StarSharks

AS OF NOVEMBER 30

Please note, the whitepaper is considered to be a working document and will be updated as and when required in line with the latest developments.

Overview

According to data in DappRadar's *DAPP Industry Overview: August 2021[1]*, the Game-Fi sector saw its usage increase by 17% compared to that of July, and around 880,000 unique gaming wallets interact with a smart contract on a daily basis, with the number of active wallets increasing rapidly.

Thanks to the surging popularity of CryptoPunks and CryptoKitties in the blockchain industry in 2017, the NFT market started to grow exponentially, and the pandemic that broke out in 2020 accelerated the development of the entire NFT industry.

The advancing and maturing NFT market creates a favorable environment for the birth of GameFi. GameFi originally denoted "gamified finance", a concept combining DeFi, NFT, and gaming. GameFi is a remaking of traditional gaming business models by innovating and blending DeFi, NFT and games into a new application scenario. GameFi introduced financial products into games, enabling game players to play for profit and empowering the DeFi and NFT market via expanding their adoption scenarios. Many startups have thrived on this boom and witnessed the explosive growth of GameFi, including Axie Infinity, My Neighbor Alice and Alien World.

Riding on this wave of growth, many GameFi platforms have emerged, most of which link their various in-house developed games with a unified in-game token, thus creating more application scenarios for the token to circulate in. But they all fail to look further than the earliest GameFi concept - making mining more fun and lowering the entry threshold for players through gamification.

However, is GameFi really just no more than a derivative of DeFi, no more than a financial game?

We all know that GameFi is based on the shared recognition of NFTs' value, which means that NFTs enable the P2E model. NFTs can generate value themselves; the shared recognition of NFTs' value justifies the value of GameFi. "Game" refers to games that are meant for creating application scenarios in which NFTs create value. "Fi" is finance, which derives value from transactions of items that are recognized as valuable. Thus, it is NFTs themselves that underpin the GameFi value creation system.

The core of ContentFi, as the name suggests, is content, and to be specific, the potential application scenes of NFTs. The value of NFT lies in its scarcity, uniqueness, and the universal recognition of its value. Games represent simply one application scenario in which users build consensus. As more application scenarios are created, NFTs can unlock more possibilities and enable more relevant and immersive experiences for users, thereby creating new value.

---

[1] Source: Dapp Industry Overview: August 2021 (dappradar.com)

StarSharks Introduction

What is StarSharks? StarSharks is a Shark-themed metaverse defined and shared by the community with a sustainable economic system.

Our Mission: We aim to explore the infinite possibilities of NFT as a creativity infrastructure, to subvert existing content and value sharing models with community co-creation and sharing mechanisms so that creativity and value can thrive in communities once again.

Our Goal: To start with quality in-house developed games and fuel their growth with lego-like modular component technologies to be made progressively accessible to explore infinite application scenarios of NFTs with the community, players and developers together in a spirit of co-creation and sharing; to create a metaverse underpinned by universally recognized NFT assets, each of unique value, for players to have fun to their heart's content.

Core Values of StarSharks:

- **Co-creation**: We invite players to co-create content and gameplay to jointly define the future of NFTs;
- **Universality**: We build highly compatible NFTs based on efficient in-house development to keep expanding application scenarios of NFTs;
- **Sharing**: The vast majority of the platform's revenue will be shared with and by the gaming community.

Vital Elements of StarSharks:

- **NFT assets and application scenarios jointly defined by the community**
  - Expansions of Shark genes to diversify the appearance of NFTs.
  - Multiple quality in-house games developed based on NFTs and the token system, combined with SDKs to be progressively made accessible to external developers, drive the creation of unlimited application scenarios for NFTs on the platform.
- **Strategic roadmap of the StarSharks platform**
  - Early on, the platform will develop five quality in-house games and gradually unlock a variety of NFT application scenarios such as PvP, breeding simulation, racing and card to initially build the platform ecosystem;
  - Subsequently, the community can vote and decide what new game modules and gameplay will be unlocked;
  - Concurrently, we will bring in external developers and give them access to SDKs to create more application scenarios.
- **A sustainable dual-token economic system powered underlying economy: :**
  - **SSS: The governance token** that authorizes stakers the rights to share the value of the StarSharks metaverse IP via DAO and the rights to define the future of the StarSharks metaverse

