



Whitepaper: Fourth Star  
www.fourthstar.com  
V3.0 Q1 2024

1. Journey to the Fourth Star
  - a. A mythical planet orbits the Fourth Star from Earth. You are a member of an elite expedition team sent to discover the source of its mysterious energy and power.
  - b. Along with your crew you live on Genesis, a mega luxury space station where you can interact with friends, play games, enjoy entertainment, stream and share creative content together.
2. Metaverse
  - a. The Fourth Star Metaverse is a multifaceted, all encompassing experience. Specifically designed for all varieties of content creators to deliver any form of immersive media, entertainment and gaming content (to include, but not limited to), 180, 360, Volumetric Video and 3D gaming to a vibrant community of users.
  - b. Our Metaverse users are able to customise their own unique journey and experience through a multitude of in-app modifications, upgrades and purchases to enhance their personal avatar and Metaverse Environment. There is also an opportunity to earn, win and discover multiple options for these modifications “in game” or during your Metaverse experience on the app .
3. Portal (Marketplace)
  - a. The web based Portal enables access “on demand“ for Creators, artists, and streamers to curate their own unique entertainment space and multiple personal channels, with options to set subscription value amounts for the pricing, and monetisation of their own individual work and content creation.
  - b. Individual Creator channels can be uniquely branded, and all content uploaded for subscription or purchase by Members.
  - c. Each Member has special access to their own Member Dashboard where they are able to search and select content, purchase and view accumulated In-App Purchases (IAPs), and invite friends to join them in their own personal apartment or ship, where immersive media and gaming content can be consumed, enjoyed and shared to select friends and/or communities.



#### 4. Tokenomics

##### a. Star Token (FSTR)

- i. FSTR is the official and exclusive utility token for the entire Fourth Star Experience to access and purchase an expansive portfolio of platforms, products, and services made available within the Fourth Star ecosystem.
- ii. Fourth Star recognizes FSTR for a variety of utility and governance mechanisms.
- iii. Fourth Star is currently selling up 50,000,000 FSTR in a Public Sale at \$0.20. There is no FSTR in circulation until the Private Sale, Public Sale, and Airdrops are distributed.

##### b. Star Credits

- i. Star Credit is a non-crypto in-game currency required for In-App Purchases in the Fourth Star Metaverse.
- ii. Star Credits can be purchased with fiat or FSTR at a rate of \$1 -or 1 FSTR per credit. When the exchange rate of FSTR exceeds \$1 per FSTR the purchase rate will convert to a 25% discount to the dollar exchange rate. This creates a built-in mechanism to incentivize use of FSTR.
- iii. Purchases of Star Credits are non-refundable, non-exchangeable, and never expire.

##### c. Ecosystem model

- i. In-App Purchase (IAP) Assets
  1. Metaverse assets, such as apartments, ships and custom avatars can be acquired through the redemption of Star Credits.
  2. IAPs may only be acquired with Star Credit redemptions, not fiat or FSTR.
- ii. Creator content
  1. Members of the Fourth Star Community can subscribe to individual creator, third party content, through our Portal.
  2. Subscriptions can be accessed either in the metaverse, the Portal, or in some cases both.
- iii. Incentive rewards
  1. Fourth Star will develop a two-sided, tiered, incentive strategy with rewards designed for Members and Creators within the ecosystem.
  2. Our incentive model is designed comparably to video game incentive models, wherein different forms of earnable, and consumable resources can be used within the environment.



