



# OUTER RING

A DEEP SPACE MMO

PLAY TO EARN

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# DISCLAIMER

## DISCLAIMER AND RIGHTS

This is not a final document, and it will be updated overtime.  
The purpose of this document is to provide selected details about the gameplay and economy of 'Outer Ring A deep space MMO'.

The information set out in this document may not be exhaustive and does not imply any element of contractual relationship. Nothing in this document shall be considered a prospectus of any kind or a solicitation of investment. All community contributions to this document may be freely used by the Outer Ring (Nexxyo Labs and Windex Technologies OÜ) team, and incorporated into other works, with rights equivalent to ownership. By commenting and providing feedback on this document, you agree that: any contributions you make to this document may be used, reproduced, distributed, publicly performed, publicly displayed, and used to create derivative works, on a non-exclusive basis, throughout the universe, in all media now known or hereafter created, and that the foregoing rights are sub-licensable and transferable. By commenting and giving feedback in this document or in any other related channel (such as Twitter, Telegram or Discord), you allow the Outer Ring team to include your ideas and concepts in future game features as the development team sees fit.

The game economy is liquid and can vary significantly in line with the evolution and use of the Outer Ring. The Outer Ring team (Nexxyo Labs and Windex Technologies OÜ) may make changes to the economy that directly or indirectly affect the obtaining of EXOCREDITS OR Galactic Quadrants, always looking for the welfare of the player.

By using the website, app, game or marketplace you agree that you shall not be entitled to any compensation or claim whatsoever, if any monetary or other damages are suffered as a result of a change made to the tokenomics.

**\*An extended version of the disclaimer can be found in the annexes section.**



# OUTER RING



## BUSINESS AND PRODUCT

Outer Ring is an MMORPG video game in a science fiction and fantasy universe based on the economic Play to Earn concept, currently under development by Windex Technologies OÜ in partnership with Nexxyo Labs, using its ManiacPanda Games brand. It represents a unique investment opportunity in a growing industry with an experienced company developing the project.

The business model of the video game is FREEMIUM, with EARLY ACCESS for all participants in the different phases of the private and public sale of the project. The economic system of the game is based on the so-called PLAY TO EARN, with the possibility to make in-game and off-game purchases through a DEX integrated in the game's website or through player interaction.

## MARKET

The international video game market has grown exponentially, being driven in 2020 and 2021 by the COVID-19 crisis and the social changes resulting from it. The sector's turnover is expected to increase by more than 170%, triggering a social phenomenon such as E-Sports. On the other hand, the recent boom around the cryptocurrency market and its increasing socialization is indisputable, with the union of this market with the video game sector being an almost unexplored territory that has just exploded, with games such as Axie Infinity that have exploded with a turnover of \$84.9 million in June this year.





## VISION

To be the **game of the year in 2022** and perpetuate different **sagas/ expansions** for the next **5 to 10** years. To link the persistent virtual world with the real economy, allowing direct interaction between the two of them.

## THE COMPANY

**Maniac Panda Games** is the brand created by **Windex Technologies OÜ** for its Gamification and Video Games division.

**Windex Technologies OÜ** is a technology company made up of an interdisciplinary team dedicated to the development of applications and gamification. With its own developments as well as for third party companies, its components come from the video game company or from Blockchain development, **Outer Ring** being its bet to combine both sectors at a propitious moment in history for this.

**Windex Technologies OÜ** has invested **€1.5 million** in Outer Ring so far and is looking for equity partners to take on the entire project.



## THE PRODUCT

**Outer Ring** is an **MMORPG** (Massively Multiplayer Online Role-Playing Game) that unites fantasy and science fiction, based on the novel of the same name **Outer Ring Saga**, in an open world that allows exploration, all supported by its **Play to Earn** system and **Player Driven Economy**, with real economy **both In-game and Off-game**.

**Outer Ring** makes a mix of systems inherited from the 'old school', appealing to the nostalgia of part of the target audience, and more current and diverse concepts, such as the **real economy** based on blockchain, which attract an audience more interested in the economic-financial part or more casual, using the in-game economy for the first time, diversifying the target audience as much as possible.

The **launch** of the game is **sequential**, based on **milestones**, a strategy that allows for easy testing and constant updating. This strategy allows players to enjoy the game right from the start, rewarding those who are committed to the project from the outset.

### PERSISTENT VIRTUAL WORLD

The game is deployed on a server farm/server cluster, creating a **unique and persistent virtual world** in which players interact with each other in real time, creating a social network within the game, enhanced by the possibility of forming 'clans' or groups of players, which encourages loyalty to its components. The community is very important to Outer Ring, and the game universe will be affected by players' decisions, creating a living ecosystem that is constantly evolving.