- ○ **SEA: The game token** for players to enjoy and build their own metaverse experience

StarSharks platform modules (Phase I):

- ● **Marketplace system**
  - ○ The Marketplace is the all-encompassing trading place on the StarSharks platform that allows users to trade;
  - ○ Players need to buy Mystery boxes on the Marketplace (Sharks, the basic NFTs required to join the game);
  - ○ Players can spend/consume SSS and SEA tokens to modify and enhance NFTs on the Marketplace.
- ● **NFT leasing system:** The platform offers a lessor and lessee matching system for idle Sharks, allowing players to trade.
- ● **Game system:** A collection of multiple games
  - ○ Players can obtain output in various forms from the collection of games, including SEA, the currency in circulation, and NFTs;
  - ○ Players that are ranked high in competitive games are entitled to rewards of SSS, the governance tokens.
- ● **Staking in the liquidity pool**: The platform sets up a liquidity pool in which players can stake their SSS governance tokens in exchange for VeSSS and become LPs, who are entitled to share 70% of the platform's earnings.

StarSharks platform modules (Phase II):

- ● Independently developing more games based on the Shark metaverse;
- ● Gradually giving external developers access to SDKs;
- ● Building and shaping the culture of the Shark community.

Product Highlights

Highlight 1: Built-in leasing system

To lower player entry barriers with the built-in NFT leasing market, StarSharks has a built-in leasing market that maximizes users' interests with many StarSharks NFTs and makes the platform more accessible to those without a StarSharks NFT (other NFTs available for leasing will be offered in following games).

Why a built-in leasing system? We believe that the potential of Game-Fi users is yet to be fully developed: on the one hand, many investors purchase a large number of NFTs but fail to gain anything from games; on the other hand, P2E players are who are itching to play are denied access by the threshold requirement of having three NFTs. We designed the leasing system to
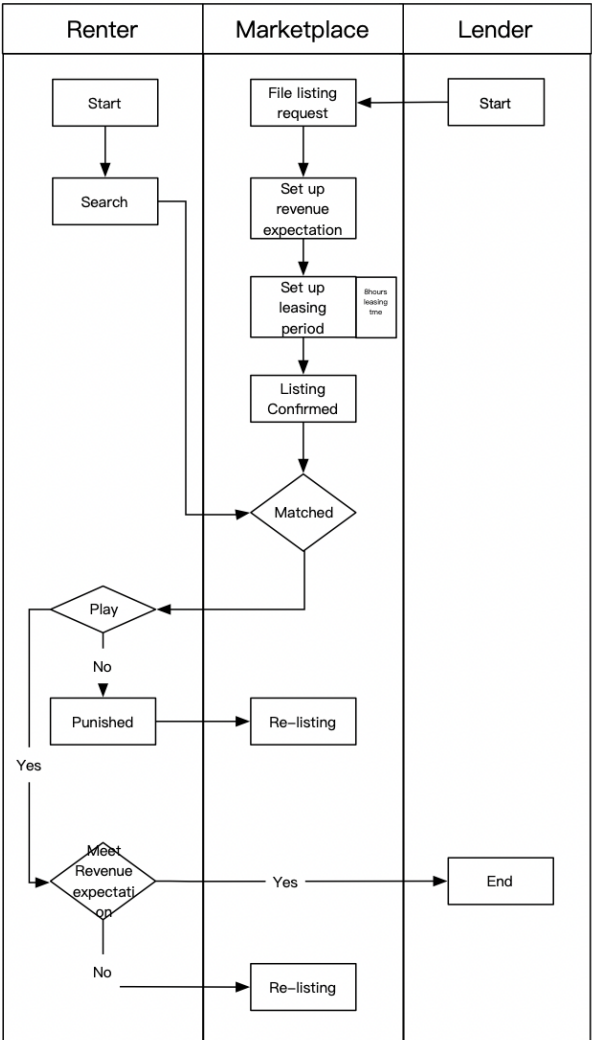
bridge the gap. **Introduction to the leasing system:** Users can list their StarSharks NFTs on the leasing market for others to rent and set the expected earnings and days of rental. The rental time is capped at six hours a day, and StarSharks NFTs that generate less than expected earnings can continue to be listed on the market for renting. The detailed process is illustrated by the flowchart below:

- **Leasing rules:** (1) A lessee is not allowed to rent more than three Sharks concurrently while no such quantity restriction is imposed on the lessor (2) Users who lease Sharks without using them in games are subject to certain punishment, this is designed to protect lessors' interest. (3) The splitting of earnings is governed by the reward and punishment mechanism to protect the interests of both lessors and lessees.
- **Earnings sharing:** The SEA tokens that a lessee earns in games will be partially granted to the lessor at a dynamically adjusted percentage of the SEA tokens earned to the lessor's expected earnings .

