

Firework Games FIREWORK GAMES White Paper

V3.0



Quote

"Firework Games will be the most advanced and forward-looking blockchain game platform. Our vision is to provide an open and inclusive diverse game world based on the pure blockchain technology, which will change the game industry in modern society. Everyone is freely allowed to create, to play and to enjoy his own role in the parallel world."

— Radesh, Firework Games Founder and CEO

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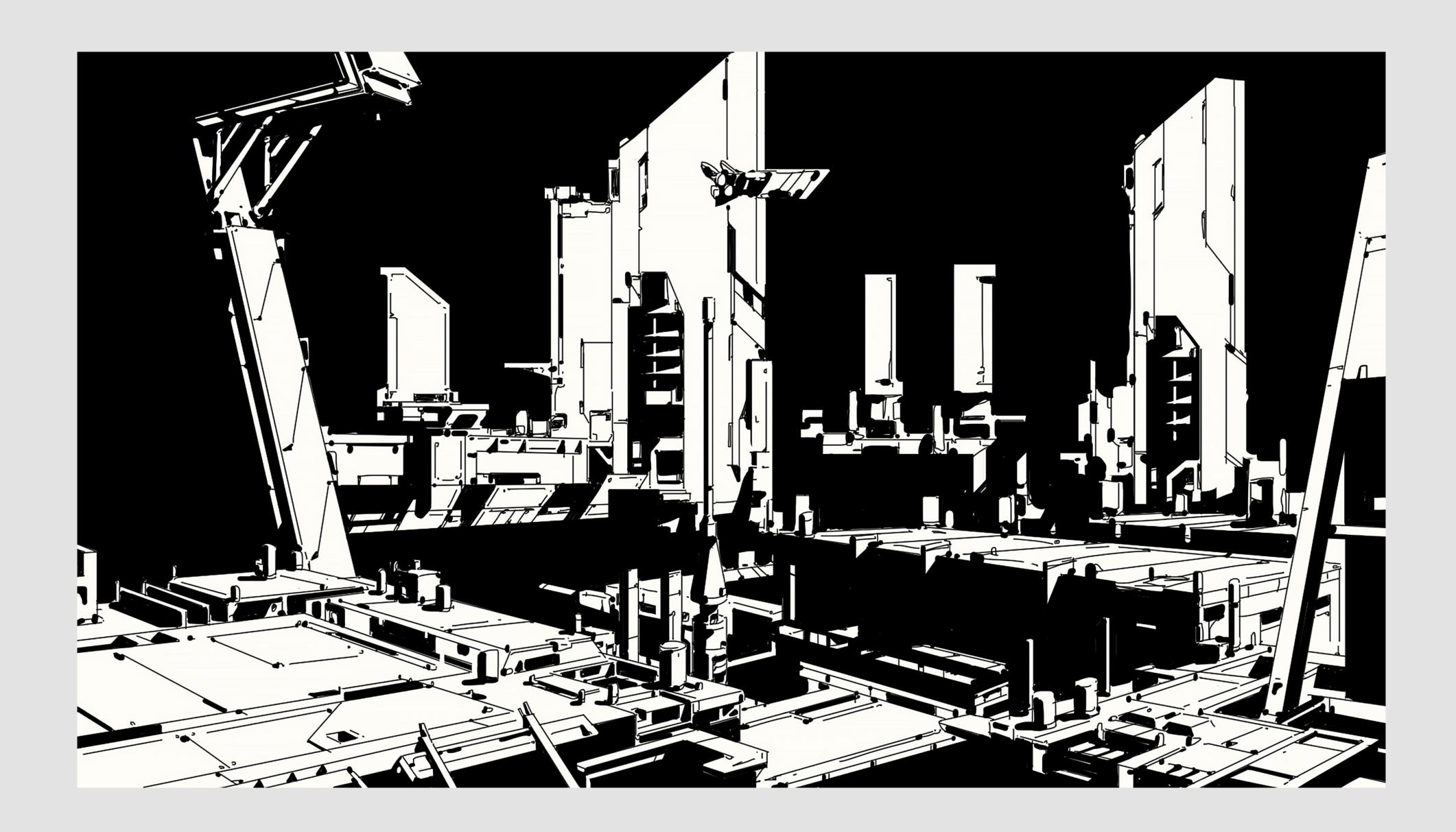
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What is Firework Games

Overview

Firework Games is a decentralized self-development and release platform of blockchain games. It aims to provide gamers worldwide with access to blockchain games and build a bridge for traditional games to evolve into blockchain games. Firework Games vision itself is to reduce the difficulties for gamers and developers to get started with blockchain games through our blockchain technology, by offering technical support, platform support, funding and community governance during the process.



Service Recipients

Independent Game Producers

Firework Games will invite game producers from all over the world to publish their games in the platform, provide technical and financial support, so that every producer has the opportunity to show and develop their games.

Gamers Community Worldwide

Firework Games will be the pioneer of an open and inclusive diversified game world, and offers the most powerful opportunity in the history of the game industry for gamers worldwide. All games released based on Firework Games will have in-game assets delivered to gamers as blockchain NFT assets. Due to the technical nature of the blockchain, the gamers will be entitled with full control over the assets they purchase (give away, destroy, trade, etc...). Gamers can make the virtual income in the game into real-world revenues through transactions at any time, allowing the game interests become truly privatized and anonymized.

Independent Artists

Firework Games welcomes independent artists from all over the world to release their digital artworks such as music, paintings, animations, self-media videos in the platform. Firework Games will also provide technical support and financial support to give every artist the opportunity to show and sell their artworks.

Artwork Collectors

Firework Games will invite famous art connoisseurs from all over the world to comment and appreciate the excellent artworks. Through the Decentralized Autonomous Organization (DAO), we will select the excellent art collections, allowing collectors worldwide to collect their desired and highly collectible artworks.

Applied Technology and Development Platform

Fireworks Games is a pioneer of open and inclusive diversified game world. In the blockchain game industry, we want to build a decentralized virtual reality game ecosystem, and promote the construction of GameFi.

In the early stage of the ecosystem construction, Fireworks Games will continuously build self-developed games, the community governance consensus featured with "Free to play, play to earn" and create an efficient DeFi financial services infrastructure. Fireworks Games will integrate gameplay, NFT equipment mining and game collection auction to achieve a comprehensive gameplay experience. At the same time, we will take cautious to avoid the instability of finance models appearing in the current GameFi world, by optimizing the lack of application scenarios and liquidity in the NFT segment. In this way, we will build a shared, open, self-circulating, and autonomously evolving metaverse of Firework Games.

In term of our direction with regard to the implementation of gaming technologies, Firework Games will apply latest game production methods, professional and efficient game production process in the traditional gaming industry, for example, Physically Based Rendering (PBR). Equipped with many professional technical talents and the latest game development engines (UNITY, UNREAL5), we will create the stunning gameplay experience.

Firework Games will launch several games in the future. In the settled worldview framework, you can experience multi-dimensional and multi-genre game models, including but not limited to the applications for AR and VR technology, thus to improve the gaming experience. All Firework Games' games will share the same tokenomics, eliminating the token trading barriers among different games. We will maintain the vital rights and interests of game developers and gamers, enabling each role within the platform ecosystem to gain sustainable and robust revenues.

Game Artwork Collections and Intellectual Property

Firework Games noticed the increasing usage of developing and trading derivatives in the game industry, we expect this trend will continue to grow exponentially. Game derivatives are a huge market which is bound up with innovating and broadening game ideas of gamers.

In the future, Firework Games will launch gaming artwork collection trading system, in which game developers or gamers can upload their game works in the built-in game collection trading system, including but not limited to game prototype demo, game soundtracks, game videos, game doujin paintings, figure sculpture works, physical game materials, etc.

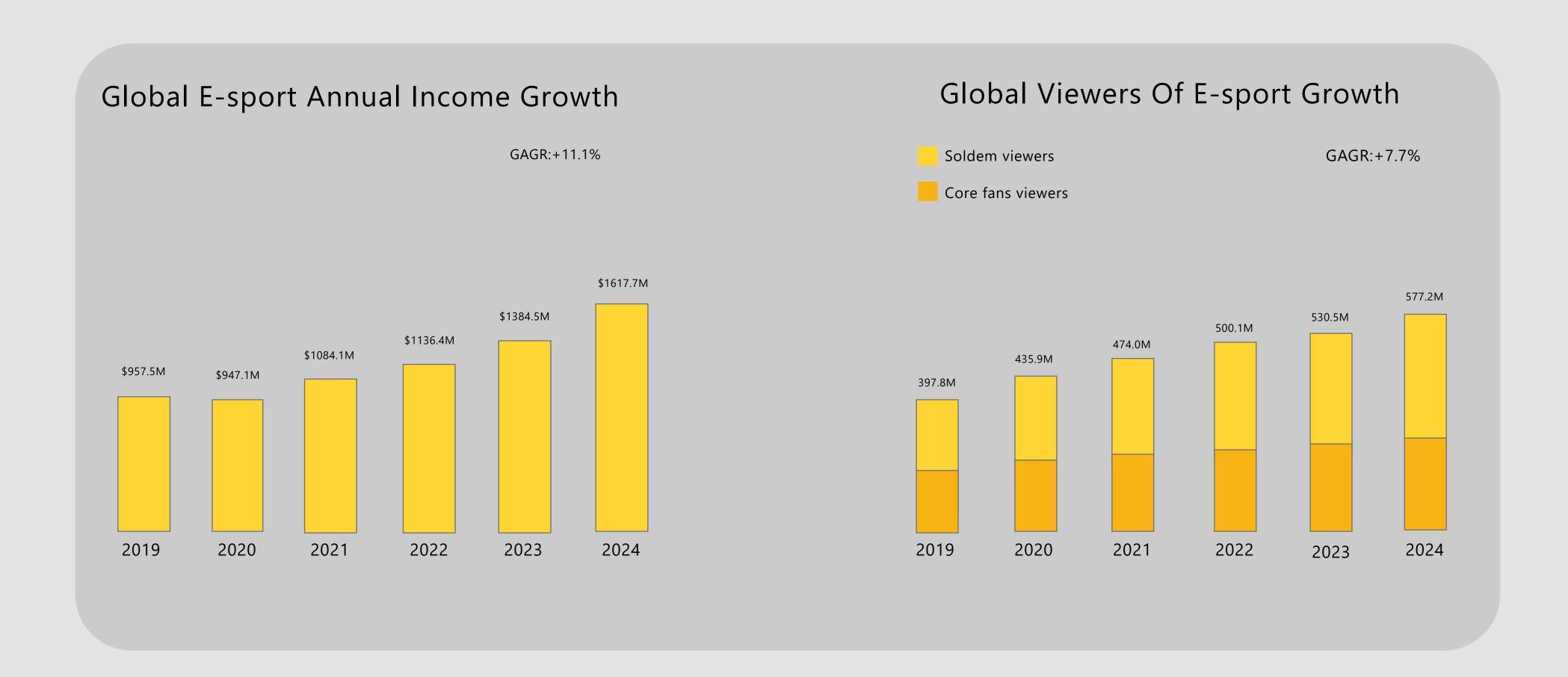
Firework Games is a digital game platform that respects the importance of the protection of intellectual property rights. During the process of game development, we will comply with the intellectual property protection laws of each country, and respect the freedom provided by the DeFi space in the gaming sector. Besides, we also welcome original games to be published and operated on our platform. Firework Games will establish a complete and professional review mechanics. Among the games independently developed and released in the platform, we will autonomously monitor and filter out the unauthentic games to protect developers' original intellectual property rights as well as the gaming experience and economic interests of gamers. In the construction of the gaming artwork collection community trading platform, we hold an open and inclusive attitude to allow users to upload their own NFT works and gain revenues from sales. We will also respect and protect the rights and interests of original game works and derivatives for game developers and gamers.

We will establish two major trading sectors: Firework Games Fun Community and Firework Games Collection Community. Firework Games Fun Community allows all registered users to publish their own works by decentralized no-auditing mechanics without any thresholds. In Firework Games Collection Community, the professional art collection consultants and professional intellectual property legal advisors will protect the development of the project and community, ensuring that the works published in the platform are unique and highly collectible. Both two communities are connecting with each other, and share the same tokenomics. Top producers from the Fun Community will be invited to the Collection Community.

Global E-sports Business

E-sports arena is a confrontational game based on E-sports with information technology at its core, which is fairly implemented in unified competition rules.

The E-sports industry is growing fast worldwide. According to Global E-sports and Game Live Streaming Market Report in 2021, a latest report by Newzoo:" The global E-sports revenues will reach \$1.084 billion in 2021, and the number will exceed \$1.6 billion by 2024, with a compound annual growth rate of 11.1%. It shows that the number of global E-sports audience will increase to 474 million in 2021, with a year-over-year growth of 8.7%. Core E-sports fans who watch more than once a month will account for nearly half of the overall population, reaching 234 million, with a year-over-year growth of 8.7%. By 2024, the number of global E-sports audience will reach to 577.2 million with a compound annual growth rate of 7.7%.