Outer Ring develops challenges for players: the so-called Arenas, Dungeons, or new spaces to explore. By successfully completing the challenges, players receive rewards. These challenges are used to launch official **E-Sports tournaments**, a growing sector.








## ECONOMY

The game economy is **real**, operating with its **own economic system** and its own laws, that are influenced by the players themselves. Players hold **Exocredits** (EXO), the official in-game currency, a **token** that interfaces between the game and the world of cryptocurrencies, and **Galactic Quadrants** (GQ) the **governance token** and second official in-game currency; giving the ability to interface with all major cryptocurrencies.

The way to acquire both tokens is diverse, ranging from trading items, Crafting (or creating) items and then selling them, or completing in-game objectives and quests.

**Outer Ring** has several methods of economic interaction:

-  **Direct** in-game purchases.
-  A **Marketplace**, where you can directly acquire GQs, EXOs or NFTs from the game (in the form of booster packs) by purchasing them with other cryptocurrencies through a digital wallet.
-  In-game **shops**, run by **non-player characters**, who trade with players.
-  Diverse in-game DEX in different zones or planets, with liquidity pools of the different collectible items in the game, with the possibility of purchase, provide liquidity and subsequent arbitrage by the players.
-  **Player-created shops**, where players can trade items they have created themselves, with direct interaction with other players.

The design, name and corporate image of **Maniac Panda Games** and **Outer Ring** have been registered at the **OEPM.es** with international protection. In addition, all narrative elements will be registered in the Intellectual Property Register.





# MARKETING PLAN

Our marketing and communication strategy is **aimed to transmit the uniqueness of our game and our commitment to the community and the players.** Outer Ring is a product **differentiated** from other video games with integrated real economy, being a **MMO Play to Earn** with a Freemium model, without entry barrier, for all audiences and offering a Minimum Viable Product from the first Milestone.

## THE PROMOTION INCLUDES:

The game's **official website**, [www.outerringmmo.com](http://www.outerringmmo.com), being the main access to the game and the game's marketplace.

Engage with the digital community of gamers through related social networks (Twitch, Instagram, Tiktok...), boosting their participation with raffle draws and competitions.

**Viral marketing**, to gain brand awareness on portals and social networks external to Outer Ring.

Banner campaigns and advertising on **Google Ads and specialised websites**, taking advantage of the power of targeting and more focused campaigns.

Traditional **public relations**, press releases, reports, and articles in specialised and general media.