Highlight 2: Innovative profit-sharing system to build up a stronger player community

The profit-sharing system mainly works in the following ways: 1) Sharing profit as referrers; 2) Sharing profit as stakers. The detailed introduction is as follows.

1. **Get rewards as a referrer**

Every user that joins our platform can become a referrer, and there are no entry requirements. Any referrer who contributes to our ecosystem will be entitled to the platform's rewards which are tied to their referee's contributions. within a validity period of 30 days.

When joining a game, new players shall fill in the invitation code given by existing players (referrers) to become referees.

Referrers are entitled to share enormous rewards of BNB, SEA and SSS, with the specific proportion thereof tied to their referees' contribution.

The specific ways of BNB, SSS, and SEA allocation to referrers. **Please refer to the latest version of the platform's operational rules for the allocation of BNB, SSS, and SEA to referrers.**

The platform will set aside a certain amount of SSS tokens to reward the top 500 promoters (ranked by contributions) based on revenue each month.

* The amount of SSS tokens is determined by the platform's algorithms.

2. **Get rewards as a staker**

Stakers will share the majority of the platform's earnings, which are from the following two sources:

- A 4.25% fee will be charged for users who trade NFTs in the marketplace by the platform. 70% of the income from this channel will flow into the Staking Bonus pool. All transactions will be settled in BNB.
- 30% of the SSS tokens that users spend to synthesize high-rank NFTs will flow into the Staking Bonus pool.

Staking rules: Stakers can lock up their SSS tokens in DAO. The locked SSS tokens are named as VeSSS. Stakes can choose a lockup period from 1 month to 4 years (available options include 1 month, 1 year, 2 years, and 4 years). If the lockup period is 4 years, the SSS : VeSSS ratio is 1:1, which means that 1 SSS token can be converted into 1 VeSSS; if the lockup period is 2 years, the SSS : VeSSS ratio is 1:0.5; the rest can be deduced by analogy.

Weekly settlement: VeSSS holders will get real time withdrawable dividends from the platform on a weekly basis.   The dividend amount is determined by the quantity of VeSSS held by the user and the platform's earnings of the week. If User A owns 10,000 SSS tokens and locks them all up in DAO for 4 years, then the user can get 10,000 VeSSS. For example,

> *"User A locked up 10,000 SSS for 4 years, which makes A the holder of 10,000 VeSSS. Suppose in the past week, the total holding amount of VeSSS is 100,000, and the liquidity pool secures 1,000 BNB and 10,000 SSS earnings. According to the rules, User A can get 100 BNB and 1,000 SSS.*
>
> **10,000 / 100,000x (1,000 BNB + 10,000 SSS) = 100 BNB + 1,000 SSS."*

Community governance: When the community governance function goes live, users will be able to vote and determine community rules. The voting power is in proportion to the VeSSS holding amount. To help users better understand the total amount of dividend available and their share of it, key data will be displayed on the DAO community governance page.

StarSharks Metaverse Roadmap

StarSharks 1.0.: Origin of the Metaverse

Game 1: StarSharks.Warriors

StarShark Warriors offers various types of gameplays: The game is not only beginner friendly with its simple combat rules and skill mechanisms, but also exciting and challenging with its infinite strategy combinations and battle maneuvering. It is a game for the novices and the experts.

1. Introduction:

- **Body parts:** The shark in the game has six body parts, each fitted with a component, and the body parts are the head, mouth, dorsal, tail, ventral and neck. The shark in the game has six body parts, namely head, mouth, dorsal, tail, ventral, and neck, each fits with a component. (not sure what "each fitted with a component"means)
- **Genes:** Each body part is controlled by a gene trio, which is composed of one dominant gene (affecting the shark's attributes) and two recessive genes (can become dominant during synthesis of SHARKS).
- **Species:** There are six species of SHARKS, including Tiger shark, Crocodile shark, Godzilla shark, Coryx shark, Rock shark, and Whale shark. The hierarchy of power is illustrated as follows: Godzilla shark and Rock shark can overpower Tiger shark, Whale shark can overpower Crocodile shark, and Coryx shark can overpower Godzilla shark and Rock shark.
- **Skills card:** Each component, fitted on the head, mouth, dorsal fin or tail fin, corresponds to a skill used for battles. The skill cards obtained by players during battles are random.
- **Attributes:** Each shark is defined by four parameters: Hit points (the maximum health), speed (affecting order of strike and critical resistance), skills (affecting bonus damage from combo attack), and morale (affecting critical hit ratio and odds of triggering near death and number of near deaths triggered).