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3. In addition to the Star Credits that may be earned based on specific promotions, or highly-value behaviours, accumulative lower-tier rewards can be earned for more common behaviours and activities.
4. Mining
  - a. Planet surface mining is a key economic activity in the Fourth Star Metaverse. FSTR encourages and facilitates all three stages of mining: Surveying, Excavation, and Processing.
  - b. Surveying
    - i. Before planet surface land can be developed it must first be surveyed. Active members and Creators can earn FSTR by offering surveying for Members not interested in doing it themselves.
    - ii. These Creators invest in creating their own AI bots, trained in surveying, to set the landscapes, analyse the mineral content, and determine what the land might be suited for, as far as development for end customer use, for individuals or other companies.
  - c. Extraction
    - i. Extraction requires specific equipment such as excavators and trucks.
    - ii. The extracted mineral will require storage and will deplete over time if stored too long so it needs to be turned over for trade, processed, or used.
  - d. Processing
    - i. Processing requires transportation of the mineral to allied pre-constructed locations to be processed by the same Creator or sold to other Creator's specialising in this processing stage of Mining.
    - ii. Processing requires land, atmosphere, or outer orbit transportation, security, defence, as well as purpose-specific bots. Processed minerals also lose efficacy over time.



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- iii. Efficacy can be extended through daily logins, achievements, Rank, or a general increased stake in the ecosystem.
  - e. All three stages of Mining require support, infrastructure, security, defence, insurance, as well as purpose-specific trained bots requiring training, certification, and maintenance.
  - f. Lands may have Easter Egg locations and achievements to obtain such as referrals, social interactions, channel variations, and in-app game play. For example, people working with each other to develop land for use could unlock Easter Eggs or achievements paid in a unique Easter Egg reward token.
  - g. Excess mined minerals left unchecked are at risk of theft by unallied members. Alliances can be entered into and joined by other members (friending them). Allies are unable to steal from each other while the added friendship earns added rewards such as increased extraction and processing rates, reduced maintenance costs on bots and crew. It is an incentive to build and maintain alliances with many allies.
  - h. Land development dashboard alerts posted twice daily across the Metaverse, Portal, and Discord will alert the community of land coming up for sale and related mining opportunities.
- 5. Asset maintenance
  - a. IAP assets purchased will require maintenance just like IRL assets. Some examples of maintenance requiring FSTR:
    - i. Companions will require food, training, and attention.
    - ii. Avatars will require food, shelter, education, companionship, etc.
    - iii. Members and Creators will require services such as PiP content streaming, group selfies, karaoke, etc. Technical infrastructure facilitating these features may be leased for a specified period of time or indefinitely by subscription at the Portal.



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- iv. AI Bots will require physical maintenance, intellectual and emotional development, and have purpose.
- v. Apartments and planet-surface estates can require upgrading upkeep, security, furnishings, utilities, and general supplies.
- vi. Ships will require fuel.
- vii. Genesis will require governance infrastructure, research and development facilities, entertainment, and general operations and maintenance.
- viii. The planet will require governance, public infrastructure, defence and security forces.
- ix. New solar system and galaxy ownership will require discovery, exploration, surveying, and documentation.

## 6. Asset leasing

- a. IAP assets may be leased by the owner to other members.
  - i. Members may prefer to lease assets over owning their own based on a number of factors such as total purchase price and expected total time of use.
  - ii. For example, a member wants to take a group of allies to the planet surface for a exploratory day trip but does not travel often enough to justify the cost of purchasing a ship. For this member, leasing from another member would be a more economical choice over buying.
  - iii. Leasing is expected to generate significant economic activity within Fourth Star, requiring FSTR as the utility token of commerce.

## 7. Slot machine mechanism

- a. Daily chances of winning bots, furnishings, clothing upgrades, defence tools, mining equipment, or fuel allowances.
- b. Additionally, a weekly slot mechanism for Star Credits from code dropped in all official Fourth Star social media outlet posts requiring participants to



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seek and search weekly for bonuses and coupons within these socials.