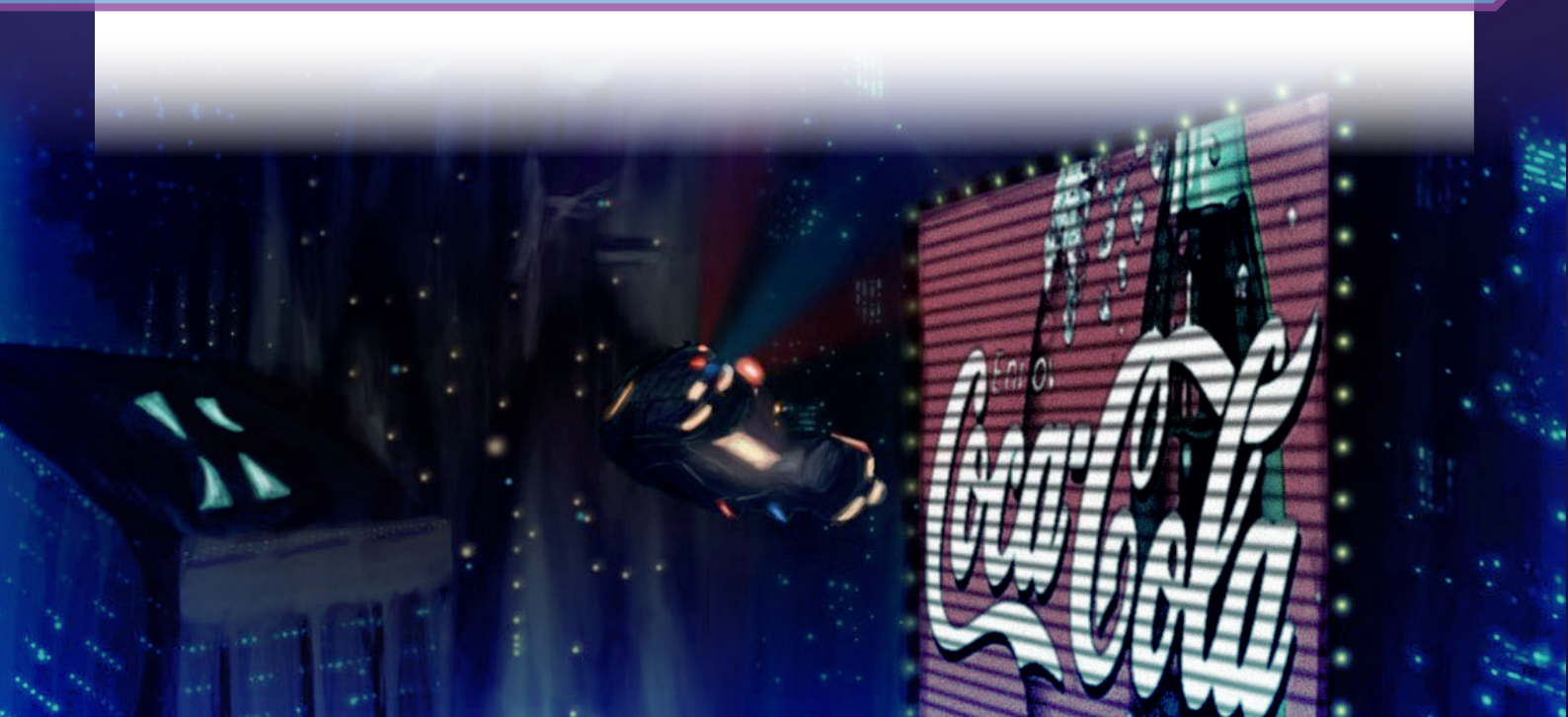


## MONETIZATION METHODS

The game model is **freemium**, i.e., the player can access and play from the very first moment without paying anything and can obtain benefits by earning achievements. **The player who contributes to the game's economy is rewarded for this**, both by trading in items and by buying them directly, encouraging access to and use of the economy from the outset.

Monetization takes place in several ways:

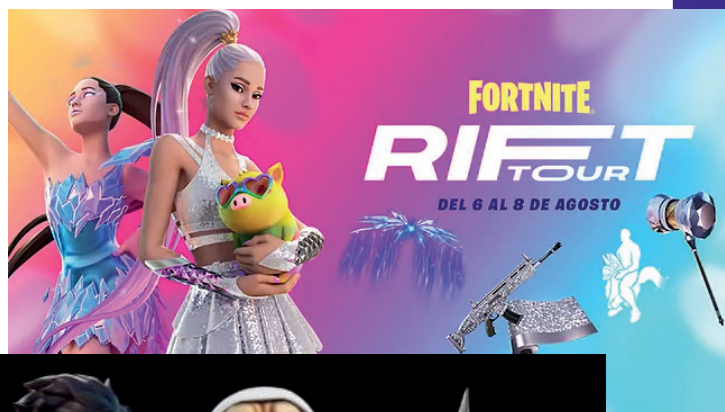
- **Fees**, applied to all transactions done in the game.
- **Marketplace**, where players can transform their cryptocurrencies by linking digital wallets directly to GQs, EXOs or NFTs used for character upgrades (in-game or out-of-game purchases).
- **Player-to-player sales**, thanks to the possibility of opening their own virtual shops run by the players themselves and selling the products they generate.
- **Auction House**, where players will be able to trade goods in an open auction.
- **In-game advertising spaces**, enabling in-game advertising spaces to be rented as 'product placement' to companies that want to interact with persistent virtual world that is the Outer Ring.
- **Merchandising** available for purchase through the website, with a variety of products to please fans.



There will be the inclusion of special and occasional events, where users will have the option to participate by viewing and acquiring skins/cosmetics from the event itself, some examples of which are given below:

#### Concerts and Designers in Fortnite:

- Electronic music
- Ariana Grande:
- J Balvin
- Balenciaga



Leveraging the image of celebrities to offer NFTs signed by them for OR users.

- An example of promotion of the Theta network with singer Katy Perry:



### ANNUAL SALES PLAN

The distribution of the profits generated by the activity will be **60%** for **Nexxyo Labs** and **40%** for the **investors in the first phase** of the private sale. These percentages do not include merchandising, of which Nexxyo Labs receives 100%.





# MILESTONES

**MILESTONE 1**  
Great Silver City (GSC)  
1<sup>st</sup> ring  
(Length 28 weeks)

**MILESTONE 2**  
GSC 2<sup>nd</sup> ring  
(Length 24 weeks)

**MILESTONE 3**  
GSC 3<sup>rd</sup> ring  
(Length 12 weeks)

**MILESTONE 4**  
Outer Fanet  
(Length 20 weeks)

Death system  
(Length 4 weeks)

Text chat  
(Length 2 weeks)

Battle Arena  
(Length 6 weeks)

Bestiary + DNA system  
(Length 3 weeks)

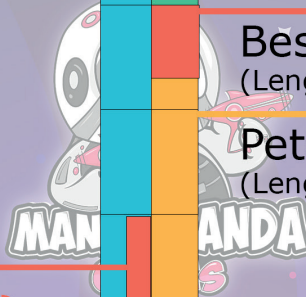
Pets / Bots  
(Length 12 weeks)

Squads  
(Length 4 weeks)

Clans + factions  
(Length 4 weeks)

Maps System  
(Length 3 weeks)

Outer space and ships  
(Length 8 weeks)



MILESTONES

INDEPENDENT MILESTONES

\* The length of these milestones may overlap and may therefore be shorter than indicated.