2. Game mechanics:

- **Battle preparation:** Players are free to fight with three kinds of SHARKS of different species and with different skills.
- **Battle process:** As a turn-based game, the player can start with six skill cards and will be randomly given three skill cards in each turn. Use of skill cards costs energy points, initially three in number and then increases by two with each turn.

3. Types of gameplays :

- **Adventure mode:** Players get to experience the StarSharks storyline and unlock new levels by completing the adventure levels.
- **PvE battle:** Players choose an adventure level they have completed and then have the ability to battle in it.
- **PVP battle:** Community is an important part of our platform, we purposefully embed more opportunities in the game for players to interact with each other. The interactions are incentivized with handsome rewards.
    - **Player matching for PvP battles:** Players are automatically matched according to their rank.
    - **Team matching for PvP battles (coming soon):** Two teams will be automatically matched to compete with each other by the system.Players can only team up with their friends. The team they form will be matched against another team with the equal ranking. The winner will be rewarded with a higher ranking and SEAs.

4. Game earnings:

- Players who complete daily tasks can get SEA tokens.
- Winners of PvP/ PvE battles can get SEA tokens.
- **PvP battle works in a seasonal manner, with each season lasting for one month. Players can gain or lose a certain amount of PvP points depending on the battle results. The top 500 players can win from the huge SSS bonus package.**

5. Shark upgrade and synthesis at the StarSharks marketplace

- Synthesis is defined as spending SSS and SEA tokens under certain conditions to merge two SHARKS who end up getting destroyed from one new shark. Genes of the two former/destroyed SHARKS will be combined and a certain portion of Genes will be passed down to the new shark. The new shark will be of a higher rank and generally stronger. Each synthesis is followed by a cooling-off period, which first lasts for five days and is then prolonged as the rank of the shark increases.
- Shark synthesis ensures the decrease of the total number of SHARKS on the market, thus creating needs for new SHARKS. Sharks are sold through the official channels in the form of mystery boxes, which can be purchased with SEA tokens that players get from games. This is how the closed loop of consumption and supply is formed. This strategy is put in place to sustain the value of SHARKS and stabilize the price of SEA tokens.

StarSharks 2.0.: Metaverse

It is a known fact that keeping players motivated to earn in-game currency is crucial. However, most games in the market make it a rare case for regular players to gain satisfying rewards despite the enormous amount of time input, which causes the decrease of willingness to play and earn in-game currencies . In comparison, the Shark Metaverse created by SEA is much more beginner friendly. Each game has a different output emphasis yet are interlinked, a design that enables regular users to focus on one game and still earn handsome rewards. Mutual supply between games helps form a stable and closed-loop ecosystem.

We are committed to exploring more Shark applications to give more value to the NFTs in a broader scope; the games are designed to be somewhat interconnected so that players can tactically choose a portfolio of games to win rewards from the platform the most efficiently.

The following is our vision of the four games to come and the content of each to give readers an idea of our Metaverse.

Game 2: Shark raising simulation

StarSHARKS.Simulation, a raising simulation game, aims to bring the unparalleled experience to users

1. Game mechanics

- **Basic Raising:** Players can use basic raising equipment to change Sharks' genes and also shorten the cooling-off period following synthesis.
- **Advanced raising:** Players can spend SSS tokens to purchase prop NFTs such as incubators and training fields and spend SEA tokens to purchase consumables (potion) on the Marketplace to shorten the cooling-off period and rapidly boost shark synthesis efficiency.
- **Inheritance of Shark Attributes:** Sharks have six body parts, four of which are each tied to a skill; the six body parts are all related to basic attributes and each body part has 1 dominant feature and two recessive features, with the skill, attribute and appearance of the body part all determined by the dominant feature. The dominant and recessive features of all the 6 body parts of a high-rank Sharks are randomly inherited from the two low-rank SHARKS, but each feature can mutate, though the odds are low. There are some definitive patterns governing shark attribute inheritance, but whether players can uncover them depends on their understanding of the game and tactics.
- **Shark list:** Players are allowed to display SHARKS they own and the platform designs a section for that.

