



XENUM SPACE

White Paper

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INTRODUCTION

Xenum Space is a multiplayer online real-time space strategy based on the Binance Smart Chain, where thousands of players compete against each other simultaneously.

The project is positioned as GameFi - the game system will allow players to trade and earn project tokens (XNM) on the in-game exchange market, speculating in alliance shares or selling various in-game assets, such as military equipment, NFT products, or artifacts, to other exchange participants.

XENUM SPACE
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RACES



1

HUMANS



2

RETICULANS



3

MAHARS

Each civilization has its own set of qualities, type of technology and requirements for different production cycles.

The resources used by some races may not be used by others or used for other tasks.

In total, 30 types of resources, up to 100 components, and over 100 modules for units are defined for each side of the gameplay (at the initial stage).

All this creates a rich economic component and great opportunities for trade relations. The organization of the production chain will lead to highly specialized forge worlds. Building logistics, supply, asset protection is not an easy task and will create various precedents affecting the formation of the gaming environment and redrawing the map of the galaxy.



ALLIANCES

Players can create alliances regardless of their race. The leader of the association can establish any form of government, any rules, and taxes, conduct business on the exchange market from his "legal" name, conclude contracts, and supply resources.

Alliances can issue their shares. Initially, they can do it in a closed form for members of the group as a distribution of proportional payments for the share of shareholders and accounting for voting in resolving issues.

The open form of a factions allows you to establish its value after the "audit" of the property of the association, all game values, infrastructure, military, and economic power of all participants are subject to the calculation by the algorithm - this is how the base price for XNM tokens per 1 share is formed.

The leader must establish locking members of the association after the audit - it will not be possible to leave the alliance earlier than this. Exchange participants may invest in stocks - military, economic and other types.

This can be a group of traders whose goal is to increase trade turnover and then pay dividends or sell you a share at a higher price, or a military association whose goal is to make money on looting, or maybe just a reliable bank.

Players' organizations can be dissolved at the end of the term, be destroyed, or go bankrupt, all sorts of fraud are not excluded - in the world of eternal war there is no guarantee, all actions are taken at your own peril and risk. You can both rise well and lose everything. Always look at ratings and history. Reputation is important.

EXCHANGE MARKET

The exchange system implies the following assets:

- Shares of various associations of players
- Futures - a contract for the supply of gaming assets at a predetermined price by a certain date
- Intangible contracts - provision of gaming services, bounty hunters, security, etc.

The end products for sale on the exchange for XNM will be components and modules, as well as ready-made units. Even if the player does not have access to technologies, production, weapons, ammunition, and modules of certain equipment yet, he can buy them from other exchange participants.

All developments, design features remain and are transferred unchanged to another party of the transaction, without the right to disassemble, until complete destruction in battle.

Accordingly, the products of experienced players will be valued much higher due to the higher level of technical and technological superiority, as well as higher production capacity, capable of meeting the highest demands during the military campaign.

NFT

NFT is a license for the production of rare, unique units with special abilities that have no analogues among standard ones.

The license allows you to open unlimited production, and supply the entire galaxy, making your capital on it.

The license does not provide a ready-made package, but only opens the right to production.

The organization of the assembly cycle is already the task of the player, or the alliance, which will supply and protect the production areas. The creation of such a class of units can be dangerous for the world of the forge. It is doubtful that opponents will wait until you gain strength and they will do everything possible to deprive you of the advantage.

NFT cards are bought and sold on the market.

1 series of NFT is dedicated to ground and space units, the number of licenses is limited.

Additional emission is not provided.

1st of NFT



BM9 Crisis Battle Mech was developed during the first unfriendly contacts as a desperate response to the superior forces of aliens.

A solution that could deal with any types of targets - be it manpower, armored vehicles, or aircraft, without loss of mobility and unpretentious maintenance, was required.