## Tokenomics - Outer Ring

	Supply: 10 Billion \$GQ	Tokens Amount	Token Price	Token Raised: \$8,100,000	Vesting
Angel (Phase 1)	3%	300,000,000	Safe Round	N/A	3 Month Cliff, 18 month linear vest
Seed	10%	1,000,000,000	0.0015	\$1,500,000	5% TGE, 12 month linear vest
Private Sale	20%	2,000,000,000	0.0025	\$5,000,000	6% TGE, 12 month linear vest
IDO	4%	400,000,000	0.0040	\$1,600,000	10% TGE, 10 month linear vest
Liquidity	10%	1,000,000,000	0.0050		
Treasury	20%	2,000,000,000			5 year linear cliff
Staking / In-Game Rewards	26%	2,600,000,000			
Advisors	5%	500,000,000			3 Month Cliff, 24 month linear vest
Team	2%	200,000,000			3 year lock, 24 month linear vest

## Detailed Tokenomics

**Angel [3%]:** This token supply is reserved for Equity Investors. This provides early investors a cushion and a chance to help derisk their early investment by providing approx 20% of the investment value back in token value at the specified launch price.

**Seed [10%]:** This round will be reserved for top Diamond Partners to onboard their community generals.

**Private Sale [20%]:** This round is reserved for higher tier VCs who have a proven track record for supporting the project and carrying their weight.

**IDQ [6%]:** This round is reserved specifically for top tier metaverse and gaming launchpads

**Liquidity [10%]:** 10% liquidity reserve is quite high depending on team's discretion. This could be lowered and reallocated to another pool perhaps more into staking / in-game rewards.

**Treasury [20%]:** These tokens are reserved for the project's growth and development in the future phases of the ecosystem. They can be used for bounty or marketing programs, incentives to grow the game.

**Staking / In-Game Rewards [26%]:** Extremely important pool served for liquidity providers and contributors of the Outer Ring Ecosystem

**Advisors [5%]:** Token reserved for all the advisors, for the advisory services and ongoing support

**Team [2%]:** Token reward incentives for core team development, bonuses, and expansions





## GALACTIC QUADRANT

With 10,000 active accounts, where an active account is defined as one that has been used within the last 48 hours, it is expected that 1,103.3 Galactic Quadrants will be generated per day, taking into account missions, the black market, and the proportional share of rewards generated on the mini-game leader boards.

Considering GQ's monthly consumption pressure:

- With 0.5% of players intending to form a clan (50 players \* GQ 200)
- With 0.05% of players interested in changing zone paradigms (5 players \* GQ 1000)
- With 5% of players interested in politics (500 players \* GQ 50)
- With 80% of players interested in owning a pet (8000 players \* GQ 4)
- With 5% of players interested in crafting (500 players \* GQ 800)
- With 10% of players interested in premium cosmetics (1000 \* GQ 1)
- With 5% of players interested in upgrading their properties (500 players \* GQ 50)
- With 50% of players interested in upgrading their vehicles (5000 \* GQ 200)
- With 1% of players interested in acquiring exclusives (100 \* GQ 5)
- With 30% of players interested in replaying the mini-games (3000 \* GQ 1)



Without mentioning gambling issues and governance external to gambling, it is estimated that the **daily consumption pressure will be approximately GQ 50,050** compared to the GQ 1,103.3 generated daily.

Costs in GQ will be **recalculated based on the market price of GQ** and buying demand, respecting the variation, and avoiding the cost to the player being too large or too small.

## GENERATION



## In-Game

Within the game, there will be **3 ways to generate** Galactic Quadrants

- 🎒 By doing the **special Daily Quest**: All players will be able to do a series of daily missions, although the financial rewards (if there is equipment or items you will still receive them even if there are no exocredits or GQs left) will be limited to the first to turn in the completed mission, the limitations will be as follows:

**Active Accounts \* 0.1**

Taking into account the number of active accounts (that have been used in the last 48 hours) only 10% will have access to rewards in Galactic Quadrants, each user will only be able to generate GQ 1 per day, and only the first 10% will get it, i.e., in the above case of the 10,000 players, only GQ 1000 per day at most will be generated.

We will consider inactive accounts those that are not used in 48h, so they will not be counted.



**By selling resources on the black market:** players who collect resources on planets will be able to sell them for GQ on the black market, although as with missions, the overall daily amount available will depend on the number of players, but instead of being 10% the calculation will be made according to the following table:

MÍNIMUM RANGUE*	MÁXIMUM RANGUE*	AVAILABLE GQ
1	1.000	10
1.001	10.000	100
10.001	50.000	500
50.001	100.000	1.000
100.001	250.000	2.500
250.001	500.000	5.000
500.001	750.000	7.500
750.001	1.000.000	10.000
1.000.001	AND SO ON	15.000

\*These ranges are based on the number of active accounts at the beginning of the day.