The global game live-streaming audiences will reach 722.8 million in 2021, an increase of 10.0% compared to 2020. In 2024, this number will grow to 920.3 million, a compound annual growth rate of 9.2%. The base of E-sports target audiences will continue to expand. The large and core group of E-sports enthusiasts will bring incremental growth in communication and revenues for the E-sports market.

E-sports is becoming a new kind of sport. Combining with the speed, transparency and fairness of blockchain, E-sports will be boosted significantly by industrial capacity. Firework Games will launch a global Esports business, including E-sports competitions in the platform, prediction and investment of competitions, talents training and support. Firework Games will hold regular global game E-sports events for the games run in the platform, and offer lucrative rewards, to increase the popularity of the games and attract more gamers to participate. We also provide event prediction and betting activities, and the winners will receive generous rewards. As for the selection of E-sports talents, Firework Games will regularly select gamers with excellent performance within the game to form teams, give them financial support, and recommend E-sports teams for investment institutions to participate in the competition activities of the digital platform. In the future, we will connect with traditional game platforms and cooperate with famous game events such as World Cyber Games (WCG), Cyberathlete Professional League (CPL), and World Electronic Sports Games (WESG), etc... to provide event commentaries, event quizzes and other businesses.

Digital Museum Plan

The founding members of Firework Games have participated in the construction of digital museums around the world, as well as the digital restoration and reconstruction of the Notre Dame de Paris. In the future, Firework Games will promote the digitalization process of physical museums, digitally reconstruct the museums, and transform information into the blockchain digital world, allowing greater exposure to users worldwide to appreciate the work as well as learning related history which would otherwise be forgotten. Firework Games will also actively purchase the copyright and make NFT digital artworks, to create NFT digital economy with a physical foundation at its base.

Firework Games Digital Museum Plan is a large-scale public welfare popular science project. Through technology, we move the physical museums to the blockchain. And by audio explanation, reality simulation, three-dimensional display and other forms, users can immerse themselves in the appreciation of precious exhibits, and acquire information and knowledge more conveniently. Users can feel the precipitation of history at anytime and anywhere, and visit museums without being there physically.



Core Work Mechanics

Self-development Game

Firework Games is a decentralized self-development and release platform of blockchain games. Firework Games regards self-development as its root and attaches great importance to IP originality and intellectual property protection.

Our R&D team comes from world-famous professional game production companies and has participated in multiple AAA title games, such as Eve Online, StarCraft, League of Legends, Ring of Elysium, NARAKA: Bladepoint, we possess experts in advanced gaming production process. All self-developed games of Firework Games will apply the latest game development engine (UNITY or UNREAL5) to create amazing gaming experience. In the future, we will continue to explore self-developed game engine and launch our own professional game engine.

Game Release

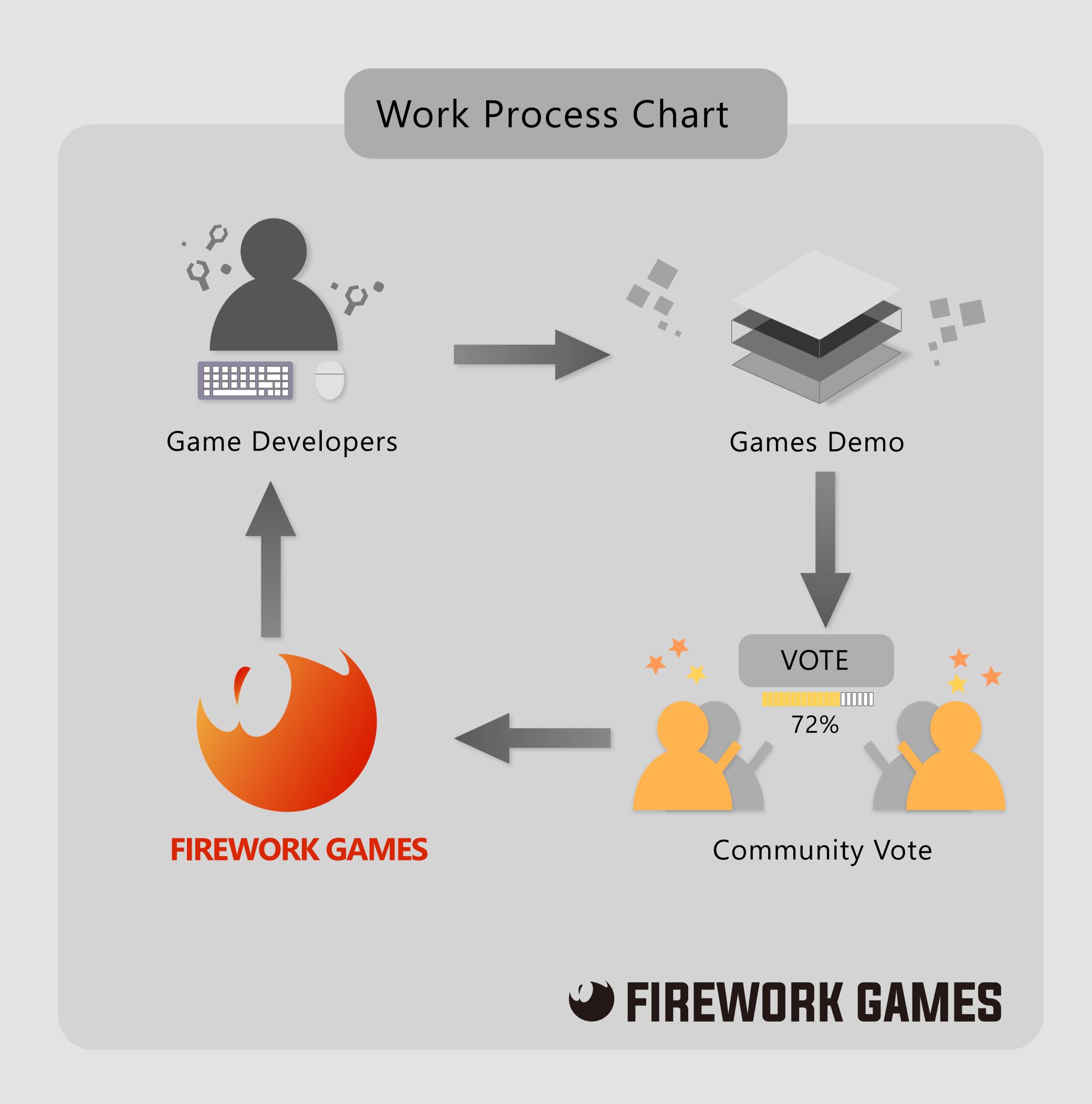
Firework Games is a decentralized self-development and release platform of blockchain games. With utmost enthusiasm, Firework Games welcomes any original game developers. One of our missions is to support and cultivate excellent game producers, continuously providing superior games in Firework Games framework. After submitting the demo works in the platform, the Original Game Screening Commission of Firework Games Governance Community conducts a screening process. The qualified games will have the opportunity to be showed to our gaming community. The games will provide the community gamers with demo version while the community gamers have the opportunity to vote for the best games. The selected games will officially be published on Firework Games, and have access to the shared tokenomics of the platform.

Firework Developers Foundation

Firework Games will allocate 8% of the total release amount of FIRE in the Firework Developers Foundation, which will be used for the development and production of new projects. Announcement will be made in the community board to disclose the development of the project in real time. In addition, Firework Developers Foundation will actively cooperate with other projects and provide funds for high-quality projects.

As providing assistance to game developers is an important expenditure, the community members who hold FIRE tokens will decide how to use funds in the Firework Developers Foundation with their vote in the community project governance. Specifically, when a game project or new media art project (including but not limited to film and animation works, paintings and music, etc...) receives more than 70% votes from the community within a specified period of time, we will support it by taking a certain percentage of funds from the Firework Developers Foundation. The supported projects should also give a certain percentage of profits back to the foundation in the coming year. The percentage will be adjusted according to each project, and all the funds given back will be put into the platform development foundation. The financial details will be announced to the community.

Firework Developers Foundation is an innovative concept for gaming community. During the process of game development in the past decade, we have constantly observed that there are many creative independent game enthusiasts who are unable to freely publish their game works, or are limited by financial pressure or policy pressure. Thanks to the transparent and fast blockchain technology, Firework Games will continue to invest more money and energy in the gaming field in the future. We invite all indie game enthusiasts around the world to develop their own games and upload them to Firework Games.



Game Community

Gaming communitization embodies the sharing concept of blockchain mechanics. The game ecosystem of global gamers is becoming diversified, community-oriented and open.



Firework Games provides a fair, free, open and innovative platform for gaming enthusiasts and developers around the world. Through the advanced blockchain technology, we will create valuable on-chain games, and optimize the gaming experience of global gamers by further constructing community. In addition to issuing first-class game content, we will also provide developer technology sharing board, game information board, Esports board, demo trial play board, governance board, etc..., so that more gaming enthusiasts can join and experience different game boards, hence creating a positive cycle of gaming experience for our community.

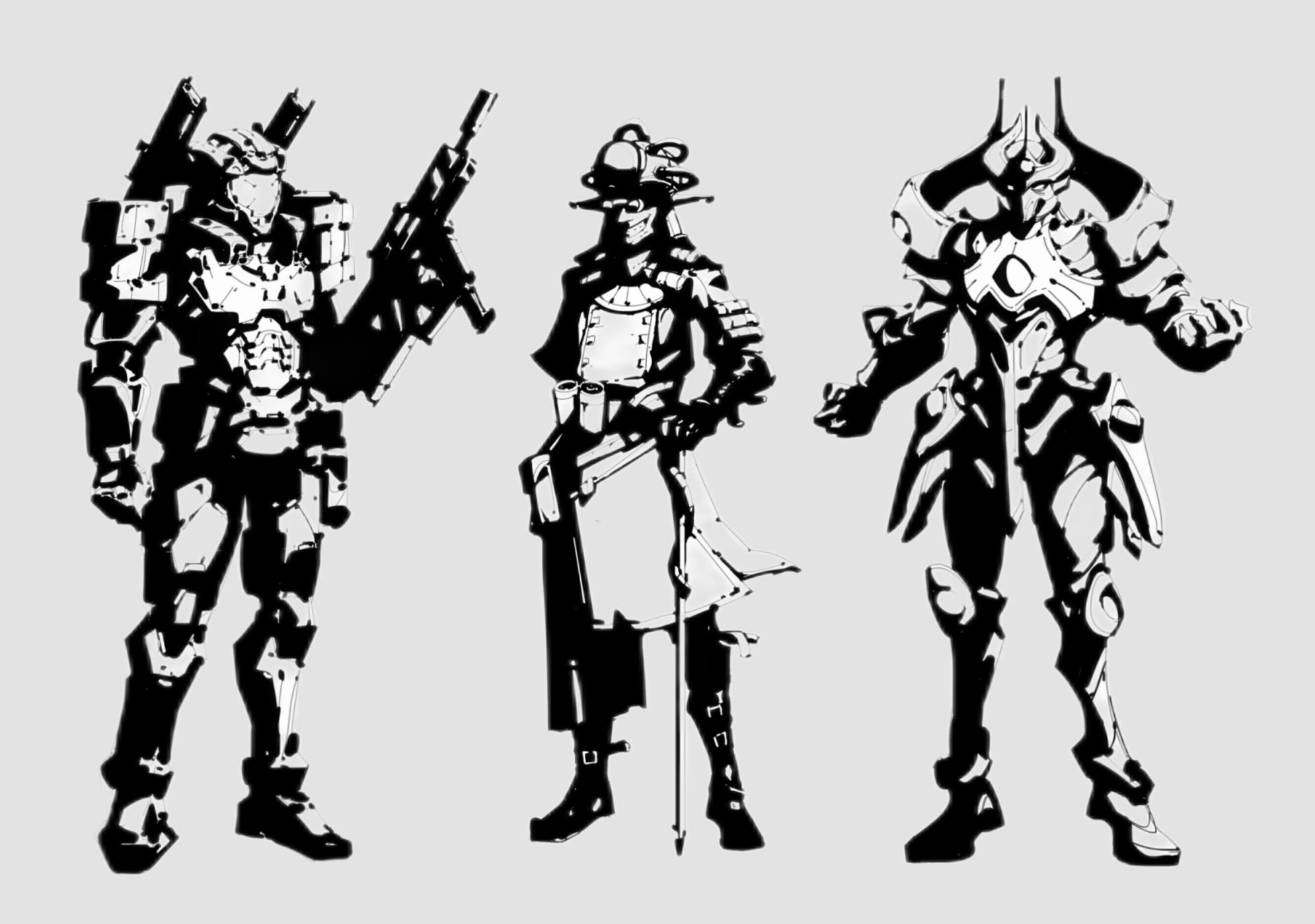
Decentralized Autonomous Organization (DAO) Governance

Firework Games will establish a complete set of community committee institution and the corresponding DAO governance model. The tokens held by users are not only tokens themselves, but also have the actual empowerment value. The reason why we emphasize the development of the game community is to break the barrier of direct communication among people, and promote the circulation of tokens. Users can get voting rights by pledging tokens and act as the owner to join in the project voting, election of creative workshop excellent works, game agent election, submission of game update opinion, Game Development Committee and other substantial community projects. Firework Games will be a decentralized mini-universe.

