

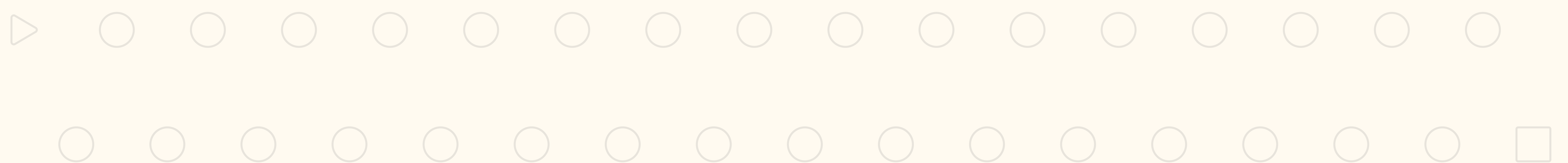


# STAR ATLAS

## STAR ATLAS ADDENDUMS

*ATLAS LOCKER FEATURE ENHANCEMENTS*

ATMTA, INC.  
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# Executive Summary



The ATLAS Locker is one of the primary economic and political features of the Star Atlas metaverse. It is a mechanism that allows members of the Star Atlas economy to deploy their ATLAS into an account that grants the user benefits across the ecosystem. For example, the current benefits are a graduated marketplace exchange fee discount and claimable POLIS token rewards weighted by locked amount, relative to total locked pool amount. This document highlights the value of ten upcoming features that will be potentially added to the ATLAS locker protocol. These features will provide substantial economic utility and gameplay benefits to participating users. ATLAS locking is beneficial not only to users through perks but also helps to support the Star Atlas token ecosystem. For example, by locking ATLAS, the outstanding supply of the token is reduced which puts deflationary pressure on the token. This kind of savings mechanism simultaneously decreases the amount of tokens available in the open market while increasing its appeal to holders and players alike.

## ▶ Definitions:

### ○ Lock

Users can lock ATLAS by transferring the ATLAS cryptocurrency to their ATLAS locker account for a set amount of time. The quantity of the lock will result in a feature perk (i.e., benefit).

### ○ Modules

Locker groups that pertain to specific benefits. Activation requires a minimum ATLAS locked in said group. Benefits increase as tier increases, which is directly correlated to ATLAS locked.

### ○ Tier

Each module has 1 or more tiers that a user can unlock by locking a specific amount of ATLAS into that module. Some modules will only have 1 tier while others may have up to 6. Higher tiers yield greater perks for the user.

### ○ Perk

Each locker module and tier has an associated perk which gives the user an advantage, discount, or other special ability in the Star Atlas metaverse. Perk benefits generally increase with module tier.

### ○ Locker Status

This means a user has locked enough ATLAS in a specific tier to qualify for a specific perk. Most features will have graduated perks as a user increases their locker status.



## A1 — Updated

# ATLAS Locker Tier Structure\*



We are revamping the current 5-tier locker system to include 7 tiers. The two new tiers that have been added to the locker are highlighted in the chart below.

The addition of these tiers allows us to provide benefits to a subset of token holders who were otherwise disincentivized from locking under the previous tier structure. Specifically, smaller holders with a balance less than 10,000 ATLAS, and larger holders with a balance greater than 5.6 million, but less than that of our largest tier requirement.

ATLAS LOCKER

## Tier Structure

NEW TIER ▶	LOCKER TIER : 1	→	LOCKED ATLAS REQUIRED : ▲ 1,000
	LOCKER TIER : 2	→	LOCKED ATLAS REQUIRED : ▲ 10,000
	LOCKER TIER : 3	→	LOCKED ATLAS REQUIRED : ▲ 70,000
	LOCKER TIER : 4	→	LOCKED ATLAS REQUIRED : ▲ 560,000
	LOCKER TIER : 5	→	LOCKED ATLAS REQUIRED : ▲ 5,600,000
NEW TIER ▶	LOCKER TIER : 6	→	LOCKED ATLAS REQUIRED : ▲ 22,600,000
	LOCKER TIER : 7	→	LOCKED ATLAS REQUIRED : ▲ 72,000,000



## A2 — SAGE

# Crafting Fee Discount



Users are required to pay a fee to the Council of Peace for each crafting job in SAGE. This locker feature allows users to receive a reduction in this fee as their locker tier increases.