As stated above, accounts that are not used within 48h will be considered inactive and will therefore not be counted.




As a reward for the Seasons: at the end of each season, the players who are at the top of the rankings will be rewarded, some with up to GQ 10 and others with exocredits and items. The generation at the end of the season will not exceed GQ 100 in total, and the seasons last 1 month.


## Uses and/or Consumption

To **generate the need** for players **to acquire them**, so to perform the following actions, players will need to spend Galactic Quadrants:




 To **create a Clan**, the player must acquire and activate a 'Clan Stone', and in order to acquire a 'Clan Stone', it can only be acquired by GQ from within the game.


**Price: GQ 200**

 To **change the paradigm** of player-controlled zones. Some planets and regions can be controlled by players, either in faction or solo, and players can change the combat paradigm of the zone, whether the zone is PvP (Player vs. Player), PvE (Player vs. Environment), zone protected from PKs (Player Killers), etc., for a cost in GQ.


**Price: GQ 1000**

 To **participate** in the **political game**: To rule certain regions or planets, players must win a series of discussions with the NPC representatives of the people on those planets or regions. The political game is a card game, whose cards make up the arguments that are used. To purchase these cards, you need to buy them with GQ.


**Average price: GQ 50**

 For **DNA fusion**: For the creation of pets, a payment in GQ is required in the lab.


**Price: GQ 4**


 For the creation of **Tier 5** equipment and vehicles: For the creation of equipment, vehicles and ships up to Tier 4, a few components, raw materials and exocredits are required, but for the creation of Tier 5 equipment, vehicles and ships, an investment in GQ is also required.

**Average price: GQ 800**


 **Governance**: The Galactic Quadrant is a governance token which allows, by means of a snapshot, to decide on events and situations that occur during the game.




 **Betting currency:** There are events in the game that pit players against each other, such as combat arenas. Players who do not participate in these can participate by placing bets on the match, which can only be placed in GQ.

 **Premium** items from the in-house shop: There are cosmetic items available in the shop that can only be purchased through GQ.


**Price from: GQ 1**

 **Improve property levels:** Players who have a business or a property will be able to upgrade it, to be able to have more NPCs, or to be able to do more jobs at the same time, etc... for a cost in resources and GQ.


**Average price: GQ 50**

 **Improve vehicle and ship levels:** Normally, to have a vehicle or ship of a higher Tier, it would be necessary to acquire it in the normal way, but it is possible to upgrade the vehicle or ship you currently have, by paying a price in GQ and collecting several resources depending on the vehicle or ship in question.

**Average price: GQ 200**

 To access **new exclusive content** sold in hairdressers, tattoo shops... Some exclusive content for these types of customer businesses can be acquired only with this currency, and could even have exclusivity, being the only business on X planet with access to this content (the content would be liberalised and would be lost by the person who bought it, when the shop closes because they stop paying rent, and the exclusivity could be acquired again by another player).