Firework Games Team

Team Introduction

Based in Hong Kong, the team composes of members from Hong Kong, Singapore, Shanghai, America and Japan. Since 2010, our team has been engaged in gaming development. Our production staffs have been involved in the international top tier game companies for over ten years, such as Blizzard Entertainment, Riot Games, Tencent Games and Epic Games, and involved in the development of 10+ AAA title games, such as Eve Online, StarCraft, League of Legends, Ring of Elysium, NARAKA: Bladepoint. To attract the best game developers around the world, apart from a physical office, we also advocate to create a decentralized and distributed office worldwide, ensuring the suitable office environment for our stuff. Our goal is not just to be another blockchain game studio, but to transform the currently gaming industry into its next era.



Core Members Introduction



CEO, Radeesh

Background in traditional finance, and crypto trading in the secondary market, a senior investor in cryptocurrency, and an investment expert in the DeFi. He has cooperated with Polygon, Coinbase, CoinMarketCap, and CoinGecko, and maintained a good business friendship.



CTO, James

Development expert with more than ten years of experien ce in internet, previously worked in HUAWEI and NetEase Games. He participated in the development of multiple d ecentralized game applications (Game Dapps).



CSO, Jimbo Oah

Graduated from the University of Cambridge and Massac husetts Institute of Technology (MIT), a trader of internar ional top hedge fund as well as an expert of derivative trading and delta one arbitrage.



CMO, Hye Jung Cho

Born and raised in Seoul, South Korea, Hye Jung studied Public Affairs and Policy Management in Canada. After graduating, she moved to Hong Kong and quickly rose through the ranks at her firm, becoming one of the best deal facilitators in her field. Her work focused on equity and commodity finance, with a particular focus on swaps, options and stocks relating to Samsung Electronics, Hyundai Motors, SK Hynix, Kakao Corp and SPX.

Consultant Members Introduction



Charles Lecoq, Neukind HK

Chief Strategy Officer for Neukind HK, an expert of equity derivatives trading, once worked as Executive Director and director in JP Morgan, HSBC, SOCIETE GENERALE. Neukind is the biggest blockchain node deployment platform in Japan and operates more 6,000 nodes till now. At present, it provides Ether 2.0 unmanaged pledge services, Polkadot and Kusama verifier nodes, etc...



Art Director, Yao

Graduated from China Academy of Art, once worked at Blizzard Entertainment and Netease Games, and participated in the art design for many projects, such as StarCraft II, Diablo III, FIFA Online 4. Also an NFT artwork creator.



Founder of X21 Digital, Lim Jing An Lester
Besides focusing on investment into quality projects, he
also incubates, advises and supports promising projects
via his immense resources & connections in the
blockchain ecosystem. He is also Advisor to WonderHero,
Pinknode, Blank wallet, and many more others.



Founder of Alpha Crypto Capital, Theodore Agranat Since 1998, Theodore has founded various IT and technology startups. In 2012 Theodore started working on crypto related ventures and fell in love with the industry, following the evolution of this space very closely. Most recently Theodore co-founded AlphaCrypto Capital, a firm focused on investing into and advising early stage blockchain projects.



Enjinstarter Advisor, Kelvin Woo
He is co-founder of Federated Ventures and has
accelerated the growth of many early stage projects. He
specializes in optimizing tokenomics and go-to-market
strategies. He has served as advisor to over 10 projects
with over \$100 million combined raise, including projects
such as 5IRE Chain, Panther Protocol, Affyn and Altered
State Machine amongst others.



Real Metaverse Gaming World Guided by Dark Forest Law



 \triangle This screenshot is a preview of the real-time game development in Pioneer Beta Version. \triangle

Origin

"The universe is like a dark forest, where every civilization is a hunter with a gun, quietly stalking through the forest like a ghost, gently brushing aside the branches in his way, trying not to make a single sound with his footsteps, even breathing carefully: he must be careful! If he finds another life, there is only one thing he can do: fight, survive, and eventually destroy him! In this forest, others are the hell, the eternal threat, and any life that reveals itself will soon be extinguished. This is the picture of cosmic civilization, the explanation of the Fermi paradox."

SPARK ERA is a self-developed Massive Multiplayer Online Role-Playing Game (MMORPG) by Firework Games, as well as a global metaverse game based on an interstellar background. Focusing on blockchain technology development, the game ecosystem construction is prompted with GameFi and NFT game sovereign assets at its core. In SPARK ERA, on the background of cruel camp confrontation guided by the Dark Forest Law, gamers can play the role of star citizens of different races, pilot over 1.000 kinds of ships, explore over 20.000 galaxies and over 100 million planets. You can freely match your ship lineups, join the legion guild, and participate in interstellar wars to win glory and get seasonal rewards.

The game includes: the construction and upgrade of starship, interstellar commerce, NFT empowered mineral collection, NFT card battle, planetary auction, star port construction, real star exploration and strategic confrontation under Dark Forest Law, etc... SPARK ERA will promote the construction of GameFi ecosystem on the basis of cruel camp confrontation under Dark Forest Law.

Every piece of interstellar history in SPARK ERA will be created by gamers.

Game Features

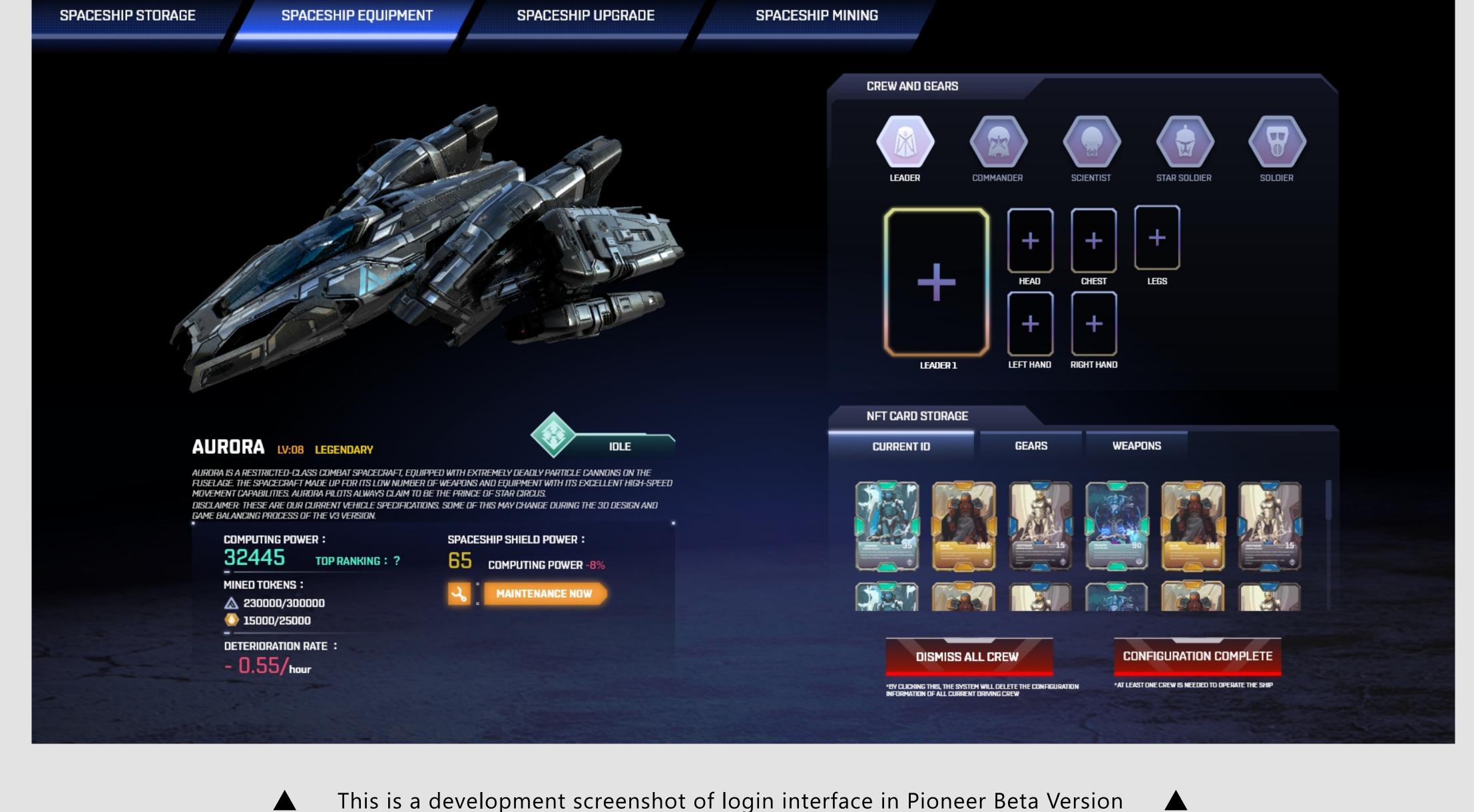
<Global Service>

SPARK ERA is a Massive Multiplayer Online Role-Playing Game (MMORPG), as well as a global metaverse game based on an interstellar background. The gamers are essential parts of MMORPG. The game is developed based on blockchain technology, and produced by Unity engine. It supports global gamers to fight in real time in the same universe, supports multi-chain shared game ecosystem, cross-chain asset transfer, and supports up to 100,000 people to enjoy online entertainment at the same time.

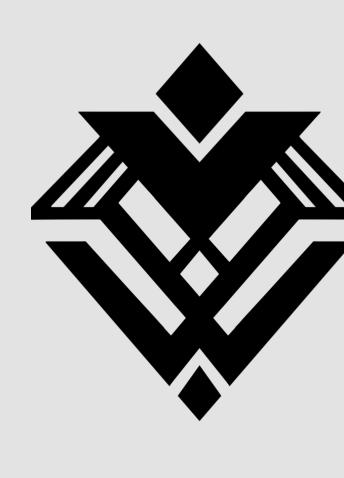
As a blockchain game, Spark Era is a free to play metaverse games project

<Free Gameplay Mode>

for all gamers. All you need is a blockchain wallet to enjoy the game. At the Loot for Spark Era (LSE) activity, we offer a free basic spaceship to every gamer. Meanwhile, even if you miss this early activity to get a spaceship, you can still easily get a free one through in-game activity! Unlike other blockchain games, this free spaceship also allows gamers to engage in all activities such as trade, mining, card battles, and world copy battles, providing a truly free and enjoyable in-game experience for users.



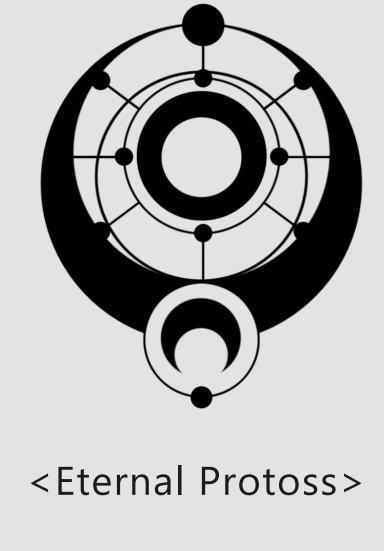
<Multi-camp Confrontation>











SPARK ERA is a Massive Multiplayer Online Role-Playing Game (MMORPG), as well as a global metaverse game based on an interstellar background. On

the background of cruel camp confrontation guided by the Dark Forest Law, gamers will play the role of star citizens of different races. In this law, gamers are waiting for their chance to act. As the most important governmental organizations in the universe, the camps will unite their own global gamers to form their own guild system,

make battle strategies, unlock and upgrade their rare starships, thus to fight against other camps and win the glory. <Season System>

SPARK ERA is a Massive Multiplayer Online Role-Playing Game (MMORPG), as well as a global metaverse game based on an interstellar background.

safe and convenient way.

The multi-camp, high-intensity confrontation allows gamers to earn basic rivalry revenues while accumulates glory value for their own camp. The Seasons are accompanied by various random events and cruel rules from the Dark Forest Law. Each season will last 3-6 months. At the end of the season, the camps with the highest glory value will be rewarded with a generous prize. SPARK ERA is a global multi-chain and cross-chain metaverse game, where

gamers from different chain ends in the same camp can accumulate the

same honor value to ensure game balance. The honor values of gamers from all chains will be accumulated, so that each player can win glory for his camp. At the same time, the seasonal rewards will be shared across chains and settled in real time. <Guild System> SPARK ERA is a Massive Multiplayer Online Role-Playing Game (MMORPG),

as well as a global metaverse game based on an interstellar background. Multi-camp confrontation has become the main theme of SPARK ERA while the guild system will be the most important part that allows gamers to be closely interconnected together.

