
Debrisbyte	Medium	Combat			40				Medium	Combat			60				Medium	Combat			80			
Etherball	Medium	Combat			45				Medium	Combat			65				Medium	Combat			85			
Ionized Wave Scythe	Medium	Combat			50				Medium	Combat			70				Medium	Combat			90			
Void Eruption	Medium	Combat			20				Medium	Combat			30				Medium	Combat			40			
Void Wave	Medium	Combat			45				Medium	Combat			65				Medium	Combat			85			
Fusion Blade	Large	Combat			40				Large	Combat			45				Large	Combat			50			
Holograde	Large	Combat			40				Large	Combat			50				Large	Combat			60			
Hypergrade	Large	Combat			50				Large	Combat			60				Large	Combat			70			
Ionpike	Large	Combat			60				Large	Combat			70				Large	Combat			80			
Nebolade	Large	Combat			55				Large	Combat			65				Large	Combat			75			
Leasestaper	Large	Combat			25				Large	Combat			30				Large	Combat			35			
Phase Dagger	Large	Combat			30				Large	Combat			35				Large	Combat			40			
Quanticannon	Large	Combat			37				Large	Combat			42				Large	Combat			47			
Voidfury	Large	Combat			15				Large	Combat			25				Large	Combat			35			
Voidforge	Large	Combat			10				Large	Combat			15				Large	Combat			20			
Hyperbolic Blaster	Xlarge	Combat			20				Xlarge	Combat			30				Xlarge	Combat			40			
Ion Pulse Cannon	Xlarge	Combat			30				Xlarge	Combat			40				Xlarge	Combat			50			
Plasma Surge Cannon	Xlarge	Combat			25				Xlarge	Combat			35				Xlarge	Combat			45			
Voidquake	Xlarge	Combat			50				Xlarge	Combat			60				Xlarge	Combat			70			
VoidSplitter	Xlarge	Combat			75				Xlarge	Combat			85				Xlarge	Combat			95			
Arcane Cannon	XXLarge	Combat			50				XXLarge	Combat			60				XXLarge	Combat			70			
Ionized Railgun	XXLarge	Combat			70				XXLarge	Combat			80				XXLarge	Combat			90			
Starflare Blaster	XXLarge	Combat			50				XXLarge	Combat			75				XXLarge	Combat			100			
Voidbringer Cannon	XXLarge	Combat			100				XXLarge	Combat			125				XXLarge	Combat			150			
Voidsealer	XXLarge	Combat			125				XXLarge	Combat			150				XXLarge	Combat			175			

SHIP ARMOURS																								
LOW CLASS									MIDDLE CLASS									HIGH CLASS						
ID	SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TOKEN CAPACITY	Tyrium USAGE	SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TOKEN CAPACITY	Tyrium USAGE	SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TOKEN CAPACITY	Tyrium USAGE
Solar Armour	Small	Civil	1	2					Small	Civil	2	4					Small	Civil	3	6				
Aerial Ward	Small	Civil	2	4					Small	Civil	4	8					Small	Civil	6	12				
VoidCore	Small	Combat	4	8					Small	Combat	8	16					Small	Combat	12	24				
Nebulonix	Small	Combat	7	14					Small	Combat	13	26					Small	Combat	25	50				
Plasmatic Ward	Small Medium	Civil	5	10					Small Medium	Civil	10	20					Small Medium	Civil	20	40				
Radiance Mantle	Small Medium	Civil	4	8					Small Medium	Civil	8	16					Small Medium	Civil	12	24				
Hyperweave	Small Medium	Combat	15	30					Small Medium	Combat	30	60					Small Medium	Combat	50	100				
Nova Projection	Small Medium	Civil	4	8					Small Medium	Civil	5	10					Small Medium	Civil	6	12				
Eventide	Medium	Civil	17	34					Medium	Civil	32	64					Medium	Civil	60	120				
Antimeld	Medium	Combat	35	70					Medium	Combat	70	140					Medium	Combat	135	270				
Void Armour	Large	Combat	15	30					Large	Combat	40	80					Large	Combat	80	160				
Plasmatic Radiant	Medium	Civil	40	80					Medium	Civil	75	150					Medium	Civil	150	300				
Radiant Armour	Large	Combat	75	150					Large	Combat	150	300					Large	Combat	300	600				
Plasmatic Claw	Large	Combat	90	180					Large	Combat	175	350					Large	Combat	350	700				
Antiphase Armour	Xlarge	Combat	95	190					Xlarge	Combat	190	380					Xlarge	Combat	375	750				
Quantum Guard	XXLarge	Combat	275	550					XXLarge	Combat	550	1100					XXLarge	Combat	1100	2200				
Solaris Aegis	XXXLarge	Combat	2500	5000					XXXLarge	Combat	4500	9000					XXXLarge	Combat	9000	18000				