2. Game benefits: To optimize Shark genes + To shorten the cooling-off period

Game 3: StarSharks Land

StarSharks Land, the Sharks inhabitant, faces many challenges. While players improve the Land to enhance SHARKS' skills, they need to protect the land from possible invasion of foreign species. .

1. Game mechanics
- **Land construction and use:** On the land they purchase, users can build recreational scenarios such as arenas. These scenarios, including sections where they can interact with other players, can increase the output of resources and reinforce Shark's combat attributes.
- **Land auction:** Players' exclusive/personalised land can be traded at the Marketplace as NFTs.
- **Team battle:** On the land purchased, players can team up to defend themselves against invading Sharks and protect their land; they can also initiate attacks with other players to gain resources and honors.

2. Game gains:
- SEA tokens, which players can produce in certain buildings.
- Ingredients needed for synthesizing experience-boosting potions (used in the shark raising simulation game)
- Individualized land (NFTs).
- Materials needed to generate rare cards.

Game 4: Shark Racing

StarSharks Racing is a 3D third-person parkour racing game with leisurely gameplay.
1. Game mechanics:
This game features SHARKS (NFTs) that can be used in games across the platform. The higher-level their basic attributes are levelled up to, the greater their advantages will show in racing will be. It is also easier for higher-level SHARKS to gain resources. In the game, players can increase their odds of winning by employing extra skills to help themselves or hinder other players. There are much more tactics to be explored! **2. Game gains:**
- SSS: Higher-ranked players in the game can win seasonal SSS awards;
- Rare cards: players have a chance to win rare cards during racing.

Game 5: StarSharks Card

StarShark Card is a turn-based strategy card game.
1. Game mechanics:
- Gameplay and tactics: Players collect different cards (NFTs) to form a set for battle; the more cards they have, the more varied their tactics will be.
- Card acquisition: Players can acquire cards through land, racing or trading at the Marketplace.

2. Game earnings:
- SSS: Higher-ranked players will be rewarded with SSS tokens;
- Exclusive and rare skins that can shape players' image in the community.

Token Economic Model

The platform issues two kinds of tokens: 1)SSS, the governance token; and 2)SEA, the game token.

SEA economic model:

1. **SEA Introduction**

   SEA token is the in-game currency. Its issuance is unlimited, but the balance between its production and consumption is the prerequisite to the design of all the games on the platform as its stability is the cornerstone of the whole platform.

2. **SEA Issuance:**
   a. The initial 100 million SEA tokens issued by the platform will be used to continuously provide liquidity for the SEA-BNB trading pair on DEX platform(s).
   b. Subsequently players can only get SEA tokens from games.
3. **SEA Stability:**

   The production : Production-to-consumption ratio will be 0.84 in the first one to two months and capped at 1.40 even under extreme user growth scenarios, which is still within the range that does not require any intervention and basically maintains stability.

   - Theoretically, each player needs to have three Sharks to play a game. The only way to obtain Sharks is to purchase Mystery boxes from the official Marketplace. The platform will only keep a very small percentage of the income as a handling fee. 90% of the SEA tokens the platform receives from the purchases will be burnt, the majority of the rest tokens will be given to referrers to reward their contributions.
   - It costs players a huge number of SEA tokens to raise SHARKS, and the SEA tokens that the platform receives from this channel will be burned.
   - After IDO, part of the first issued 100 million SEA tokens will be used to build up the initial liquidity pool for BNB-SEA on DEX platform(s).