The guild system will be set in SPARK ERA which provides common assets,

game assets, including NFT cards, starships, planet control power, etc... New

users can choose the NFT game assets according to their own needs, all of

which will be linked through the blockchain in an open and transparent,

Under the murk surges of the Dark Forest Law, guild organizations and

individual citizens will continuously join hands to explore and broaden the vision of their camps, fight against the enemy camps, and compete for interstellar supremacy.



FIREWORK



SPARK ERA

The NFT game assets in SPARK ERA are carefully produced by the

internationally renowned artists with the highest art standard and are highly collectible. From the aspect of aesthetic value, the NFT assets in SPARK ERA possess high collection value in the market. Therefore, even if they are removed from the game, they will still be able to withstand the long-term aesthetic test of the market in terms of art value alone.

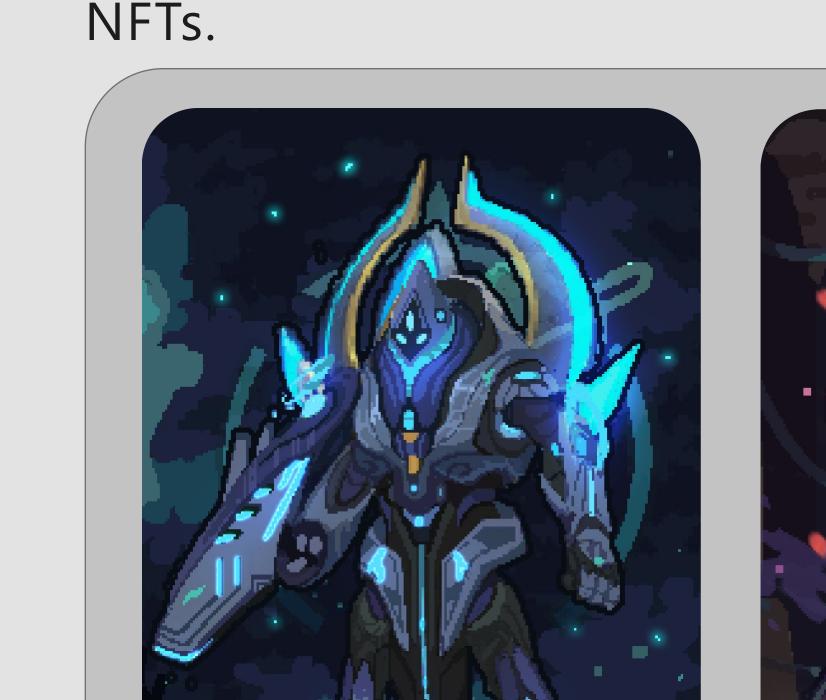
In SPARK ERA, the only official way to acquire NFT game assets is to open loot boxes from the in-game interstellar traders. You can also go to the auction house or other third-party NFT trading platforms to buy the assets from other players! You can even join a guild to rent NFT assets through smart contracts. SPARK ERA has a powerful decentralized trade network. The NFT assets in SPARK ERA will be used throughout the development of

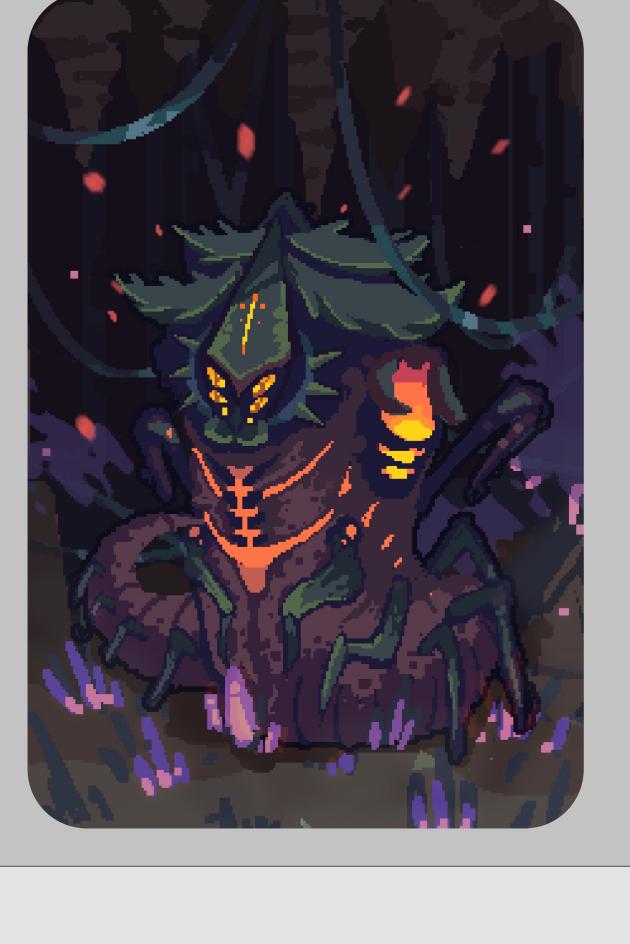
development, or gain the assets in the middle stage of the game, you will be able to experience the subsequent versions normally and receive balanced data support. The development team of SPARK ERA has made systematic macro regulations to satisfy the demands of all gamers. All NFT assets of SPARK ERA are functionally universal. For instance, the assets of Spark Era will be used by other self-developed games of Firework

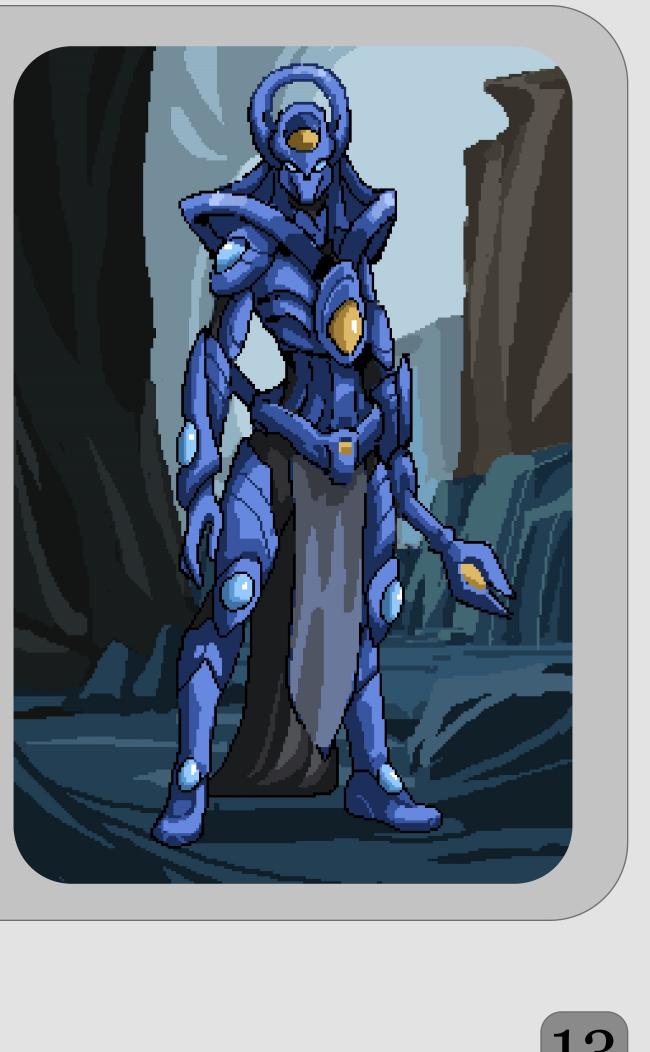
Game in the future, and the assets will be empowered with more gaming

functions and interest. In short, SPARK ERA's assets are the most potential

the game, whether you get the game assets at the beginning of the game







Real Universe and Dark Forest Law

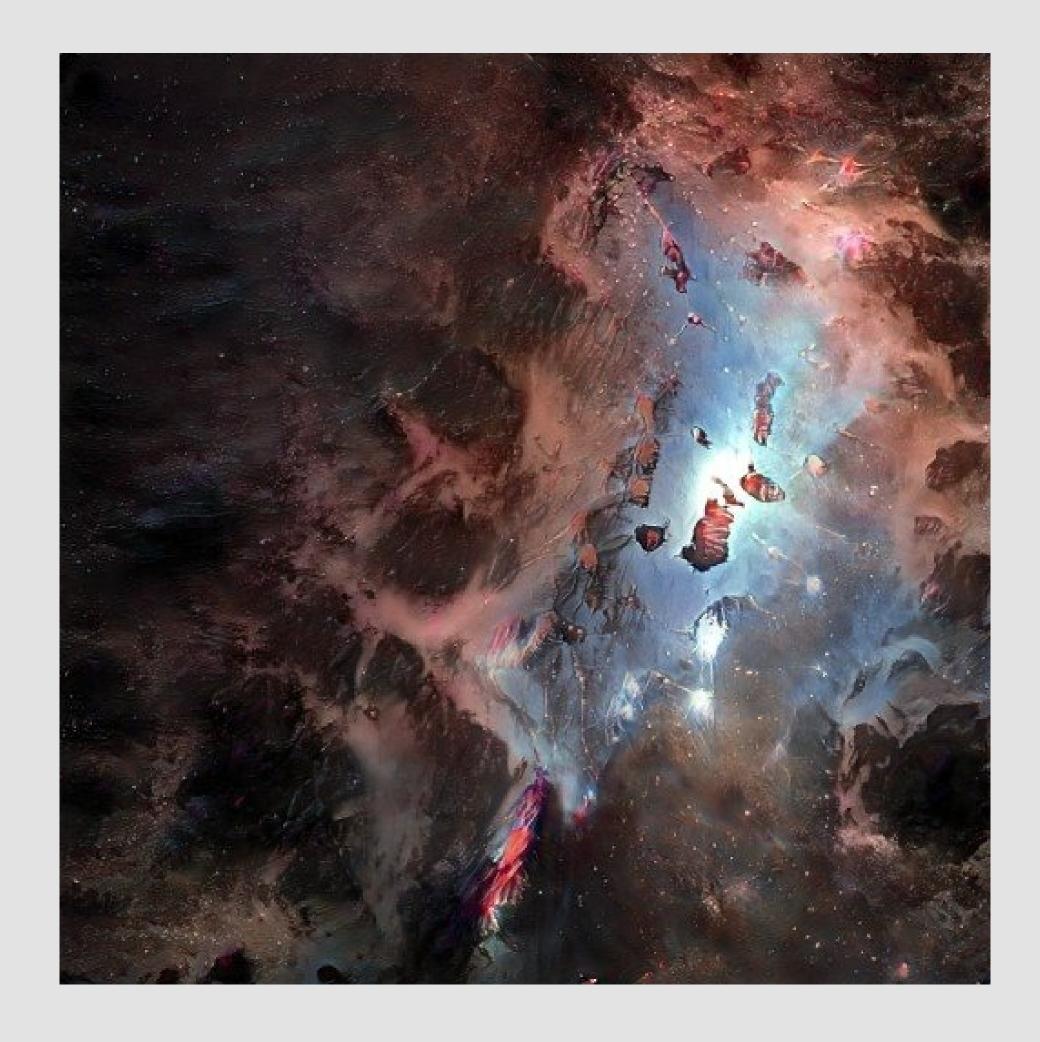
<The Real Universe>

SPARK ERA is a Massive Multiplayer Online and Role-Playing Game (MMORPG), as well as a global metaverse game based on an interstellar background. The game will incorporate the concept of real universe, as the universe is constantly expanding, the game will also expand based on number of players and more solar systems, galaxies through procedure generation, each planet, sun, blackhole galaxy are unique. The game that is designed by AI distributes resources randomly, allowing gamers constantly explore new planets. Some planets can be colonized and gain economic interests. Some planets allow them to build visual colonies and develop planet construction. The game is developed based on blockchain technology and produced by the Unity engine. It supports global gamers to fight in real time in the same universe, supports multi-chain shared game ecosystem, cross-chain asset transfer, and as many people to enjoy our online entertainment simultaneously.

<Dark Forest Law>

"Do not go gentle into that good night."

——Dylan Thomas



Birth Mechanism:

In the game, gamers will face the universe crisis under Dark Forest Law. Gamers will get born randomly within their own camp and will allocate initial energy in planet according to the total assets they own in the game. When entering into a camp, gamers can choose to team up with friends to build a planetary empire and gain powerful initial energy or choose to join the guild directly to get an early comfortable growth environment.

