



TEAM



Robin Duan

Founder/CEO

"We are restarting a new universe where each of us is in this parallel world and can be the creator." (Robin)

In 1999, he became a well-known teenage hacker by protesting against the intrusion of telecommunications into telecommunications servers. In the same year, he developed the first-generation online text game Jiang Hu. At 18, he dropped out of school, joined TOM Online and worked as a development engineer in Beyond Networks, the youngest Microsoft engineer. In 2005, he founded Micro Interactive Technology, a featured phone game, which was acquired by a domestically listed company.

He founded Somersault Cloud Games in 2009, developed a number of best-selling games Defend the Yangcun and Cao Cao Has Arrived, reaching 30 million users and earning tens of millions in revenue. In 2018, he founded BlockFish, a blockchain game company, as the CEO, which became the most popular DAPP game on the blockchain. It has achieved a total of 100 million US dollars in recharge flow, a profit of 4.29 million US dollars, and is responsible for product design.





Sue Huang

Art Director

A graduate from the Visual Communication Department of the China Academy of Art in 2006. In 2008, she studied at the Academy of Art University, San Francisco Academy of Fine Arts, majoring in 3D animated games. In 2001, she received a master's degree in MFA. She joined the game company Big Point in 2011, which won the Unity award. It also boasted 16 million simultaneous online players. She joined Electronic Arts (EA) Silicon Valley headquarters in 2012, as the main beauty design and production head of the Sims 3, the most popular PC game in North America and Europe. She joined Game Vision in 2015 as the company's artistic director and was responsible for developing third-party game art for famous AAA games in North America, leading the art team, and leading nearly 20 North American game projects through development.



Enka Shu

COO

Over 20 years of experience in the tech industry, worked for Fortune 100 companies like IBM, Yahoo, Microsoft, and Symantec, in the USA, Japan, and China. Expertise includes global business initiatives, operations, expansion, product management, strategic planning, negotiations, etc.





Kevin Huang

Technology Director

He has a bachelor's degree in electronic information from Sun Yat-sen University and a master's in computer science from Arizona State University. He worked for Machine Zong (MZ), Yelp, Nvidia, other companies across Silicon Valley. In 2015, he joined MZ, a well-known American mobile game developer, as a core engineer in the marketing department, and established a DSP platform using big data and machine learning to achieve more than 100 million US dollars in real-time online advertising purchases and user revenue per year.

He understands game development, operations, and marketing, accumulating rich experience in digital advertising over a decade as he's worked on distributed systems, big data, and machine learning. He joined Facebook in 2019 and was responsible for casual game development



BlockFish is headquartered in Silicon Valley, USA, The team has more than 10 years of experience in the development and distribution of well-known games around the world, and some of their workplaces include Tencent, EA, Zynga, MZ, in addition to the over 4 years of smart contract development experience.





ABOUT THE PROJECT

SpaceY 2025 is the first blockchain tower defense game that is themed around Mars immigration. The setting was inspired by Elon Musk's mission to Mars — to spread human cultural genes by establishing human settlements on other planets. This is what SpaceY 2025 wants to do, and it accomplish it through blockchain nonfungible token technology.

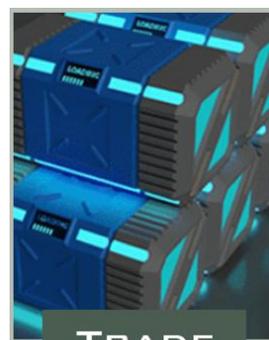
A huge NFT metaverse is built in a universe that interconnects the virtual world. Gaming, social networking and the encryption economy are merged here. In this Metaverse game, players can participate in the Mars missions released in the game, buy land, build tower defenses, guard their homes, and collect rare NFT items, compete with other players, and get rewards for ladder tournaments.

In the latest v1, SpaceY has opened up land for transferring and trading. On the Mars base, a total of 360 pieces of land are available. Players can purchase land through SPAY, which is the game currency that can be bought from official sales and players in the marketplace. The limited total amount of land determines the high scarcity of SPAY. Players can build defenses and military equipment on their land, which belongs to them. Land can be sold in the marketplace, along with the equipment on it.

All props and assets purchasable by the player will be issued on the ETH blockchain as NFTs using the ERC721 protocol, and all items in a player's storage can be traded and transferred in a peer-to-peer manner at any time. The 5%-10% of a player's spending will be retained by the platform as a handling fee.

A map is updated and season rewards are settled on a monthly basis. Of all the revenue for this season, 80% will be used for the player prize pool, and the top 10% of the players each month will share the prize pool.

The players can trade here: [Marketplace](#)





As the team cares about quality and full professionalism, each stage of the creation of spacey2025 is described in details, including the use of the product itself. In accordance with the above description of the functioning of the marketplace, we also attach a guide on how to use the v1 version, which will allow you to explore it using a MetaMask.

Link: [SpaceY2025 v1 - guide](#)

There are three purchasable NFT categories:

Category A: 100 tickets to Mars (tradable, 100 VIP accounts). Build your Mars base early on.

Category B: Land. Build your Mars base with other players. (18*20=360 open lots in total).