The ideal solution was to unite man and machine into one whole, tank armor, along with high adaptability to any landscape on a wide platform of weapons, showed outstanding results that were previously unattainable, and the ability to quickly transfer the Crisis along the front line and the unification of equipment made this vehicle truly versatile.

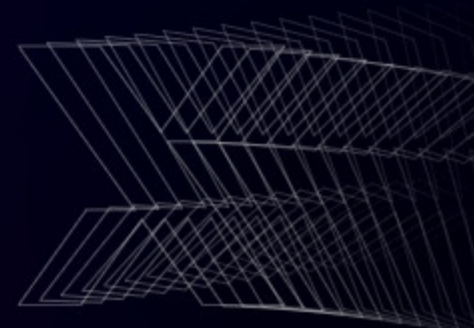
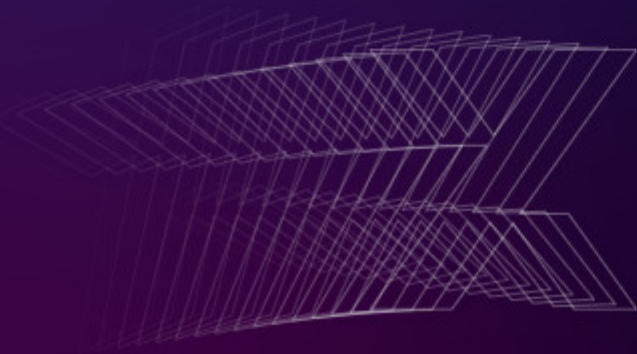
Reliability, along with multitasking, is a valuable combination of qualities you need to win. Besides the standard set of large-caliber cannons, flame-blast weapons, a missile launcher, and a coaxial machine gun, it is possible to create other configurations for current tasks.

Atlantis Mothership



Atlantis Mothership - Protecting home worlds and conquering new ones requires not only heavy combat ships but also means of support, without which the major forces lose their effectiveness and become vulnerable to mosquito attacks.

Atlantis is a strategic carrier of fighters, attack aircraft, bombers, drones, and ground forces, as well as resources, fuel, and ammunition, capable of supplying the fleet with everything necessary right during an expedition, without having to stop on a planet or a space station. It has no main armament, except for point defense protection facilities. It holds up to 1,000 fighters, transports up to 20,000 units of ground forces.





Liberator
Missile Cruiser

Liberator Missile Cruiser - Social progress did not stand still and people, believing in world peace, renounced primitive and dirty nuclear weapons.

But the war among the stars put everything in its place. An urgent need and a harsh reality gave birth to the Liberator is a carrier of 48 nuclear missiles with detachable reentry vehicles of individual guidance.

Each warhead releases false targets at high speed, so that interception is almost impossible. A one-of-a-kind ship capable of striking infrastructure and ground forces from orbit. It is especially effective in suppressing planetary space defense.

In addition, there are heavy laser batteries, gauss guns and auto-cannons. Everything you need to conquer the galaxy and nothing more.

The Emperor Class Titan



The Emperor - class Titan is the ultimate weapon, the last argument in any conflict and the hope for a peaceful future. War requires sacrifices. It is good for aliens, but sometimes it is impossible to allow the capture of strategically important planets. There is a solution under any circumstances.

Extermination order is a complete elimination of the planet. After the impact, the territory is already unsuitable for life and development. The titan carries 1 charge with a capacity of 1 petatons and a hangar of 500 units. It is enough for the negotiations to take place on your terms.

Its multi-flank artillery batteries and a wide range of missile weapons with advanced direction-finding sensors will not leave a chance even for maneuverable fighters.

In the presence of 6 double experimental laser guns, capable of destroying the largest formations, if your fleet encountered the Emperor, consider that you no longer have a fleet.



The Predator - with a wide knowledge of bioengineering and numerous collections of living things, the Grays, in their crazy experiments, have created the ideal biological weapon to cleanse suitable planets from local intelligent life.