8. Incentivized behaviours
  - a. Ongoing engagement with both Portal content as well as community involvement.
  - b. Collaboration through the formation of Alliances.
  - c. Content creation, curation, and sharing.
  - d. Referral of new Members and Creators.
  - e. Participation in governance.
9. Behaviour rewards
  - a. In-world consumable resources.
  - b. Exclusive access to areas, content, or events within Fourth Star.
  - c. Additional Stripes towards Ranks.
  - d. Recognition and status via Badges.
  - e. Referral of new Members, Creators, FSTR holders.
  - f. Promotion by Fourth Star in various channels.
  - g. Exclusive or early access to tools, features, and resources.
  - h. Creator Awards and recognition.
  - i. Grants and Sponsorship for innovative projects within Fourth Star.
- iv. Commercial incentives
  - a. Businesses operating within the metaverse can have a built-in branded loyalty program with individually customised program rules as subprograms based off of Star Credits.
  - b. Businesses can promote their branded loyalty programs through various advertising channels throughout the ecosystem.
  - c. Fourth Star AI will be utilised to customise the program rules, incentives, and rewards for each member, maximising the economic benefit based on unique individual values, wants, and needs.
  - d. Multi-branded loyalty program example:
    - i. There can be a shopping precinct within Fourth Star that has its own rewards token system as a sub-program to Star Credits.
    - ii. Each merchant within the shopping district can have their own branded rewards token



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system as a sub-program to the shopping precinct program.

- iii. Every token issued effectively has three brandings: Fourth Star, Shopping precinct, and individual merchant.
- iv. Every token issued can be redeemed according to the Member program set rules of choice.
- v. Multi-branded tokens effectively generate synergistic value across all individual merchants located in the shopping precinct and likewise each shopping district located within Fourth Star.

## d. Ranks

- i. Fourth Star Members and Creators are eligible to be assigned Ranks based on the number of FSTR in their provisions.
- ii. Earnable Ranks with minimum FSTR balance to achieve:
  - 1. Fleet Admiral: 1,000,000 FSTR
  - 2. Admiral: 500,000 FSTR
  - 3. Commander: 250,000 FSTR
  - 4. Major: 100,000 FSTR
  - 5. Captain: 10,000 FSTR
  - 6. Cadet: 1,000 FSTR
  - 7. Private: 100 FSTR
- iii. Special Ranks by invitation only
  - 1. Ancient Elder Rank
  - 2. Star Counsel
  - 3. Star Officer
- iv. Ranks drive persistent demand for FSTR by encouraging members of the community to buy or earn, and then continue holding, to maintain Rank. Ranks are based on FSTR holdings, which may be purchased or earned.
- v. Stripes
  - 1. Each Rank is subdivided into Stripes.
  - 2. Stripes can only be earned. Stripes cannot be purchased.
  - 3. Stripes within ranks can go up or down based on value-added activity and participation in the Fourth Star Experience by members or creators.
  - 4. In addition to the token stake held, the highest three ranks (Admiral, Fleet Admiral, and Commander) require



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time served, social score to maintain activity and knowledge certification to earn.

- vi. Ranks give members with higher FSTR balances unique perks, experiences and benefits, including:
  - 1. Early access to and discounts on Creator Content and IAPs.
  - 2. Premier access to apartment and land locations.
  - 3. Automatic upgrades to your apartment, land, ships, and extracted mineral efficacy so higher ranks may achieve a higher percentage return on owned and leased assets.
  - 4. Higher weighted votes in governance activity.
- vii. FSTR balances are re-verified once per quarter and each member's rank is adjusted accordingly.
  - 1. Minimum FSTRs required to be eligible for a Rank is a function of the daily average balance per quarter.
  - 2. Readjustments are made on a Q+1 basis. Therefore, Q1 value will be applied in Q2, Q2 in Q3, and so on.
  - 3. *Q1 and Q2 2024 will be an exception to this calculation as they will be based on the FSTR initial exchange price to be announced in March or April, 2024.*
- e. Alliances
  - i. Members and Creators can create alliances based on shared objectives or values.
  - ii. Alliances improve asset productivity such as mining capacity, bot effectiveness, and defence forces as a form of a loyalty program.
  - iii. The more Alliances Members and Creators join or more Allies they invite into Alliances the more benefits that Alliance will reward members.
- f. Advertising
  - i. Advertising targeting is purely based on opt-in information such as subscribed topics or connected NFT assets.
  - ii. Users can choose between giving no information and seeing widely targeted ads, and /or giving more detailed interest data and being rewarded with a revenue share in the form of Star Credits, incentives and advertised benefits or paying a monthly fee to remove ads completely.
- g. Token Flow
  - i. FSTR used to purchase Star Credits or content subscriptions will flow directly into the star treasury for future use towards the





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fourth Star ecosystem. Some may be burned in the future at the discretion of Fourth Star as a deflationary mechanism.