Exploration Mechanism:

In the game, gamers will encounter the most dangerous yet the most common universe crisis that appears to be Interstellar Fog under Dark Forest Law (It's for sure that there is no gas in interstellar space). However, you never know who are the gamers around you and whether they are allied gamers or not. We provide every gamer with an efficient and controllable detection satellite which can constantly scan the surrounding interstellar space when the gamer is online. You can use the satellite system to share the entire view of the camp. If you scan an empty planet that can be colonized, don't hesitate to set out to occupy it! And if you encounter a stronger opponent, go away as quick as possible!

Combat Mechanism:

In the game, you may come across the cruelest cosmic crisis under Dark Forest Law, which presents a terrifying opponent. You should start to make a careful plan as long as you scan him and hope he hasn't seen you. Carefully measure the distance and strength between you and him, then choose whether to fight with it or not. If you win, you will capture his NFT assets, occupy the planet as well as gain battle profits. Otherwise, you will lose these as well.

The dueling among gamers in Dark Forest is brutal while the battles among the guilds is even crueler. Rewards and losses will be infinitely magnified in the large-scale fights among guilds.

SPARK ERA Development Plan

SPARK ERA will comply with a reasonable development path, consistently adding new features and updates to its core, while maintaining a stable development path, enriching the SPARK ERA metaverse. The game will take iterations of three versions.

V1: SPARK ERA: Origin (Release Time: Q1, 2022)

For SPARK ERA: In Origin version, we will initially implant the Gamefi concept into the game. This means that the development of game scenarios for NFT game assets pledge + SPARK ERA metaverse random events + DeFi decentralized financial services as the core game elements. We are the first to propose the non-homogeneous attribute coefficient of NFT assets and introduce Chainlink's oracle technology to offer random experience. Each NFT card drawn by the gamer will have 7 different attributes, 4 different rarities, 3 different exterior outooks, 5 random profession characteristics, etc. To create the most exciting game in 2022!

and QUARK tokens will serve as the main circulating currency. The supply and demand much like the real world, will be in accordance with economic principles.

SPARK ERA: Origin will create a legendary camp confrontation where gamers can

SPARK ERA: Origin will introduce a leading dual token economy system, where FIRE

choose their own camps to win honor values and get seasonal rewards in random events in the universe!

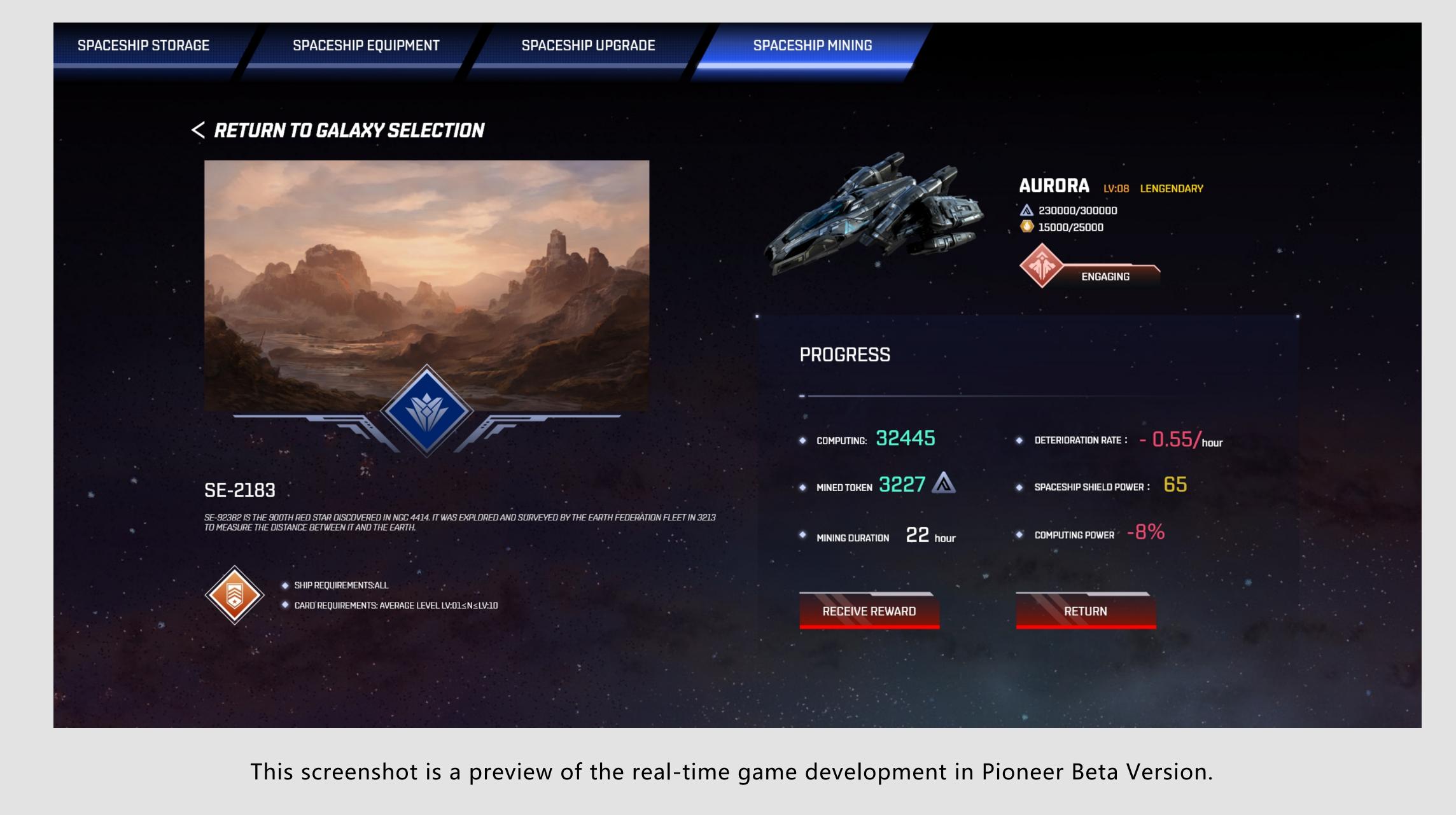
gamers will work together to resist the invasion of evil forces. Various gameplay including single-player mode, heroic e-sport arenas, will also be available.

SPARK ERA: Origin will be including the Beta Version of Interstellar Pets update.

SPARK ERA: Origin will also offer cosmic boss update gameplay, where global

SPARK ERA: Origin offers the earliest form of camp battles, providing a primitive

SPACESHIP EQUIPMENT SPACESHIP STORAGE **DECIDE ON WHICH GALAXY** PICK YOUR SHIP **AURORA** NGC 4414 LV.01-LV.03 **DETERIORATION RATE: COMPUTING POWER:** 32445 - 0.55/hour Top Ranking: ? MINED TOKEN: **65** Computing Power -8% Quark **A** 230000/300000 SPACESHIP EQUIPMENT ENTER THE GALAXY Fire **15000/25000**



V2: SPARK ERA: Legend (Release Time: At the end of Q1 in 2022)

In SPARK ERA: Legend, we will further deepen and extend the gameplay elements of

SPARK ERA universe, introducing a much richer game contents while maintaining the normal operation of V1 version, which will be a legendary version. We conduct

iterative upgrade deriving from V1 system and ensure the generality of assets, provide UNITY interface for isometric mapping, and update the enhanced client-end version.

Meanwhile, the production and consumption of FIRE tokens and QUARK tokens will be further optimized to create a robust economic model and to ensure a sustainable price pattern for the FIRE tokens.

World of Warcraft (WoW), Diablo gameplay mechanics, ensuring a new non-homogeneous attribute concept and to create a unique NFT. This includes a variety of NFT assets such as gears, equipment materials to further enhance the characters abilities. It also solves the problem of poor NFT mobility, which can be experienced in the later version of V1 system.

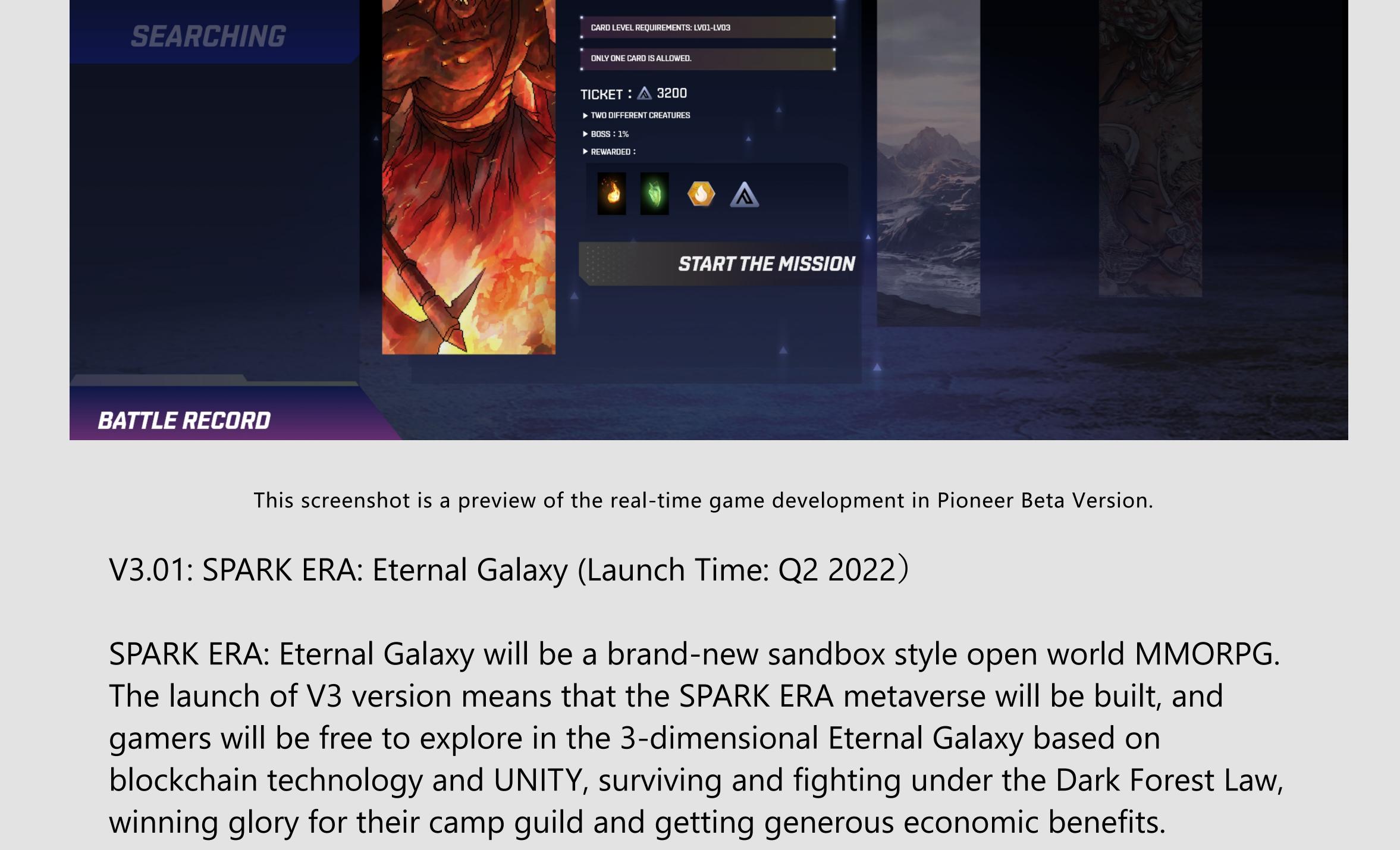
In the production of SPARK ERA: For Legend, we have done significant research on

Meanwhile, V1 version will be continuously updated and improved, introducing the season system, and ranking mechanism, and one of our major focuses, the global E
MISSION CENTER