## ATLAS LOCKER

## Crafting Fee Discount Schedule

LOCKER TIER: 1	→	CRAFTING FEE DISCOUNT: —
LOCKER TIER: 2	→	CRAFTING FEE DISCOUNT: 10%
LOCKER TIER: 3	→	CRAFTING FEE DISCOUNT: 12.5%
LOCKER TIER: 4	→	CRAFTING FEE DISCOUNT: 15%
LOCKER TIER: 5	→	CRAFTING FEE DISCOUNT: 17.5%
LOCKER TIER: 6	→	CRAFTING FEE DISCOUNT: 20%
LOCKER TIER: 7	→	CRAFTING FEE DISCOUNT: 22.5%





## A3 — SAGE

# Reduced Respawn Time



When a user respawns in SAGE, they are required to wait for a pre-determined amount of time before they can re-use the fleet that respawned. This feature will allow users to reduce the amount of time to respawn a fleet by an amount based on tier.

## ATLAS LOCKER

## Crafting Fee Discount Schedule

LOCKER TIER: 1	→	RESPAWN REDUCTION : —
LOCKER TIER: 2	→	RESPAWN REDUCTION : ⬇️ 30 %
LOCKER TIER: 3	→	RESPAWN REDUCTION : ⬇️ 35 %
LOCKER TIER: 4	→	RESPAWN REDUCTION : ⬇️ 40 %
LOCKER TIER: 5	→	RESPAWN REDUCTION : ⬇️ 45 %
LOCKER TIER: 6	→	RESPAWN REDUCTION : ⬇️ 47.5 %
LOCKER TIER: 7	→	RESPAWN REDUCTION : ⬇️ 50 %





## A4 — SAGE

# NPC Merchant Reputation



Participants in this module gain access to exclusive NPC pricing for in-game goods. This may also result in the user receiving locker-exclusive items available for purchase and sale. For example, a user might be able to sell SAGE Infrastructure Contracts to an NPC for a 10% higher price than they would if they weren't participating in the locker. Likewise, they may be able to sell or buy an item from that merchant that would not otherwise be available. A user must be at least a Tier 1 locker to begin to benefit from these perks. Other gameplay related requirements may apply for certain pricing perks. Perk schedules are not displayed below because they change depending on availability.

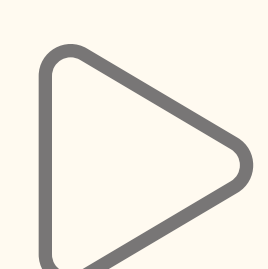
## A5 — SAGE Recipe Access



This feature will allow users to craft locker-specific assets in SAGE. These assets could be improved versions of assets that already exist in the game – for example a more efficient Fuel recipe than the recipe currently available. Alternatively, an exclusive recipe could be a cosmetic item like a poster or ship skin that is only available to those actively engaged with the ATLAS locker. Other gameplay related requirements may apply for certain exclusive recipes. Perk schedules are not displayed below because they change depending on availability.

## A6 — SAGE In Game

# Virtual Assistant Improvements



This feature allows users to gain access to a Star Atlas virtual assistant AI. This assistant will provide the user with help managing their fleets and operations such as mining, crafting, and other future gameplay releases. More details on the Star Atlas virtual assistant AI will be released in the future





## A7 — SAGE

## Blockchain Fee Subsidy\*



In SAGE, because all actions in the game are recorded and approved on the Solana blockchain, each action requires a small amount of rent or gas to be paid by the user. This locker feature allows users to have some or all of this fee subsidized by the Star Atlas DAO, alleviating the burden of network fees on day-to-day gameplay operations. At this time, the Star Atlas DAO generates enough income to cover all SAGE blockchain transaction fees by roughly **4x**.