- ii. Advertiser tools will incentivize brands/marketing partners to acquire tokens to boost the visibility of their content in-app and unlock other advertiser features.

## 5. Governance

### a. Model

- i. Fourth Star will adopt a novel governance model that allows FSTR holders to have a say or vote in the ever growing development of the ecosystem. This could be achieved through a DAO (decentralised autonomous organisation) that is controlled by FSTR holders. Fourth Star could send to the DAO matters for vote by the community. FSTR holders will have the power to make decisions such as changes and improvements to the metaverse, storyline development, and introduction of new products or services within the Fourth Star Experience portfolio.
- ii. Star Credits are excluded from the governance model given they are a non-crypto currency.

### b. Voting mechanism

- i. The DAO will be created as a voting mechanism allowing Star holders to vote on proposals.
- ii. The voting will be done through a smart contract that ensures transparency, accuracy, and security. The proposals initially will be submitted by Fourth Star Inc. although this could change in the future.

### c. Token locking

- i. To prevent FSTR holders from voting based solely on short-term gains, the DAO will implement a token locking mechanism.
- ii. Token holders will be required to lock up their FSTRs for a certain period before they can vote. The longer the lock-up period, the more voting power the FSTR holder will control.

### d. Transparency

- i. To ensure a more complete and open transparency in the governance process, all proposals and votes can be made publicly available via the DAO.
- ii. This will allow Star holders to see the reasoning behind proposals and the results of votes.

## 6. Airdrops

### a. FSTR Airdrop

- i. The Applications for Airdrop ended on January 5th, 2024.



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- ii. Participation was for anyone who held legacy XLN utility token circulating supply at the time of the airdrop and submitted a qualified application.
      - iii. 1:1 airdrop distribution of FSTR to legacy utility tokens.
      - iv. Distribution of this Airdrop is expected to happen simultaneously with the CEX listing of FSTR around March or April, 2024.
    - b. Bonus Airdrop
      - i. Applications for this Bonus Airdrop ended on December 31, 2023.
      - ii. Participation was exclusively for participants in the legacy XLN utility token CDE event.
      - iii. 1:1 airdrop distribution of FSTR to legacy utility token bonus airdrop allocation.
      - iv. Distribution of this Bonus Airdrop is expected to happen during on or around July, 2024.
7. Legacy NFTs
  - a. Participation is exclusively for holders of legacy NFTs.
  - b. All legacy NFTs that have proof of ownership will be honoured.
8. Token Distribution
  - a. Total maximum supply of FSTR is 2,000,000,000
  - b. Circulating supply of FSTR is 300,000,000
    - i. 200,000,000 minted for Airdrop distribution
    - ii. 50,000,000 minted for the Private and Public FSTR Sales
    - iii. 50,000,000 minted for Fourth Star Corporate Treasury
      1. PR and Marketing
      2. Exchange listing, liquidity, and fees
      3. Team wages and salaries
      4. General operations including incentives and ecosystem promotion
9. Smart Contract
  - i. The Smart Contract is on Polygon as it is well known for a robust and long standing gaming community, as well as its relatively low gas fees and high performance speed. It is also supported by most major exchanges and therefore convenient to integrate.
  - ii. Contract details: [LINK](#)  
Ticker: FSTR  
Network: Polygon  
Contract: 0xCcDe726033f537847a9D5375C34FB8Dd7C4bE921  
Decimals: 18
10. Fourth Star Inc. Controlled Wallets



- a. All Fourth Star Inc. managed wallets will be locked by a multisig wallet mechanism. This gives high confidence to both the public and operating team that the funds cannot be compromised by a single entity or malicious activity.
- b. At all times when tokens leave these multisig wallets, two different authorised actors must sign the transaction before it is processed.
- c. At all times each wallet key will have an additional redundant authorised actor. In other words, each set of keys has two unique authorised actors. This allows for contingency planning without compromising security.