



# SPACE CATCH

LITEPAPER



EARLY GAME VISUALIZATION



# INTRODUCTION

SpaceCatch is a Free-to-Play and Play-to-Earn RPG based on the sci-fi theme with augmented reality. Players will be able to use their own physical activities to make better weapons and obtain the best abilities to defend their own cities against hordes of unknown species from space.

The goal is to create a gaming experience that is not exclusively sedentary and motivates players to move and explore their surroundings. No matter if they are in their hometown or traveling.

# STORY

Our story begins in a parallel universe, not so different from ours. The opinion of many is that planet earth is a prime location for mining biomass because of its lack of intelligent lifeforms, so it is auctioned off to the highest bidder.

So begins the first but not the last encounter of the third kind. Every city is attacked, and units of unknown species start to populate the areas of least resistance. Ignorant of our ways and abilities the alien intruders set out to capture any human they encounter. Due in part to their lack of intel mixed with a superiority complex, they luckily only send their weakest units known as tier 1 aliens. They come in big numbers but lack the skills and strength of the more competent units.

Invaders start to build base stations through our solar system and construct strange and complex structures. While the rest of us hide in shelters and our global leaders settle down in their fortified hubs, a cohort of humans who will eventually be known as catchers begin sabotaging all their efforts and almost every incursion results in the discovery of new technologies for future use.

After a period of uncertainty and hardships, earthlings regroup and start a new age of humankind. Humans discover more about their enemies every day and eventually, details of the auctioning of our planet are uncovered. We start to look for ways to highlight our troubles and remind the interstellar forum of their obligations. This complex web of negotiations and investigations are hard but eventually, peace negotiations began to take place in the main hubs. As time goes on Earthlings are no longer happy to settle for what they have been given during the peace process and start to have new hopes and expectations.

Is it possible to encourage the members of the forum to agree on better terms for us, do we decide to look for a new inhabitable planet amongst the stars or maybe there is a way for us to stay here and live on our own terms without the support of the interstellar forum? So many possibilities in such dark ages.





# MOVE-TO-EARN CONCEPT

SpaceCatch's unique design will provide players with a real move-to-earn concept. The mechanics of this concept has a well-balanced bid - ask ratio and totally excludes reward inflationary token with no added value.

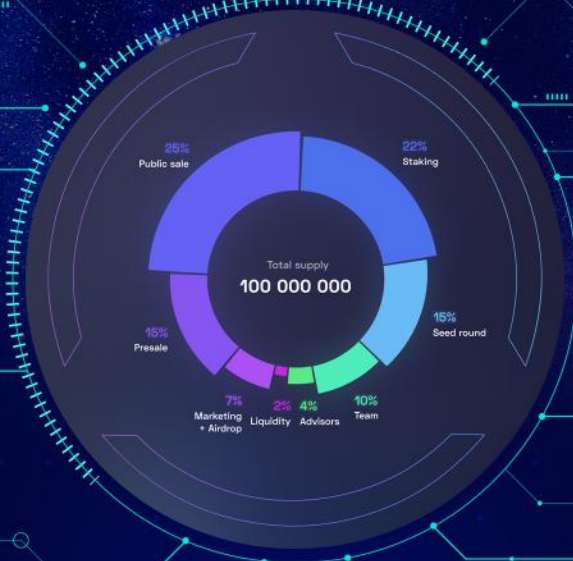
This move-to-earn concept is available via in-game potion crafting skills which will be easy to understand for all players. Thanks to your physical activity, you will obtain packs with various items. From these items, you will be able to craft various non-NFT potions and boosters (on crafting levels 1-89) with many different bonuses, which will significantly help speed up your gaming progress. While you craft potions, you will also earn XP points to enhance your crafting skill. On the level 90-99 you will be able to craft potions as NFTs. These potions (unlike the non-NFT) can be sold on the NFT market. This unique concept has been designed to motivate both the crafters & buyers while ensuring NFT potions receive the biggest bonuses and boosts.

In classic mobile games, you can buy premium resources and fill your energy or HP. Space-Catch is giving all these earnings to players via the move-to-earn concept which enables the creation of potions that are used to boost your character, fulfil HP or increase energy.