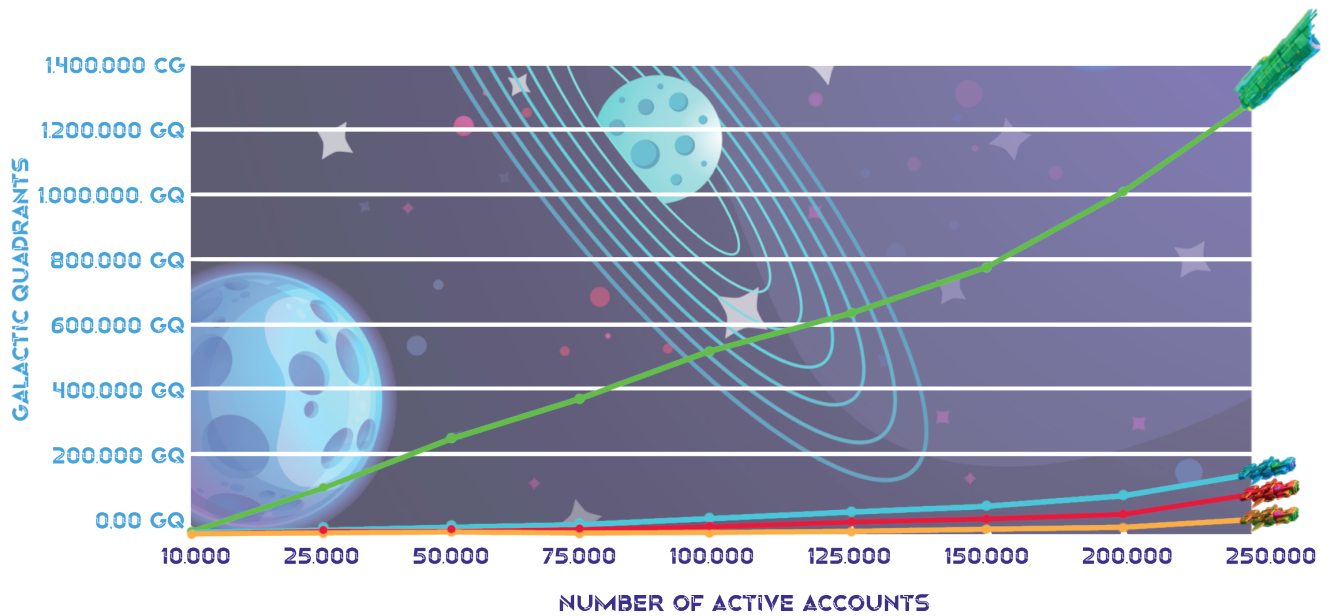
**Price from: GQ 5**

 To pay for **extra games** in the arcade: The arcade machines have several free uses per day, but if a player wants to play more, in order to have more chances to reach the leader board for the seasonal prizes, he/she would have to pay for the games with GQ.