SSS Token Economic Model

- **SSS Introduction:** SSS is the StarSharks governance token; 100 million in total.
- **SSS Allocation Plan and SSS Vesting Schedule**
  - **Angel Financing: 5%** of the total supply, First release in 4-month after first IDO, The remaining parts will be released quarterly in the next 11 quarters;
  - **Private Round: 9%** of the total supply, First release in 3-month after first IDO, The remaining parts will be released second-by-second in the next 11 quarters;
  - **IDO: 1%** of the total supply, all to be unlocked after IDO;

- ○ **Team: 15%** of the total supply, to be unlocked over a total of 4 years: 5% of it is to be unlocked 6 months after IDO, another 5% will be unlocked 6 months after the initial unlocking, and 15% to be unlocked every half a year in the next three years;
- ○ **Liquidity Pool: 1%** of the total supply, not locked up;
- ○ **Marketing Fund: 3%** of the total supply, not locked up and to be released according to market operation plans;
- ○ **Collect to Earn**[2]**: 61%** of the total supply, not locked up and to be in full circulation over ten years;
- ○ **Company Reserve: 5% of the total supply**, not locked up;

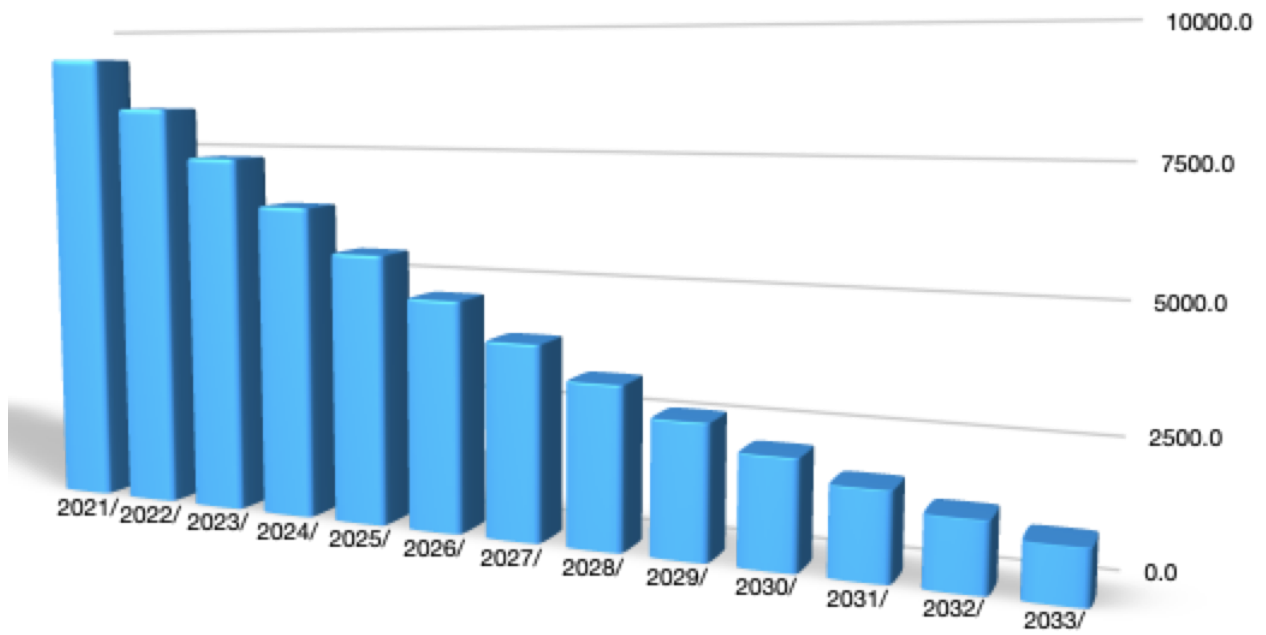- ● **The stable "releasing-staking-recycling" system for SSS value stability**

  While constantly releasing SSS tokens to the market, we strive to ensure their long-term value. This is why we determine the release quantity of SSS tokens with algorithms based on the platform's monthly revenue and floats within the set range.