## ATLAS LOCKER

## Transaction Fee Subsidy

	★ Per User Per Day
LOCKER TIER: 1	TRANSACTION FEE SUBSIDY : 0.001 SOL
LOCKER TIER: 2	TRANSACTION FEE SUBSIDY : 0.002 SOL
LOCKER TIER: 3	TRANSACTION FEE SUBSIDY : 0.008 SOL
LOCKER TIER: 4	TRANSACTION FEE SUBSIDY : 0.012 SOL
LOCKER TIER: 5	TRANSACTION FEE SUBSIDY : 0.08 SOL
LOCKER TIER: 6	TRANSACTION FEE SUBSIDY : 0.12 SOL
LOCKER TIER: 7	TRANSACTION FEE SUBSIDY : 0.8 SOL
ECOSYSTEM MAX <sup>1</sup>	TRANSACTION FEE SUBSIDY : 10 SOL

<sup>1</sup> THIS IS THE OVERALL MAXIMUM AMOUNT OF SOL THAT CAN BE DEPLOYED FOR THE ENTIRE SUBSIDY PROGRAM ACROSS ALL ACCOUNTS IN A 24 HOUR PERIOD.

\*NOTE: THIS FEATURE REQUIRES A DAO PROPOSAL TO PASS IN ORDER TO IMPLEMENT BECAUSE IT REQUIRES ACCESS TO THE DAO TREASURY TO SUBSIDIZE USER ACTIVITY IN SAGE.



# A8 — FACTION FLEET

## Resource Requirement Reduction\*



In Faction Fleet, users spend some portion of their ATLAS earnings from ships on in-game resources commonly referred to as R4. These resources keep the ships running and emitting ATLAS. By increasing locker status, users will have the ability to decrease the amount of R4 that their ships consume. While we continue to update and incentivize participation in our active game loops, we understand the preferences of some players to remain passive until those game loops reach feature completion. This addition helps to serve the needs of those players, and will likely be the last feature update added to this legacy program.

### ATLAS LOCKER

### R4 Resource Reduction Schedule

LOCKER TIER: 1	→	RESOURCE USE REDUCTION : —
LOCKER TIER: 2	→	RESOURCE USE REDUCTION : 10 %
LOCKER TIER: 3	→	RESOURCE USE REDUCTION : 20 %
LOCKER TIER: 4	→	RESOURCE USE REDUCTION : 35 %
LOCKER TIER: 5	→	RESOURCE USE REDUCTION : 40 %
LOCKER TIER: 6	→	RESOURCE USE REDUCTION : 45 %
LOCKER TIER: 7	→	RESOURCE USE REDUCTION : 50 %