**Price: GQ 1 ~ 3 games**



# GALACTIC QUADRANT GENERATION AND BUYING DEMAND PER DAY CONSUMPTION



**SEASONAL PRIZES**

**BLACK MARKET GENERATION**

**MISSION GENERATION**

**PRESSURE FOR CONSUMPTION**

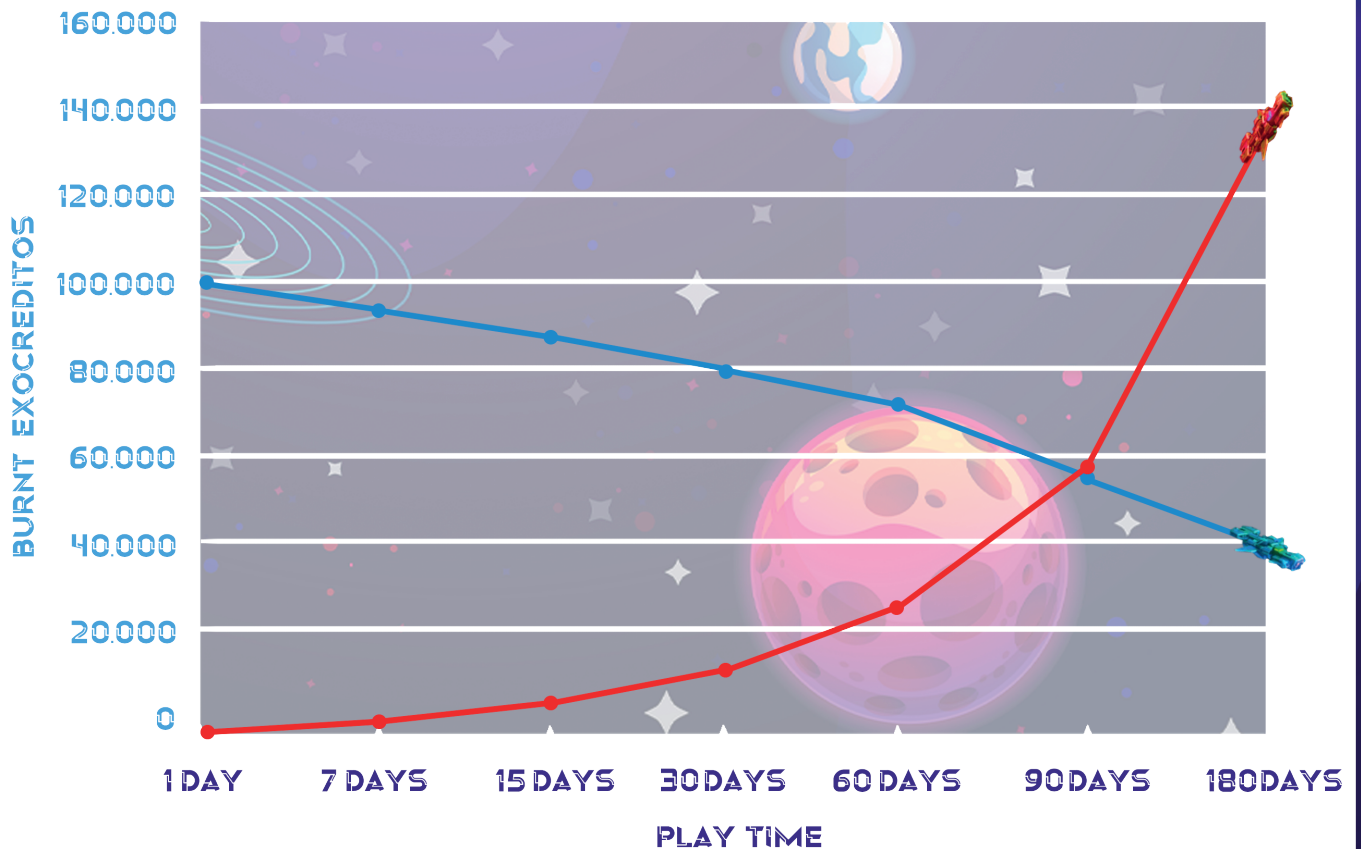


## EXOCREDITS

With **10,000 active accounts**, where an active account is defined as one that has been used within the last 48 hours, **600,000 daily** mission exocredits **are expected to be generated**, plus 40,000 from the 40 initial NPCs (30 in Great Silver City, and 5 in each of the two outposts in the desert).

Given that it is the basic currency needed for absolutely everything in the game, **consumption pressure will always be higher than issuance.**

### TIME BURN TABLE PER 50,000 PLAY



  
BURNT BY NPC SUPPLY SURPLUS  
AT THE END OF THE DAY

  
BURNT BY COMMISSIONS ON  
TRANSACTIONS BETWEEN PLAYERS





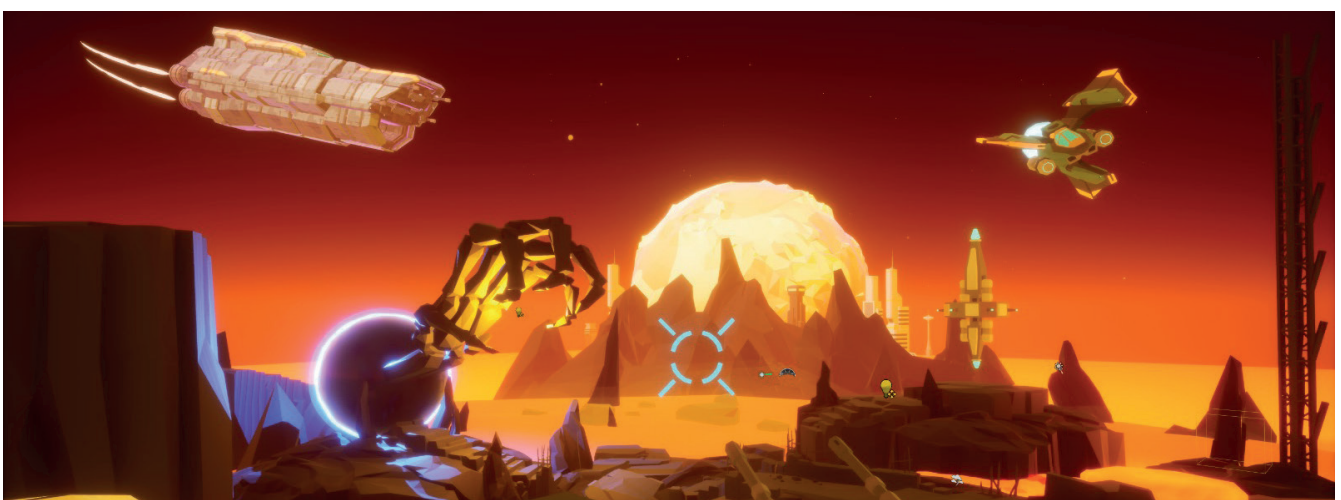
## Formula

$$\text{Active Accounts} * 60$$

Taking into account the number of active accounts (that have been used in the last 48 hours) **only 60% will have access to financial rewards**, i.e., if the maximum daily generation per mission for a player is 100 exocredits and there are 10,000 active accounts, only a maximum of 600,000 exocredits per day can be generated out of the total of 1,000,000 that could be generated.

We will consider inactive accounts those that are not used in 48h, so they will not be counted.

**NPCs will generate a maximum of 1,000 exocredits per day** to allow users to sell items or resources obtained in-game, however, **if an NPC fails to distribute all the exocredits mentioned above, they will not be put into circulation.** If players buy from NPC shops, the amount of exocredits available from the NPC will be increased, although they will come from existing circulating currency. At the end of the day, the 1000 exocredits of each NPC will be **recalculated**, this means that if an NPC has more than 1000 exocredits, not only will no new issue be added, but all the surpluses will be **burnt**, on the contrary, those who have less than 1000 will have the necessary amount replenished. This burning system allows for **inflation control** and a **constant withdrawal of circulating funds.** This is because the NPC shops are stocked with commodities that are essential for the development of the game, allowing them to create a surplus that makes these burns possible.