Category C: Rare gems and items (independent map).



All types of NFTs equipment needed in the game, can be obtained through opening blindboxes. They will be available periodically during official events or every player can purchase them on the marketplace. All buyers of this stuff will have opportunity to randomly collect the high-value items with different attributes.





In SpaceY 2025, a cosmic settlement-themed tower defense blockchain game, the desirable freedom of economic circulation is realized because players can use virtual SPAY coins to freely purchase Martian land and build homes. This is the only sandbox tower defense metaverse game related to NFTs on the market, and this is what makes it unique. The team is also going to prepare sequel, the independent game - **SpaceY 2030** - which will be expanded to iOS/Android/Steam.

Already at this point people have the opportunity to check how the universe will look like:

[SPACEY2025](#)

The source code is fully audited by **Certik Foundation**.





ROADMAP

Milestone	2021	2022-23
Go to Market SpaceY 2025 Game	V2 Core Game Online	Mobile Version Steam Version
Game Launch Platforms	SpaceY2025.com	SpaceY Sandbox tools
Spacey 2025 NFT Trading Platforms	market.spacey2025.com	OpenSea www.binance.com/en/nft
SPAY Token Trading Platforms	Houbi, OKEX	Binance, Coinbase, FTX PANCAKE, UNISWAP

At the moment team has delivered the V1 of their game - marketplace. People are allowed to trade the lands and variety kinds of NFTs. They are focused on the in-game technical adjustments, before the full launch which will takes place in the **November** this year.

In addition to the current web version, the project team will also release Steam and mobile game versions in the future, and introduce level modes, last-man-standing modes, etc. After v2 goes online, players can protect their bases on Mars from being invaded by aliens. Good ranks will allow players to earn more SPAY.s. Players can fight against each other, and the rankings will be displayed in the game.

SpaceY2025 is not like most projects from e-gaming sector. They put emphasis on many factors that determine the readiness of a product, right after taking off on the exchanges. In order to cater for community interest before that, there is an organized **\$100,000 airdrop** which provides rewards in **\$SPAY** and various **NFTs** that will be needed in the game.

This event will run until 26th Octobet.

Link: [AIRDROP](#)





TOKENOMICS

As was mentioned, the native token will be called **SPAY**- a non-refundable functional utility token which will be used as a medium of exchange between participants on SpaceY in a decentralized manner. The goal of introducing SPAY is to provide a convenient and secure mode of payment and settlement between participants who interact within the ecosystem on SpaceY. To ensure the scarcity of SPAY in the marketplace, ore will be created only through creating value and consuming coins.

$$\text{Consumption income on the day} * 10\% / \text{price} = \text{SPAY's ore output on the day}$$

To ensure the scarcity of SPAY in the in-game marketplace, only when value is created and there is user consumption, the system will mint coins and yield ore. **SPAY** will be needed for:

- *DAO voting,*
- *Purchasing NFT props,*
- *Claiming rank reward monthly.*

To ensure integrity of whole ecosystem there will be two tokens and two ways to get the second one. To get **MARS** have to:

- *Complete daily quests*
- *Defeat enemies in Tower Defense mode*

SPAY total supply is 25,000,000 and 10,000,000,000 for MARS. Both tokens will be available on two chains - **Binance Smart Chain (BSC)** and Ethereum (**ERC20**).





SPAY TOKEN METRICS

Allocation:

- 55% Stake in Mining
- 18% Seed investors
- 15% Private Equity Investors
- 10% Team
- 2% Airdrops Reward to KOL

Seed round: \$1, 10% after 3 days from listing, 20% after 3 months, 20% after 6 months, 30% after 9 months, 20% after 12 months.

Private round: \$3, 10% after 3 days from listing, 20% after 3 months, 20% after 6 months, 30% after 9 months, 20% after 12 months.

Public sale: unknown at the moment

Total supply: 25,000,000



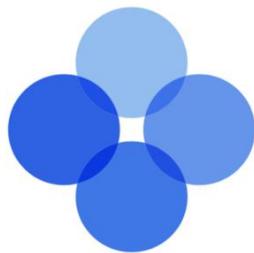


INVESTORS

The first round of private fundraising has acquired \$4.65 million

The effort was personally led by Bo Shen, a partner at Fenbushi Capital. Other investors include *F2Pool, Longling Capital, Neo Eco, FBG, Bonfire Union, BTCChina, LinkVC, CollinStar, Fission, NCTY, Formless, Geekbeans Capital, Lancer, Titan, Hotbit and Zonff.*

In the second round the team bring more big capitals and strong supporters, to the project:



**OKEx
Blockdream
Ventures**

Huobi Ventures





Chinese division of the famous Tim Draper and his Draper Venture Network, has invested **1.75 millions USD** (token and equity) in SpaceY2025. Draper Dragon has already very successful projects like Telegram, VeChain and Ledger in its portfolio.

In addition, the game project is currently already supported by more than **300 key opinion leaders** and over **100.000 fans** around the world.

Spacey has a very broad and strong background when it comes to supporters, among which is:





SOCIAL LINKS:

WEBSITE

TWITTER

MEDIUM

DISCORD

TELEGRAM