SHIP ENGINES																								
LOW CLASS									MIDDLE CLASS									HIGH CLASS						
ID	SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TOKEN CAPACITY	FUEL USAGE	SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TOKEN CAPACITY	FUEL USAGE	SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TOKEN CAPACITY	FUEL USAGE
Pulse Generator Drives	Small	Civil				200			Small	Civil				450			Small	Civil				750		
Radiant Engines	Small	Combat				320			Small	Combat				625			Small	Combat				1250		
Ionfury Engines	Small	Combat				250			Small	Combat				500			Small	Combat				1000		
Lance Splitter Drives	Small Medium	Civil				500			Small Medium	Civil				750			Small Medium	Civil				1000		
Lift Launcher	Small Medium	Civil				750			Small Medium	Civil				1000			Small Medium	Civil				1250		
Plasma Forge engine	Small Medium	Combat				400			Small Medium	Combat				600			Small Medium	Combat				800		
Photon Drives	Small Medium	Civil				225			Small Medium	Civil				400			Small Medium	Civil				750		
Deavourer Gatling Engines	Medium	Civil				225			Medium	Civil				450			Medium	Civil				900		
Puls Ollerator Drives	Medium	Civil				50			Medium	Civil				100			Medium	Civil				250		
Pulse Drives	Medium	Civil				65			Medium	Civil				140			Medium	Civil				300		
Quasiflux Engines	Medium	Combat				190			Medium	Combat				375			Medium	Combat				750		
Titan Battle Ship Drives	Large	Combat				125			Large	Combat				250			Large	Combat				500		
Quantumix Engines	Large	Combat				150			Large	Combat				300			Large	Combat				600		
Quasar Engines	Xlarge	Combat				50			Xlarge	Combat				100			Xlarge	Combat				200		
Hyperweave engines	XXLarge	Combat				65			XXLarge	Combat				125			XXLarge	Combat				250		
Graeton Engines	XXLarge	Combat				75			XXLarge	Combat				160			XXLarge	Combat				350		

SHIP SHIELDS																													
LOW CLASS										MIDDLE CLASS										HIGH CLASS									
ID	SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TO KEN CAPACITY	Tyrium USAGE		SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TO KEN CAPACITY	Tyrium USAGE		SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TO KEN CAPACITY	Tyrium USAGE			
Quantic Shield	Small	Civil		1						Small	Civil		2							Small	Civil		3						
Energy Shield	Small	Civil		1						Small	Civil		2							Small	Civil		3						
Void Shield	Small	Combat		1						Small	Combat		2							Small	Combat		4						
Stella Fire Shield	Small	Combat		1						Small	Combat		3							Small	Combat		6						
Annihilator Shield	Small Medium	Civil		3						Small Medium	Civil		4							Small Medium	Civil		7						
Stardust Shield	Small Medium	Civil		4						Small Medium	Civil		7							Small Medium	Civil		10						
Chrono Shield	Small Medium	Combat		3						Small Medium	Combat		6							Small Medium	Combat		13						
Neutrin Shield	Small Medium	Civil		8						Small Medium	Civil		12							Small Medium	Civil		18						
Solarize Ward Shield	Medium	Civil		2						Medium	Civil		4							Medium	Civil		6						
Gravosphere Shield	Medium	Civil		4						Medium	Civil		6							Medium	Civil		12						
Antiphase Shield	Medium	Civil		10						Medium	Civil		15							Medium	Civil		20						
Ionize Shield	Medium	Combat		6						Medium	Combat		13							Medium	Combat		25						
Plasma Shield	Large	Combat		25						Large	Combat		50							Large	Combat		100						
Starlight Shield	Large	Combat		50						Large	Combat		100							Large	Combat		200						
Eventide Shield	Xlarge	Combat		65						Xlarge	Combat		125							Xlarge	Combat		250						
Quencher Shield	XXLarge	Combat		125						XXLarge	Combat		250							XXLarge	Combat		500						
Nebula Shield	XXXLarge	Combat		12500						XXXLarge	Combat		25000							XXXLarge	Combat		50000						

DEFENCE							
	Armour	Shield Power	Weapon Power	upgrade effects			SIZE
Rocket Launcher	400	40	160	low	middle	high	SD
laser	400	50	200	10%	15%	20%	SMD
Heavy Laser	1600	200	500	10%	15%	20%	MD
faser cannon	1600	1000	300	10%	15%	20%	LD
lepton fire	7000	400	2200	10%	15%	20%	XLD
vortex cannon	20000	600	6000	10%	15%	20%	XXLD
Small Shield Dome	4000	4000	2	10%	15%	20%	DS
Large Shield Dome	20000	20000	2	10%	15%	20%	DS
Anti-Ballistic Missiles	1600	2	2	10%	15%	20%	BD
Interplanetary Missiles	3000	2	24000	10%	15%	20%	BA

DEFENCE WEAPON ITEMS																													
LOW CLASS										MIDDLE CLASS										HIGH CLASS									
ID	SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TO KEN CAPACITY	Tyrium USAGE		SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TO KEN CAPACITY	Tyrium USAGE		SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TO KEN CAPACITY	Tyrium USAGE			
Impact mortar	Small Defence	Combat			1					Small Defence	Combat			10						Small Defence	Combat			15					
Ionized Resonance Rifle	Small Medium Defence	Combat			10					Small Medium Defence	Combat			15						Small Medium Defence	Combat			20					
Solar Flare Splitter	Medium Defence	Combat			20					Medium Defence	Combat			30						Medium Defence	Combat			50					
Ionized Nova Emitter	Large Defence	Combat			10					Large Defence	Combat			20						Large Defence	Combat			30					
Plasma Quencher	Xlarge Defence	Combat			100					Xlarge Defence	Combat			150						Xlarge Defence	Combat			220					
Vortex Blade	XXLarge Defence	Combat			200					XXLarge Defence	Combat			400						XXLarge Defence	Combat			600					
Strike Pulsar	Ballistic Missile	Combat			80					Ballistic Missile	Combat			120						Ballistic Missile	Combat			160					
Graviton Eruption Blaster	Ballistic Attack	Combat			1200					Ballistic Attack	Combat			1800						Ballistic Attack	Combat			2400					