FORGOTTEN REAL M: THE WRATH DE KADAL

FORGOTTEN REAL M: THE WRATH DE KADAL

GUARDIANS OF THE SILVER STAR: REALM OF ILLUSION



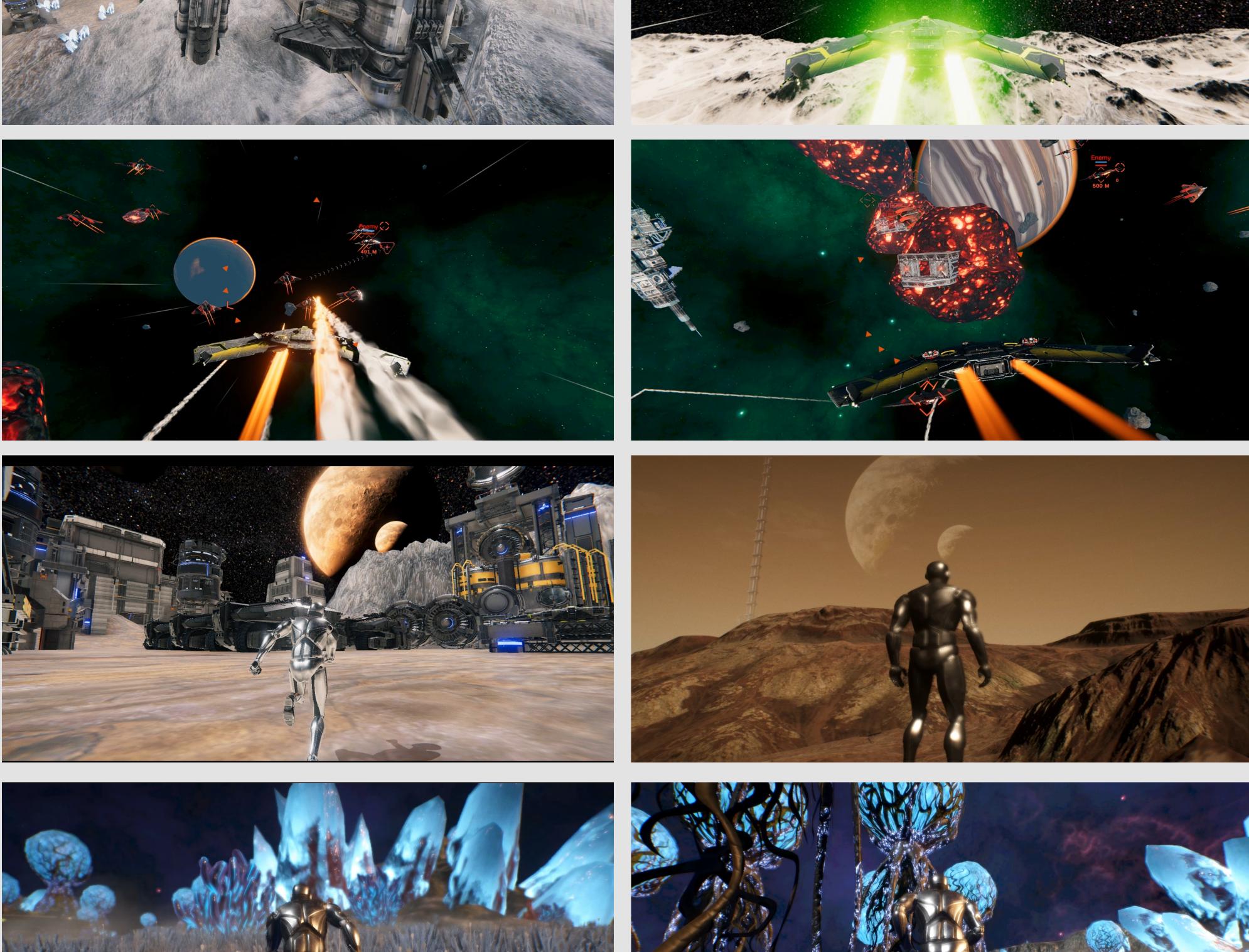
event, and a Hall of Fame system. In SPARK ERA: in the world of Eternal Galaxy, there will be two parts of V3, first you can be an ordinary mining explorer of galaxies, or a strategic commander, a guild leader, or an interstellar warrior loyal to the empire, second part involves planetary building, exploration for long loss ancient tech gear. While developing V1, V2 and V3, we will continuously release the latest NFT game assets and new gameplay content (DLC) to bring the stunning experience to gamers.

While "Free to Play, Play to Earn" will remain at Firework games' Core value.

From the technical perspective, we will integrate the V1 and V2 versions together

game. At the same time, we will open a new season system, a brand-new universe

and bring them into the V3 version of Eternal Galaxy to form a unified version of the



This screenshot is a preview of the real-time game development in Pioneer Beta Version.

Spark Era Economics

<Overview>

Firework Games provides a whole set of scientific economic system that supports the construction of the ecosystem of SPARK ERA. In order to establish an excellent economic system, we have made a lot of competitive analysis of similar products (including but not limited to economic models of traditional games) and many data experiments. We have also invited professors of economics from several famous universities to participate in the planning and formulation of our games, and the chief numerical planner of the famous game Genshin Impact to be the project consultant.

The economic system of SPARK ERA is a unique parallel structure design of double-end economic system, and an integrated economic system combining blockchain economic system with client-side game economic system. The two economic systems are connected with each other and can achieve assets sharing, truly supporting that NFT digital assets can be regarded as financial products for pledge mining and mortgage lending, and they can also be universally used in the main game network for game matchmaking experience.

<Game Token>

In SPARK ERA, the key value driver lies in the monetary reward system provided by a robust and balanced economic system, as well as the support from in-game and blockchain mechanics. A complementary goal of the development team is to offer reference and model for real-world innovation and development by using this virtual world as an experimental sandbox for economic and community governance research.

Governance Token: FIRE Token



SPARK ERA will use FIRE Token, the unique pass in Firework Games, as one of its in-game tokens which will be widely used in the in-game economic system.

As in-game governance currency, FIRE Token plays an important role in DAO governance, ingame distribution, and community governance.

The FIRE tokens can be used to buy game tokens that are going to deploy on Firework Games platform.

FIRE tokens will be launched in Spark Era V1.

Utility Token: QUARK Token



SPARK ERA will use QUARK Token as one of its in-game tokens which will be widely used in the in-game economic system.

As the in-game utility currency, QUARK Token will be widely used in daily gaming activities such as game trading, NFT assets upgrade, game battles, resource collection, and planet construction.

<FIRE Token Distribution>

The total number of FIRE tokens distributed in Firework Games ecosystem: 4.700.000.000

(To maintain the fairness and sustainable development of the game, the development team will not keep any in-game tokens in Firework Games ecosystem).

FIRE Mining Pool Allocation (including in-game pledge mining, highresource interstellar mining production): 2,000.000.000

and team copies, season rewards, E-sports, etc...): 2,000.000.000

Firework Games Activity Rewards (including metaverse star wars, individual

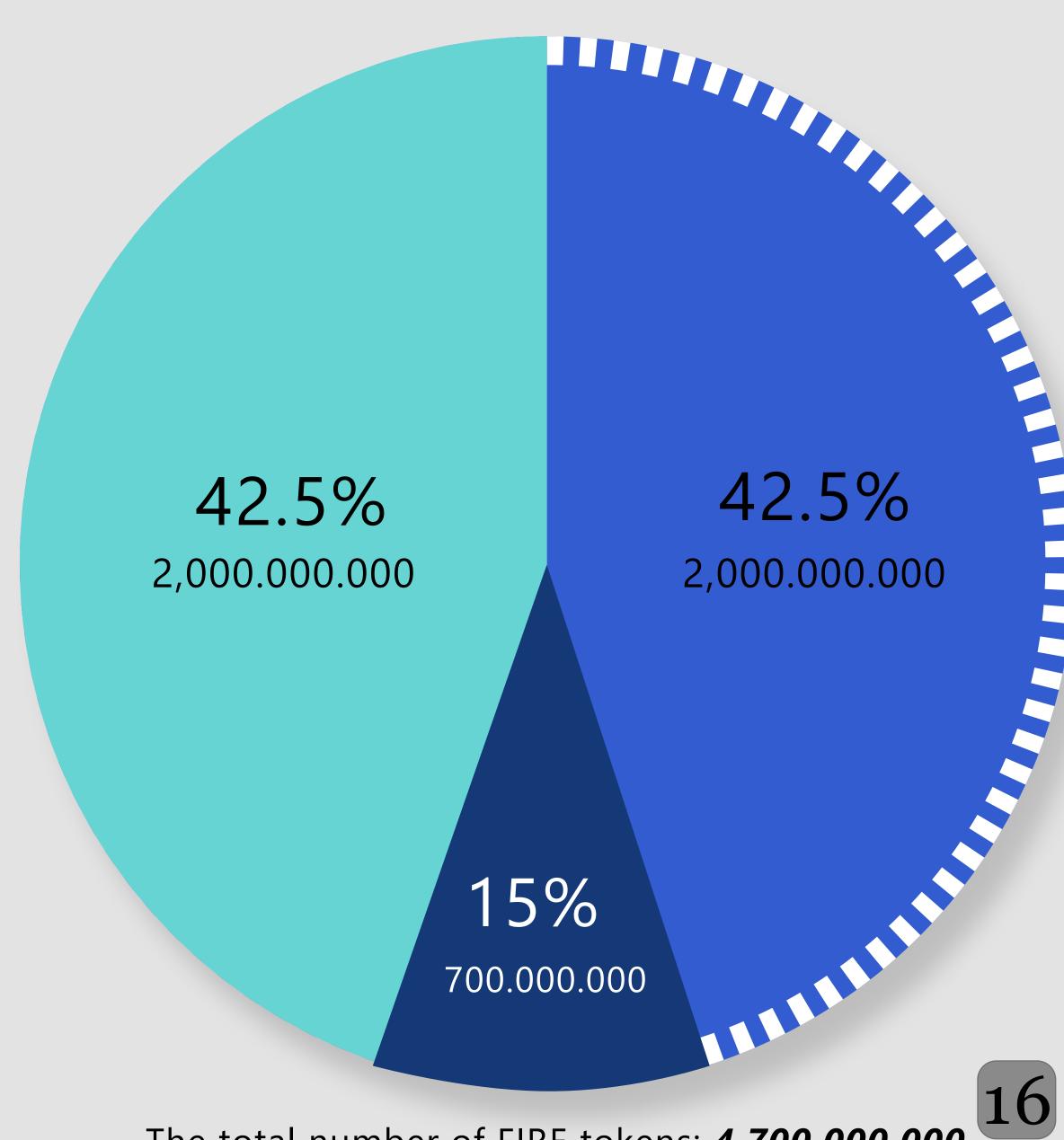
airdrop, community funding, etc...): 700.000.000 FIRE Tokens Distribution

Firework Games community event rewards (including DAO, promotion,



(DAO, promotion, airdrop,

community funding, etc...)



<Decentralized Financial System>

In the decentralized financial system of SPARK ERA, gamers can participate in the decentralized financial activities by unique in-game interface, and interact with custom tools (i.e. the Smart Contract) in various financial centers.

Examples of activities are as follows (categories for reference only): Pledging NFT game assets: pledging NFT game assets for the reward of FIRE tokens;

Pledging specific trading liquidity: such as providing liquidity in FIRE/USDT or FIRE/ETH for the reward of FIRE tokens;

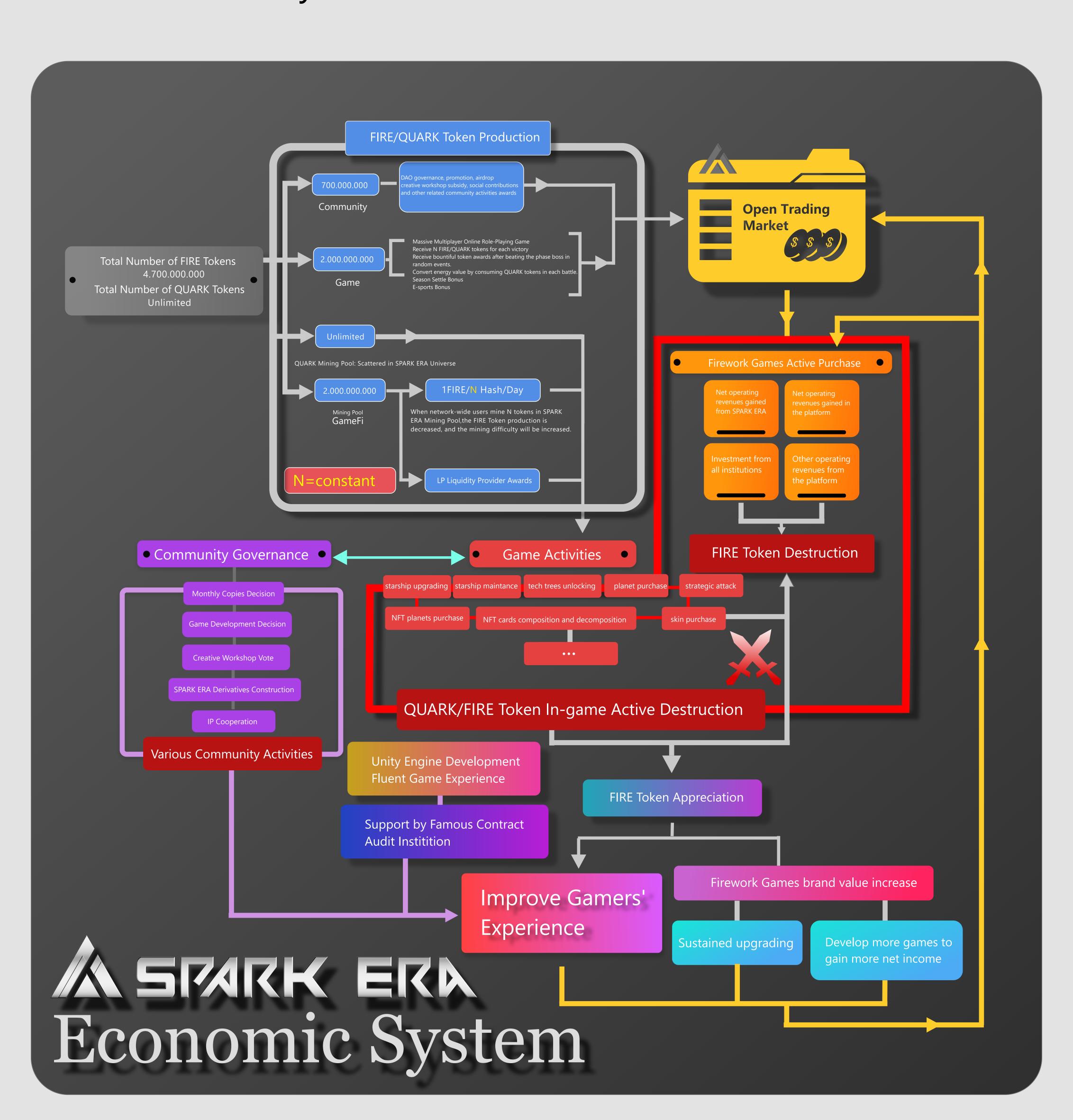
Farming: pledging FIRE, USDT, USDC tokens for FIRE token rewards.