  - ● **SSS release quantity reschedule:** The release quantity is adjusted annually, with up to 780,000 tokens released per month in the first year. After which the release quantity will be reduced with a decay coefficient of (9% + n%) starting from the second year. According to the mathematical model, the annual release quantity will be up to 5,484,900 in the fifth year, and the annual release quantity shall be maintained at 2,158,900 in the tenth year.
  - ● **Recovery Ratio:** According to the model, the platform only needs to maintain the recovery ratio (i.e., SSS consumed in the year / SSS released in the year) at 20% to maintain a robust operation
  - ● **Bonus pool return quantity:** SSS will be consumed in the game, of which 60% of the consumed part will be returned to the bonus pool (the return ratio of the bonus pool is 60%) calculated with a recovery ratio of 20%, and the annual return quantity =the release quantity of the year * recovery ratio * return ratio
  - ● **Incentive pool remaining:** The current total bonus pool - the number of current year releases + the number of current year bonus pool returned
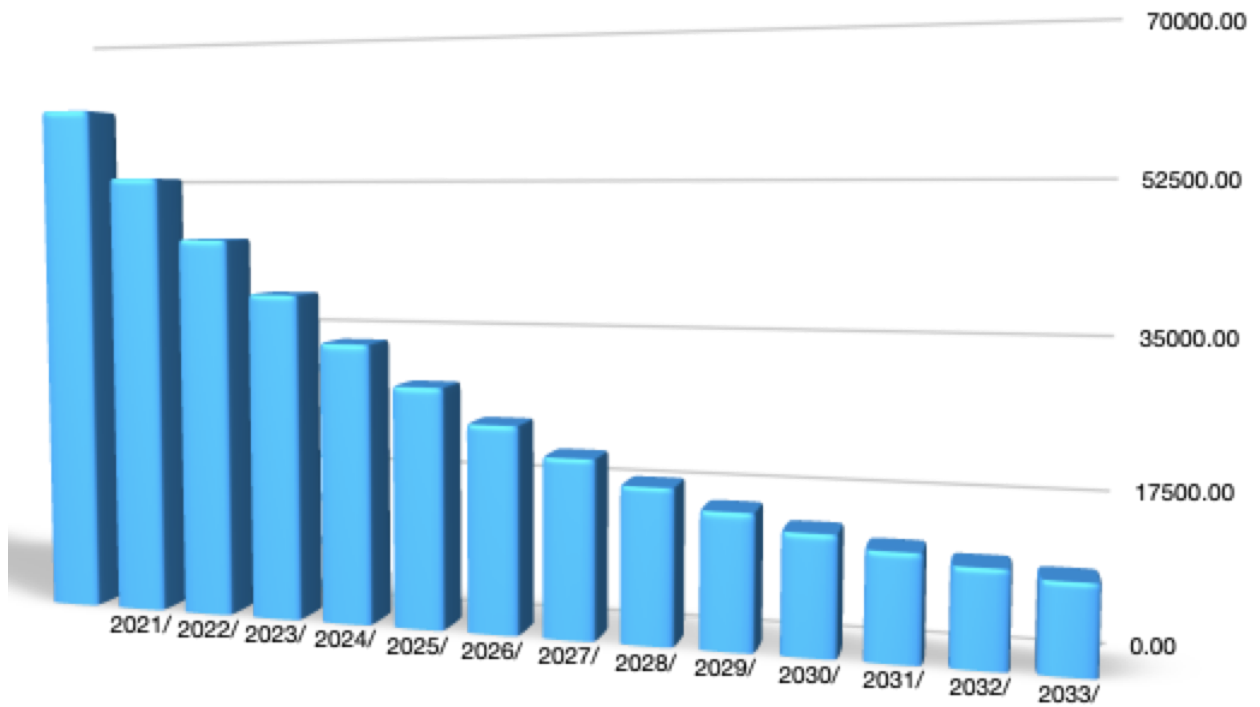
---

[2] **Collect to Earn:** We have designed a stable mechanism of SSS "release-stake-withdraw", the only way for players to obtain SSS tokens in games. This mechanism ensures that the value of SSS tokens is preserved through a long period of time and the token can be released continuously. The quantity to be released depends on the monthly revenue of the platform and floats within the set range with the specific quantity determined by given algorithms.