DEFENCE ARMOUR ITEMS																													
LOW CLASS										MIDDLE CLASS										HIGH CLASS									
ID	SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TO KEN CAPACITY	Tyrium USAGE		SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TO KEN CAPACITY	Tyrium USAGE		SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TO KEN CAPACITY	Tyrium USAGE			
Bleeder Armour	Small Defence	Combat			15					Small Defence	Combat			30						Small Defence	Combat			50					
Beam Armour	Small Medium Defence	Combat			15					Small Medium Defence	Combat			30						Small Medium Defence	Combat			50					
Surge Armour	Medium Defence	Combat			40					Medium Defence	Combat			120						Medium Defence	Combat			180					
Resonance Armour	Large Defence	Combat			80					Large Defence	Combat			120						Large Defence	Combat			180					
Annihilator Armour	Xlarge Defence	Combat			200					Xlarge Defence	Combat			400						Xlarge Defence	Combat			700					
Emission Armour	XXLarge Defence	Combat			700					XXLarge Defence	Combat			1300						XXLarge Defence	Combat			2000					
Edgese Armour	Defence Shields	Combat			150					Defence Shields	Combat			250						Defence Shields	Combat			400					
Quencher Armour	Large Defence Shield	Combat			700					Large Defence Shield	Combat			1300						Large Defence Shield	Combat			2000					
Disruptor Armour	Ballistic Defence	Combat			80					Ballistic Defence	Combat			120						Ballistic Defence	Combat			160					
Devourer Armour	Ballistic Attack	Combat			100					Ballistic Attack	Combat			200						Ballistic Attack	Combat			300					

DEFENCE SHIELD ITEMS																													
LOW CLASS										MIDDLE CLASS										HIGH CLASS									
ID	SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TO KEN CAPACITY	Tyrium USAGE		SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TO KEN CAPACITY	Tyrium USAGE		SIZE	Type	ARMOUR	SHIELD	WEAPON POWER	SPEED	CARGO/TO KEN CAPACITY	Tyrium USAGE			
Strike shield	Small Defence	Combat			2					Small Defence	Combat			3						Small Defence	Combat			4					
Ionized Laser Shield	Small Medium Defence	Combat			2					Small Medium Defence	Combat			3						Small Medium Defence	Combat			5					
Ionized Heavy Laser Shield	Medium Defence	Combat			10					Medium Defence	Combat			15						Medium Defence	Combat			20					
Faser Gun Mortar Shield	Large Defence	Combat			40					Large Defence	Combat			60						Large Defence	Combat			100					
Lepton Shield	Xlarge Defence	Combat			20					Xlarge Defence	Combat			30						Xlarge Defence	Combat			40					
Vortex Shield	XXLarge Defence	Combat			20					XXLarge Defence	Combat			40						XXLarge Defence	Combat			60					
Edgese Shield	Defence Shields	Combat			150					Defence Shields	Combat			250						Defence Shields	Combat			400					
Quencher Mortar Shield	Large Defence Shield	Combat			700					Large Defence Shield	Combat			1300						Large Defence Shield	Combat			2000					
AR Shield	Ballistic Defence	Combat			1					Ballistic Defence	Combat			1						Ballistic Defence	Combat			2					
IPM Shield	Ballistic Attack	Combat			1					Ballistic Attack	Combat			1						Ballistic Attack	Combat			2					

For example, a Titan class warship provides 6000 armor, 200 shields and 1000 attack power as standard. When you find a low class Titan class NFT, the item found will be +0 and will not have a bonus. However, when you change the +0 titan item to +1, the standard 10% extra bonuses will come and an additional 600 armor, 20 shields and 100 attack power will be added to the ship, giving a total of 6600 armor, 220 shields and 1100 attack power. If you upgrade the item to +2 level, 600 armor, 20 shield and 100 attack power will be added again and there will be a total of 7200 armor, 240 shield and 1200 attack power. As it rises, the speed of the ship will increase at the same rate and the speed of the Titan class ship, which is 10000 as standard, will be 12000 with +2 low class nft.

You will be able to make your ships stronger and faster by separately attaching armor, shield, weapon and engine NFTs to the ship and increasing their levels.

For example, 5 different guns can be mounted on a Corvette class warship. The attack power of each weapon is different as explained in the tables above. For example, the high-class Etherail weapon gives 85 attack power at +1. When you make this item +2, it adds 20% more attack power to the ship in addition to the standard, so in this case, 17 more attack power is added to the standard attack power of 85 and 102 attack power is added to the ship. If you make this item +2, you will get another +17 attack power.

NFT UPGRADE MECHANISM

Players will be able to increase the Nfts they have earned as +1+2+3.. To do this, they will be able to upgrade their NFT card by going to the upgrade tab in the game and paying the necessary fee.

NFT upgrades will be made with NFT upgrade scrolls. And you can get these scrolls from the Market area in the game, as well as from exploration quests.