## A9 — SAGE

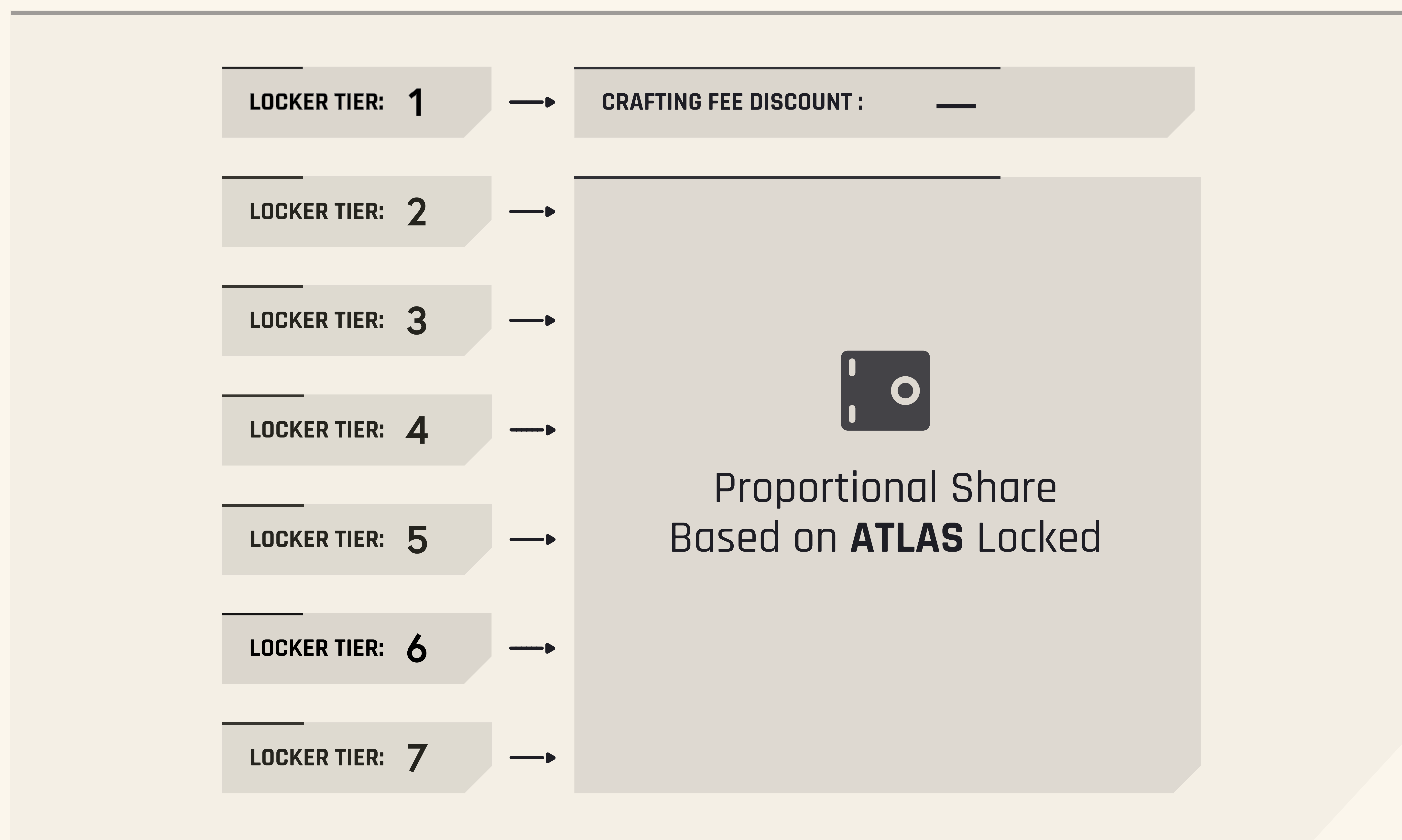
# Ship Lending Liquidity



The liquidity that is locked into this feature will be used to rent out unsold primary ship inventory into the SAGE ship rental market. Token earnings from ship rentals made in this way will be distributed back to locker participants according to their locking tier. Users must have been locked for the entire day to receive a pro rata portion of rental fees. Partial days are not rewarded. For example, if a user locks on day 1, they will not receive any fee distribution for day 1. Their first split will come at the end of day 2. Suppose they unlock halfway through day 4, they will have received tokens for day 3 and nothing on day 4.

ATLAS LOCKER

## Ship Lending Earning Distribution







# A10 — SAGE

## Fleet Rental Fee Discount



The SAGE Fleet Rental program allows users to rent out fleets on the open market which are rented by other users for a daily price. 10% of this daily price is paid as a fee to non-user parties. This module provides users with a percentage point discount based on tier.

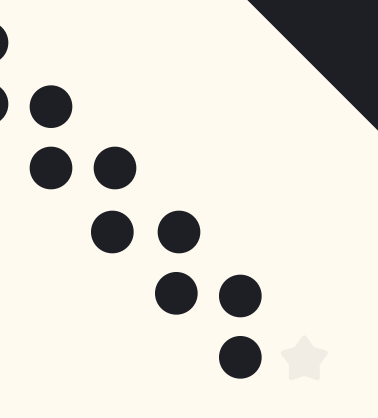
ATLAS LOCKER

### Rental Fee Discount Schedule

LOCKER TIER: 1	→	RENTAL FEE DISCOUNT: —
LOCKER TIER: 2	→	RENTAL FEE DISCOUNT: 5%
LOCKER TIER: 3	→	RENTAL FEE DISCOUNT: 10%
LOCKER TIER: 4	→	RENTAL FEE DISCOUNT: 15%
LOCKER TIER: 5	→	RENTAL FEE DISCOUNT: 20%
LOCKER TIER: 6	→	RENTAL FEE DISCOUNT: 25%
LOCKER TIER: 7	→	RENTAL FEE DISCOUNT: 30%