SPARK ERA will add more decentralized financial systems in the future to meet the needs of gamers.

<FIRE/USDT LP>

SPARK ERA revenues from NFT asset sales and a percentage of the ingame revenues will be contributed to the FIRE/USDT smart pool as a Universal LP. These funds will be accessible to any player with the desire to sell in-game generated currency back for alternative digital assets.

<Economic System Flow Chart>



FIRE Tokens Repurchase

In the repurchasing mechanics, apart from the contributions of the FIRE tokens to FIRE/BNB smart pool, Firework Games will involve deeply in the acquisition and destruction mechanics of FIRE tokens. These purchases will be in the same open market DEXs, accessible to all gamers.

The income of Spark Era mainly comes from: the sales and maintenance services of game assets, active consumption of gamers.

Source of Repurchase funds:

- (A) The net game operating revenues from SPARK ERA
- (B) The net game operating revenues from other games in the platform
- (C) All investment by institutions in the platform
- (D) Other operating revenues in the platform

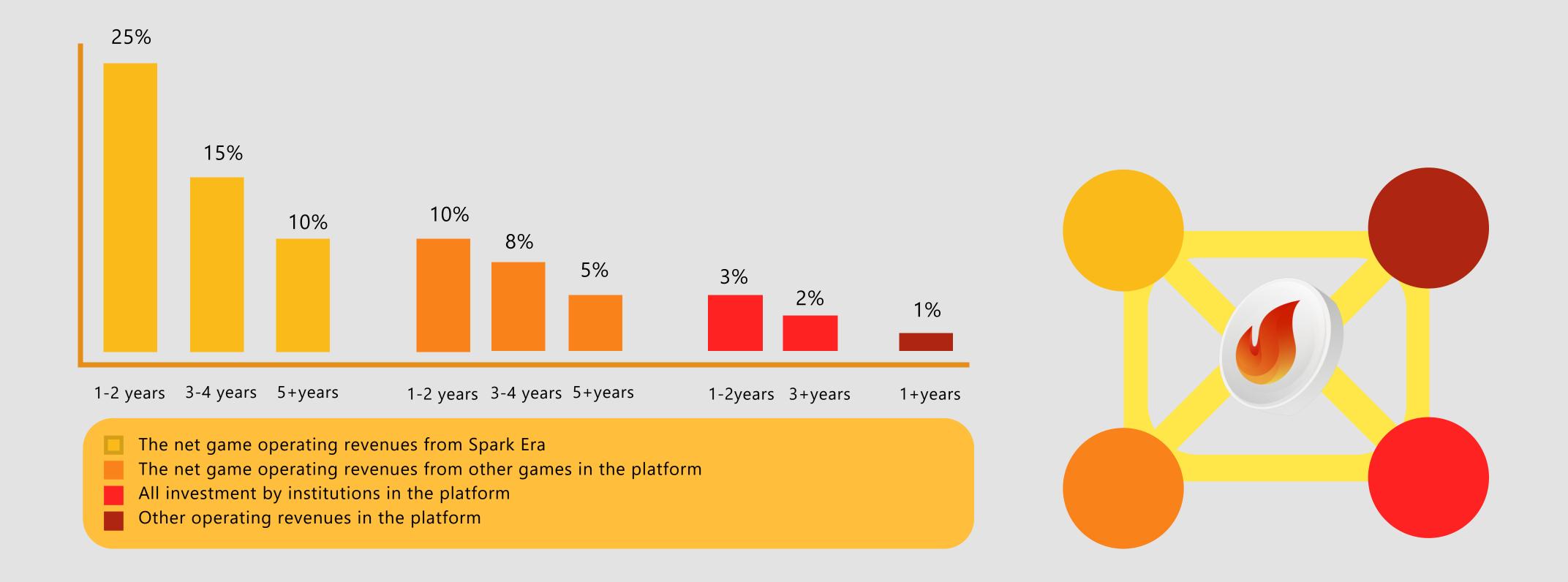
Specific Ratio and Sustainable Ways:

(A) 1-2 years: 25% 3-4 years: 15% 5+ years: 10%

(B) 1-2 years: 10% 3-4 years: 8% 5+ years: 5%

(C) 1-2 years: 3% 3+ years: 2%

(D) 1+ year: 1%





<NFT Assets Release and Iteration>

The game assets based on the worldview framework will be released in the future, including NFT cards, starships, control rights of rare planets, advanced card skins that can promote the development of the game ecosystem. Considering the impact of each game asset on the game balance, we will carefully think about the balance of in-game assets, and provide sales activities for client-side battles that won't disrupt the game balance, such as skin sales and nickname changes.

Spark Era will combine the community opinions every quarter, strengthen community governance activity and collect gamers' opinions, as well as iterate on the not good assets and resources with non-destructive image to make them more collectible, which includes the application of playermade skin resources to the game, and other actions that promote the healthy development of the game ecosystem.

<Community Construction>

SPARK ERA Community is an open platform for communication, and everyone is given the chance to show their talents. Any questions and ideas can be fully discussed, and every proposal that shows the wisdom and will of the community will be determined by the community voting. To accomplish this goal, SPARK ERA Community Construction applies DAO governance model into practice, which has not only reflected the sharing mechanics of blockchain games but also inherits the decentralized spirits of blockchain. This will also benefit the long-term development of the program.

DAO community governance model allows the users to organize and manage the game assets, making everyone observe and join the game activities. Through self-governance community, a group of people can work together to manage the activity assets and direction of games.

The main advantages of DAO community governance are to guarantee the voice and participation of gamers in the community engagement, and to show the opinions and contributions directly from the community. In such a model, anybody can propose innovative ideas and vote in the community, which is fairer and more transparent.

SPARK ERA will open different types of voting activities in the community on a regular basis. Each gamer has an opportunity to make his own choice and decides the direction of the game activities whether in major in-game activities or major events. In order to ensure the participation of all gamers, the events with few votes can be regarded as random activities or events except major events. You should believe that the future of the Firework Games is determined by the gamers.

and invite other people to vote. And Spark Era will adopt the ideas in the community according to the voting results. We will not only add them to the game but also give the gamers some rewards. Everything is fair and transparent, allowing all community members to participate in a true DAO governance model. <Global E-sports Events>

The gamers can put forward good ideas and suggestions about Spark Era,

SPARK ERA will hold online E-sports competitions and later develop them into global events. The games will be hosted by Firework Games and

toured in world famous cities. We will create global famous E-sports events of blockchain games, and promote the globalization of blockchain games. Apart from that, SPARK ERA will also create a professional global competition system and global competition live-streaming system to provide all gamers with timely latest competitive information and professional competitions. All gamers can feel the role of blockchain in Esports competitions while enjoying the fun of competitive blockchain games in the competitions we hold. We hope to promote the growing trend of global blockchain E-sports

competition system. In the future, we expect more partners to join us and build the global E-sports market together. <Technological Application of VR/AR> Virtual Reality (VR)

ecosystem through the construction and development of Spark Era global

VR is an advanced human-computer interface that is featured with immersion, interactivity and conceptualization. It is a computer simulation

system that can create and experience the virtual world, which can

generate a simulated environment by computer and allow the users immerses in certain environment. Augmented Reality (AR) AR is a technology cleverly integrating virtual information with the real world. By the wide use of a variety of technical means such as multimedia, 3D modeling, real-time tracking and registration, intelligent interaction,

sensing, etc., AR can simulate computer-generated text, images, 3D models, music, video and other virtual information, then apply them to the

real world. The two kinds of information complement each other and enhance the real world. Procedural Generation Procedural generation is a method of creating data algorithmically as opposed to manually as number of players increase, our data scentist will employ this technique to generate more planets, and each planets, solar

systems, galaxies will be unique.

game interaction.

<Unity Engine> With the emergence of various high-quality games, the gamers not only have the attention on the spiritual needs and game world setting, but also emphasize on the game experience. As the development of technology and on-line games, gamers tend to choose virtual reality games with real

experience because they can improve the gaming experience and meet the sensory needs of gamers. The virtual reality game will occupy more market share in the future. With Unity Engine, SPARK ERA will develop a realistic virtual reality, create a fantastic sensory experience and bring better realism and interactivity to gamers. We hope to create a virtual world as the objective world. The NFT

gameplay will apply AR technology to summon card characters to fight in the realistic background, which greatly improves the authenticity and gameplay, and at the same time, gamers can enjoy more fun in the game. SPARK ERA's gamers will enjoy better interactivity, fun and gameplay after

the application of AR technology. Gamers can play in a changeable realistic environment, and have more interactive competition with other gamers. SPARK ERA will create a complete three-dimensional science fiction universe, realistic character models, starship models to restore the real

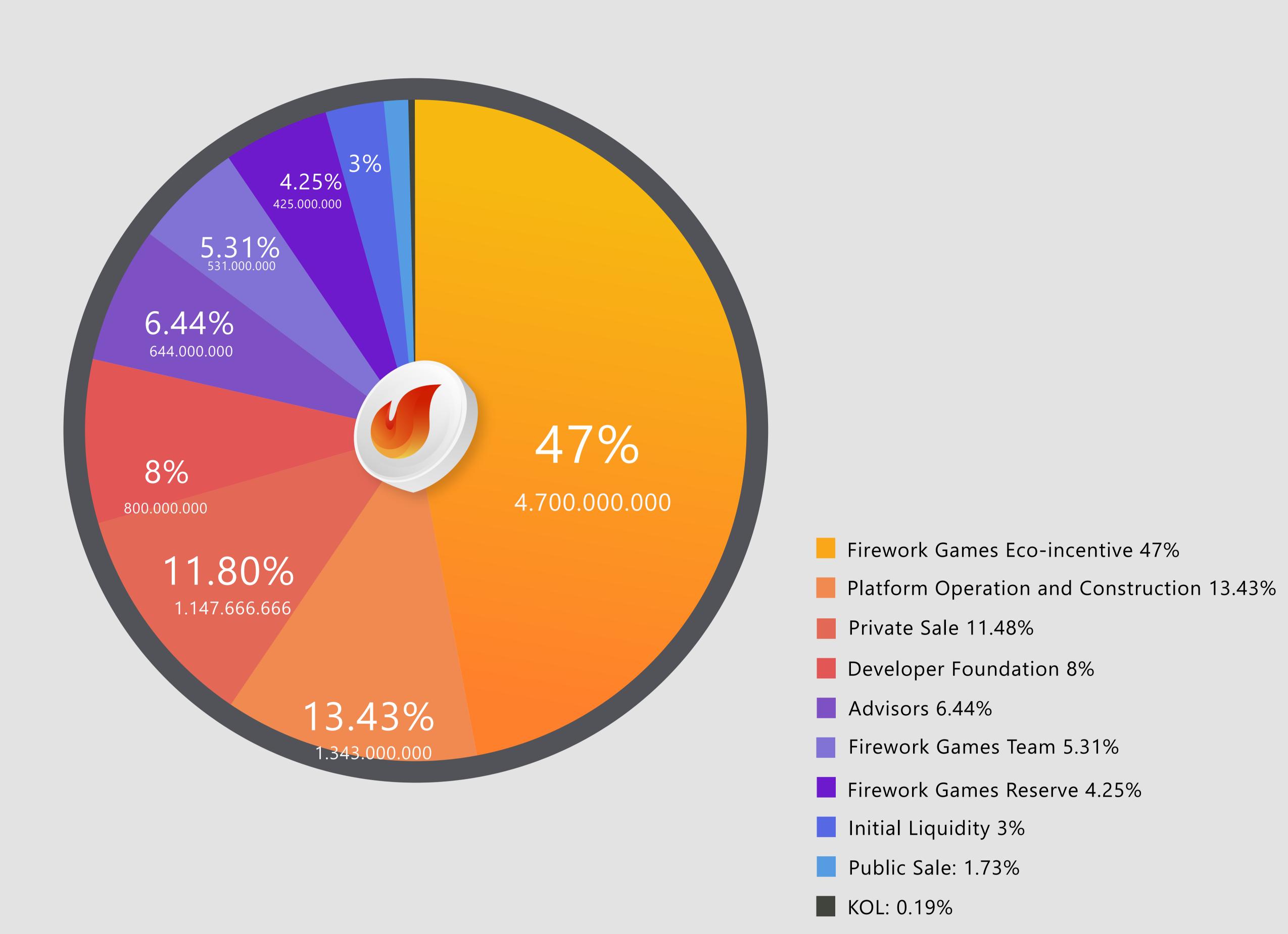
world with Unity Engine. Compared to the 2D plane game, it is more attractive. Gamers can feel that they play roles in the game. By synchronizing the virtual world with the real world, the gameplay and fun of the game itself are greatly enhanced, and the gamers can get better

Firework Games Tokens

Max Supply: 10.000.000.000

As the only platform token used by Firework Games, FIRE will be widely used in a series of platform activities such as gameplay, community governance, incentive plan, rewards and airdrop.