0.1 Tether for low class nfts

0.25 Tether for mid-range nfts

0.5 Tether for high class nfts

10 Tether for elite class nfts

Upgrades from +0 to +2 with 100% chance

+3 70%

+4 60%

+5 50%

+6 40%

+7 10%

+8 5%

+9 0.5%

Can be increased to +10 with 0.01% chance.



The NFT mechanism described above is exemplary. High class and low class NFT are described. NFT classes in the game show a wide variety. Apart from low, medium and high level NFTs, there will also be Multivalued NFTs in the rare class and fixed class. And again, these NFTs players will be able to earn from Very Great Battles. As we explained above, players will be able to win the +0 version of one of their opponent's NFTs by chance while they are fighting among themselves. The bigger the battle, the more elite class NFT will be added to the Luck factor. Thus, as a result of a great war, you will be able to win the elite class status of an NFT in your opponent. Even if your opponent doesn't have elite class NFT. This will allow you to increase your loot in in-game battles in ways you can never imagine.

GAME ECOSYSTEM

The coin economy for the game was designed in a circular system. With this system, coins spent on in-game features and sales are transferred to the in-game mining and reward system, creating an endless cycle and supply-demand economy. In addition, in terms of sustainability and for the continuation of mining activities, a fixed amount of coins will be distributed to mining players by sending an exploration fleet every day. And high coin rewards will be given to the winning alliance members in the alliance wars in 3 different categories that will be held every week. Token ecosystem details are below.

Sypheon Online Token

TOKEN SUPPLY: 100,000,000

Airdrop: 1%

Development team: 20%

Marketing: 5%

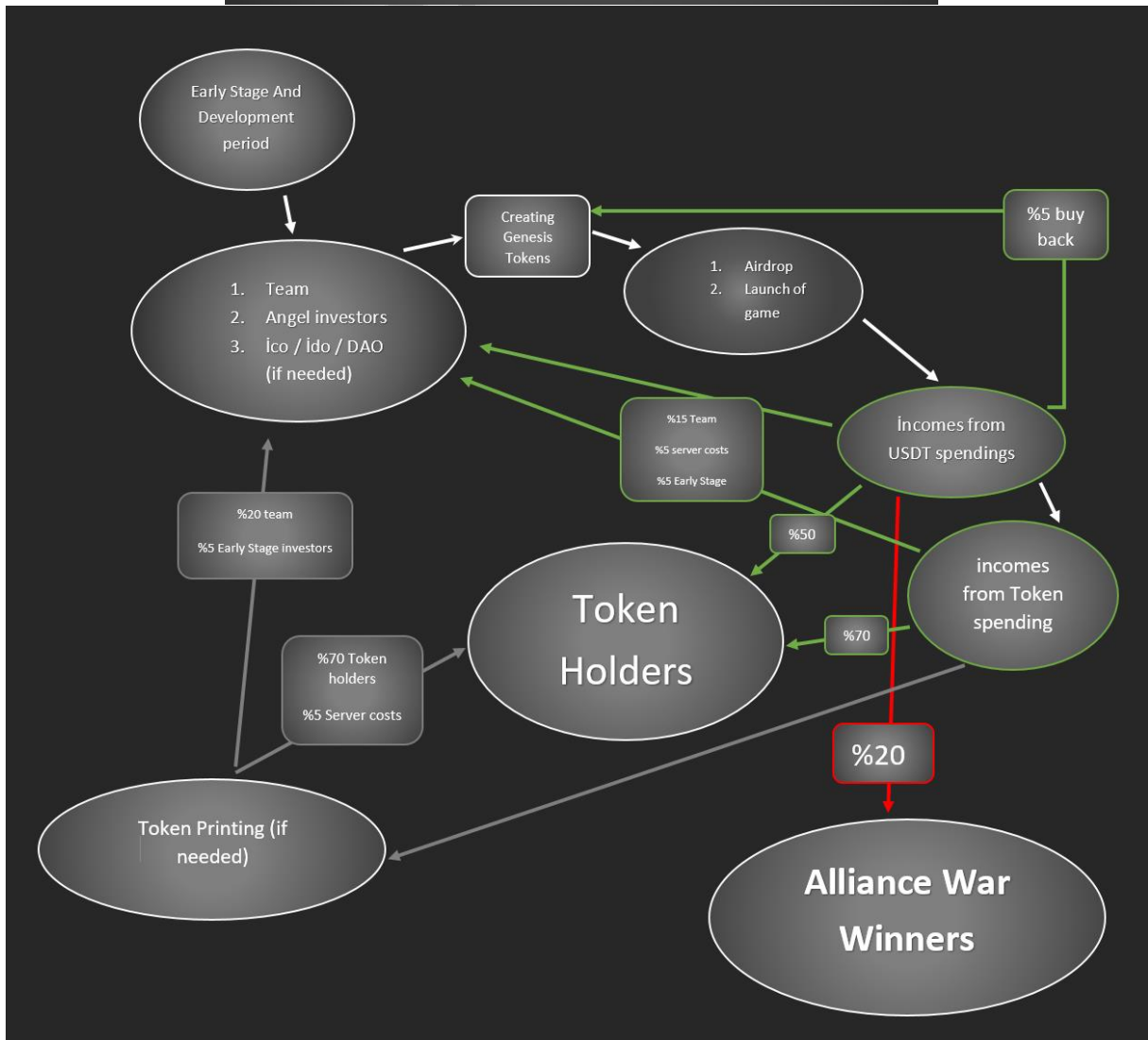
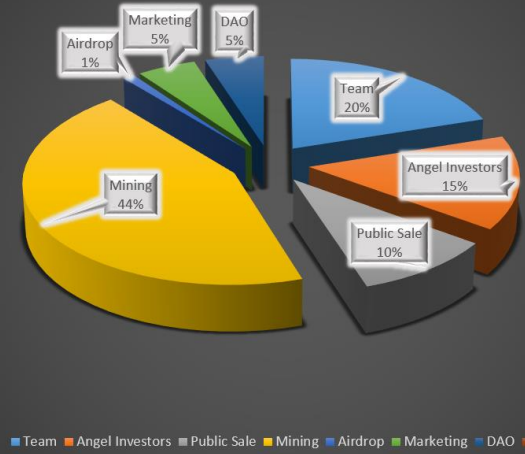
Angel investor: 15%