Predator hybrids have no morality. They equally effectively destroy opponents at any lengthy time interval, tirelessly, without fear, driven only by animal hunger. Predators quickly regenerate and multiply to the original number in case of losses, do not require ammunition.

They are extremely effective against manpower, nightmare of even the staunchest soldiers - only a miracle will help to overcome them.



The Reaper



The Reaper - perverted scientific research is on the 1st place in the Reticulan race. Biomaterials are required to maintain an army of hybrids, as well as modify them and advance scientific progress.

Even for an advanced civilization, the synthesis of living beings and the search for new genetic signatures are costly. Therefore, the best scientists developed the Reaper, which is to collect and process representatives of the lower races.

After being harvested by the traction beam - in order to optimize the workspace - all creatures are processed and sublimated into small cubes, convenient for mass transport to the nearest research center.

Besides its major objectives, the ship has three-phase cannons and can take part in any space battle.



The Conqueror Class Titan

The Conqueror - the constant expansion of new worlds faced new problems in the form of unreasonable races, which repeatedly created obstacles in the way to higher goals. The top leadership of the Greys was instructed to develop a comprehensive solution to the problem.

So, the Conqueror Titan was developed, possessing a monstrous firepower surpassing analogues of all other civilizations, combining the functions of a planetary destroyer and a mothership, equipped with a high-energy disintegrator that violates the stability of the planet's core. Its battery charge is enough to destroy 1 planet.

It is not as effective against multiple targets as the Emperor but a gigantic main gun and a vast hangar, which can accommodate a swarm of fighters of 4,000 units and can carry large invasion forces, up to 50,000 units more than compensate for this shortcoming. It is the undisputed king of all battles.

Destiny Star Destroyer



Destiny Star Destroyer - a long-found artifact of the Ancients finally began to reveal its secrets to Reticulans, so, in the course of research and restoration work, previously unknown fundamental principles of the physics of time were studied, even the best minds do not fully understand the mechanisms of its work, but the fact remains - this installation creates a stream of chronoparticles, driving the life cycles of stars in a matter of moments.

Because of the death of a star, it transforms into a supernova with the release of a massive energy surge or into a black hole - the result is easy to predict - the destruction of the entire system and the planets in its composition. Use it with caution - once started, the process cannot be stopped.

Only the liquidation of the station itself will make it possible to stop the genocide. It is equipped with the most advanced shields, capable of withstanding even crushing attacks. It has no weapons; therefore, it requires the cover of the major forces. The charge is enough for 1 use.



Megalith

Megalith - When the conflict drags on and the stakes are too high, direct and brute force is required. Among the many ideas for a new development, emphasis was placed on the strategy of positional warfare, borrowed from the people, with a slow but sure pushing the front line.

A mobile colossus called Megalith has numerous artillery and plasma guns for any task. It is equipped with impenetrable armor and auxiliary systems that provide field repair of the allied forces.

The appearance of these marching gods of war heralds a quick victory, and an inglorious end to all enemies of the Mahar Empire.

Phantom



Phantom - the harsh conditions of the Mahar home planet led to the philosophy of “the Way” - the military offshoot of which is based not on brute force, but on superiority in tactics and mobility.

Phantom represents the exemplary approach of the classical school - the ship is equipped with advanced electronic warfare and support for the allied fleet. It can create false targets, disorder targeting of weapon systems, including planetary defense.

It suppresses communications, reducing combat interaction and the effectiveness of the enemy fleet, while adjusting the fire of friendly forces.

High speed, maneuverability and the presence of light weapons make Phantom indispensable for any fleet formation.



The Defender

The Defender - The galaxy is full of deadly threats. The need to adapt is perhaps the most important factor in survival. The clashes with the Reticulans showed this in the best possible way.

The Mahars' offensive capabilities are based on fast and stealthy lightning attacks. This approach has always shown excellent results, but recent events forced to revise the standard methods and develop a new class of ships.