					SSS TRS					
year	Number of releases (k)	Decay coefficient	Recycling ratio	Recycling quantity（K）	Return ratio	Return quantity（K）	Bonus pool remaining(k)	Number of games that can produce SSS	Annual average release（1k per game）	Average monthly release（1k per game）
							61000.00			
2021/	9360.0		20.00%	1872.0	60.00%	1123.2	52763.2	1	9360.0	780.0
2022/	8330.4	11%	20.00%	1666.1	60.00%	999.6	45432.4	2	4165.2	347.1
2023/	7330.8	12%	20.00%	1466.2	60.00%	879.7	38981.4	3	2443.6	203.6
2024/	6377.8	13%	20.00%	1275.6	60.00%	765.3	33369.0	4	1594.4	132.9
2025/	5484.9	14%	20.00%	1097.0	60.00%	658.2	28542.3	5	1097.0	91.4
2026/	4662.1	15%	20.00%	932.4	60.00%	559.5	24439.6	6	777.0	64.8
2027/	3916.2	16%	20.00%	783.2	60.00%	469.9	20993.3	7	559.5	46.6
2028/	3250.4	17%	20.00%	650.1	60.00%	390.1	18133.0	8	406.3	33.9
2029/	2665.4	18%	20.00%	533.1	60.00%	319.8	15787.4	9	296.2	24.7
2030/	2158.9	19%	20.00%	431.8	60.00%	259.1	13887.6	10	215.9	18.0
2031/	1727.2	20%	20.00%	345.4	60.00%	207.3	12367.7	10	172.7	14.4
2032/	1364.5	21%	20.00%	272.9	60.00%	163.7	11166.9	10	136.4	11.4
2033/	1064.3	22%	20.00%	212.9	60.00%	127.7	10230.4	10	106.4	8.9
...										

Number of releases (k)

2021/ 2022/ 2023/ 2024/ 2025/ 2026/ 2027/ 2028/ 2029/ 2030/ 2031/ 2032/ 2033/

10000.0
7500.0
5000.0
2500.0
0.0

Bonus pool remaining(k)

2021/ 2022/ 2023/ 2024/ 2025/ 2026/ 2027/ 2028/ 2029/ 2030/ 2031/ 2032/ 2033/

70000.00
52500.00
35000.00
17500.00
0.00

Project Development Roadmap

- **November, 2021:** The StarSharks official website is launched in the state. Together with the Binance Mystery Box - NFT presale;

- **December, 2021:** IDO and community building rewards will be launched. Release of the first PVP/PVE battle game with NFT SHARKS at its core. Start up the NFT marketplace rental and referral system.

- **February 2022:** Establish an official support fund to support the construction of gold trading unions in Southeast Asia, Africa, and other regions.

- **March, 2022**: Initiate Co-PvP system and get the Co-PvP season started.

- **June, 2020**: Launch of the second shark development game accompanied by the shark simulation.

- **September, 2022:** Launch the third game which is themed with land construction. This game allows players to purchase resources and build on their lands.

- **December, 2022:** Launch the fourth game which is themed with parkour racing. This game allows players who have SHARKS to participate in racing competitions.

- **March, 2023:** Launch the fifth game - a card game. This game allows players to participate in the game by staking governance tokens or NFT cards produced by home and racing games

Declaration

The sole intention of this document is to communicate to specific recipients who have asked for information about the program and does not constitute any future investment guidance or a contract or commitment of any kind. By participating in the SSS Token Distribution Project, participants understand and accept the project's risks and are willing to personally assume all consequences. The project team expressly disclaims any promise of reward or liability for any direct or indirect losses

resulting from the project. The SSS tokens involved in this project are a cryptographic digital code used in transactions and do not represent equity, right to earnings or control of the project.

Due to the many uncertainties surrounding the digital currency itself (including but not limited to the general digital currency regulation in various countries, fierce competition in the industry, and the technical loopholes of the digital currency itself), we cannot guarantee that the project will be successful. We acknowledge and admit that the risk of the project's failure does exist, which means the tokens of this project are also at risk of becoming invalid. Although the team commits to working hard to solve the problems that may arise in the course of the project, the future will still be beset by uncertainties caused by policies. In this regard, it is important to bear in mind that the support of and participation in this project must be rational and informed by a full understanding of the risks of blockchain.

The SSS team has entrusted a credible third-party organization to set up a foundation entity in the Cayman Islands. All operations are in compliance with local laws, regulations and regulatory requirements. In the event that a matter arises that requires legal advice, it is necessary to confirm the handling through a local lawyer. The SSS Foundation maintains the non-profit nature of its operations. Users who participate in the SSS community have the right to hold additional SSS tokens or relinquish them in the future, regardless of whether or not they have acquired them. Holding a token also implies the holder's right to spend and use smart contracts on the SSS blockchain platform. SSS purchasers should understand that the SSS Foundation makes no guarantee or tunnelling, express or implied, to the extent required by law. In addition, purchasers should understand that there are no returns or refunds after purchasing SSS tokens. In the event of a dispute, the parties involved shall resolve the matter through negotiation in accordance with the agreement. If the dispute fails to be resolved through negotiation, it shall be resolved through legal action.