Sales to the public: 10%

Dao: 5%

Mining: 44%

Token Distribution



As you can see from the token distribution model and diagram shown above, Sypheon is a coin with a stable price and unlimited supply, which has a usage area in the game and was created to share the revenues in the game, its supply increasing and decreasing according to demand. By keeping the price constant, the sustainability of the usability in the game will be ensured. The fact that the supply is not fixed and will be distributed at the rates explained in the diagram will protect investors, holders and players from losses and constantly maximize profitability.

Namely, the economic model that everyone is accustomed to in the Crypto economy is an economic model based on limited supply and volatile price movements caused by demand. However, the flaw of this model is that its price is extremely volatile. This price volatility can cause serious damage to investors and especially to projects and the progress of the project. As the demand for an asset with limited supply increases, its price increases. The fact that the price is increasing creates the perception in people that this is a good thing. However, as demand continues to increase, the price must mathematically go to infinity due to limited supply. The price, which goes on forever, that is, increases excessively due to demand, experiences liquidity problems after a point, and as demand decreases with liquidity problems, that is, the coin reaches saturation for purchase, the price begins to fall sharply and unstoppably. And this decline will cause serious damage to both investors and the project. In other words, the classical limited supply economic model enters into a paradox due to demand and eventually collapse becomes inevitable. If demand increases, the price must increase. If the price increases, a liquidity problem begins. Almost all investors will suffer losses because the product will not be liquid at a high price. Those who buy at high prices and those who cannot sell will lose. Only a very small minority make a profit.

We solve the problems of this classical limited supply economic model based on manipulation by replacing it with Sypheon with an economic model with a fixed price, increasing supply according to demand, and the economic profits resulting from the increasing supply are shared with the coin owners.

Thus, when the demand for the token increases, that is, when the Sypheon game spreads and is played by the masses, Sypheon will be minted within the game according to the increasing demand. Tether will be spent for these Sypheons to be minted. In this way, the balance of Sypheon Tether will be preserved. Sypheons minted for Tether will be burned when used in the game. The Tether equivalent of these burned Sypheons will be distributed to Sypheon holders, that is, people who invest in private sales and ico.

Thus, your Sypheon number will remain constant, but you will share all the profits from the increasing demand.

With the economic model we have created, a completely stable and profitable ecosystem is created, free from price manipulations, as it adopts real profit from the increase in demand instead of manipulative profit from the price increase. Instead of the price increasing 10 times, the demand increases 10 times so that the price remains constant, and the real profitability is achieved by printing and burning tokens in response to the 10 times increased demand, and the economic difference between this printing and burning.

As you will notice in the diagram, we also have a direct token issuance scenario and mechanics in our economic model. As explained in this White Paper, the supply of tokens earned through token mining and battles in the game has been fixed. In other words, the amount of tokens that can be produced from mining and wars is fixed. If demand increases as we expect, Sypheon will become deflationary due to the stable mining supply. So supply will not be able to meet demand. In this case, it is inevitable that the Sypheon price will increase.

As explained above, the price must be fixed in order to eliminate the negative effects of the price increase on the project and investors, and more importantly, on the players who will play the game, which will provide demand. The only way to prevent the price increase in a deflationary coin in the face of excessively increasing demand is to increase the supply. In other words, it means printing new tokens. When the demand for the Sypheon Online game increases as expected, the token printing mechanism will be activated.

As seen in the diagram, 70% of the minted tokens will be sent to Sypheon owners, 20% to the project team, 5% will be sent to server improvements to solve the density and server problems caused by increasing demand, and most importantly, 5% of the minted tokens will be sent to angel investors.

The wallet addresses of angel investors and ico participants will be registered and controlled, and they will continue to receive this 5% share as long as they do not sell their investments.

By ensuring the Sypheon-Tether balance with this economic model we have created, the initial investors, those who will invest in the later stages of the project, and all of our Sypheon Online players are economically protected from all possible damages and manipulations of the classical market.

MINING ECOSYSTEM

We have set up multiple mining systems in the Sypheon Online. Thus, players will be able to mine NFT and tokens in various ways.

A) EXPLORATION MINING

Players will be able to use their fleets in the game to mine both NFT and Sypheon in exploration missions. During discoveries, NFT and Sypheon can be released separately or together if you are lucky.