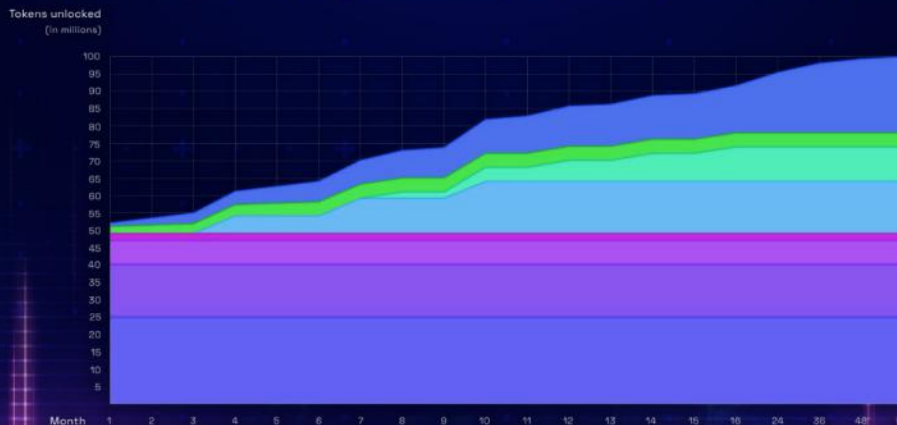
# TOKENOMICS



SpaceCatch game will have its own native token, called CATCH. Our token will be built on the Binance Smart Chain (BSC). Unlike other inflationary gaming tokens, CATCH acts as a long-term store of value due to multiple deflationary aspects.

In the initial phase, over 50% of all tokens will be immediately released into circulation, which significantly reduces inflationary pressures in the future. It is important to note, that CATCH will not serve as a reward token in SpaceCatch. This eliminates the selling pressure, that currently plagues the majority of gaming tokens in the market. The total supply of CATCH token is 100 000 000. The priority of the token distribution was to ensure that the community gets the largest share of tokens. Public will receive almost 50% of all tokens, which will be immediately available without any time lock.

In the chart below, you can see the CATCH token vesting schedule. Staking is programmed for 5 years period with 4 yearly reward halving's. The biggest staking rewards will be available during first year, which will ensure the greatest results for early adopters/stakers.



**SPACE  
CATCH**



# GAME PLAY

As a player, you will need to explore your city, solve tasks, catch, and fight with aliens, create allies, and much more. All you will need is just a phone with Android or iOS. The intuitive system leads you through the storyline and teaches you the basic concepts of blockchain and investments.

Players will also have options to help each other by fighting side by side against larger enemies. The best catcher in the group will be rewarded for their efforts. The geolocation software on your mobile device will track your movements in real-time and supported devices will sync with the SpaceCatch app and record your physical activities. With this power of your own movements, you can craft and heal yourself and even contribute to the NFT earning system. In our all-inclusive community, free to play catchers will have the same opportunities as catcher members. There will be no limitations on your efforts.

The creators of SpaceCatch have an ambition to build and nurture a community of catchers who will stand their ground with old friends and new friends. This will ensure that every player has the unique possibilities of gameplay and strategy planning with like-minded players in the community, thus avoiding any possible stereotype which helps with the longevity of the game. Cooperation helps with strengthening the gaming community, a friendship between players, and helps with the creation of a long-lasting core community of players who will be willing to spend not only time but even some money.





# USED SYSTEMS



## UNITY

Developer system for the entire front end.

## PLAYFAB

Backend platform for live games with managed game services, real-time analytics, and LiveOps

## CHAINS SAFE SDK

This is the SDK used for unity to link meta mask and unity to be able to import NFT's for the user to see.

## FIREBASE

This can be used to secure users when saving user information. This will be used for social aspects of the game such as friends.

## LOOTLOCKER

Loot locker is Service that would be suited towards gaming such as log, leaderboards, mission, currency.

# TECHNICAL REQUIREMENTS

## MOBILE MINIMUM SYSTEM REQUIREMENTS FOR IOS

Operating system - iOS 12  
Memory - 2 GB RAM  
SoC - A10

## MOBILE MINIMUM SYSTEM REQUIREMENTS FOR ANDROID

Operating system - Android 10  
Memory - 2 GB RAM  
SoC - Snapdragon 429 / Hisilicon Kirin 710 / Mediatek Helio A22 / Exynos 7884

Resolution - 1280 x 720px / HD  
Size - 4.7 in. iPhone 7  
Aspect ratio - from 16:9 mobile phones, 4:3 tablets and 6:5 foldable phones  
Graphics should be scalable according to display size, resolution and aspect ratio

## TABLET MINIMUM SYSTEM REQUIREMENTS FOR IOS

Operating system - iOS 13  
Memory - 2 GB RAM  
SoC - A10

## TABLET MINIMUM SYSTEM REQUIREMENTS FOR ANDROID

Operating system - Android 10  
Memory - 2 GB RAM  
SoC - Snapdragon 425 / Hisilicon Kirin 659 / Mediatek Helio A22 / Exynos 7880

- Internet connection, Wi-Fi, 3G, or LTE.
- GPS and Location services.
- A camera for augmented reality.
- Gyroscope sensor.
- Compass sensor.