The answer was the "Defender", deploying a protective force field of a huge absorption capacity, equally effectively protecting against all types of energy and kinetic weapons over the fleet. It is unarmed, because the experimental power plant occupies almost the entire volume of the ship.



Nemesis Class Titan



Nemesis - further improvement of plasma technology has made it possible to create an absolute weapon of destruction.

A highly mobile combat space platform, designed to conquer and sterilize recalcitrant planets, carries a hangar that can accommodate up to 1,000 fighters and bombers, as well as up to 10,000 ground units. It has warehouses and a shipyard for the maintenance, repair and construction of ships.

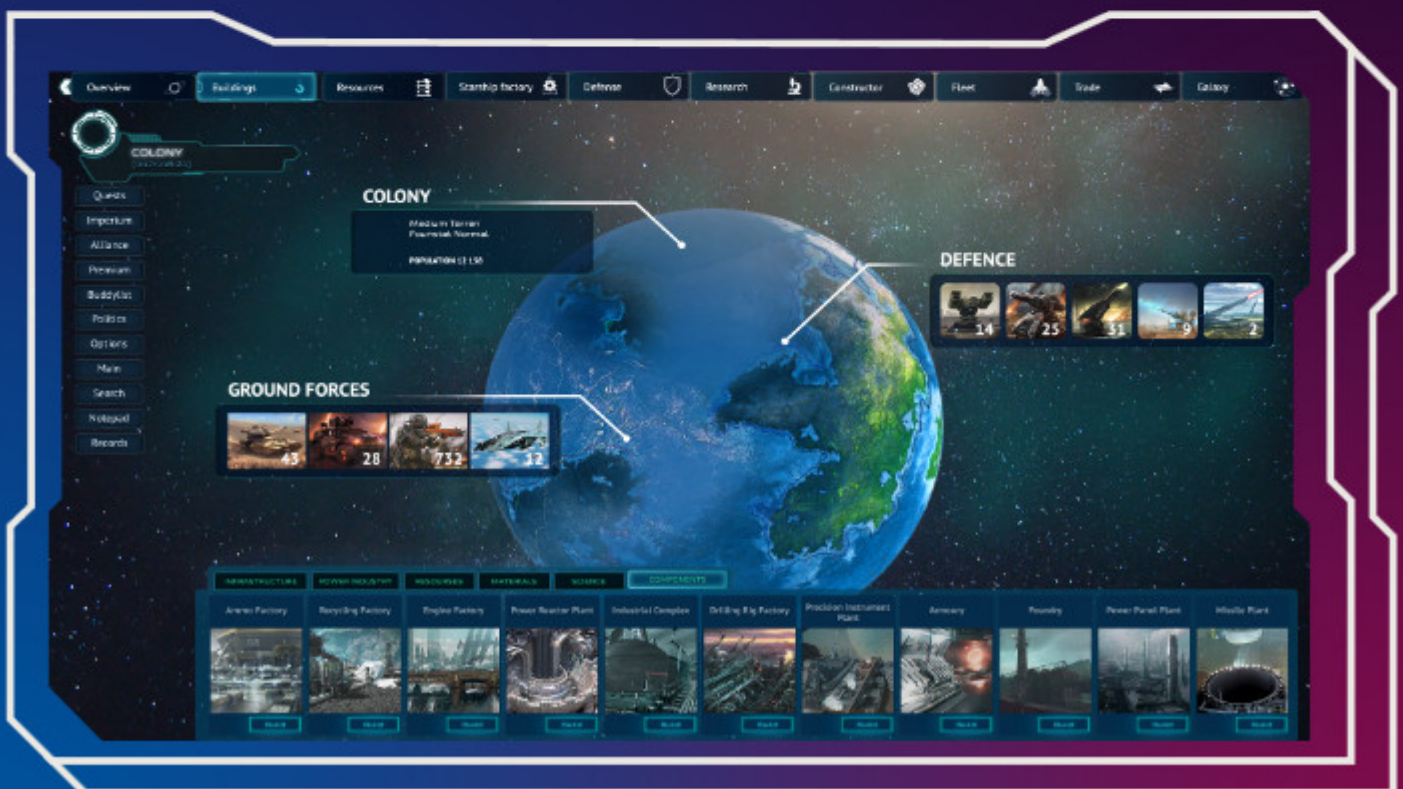
Thanks to the latest developments in stealth systems, it became possible to deceive early warning scanners with extreme efficiency. However, as the high cost imposes restrictions, it is advisable to use these technologies only on titans.