1- NFT Discovery

Players will be able to earn +0 level NFT rewards by sending scout fleets to exploration areas. Although NFT classes are determined randomly, it will be necessary to send a high number of ships in order to earn high class NFT, depending on the number of ships sent and their total points.

NFT mining rates in NFT discoveries

If the total score of the sent fleet is less than 1 million

Low-class NFT finding rate 70%

Mid- class NFT finding rate 27%

High class NFT finding rate is 2.9%

Elite class NFT finding rate is 0.1%

If the total score of the sent fleet is between 1-5 million

Low class NFT finding rate 60%

Mid- class NFT finding rate 35%

High class NFT finding rate is 4.9%

Elite class NFT finding rate is 0.1%

If the total score of the sent fleet is between 5-10 million

Low-class NFT finding rate 40%

Mid- class NFT finding rate 50%

High class NFT finding rate is 9.8%

Elite class NFT finding rate is 0.2%

If the submitted fleet has more than 10 million points

Low class NFT finding rate 20%

Mid- class NFT finding rate is 60%

High class NFT finding rate is 19.5%

Elite class NFT finding rate is 0.5%

Fleets that explore NFT may not return with a 10% chance.

2- Sypheon (Sypheon Online Token) Discovery

Players will be able to earn the in-game coin Sypheon by sending special mining ships to exploration areas..

In exploratory mining, 35 tokens will be released every 10 minutes. These tokens will be distributed every minute by lottery, according to the total number of ships sent. The more ships the player is sent to explore for tokens at once, the greater the chance of finding tokens. Ships sent will also have a chance to find NFTs in addition to tokens. In addition, there will be a possibility that the ships sent as a risk share will not return. Ships spend 4 hours in reconnaissance. Token discovery mining is as follows.

Sypheon Online token keşfinde Çıkan tokenlerin adedi oyunun gelirleri ile doğru orantılı olarak artacaktır. Yani oyuncu sayısı arttıkça Sypheon Online Token keşfinde çıkacak token adedi de artacaktır. Bu artış %10 ile sınırlandırılmıştır.

Sypheon Online Token DISCOVERY					
	Each 10 Minute	Each Hour	Each Day		Duration of fleets
Total ships average	50	350	8400	1 player can win	4 hours
Less than 10	10	60	1440	1 player can win	4 hours
11-between 50	15	90	2160	1 player can win	4 hours
more than 51	25	200	4800	1 player can win	4 hours

B) BLACK HOLE MINING

Sypheon Online initially has 99 galaxies and 999 star systems in each galaxy. There are black holes, large and small, scattered throughout each galaxy. By sending fleets of miners to these black holes, players will be able to collect Sypheon tokens scattering from the black hole event horizon. In order to collect Sypheon from the black hole, Players need to build miner ships. The Token capacity of each miner ship is 10 Sypheon and it takes 24 Hours for the ship to harvest Sypheon in the black hole. By sending more ships, you can collect more of the Sypheons scattered from the black hole. Ships that fill their capacity will automatically return to the planet they were sent to. Sypheons collected from black holes can be captured by opposing players. For this reason, players should be careful when the black hole miner fleet returns to their planet.

Blackhole mining rewards will increase in line with game revenues. In other words, as new players join the game and the income of the game increases, the number of tokens per black hole mining and the number of black holes in the galaxy will increase. This increase is limited to 10%. The amount of tokens scattered from black holes varies depending on the size of the black hole. Each black hole begins to emit new radiation from scratch after 24 hours. In other words, the token amount is renewed. For example, if there are 50 tokens in a black hole and 25 have been collected in a 24-hour period, when the 24-hour period ends, the black hole glow is reset and it becomes 50 tokens again.

The amount of Sypheon that can be collected in black holes varies depending on the number of ships harvesting. Black holes emit radiation every minute of 24 hours. Tokens are scattered around with each flash. The more ships you have, the more Sypheons you can get. For example, in a black hole with 100 Sypheons, there is approximately 0.07 Sypheon radiation every minute. If there are a total of 100 ships in the black hole and 50% of these ships are your ships, you will gain 50% of the Sypheons that radiate every minute.

Black hole mining rewards:

BLACKHOLE MINING				
Blackhole	Sypheon	Number of Blackholes in each galaxy	Duration of fleets	
1	100	3 blackholes	4 hours	
2	50	4 Blackholes	4 hours	
3	25	5 Blackholes	4 hours	
4	10	10 Blackholes	4 hours	

C) ALLIANCE WARS

There will be alliance wars in 3 different categories every week in Sypheon Online. In the battlefield, which will consist of 1 main planet (CELESTIA)and 5 satellites (Lumina-Nova-Nebula-Solara-Oriona), alliance members who capture CELESTIA and satellites at the end of the war will earn Sypheon coins. Alliance wars will last a minimum of 8 hours and a maximum of 24 hours. The alliance that can protect CELESTIA after 8 hours will win the war. If any alliance cannot take the control of CELESTIA after 8 hours, the war will continue for 24 hours and whichever alliance is under control of CELESTIA at the end of 24 hours will be deemed to have won. 8-Hour period Starts when the main planet or satellites are captured. The alliance that can protect the captured region for 8 hours receives the reward for that region.



Alliances will be ranked according to their members' total points. Top 50 ranked alliances will join high class war, 51-99 ranked alliances will join middle class war, and 100-... ranked alliances will join low class war.

In high class battle, CELESTIA bonus is 5,000 coins, the bonus of each satellite is 1,000 coins.