Distribution Rules of FIRE Tokens



Specific Release Rules

- The Firework Games Team: 5.31% 531.000.000 FIRE

 After 18-month lock-up, 10%-15% of the tokens will be released each quarter, and all tokens will be finished releasing in 18 months. The total release period is 36 months.
- Firework Games Eco-incentive: 47% 4.700.000.000 FIRE

 These tokens will be used for games developed and launched by Firework Games. The goal is to expand and enrich the Firework Games gaming world.
- Firework Games Reserve: 4.25% 425.000.000 FIRE 10% of the tokens will be released immediately after SPARK ERA's launch and 10% of the remaining part will be released every 6 months. All tokens will be finished releasing in 48 months.
- Private Sale: 11.80% 1.147.666.256 FIRE 20% after 6 month cliff, 20% every 6 months.
- Platform Operation and Construction: 12.28% 1.228.000.000 FIRE After 1-month lock-up, 20% of the tokens will be released in the first 6 months(release monthly), and 10% of the remaining part will be released every 6 months. All tokens will be finished releasing in 48 months
- Developers Foundation: 8% 800.000.000 FIRE

 These funds are used for supporting the development of high-quality entertainment projects worldwide, continuously released. It will be released transparently after the community governance vote for the support of a project.10% payable every 6 months after the on First Vesting
- Initial Liquidity+Market making: 3% 300.000.000 FIRE 30% TGE, remaining when Spark Era launch
- Advisors: 6.44% 644.000.000 FIRE 5% after TGE 6 months. 5-10% payable every 6 months after the on First Vesting, every 6 months, remaining will be release after 36 month TGE
- Public Sale 1: 1.012% 101.218.769 FIRE 20% at TGE and 20% monthly after that. All tokens will be finished releasing in 4 months.
- Public Sale 2 Animoca INO: 0.71% 71.428.571 FIRE 6 months lock up then full release.
- KOL: 0.19167% 19.167.000 FIRE20% after 6-month cliff, 20% every 6 months.

FIRE Tokens Deflationary Mechanics

Token destruction means the permanent removal of tokens from circulation. The total number of FIRE tokens is fixed, and through the organic destruction mechanics, holders can be motivated to keep or buy FIRE tokens, thus creating a virtuous cycle. In this way, the amount of FIRE tokens in circulation will become less. With the increasing number of informants and adopters, the appreciation of FIRE tokens will become greater for the holders.

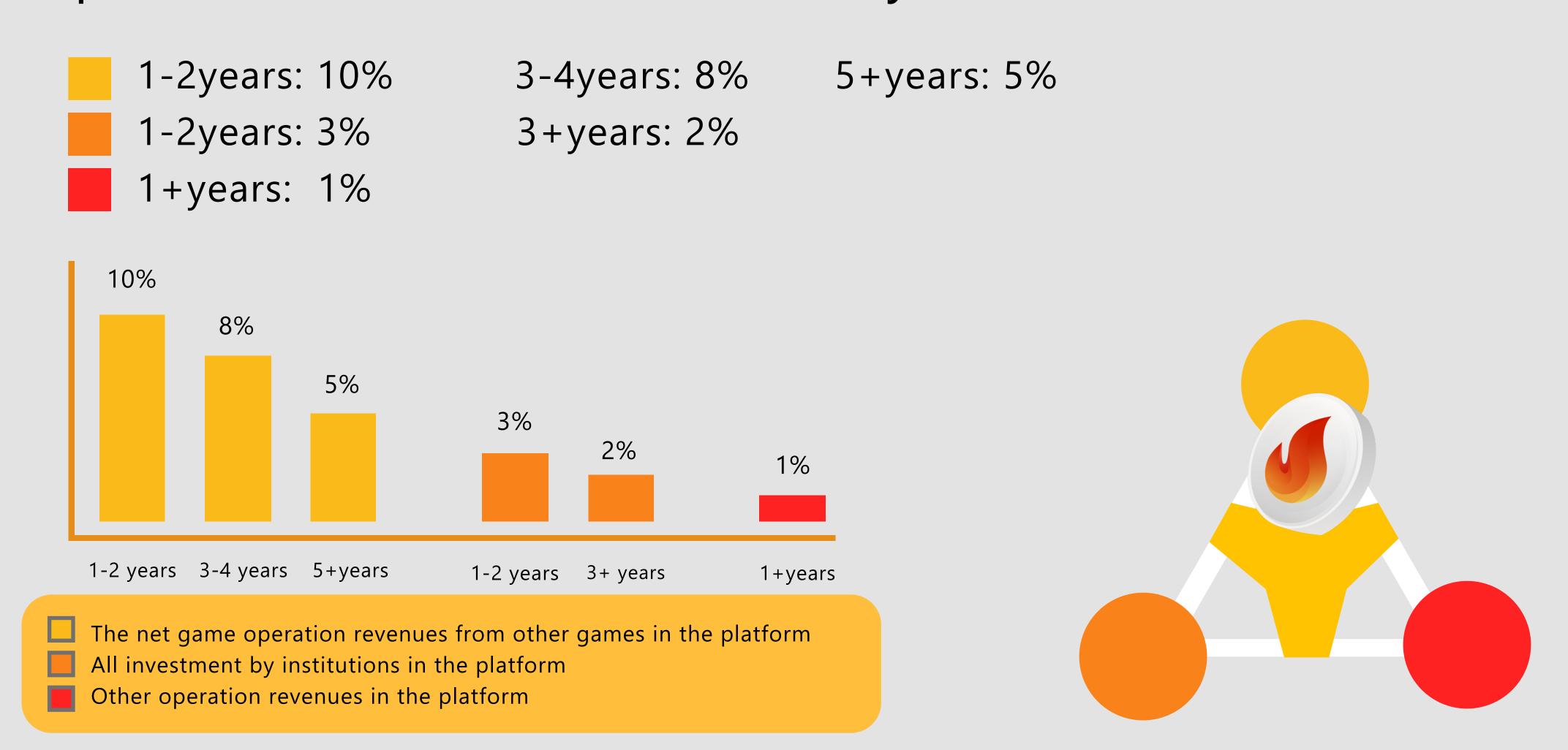
Repurchase Measures

Firework Games has a strict implementation on repurchase measures of tokens. At a certain stage of operation, Firework Games will repurchase tokens according to the current market. And the repurchase funds come from game revenues in daily route, fees, institutional investments, etc... The DAO can vote to burn or lock the FIRE tokens in the game reserve.

Source of Repurchase Funds:

- (A)The net game operation revenues from other games in the platform;
- (B)All investment by institutions in the platform;
- (C)Other operation revenues in the platform;

Specific Ratio and Sustained Ways



Development Route of Firework Games

2021

Firework Games is established.

Q1 of 2022

The first self-developed game SPARK ERA: Origin V1 is launched. The self-developed game SPARK ERA: Legend V2 is launched.

Q1-Q2 of 2022

Firework Games promotes community self-governance of SPARK ERA, to further enhance the control power over the game.

April-May of 2022

The self-developed game SPARK ERA: Eternal Galaxy V3.01 is launched - Final Form of SPARK ERA. The self-developed game Gladiator similar to The King of Fighters on the basis of SPARK ERA starts developing. Firework Developers Foundation is started.

Q3-Q4 of 2022

The self-developed game SPARK ERA: Eternal Galaxy V3.02 is launched - Final Form of SPARK ERA. Players will be able to land on planets and explore, constructing colony. Gladiator Official Version is launched. Firework Workshop is established.

Navigators Plan supports the excellent independent game produces, musicians and animaters to settle in.

Q1 of 2023

Firework Games will set Independent Support Plan to lead more producers Improve and expand Firework Universe and to develop games in the background.

In the future

Firework Games continues to develop games as well as supporting indie developers to expand our metaverse.

Risk Warning and Disclaimer

The games launched by Firework Games on the basis of FIRE tokens provide with game functions only in rated countries or regions, and comply with all local requirements before offering the platform services.

Risk Warning

Lack of Regulation Risk

The cryptocurrency market lacks regulation globally, and any participant may be exposed to this risk.

Regulatory Prohibition Risk

Cryptocurrency is in a global market. The regulators in your market may introduce laws and regulations that prohibit related activities at any time, which may make your latter participation in the program materially illegal.

Market Competition Risk

The cryptocurrency market is open and innovative, so no guarantee is made for this program to ultimately win in a competitive market. If it fails, you might take losses.

Untimely Information Transmission Risk

The cryptocurrency market is rapidly changing, and the project will be optimized and evolved accordingly. Information in the white Paper will become outdated due to the evolution and you may take risks and loses for not paying attention to relevant information in time.

Technology Risk

Blockchain is an emerging technology. And there may be weaknesses and vulnerabilities undiscovered, as well as theft and fraudulent of your own private key and helper words, which may be used by hackers and criminals, causing money loses. Cryptocurrencies are anonymous and irrevocable, so once they are stolen, it will be extremely difficult to recover.

Other Risks

Disclaimer

- 1. This document is only used to convey information by Firework Games. The content is just for reference only and does not constitute any investment advice.
- 2. Firework Games does not compel any institution or individual to participate in investment activities or game activities related to this program. The piece shall not be construed as a compulsion in token sales. Anything in connection with this White Paper shall be construed as participation in token sales, including requesting a copy of the White Paper or sharing it with others.
- 3. Firework Games will keep updating reasonably to ensure that the information in this White Paper is accurate. During the process of development, Firework Games may update, including but not limited to platform mechanics, tokens and their mechanics, and token distribution. Parts of the document may be adjusted with the project progress in new version of the White Paper accordingly. Firework Games will make announcements to the public on the website or the new version of the White Paper. Participants should obtain the latest version of the White Paper and to adjust their decisions based on the updates.

Firework Games expressly disclaims any liability for

- (1) Reliance on the document;
- (2) Inaccuracies contained herein;
- (3) Any loses cause by the action in the document.
- 4. Firework Games will spare no efforts to achieving the goals hereof, but cannot fully commit to their completion due to the majeure factors.
- 5. The tokens used by Firework Games are important tools for performance rather than investment goods. The ownership of the tokens does not endow the owner with the rights of ownership, control, or decision-making over the Firework Games system. As a kind of crypto tokens, FIRE doesn't fall into the following categories:
- (a) Any kind of currencies;
- (b) Securities;
- (c) Equity in a legal entity;
- (d) Stocks, bonds, notes, warrants, certificates or other empowered instruments.
- 6. The appreciation of FIRE tokens depends on the market rules and the demands after their application. Or they may not possess any value. Firework Games makes no commitment to the appreciation and is not responsible for the consequences of value addition.
- 7. To the maximum extent permitted by the laws, Firework Games is not responsible for damages and risks arising from the platform activities, including but not limited to direct or indirect personal damages, loss of business profits, loss of business information or any other economic losses.
- 8. Firework Games complies with any regulations and industry self-discipline statements that are conducive to the healthy development of the token selling industry. The involvement of participants indicates that they fully accept and abide by such checks. And all information disclosed by participants for the checks must be complete and accurate.
- 9. Firework clearly expresses the potential risks to the participants. Once the participants involve in the activities of the Firework Games platform, they have confirmed and approved the terms and conditions, and will accept the potential risks of the platform at their own risk.
- 10. Firework Games strictly prohibits the participation of citizens from countries that forbids token sales.

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