All this allows you to lower the platform signature and get as close as possible before the enemy realizes what he is facing and it is too late to do anything. The charge is enough to destroy 1 planet. Despite the lack of capital anti-ship weapons, it possesses balanced defensive systems effective against any large formations.

Production, Construction and Battles

The system uses a model of a complex component approach to organizing a production line. Each planet can have its own characteristics and advantages for certain forms of activity.

So, fertile soil and vast territories rich in fauna will be useful for specialization for the agrarian world, and the planets rich in metals are best used as an industrial world in order to reduce time and logistics costs. Sometimes it is implemented to the detriment of the environmental component, which will also affect the efficiency of technological cycles.



The principles of creating ground and space forces can be evaluated according to the following scheme.

For example, a player wants to create a ground unit - soldiers

You need :

- The population of the planet as recruits
- Resources for the production cycle
- A training center
- Technologies
- Weapons
- Protection
- Modules
- Time



The overall effectiveness of a combat unit depends on the depth, and type of the technology required.

If we focus on the study of ballistic technology, the army will receive a bonus to this weapon class. Lines of hand and stationary weapons with different classes of ammunition will be available.

So, the assault rifle has its advantages against certain targets, while a Lasgun from the field of energy hand weapons, it does not require ammunition, easily reloads, but loses its effectiveness at a distance and in bad weather.

You are given light-medium-heavy weapons (machine guns, grenade launchers, ATGM, air defense missile systems, sniper and assault rifles, flame-blast weapons, etc.) to choose for study and creation.

Creating an assault rifle requires metal alloys, polymers, production plants for parts and assembly shops.

The creation of ammunition rounds for the selected weapon model, depending on the type of the damage agent, will already require its resources at the ammunition factory.

When there is a trained recruit, weapons and ammunition are available, we have a minimum set of soldiers.

Additional protection is possible - body armor, helmets, exoskeletons, heavy armor, etc., which will also require certain technologies and organization of the conveyor line.

The absorption of damage by armor is carried out on a segmental basis, considering the probability and physics of materials. A light armor plate will be useless against a large caliber, but can protect against fragmentation damage.

All these processes can be quickly calculated thanks to a special working algorithm, regardless of the complexity and diversity of the troops of the warring factions.

Additional equipment with modules can improve the characteristics of a combat unit, first-aid kits, sights including night vision, underbarrel grenade launchers, a bayonet knife, reconnaissance and fire adjustment tools, camouflage, food ration, water filters, etc.

Each module in the probabilistic model affects certain characteristics of the unit, the first aid kit can increase survival, or maybe not, the sight may give an advantage in accuracy within certain values, or it may not, the diet can maintain morale and strength, and hence all the combat characteristics of the unit to some extent. Overloading the unit will make the weight too heavy and this will also affect stamina, mobility and overall efficiency.

If the soldier runs out of ammunition and there is no way to get new ones, he switches to close combat, using cold steel, a bayonet knife, a machete, etc.

All settings create a specific production template for each class of unit, templates can be combined with other templates for formation of ready-made balanced formations - regiments, divisions, etc.

Choose equipment wisely.

A similar production scheme is arranged for all types of units, space and ground



The battle on the planets takes place in an automatic mode, and can last for a long time, from several hours to several days, if the orbit is controlled by the allied forces, additional reinforcement and supplies are possible after the repeated destruction of the remnants of the restored defense. The number of players in planetary battles is unlimited.