In middle class battle, CELESTIA bonus is 2,500 coins, the bonus of each satellite is 500 coins.

In low class battle, CELESTIA bonus is 1250 coins, the bonus of each satellite is 250 coins.

Tokens won in alliance war will be shared equally among all alliance members.

NFT rewards will be distributed to the winning alliance members in the alliance war according to the war category they participated in.

2 High-grade NFTs for alliance members who capture the home planet CELESTIA in a High-class battle, 1 High-grade NFT for alliance members who capture any of the 5 moons.

Medium class NFT for alliance members who capture the home planet CELESTIA in battle, middle class NFT for alliance members who capture any of the 5 moons

Medium class NFT rewards will be distributed to alliance members who capture the home planet CELESTIA in the low class battle, and low class NFT rewards will be distributed to alliance members who capture any of the 5 moons.

Alliance wars provide alliances with both prestige and high financial gains. However, you should choose your alliance members carefully.

Alliance members who capture CELESTIA at the end of the alliance war will receive 1 day's mine production of each planet at the end of the war as a reward.

Alliance members who capture any of the 5 moons at the end of the alliance war will gain half of the 1-day production on their planet for each captured moon.

In addition, after each attack in the alliance war, in addition to the ruin areas, one of the players participating in the attack will have the chance to win NFT. In other words, every player who sends a fleet to the alliance war and attacks will have the possibility of winning NFT. The type of NFT to be won will vary depending on the size of the battle.

In addition to fixed rewards, alliances that win the alliance war earn 20% of the revenues and fees from the NFTs sold in the Market area during the week. Since all transactions in the game will be made stablecoin Tether, the Tethers spent in the game will be sent to the game accounts every day to the alliance members who win the Alliance War.

Alliance wars are the most important activity of the game. Winning alliance members will earn both NFT, Sypheon Online Token and game resources, as well as Tether. Alliance wars are the most fun way to increase your individual and alliance development and profits.

ALLIANCE WARS		
	CAPTURE MAIN PLANET	CAPTURE EACH MOON
LOW CLASS WARS	1000 Sypheon	100 Sypheon
MIDDLE CLASS WARS	2000 Sypheon	250 Sypheon
HIGH CLASS WARS	3000 Sypheon	500 Sypheon
COINS WILL BE DISTRIBUTED EQUALLY TO ALLIANCE MEMBERS		
WINNER ALLIANCE SHARE %20 OF GAME INCOMES		
LOW CLASS WARS		4%
MIDDLE CLASS WARS		6%
HIGH CLASS WARS		10%

The total token rewards to be distributed in the alliance war will increase in direct proportion to the game general revenues. Every week incomes from market place will be directed to alliance war with %6 percentences. In other

words, as new players join the game, the number of tokens distributed as a reward in the alliance war will increase.

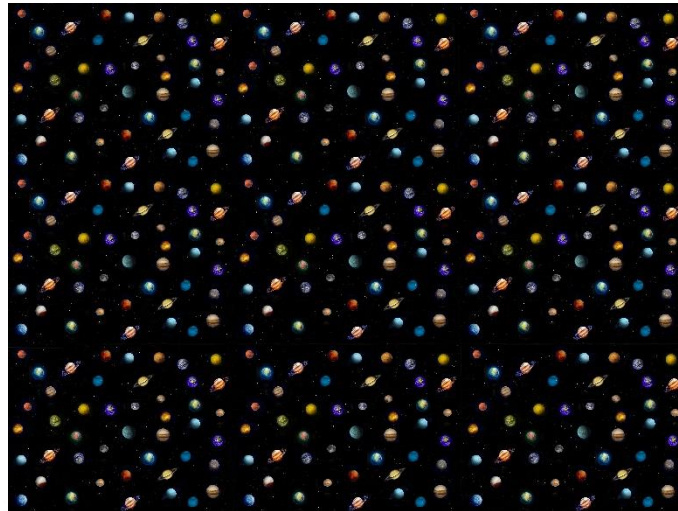
D) HODL MINING

Sypheon Online Token (Sypheon) holders will receive a Share of daily game revenues. This share will be of two kinds. Sypheon owners will share 50% of the Tethers spent in the game and 70% of the Sypheons spent in the game. In this way, the sales pressure on the token will be relieved and players will be encouraged to embrace the token economy. Since all transactions in the game will be made with Tether, which are stable coin, 50% of the Tethers spent in the game and 70% of the Sypheon Tokens will be sent to the wallets of Sypheon Holders every day.

MARKET PLACE AND POWER UP STORE

In the market place, players will be able to sell the Metal Crystals and Tylum produced on their planet to other players. Can value the resources produced with Sypheon Online Token and sell these resources to other players.

You can also sell your nfts that you have obtained from the explorations in the game or that you have produced in the market area to other players for Sypheon Online Token (Sypheon) or you can buy nfts from them.



The marketplace will be designed to provide players with a unique trading experience. In our market area design, in order to increase the one-to-one interaction of the players, each player will set up a virtual shop to sell items in the market area. With the special shop they will open for 1 Sypheon, they will be more visible in the Market area to sell the items they obtained from the game to other players. Instead of ordering items in the market area, shops will be sorted, and shops will only be visible in the galaxy in which they are opened. Thus, price arbitrage opportunities will arise for buyers and sellers in every shop and in every galaxy. We will create an interactive design in the market area so that players can chat while buying, selling and bartering.