# A11 — ATLAS LOCKER Skill Tree



In addition to the modules listed in this document, the ATLAS locker will eventually evolve into the equivalent of a skill tree. The initial conceptualization of the design consists of three independent contributing factors towards a point system that can be applied across different modules:

## ○ Progression Cross-Pollination

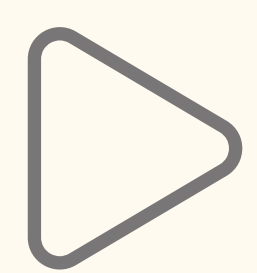
In-game progression for various market-related activities assist with Skill Tree Building. For example, the Trading Career progression can contribute to points within the ATLAS Locker Skill Tree.

## ○ Locker Tier Point Perks

ATLAS Locker Tier will provide a specific number of points to be applied throughout the Tree

## ○ Community Building Investment

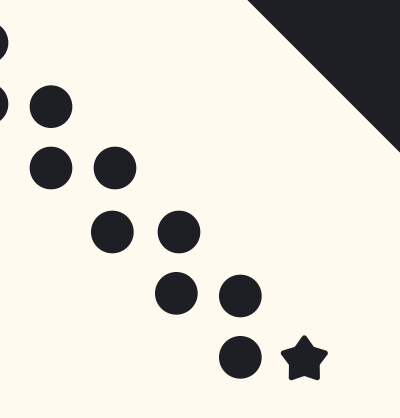
Points Purchase: Players can purchase skill points directly, exclusively in ATLAS, with the proceeds going to the DAO.



Across these separate mechanics, both players and ATLAS Locker participants can get access to various features that are presently exclusive to the Locker itself, providing opportunities for players to "grind" points, and determine how best to allocate them based on their specific gameplay style. As the ATLAS Locker Skill Tree expands, it will be unlikely that any player can get access to every benefit, even if they have participated across all three point-creation mechanics, introducing strategy to the entire system.







# Summary Table



Locker Benefit Summaries at a glance

	ATLAS LOCKER TIER	ATLAS REQUIRED	SAGE CRAFTING FEE DISCOUNT SCHEDULE	SAGE RESPAWN REDUCTION SCHEDULE	SAGE BLOCKCHAIN FEE SUBSIDY	FACTION FLEET RESOURCE REDUCTION SCHEDULE	FLEET RENTAL EARNING DISTRIBUTION	SAGE FLEET RENTAL FEE DISCOUNT
NEW TIER ▶ <b>1*</b>	▲ 1,000	⊘	⊘	⊘	⊘ 0.001 SOL	⊘	⊘	⊘
<b>2</b>	▲ 10,000	10%	🕒 30%	⊘	⊘ 0.002 SOL	30%		5%
<b>3</b>	▲ 70,000	12.5%	🕒 35%	⊘	⊘ 0.008 SOL	35%		10%
<b>4</b>	▲ 560,000	15%	🕒 40%	⊘	⊘ 0.012 SOL	40%		15%
NEW TIER ▶ <b>5*</b>	▲ 5,600,000	17.5%	🕒 45%	⊘	⊘ 0.08 SOL	45%		20%
<b>6</b>	▲ 22,600,000	20%	🕒 47.5%	⊘	⊘ 0.12 SOL	47.5%		25%
<b>7</b>	▲ 72,000,000	22.5%	🕒 50%	⊘	⊘ 0.8 SOL	50%		30%

⊘ Not Applicable