The result depends on many parameters. A modular damage system is used, including the strategy and auxiliary techniques chosen by the players.

If successful, the attacking side takes resources, the remaining infrastructure and the planet.

Players are divided by ratings, so the top player will not be able to attack a newcomer, the rating is based on technological development, not economic or military, even having lost almost everything, your civilization will also remain at the same rating level, which means this opens up the possibility of capturing all the planets of any player, except for the capital, which can only be destroyed by special units from the NFT collection.

Space battles - there are 2 options, automatic mode and manual control of the fleet. When all players are connected to the network and agree to accept the battle, you will need to install the game client on the PC for manual control.

Initially, no more than 2 parties in 1 conflict will be supported.

The damage system takes into account the modular structure of each ship and ground unit. So, when the shields are turned off and when it hits a compartment with ammunition or an energy core in the absence of armor or its penetration, it can provoke an explosion of the entire

ship, or turn off another module, with all the ensuing consequences.

All damage remains until it is repaired at the nearest base.

Detailed rules and mechanics will be shown before the release of the project.

All original worlds start with the same conditions, while the galaxy has an uneven distribution of resources, which pushes for competition and struggle. The quest system is built in 3 variations - the initial ones to help players get used to the mechanics and capabilities, regular from NPC, like clearing the territory, searching for objects, etc., and storyline ones that will advance as the game progresses, are difficult to accomplish even as part of an entire factions.

The gaming capabilities also include the search for anomalies and artifacts, the study of wormholes, controlled battles by ground forces when boarding abandoned structures and spaceships that temporarily appear after an accidental exit from hyperspace.

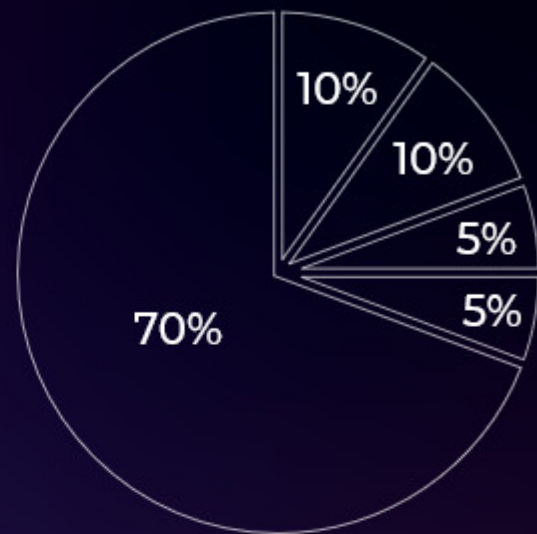
On the part of the administration, global events that will require the entire community action to solve problems are possible.

Wars, betrayals, research, construction, administrative and industrial management, all this and much more is a unique system of interaction between players in one single world, where everyone can be anything - for example, a banker profiting from investments and speculation in shares, the military who plunges whole segments of the galaxy or a manufacturing artisan supplying grand armies, every role or factions role you play in this vast universe has consequences.

Tokenomics

Total Tokens 1 000 000 000

- 5% Team
- 5% Marketing and rewards
- 10% Development
- 10% Airdrop
- 70% Circulating



Liquidity is locked for 24 months.

1% is burned and 1% goes to the marketing wallet from each transaction.

The game provides for purchases of Officers who provide special bonuses for various industries, purchase of resources for project tokens, freeze an account for a certain period, production boosters.

Some part of these transactions will go to support the project, and the other will be irretrievably burned, thereby increasing inflation and the price of the token.

Constant business relationships between players, inflation and volatility will not only increase the traded turnover of the XNM token but also serve as an incentive for futures trading on the in-game exchange.

Final Provisions. Disclaimer

The above information on the development of the project is not completely exhaustive and does not imply any contractual relationship. This material most accurately conveys the general trend and work plan, but is not a legal document.

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