You will also be able to receive additional features that will help you develop in-game in the Power Up Store in exchange for Tether..

We are uploading 5 different monthly basic features so that you can improve steadily in the game. Apart from these, daily high-quality NFT cards will also be offered to players in the power up store. You will be able to increase your features in the game by purchasing these NFT cards in exchange for Tether.

1.5% tax on sales made in the market area will be collected both from the buyer and the seller.

The revenue distribution of NFTs Sold in the Marketplace and Marketplace taxes will be as follows.

5% team

5% angel investors

5% ido participants

50% token holders

20% to alliances that win the alliance war

10% to high class alliances

6% to middle class alliances

4% to low class alliances

5% Server Costs

NFTs and in-game fixed fees in the Power Up Store area

1. Commander: 25 Tether monthly

Feature: +5 construction list

2. Admiral: 25 Tether monthly

Feature: +2 extra fleet and +1 extra exploration fleet

3. Technician : 25 Tether monthly

Feature: +%10 energy production

4. Jeology Expert: 30 Tether monthly

Feature: +%10 resource production

5. Professor: 30 Tether monthly

Feature: +2 espionage level and +25% research time reduction

(Assembly: Automatically defined. If you have 5 commanders, you have formed a council of advisers. In this case, the game will have +1 fleet, +1 espionage level, and +2% resource and energy increase.)

6. Electrical engineer :2 Tether daily

Feature: Provides 10% additional energy to your planets by urgently repairing power lines as your solar satellites are damaged during wartime.

7. Mining Engineer :2 Tether daily

Feature: Increase your production by 10% by organizing the miners daily.

8. The Scientist : 2 Tether daily

Feature: By ensuring coordination between scientists, it ensures that your research is completed 10% faster.

9. General: 3 Tether daily

Feature: Increase your firepower by 10% with more accurate shots by managing ship pilots in battles.

10. Coloney : 2 Tether daily

Feature: By adjusting the coordination of ship personnel in battles, it allows technicians to work more efficiently and ship shields work 10% more efficiently.

11. Major : 2 Tether daily

Feature: Speeds up repairs by coordinating technical personnel during battle. Armor protection increased by 10%.

12. Captain : 2 Tether daily

Özellik: Directs Pilots during battle, allowing them to fly 10% faster.

13. Officier : 5 Tether daily

Feature: Increases the number of pilots in the air (fleet) by +1 by organizing pilots so they can fly more efficiently.

14. Metallurgical engineer: 5 Tether daily.

Increases the productivity of metal mine workers by 40%.

15. Crystal Expert: 5 Tether daily

Increases crystal production by 40% by demonstrating better purification methods to crystal mine workers.

16. Chemist: 5 Tether daily

He specializes in Tylium purification. Increases Tylium production by 40%.

17. Low Class Upgrade Scroll: 0.1 Tether per piece

Increases lower class NFT Upgrade Chances by 20%.

18. Middle Class upgrade Scroll: 0.25 Tether per piece

Increases mid-class NFT upgrade chance by 20%.

19. High Class Upgrade Scroll: 0.5 Tether per piece.

Increases high class NFT upgrade chance by 20%.

20. Elite Class Upgrade Scroll:10 Tether per piece.

Elite class nfts cannot be upgraded without this paper. Increases Upgrade Chance by 30%.

The PUS items written above are basic items. PUS items vary widely in the game.

SECURITY

In Sypheon Online we will have 3 layers of security to prevent fake accounts and system manipulations. You will register for the game with your phone number and e-mail and log in with Google verification. Apart from this 3-layer security measure, our in-game admins will constantly carry out checks to provide a fair gaming environment.

REGISTRATION

The reference system will be waiting for you when you register for the Sypheon Online. Thus, you will receive an extra share of 1,000,000 Sypheon pool from your friends you have registered in Sypheon Online..

CONCLUSION

In Sypheon Online, we aim for maximum effort, fun, excitement and income for our players, as explained above. We are almost sure that we will achieve this with the token economy we have established in the game..

Everything that happens in Sypheon Online is completely adjusted to the balance of supply and demand. We have built a game economy so that the more activity in the game, the more players' mining income in the game.

We will use Tether Stablecoin, in the ecosystem we created in Sypheon Online.

And with the competitive ecosystem we have created, our players will have fun and earn Tether.

Players will be able to earn Tether and Sypheon from their opponents through the wars they will enter, as well as earn Tether by actively and passively mining..

The mechanism that will increase in-game competition the most in Tether mining will be Alliance wars. Alliances that win the alliance war will share in the income from in-vote sales and taxes in the Market area during the week, in addition to the fixed reward. Thanks to the high player participation we expect in our game, we are sure that the alliances that win the alliance war will be the richest alliances in the universe.

Because the ecosystem of our game is based entirely on supply, demand and playability. We do not plan to sell tokens. In this adventure with angel investors, we plan to make a public offering with 10% of the token supply as a result of the voting we will do with our angel investors. Our priority is to bring together angel investors and people who trust our project. For this reason, if you want to be an angel investor in our project whose white paper you have read, you should contact us.

The fund to be collected from investors will be used for pricing 15% of our token supply.

Contact information:

Twitter

<https://twitter.com/SypheonOnline>

www.Sypheon.com