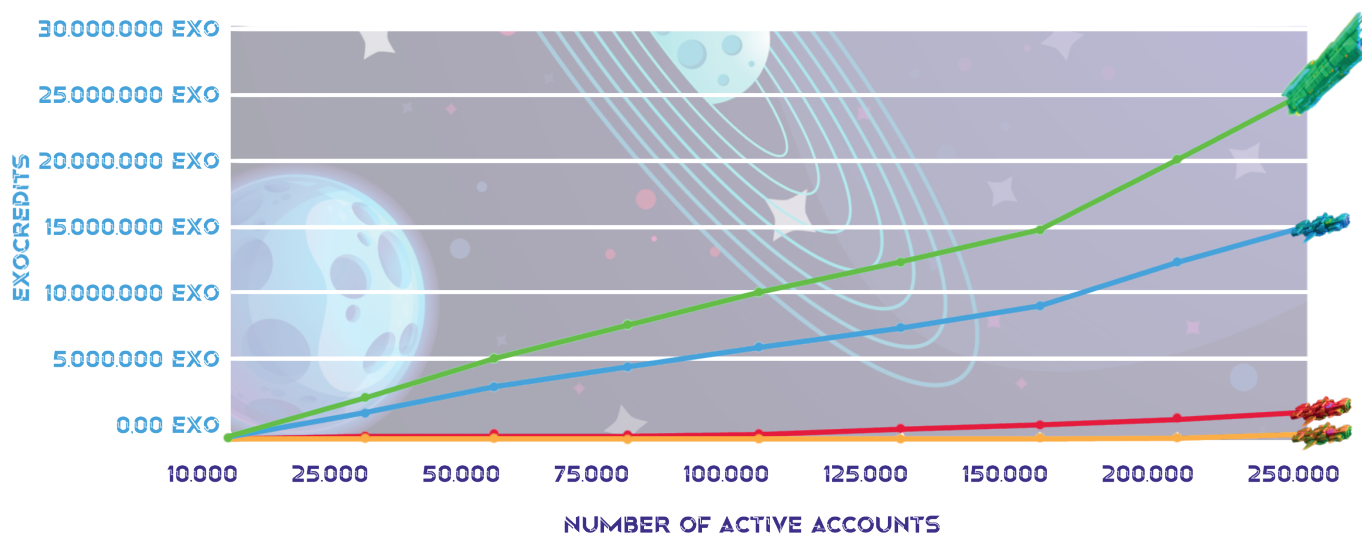




In addition, purchases made in cryptocurrencies, both in-game and off-game, will be **subject to a 3% commission** in the currency in which they pay, plus a 0.2% transaction fee in exocredits, that is, if the NFT or the item in question is bought for BUSD 100, the seller would receive BUSD 97, BUSD 3 would be distributed between burnt, developers and investors as all commissions, and in addition **the purchaser would have to pay as transaction fee** the amount of exocredits equivalent to BUSD 0.2, being as follows:

THE PURCHASER PAYS	IS BURNT	DEV	INVESTORS	THE SELLER RECEIVES
100 % TOKEN A	0.75% TOKEN A EXO BUYBACK	1.35% TOKEN A	0.9% TOKEN A	97% TOKEN A
0.2 % EXO	0.05 % EXO	0.09% EXO	0.06% EXO	

### EXOCREDIT GENERATION AND BUYING DEMAND PER DAY CONSUMPTION



PLANETS

NPCS  
GENERATION




MISSION  
GENERATION

PRESSURE FOR  
CONSUMPTION



## NFT

Generated on the following occasions:

-  As forms of remuneration for the game itself.
-  Creation of these by players through crafting or the generation of lots to trade with.
-  As booster packs with defined resources and items or random Loot boxes.

## GOVERNANCE AND NATIVE TOKEN

The governance and native token will be the **Galactic Quadrant** (GQ) and the **Exocredit** (EXO) is native only. Both will be used in-game and off-game. They will be purchased by the players and with the possibility to trade them on centralised exchanges or on the Outer Ring's own marketplace.

## SUBSIDIARY TOKEN

The subsidiary tokens will be called **Resources**.

## RESOURCES

In Outer Ring, as in many MMORPGs, there are crafting mechanics, players will be able to create equipment, vehicles, ships... from a series of basic elements such as iron, tungsten, carbon, helium...

Each of these resources will be **represented by an underlying token** which can be traded from the pools provided in the game's DEX.

In addition, players who wish to **provide liquidity to these pairs** can obtain a share of the commissions from transactions in these pools.

Like all other underlying tokens in the game, they **will be minted when taken out** of the game into digital wallets and **will be burnt when returned to the game**.



These resources **may be traded on the black market** (with a daily limit) at the following initial ratio over GQ 1:

\* The list of materials will expand and level up as the game and its economy progress.

MINERALS	TEXTILES	GASES
<b>Carbon</b> 100.000 : 1 GQ	<b>Fibre</b> 100.000 : 1 GQ	<b>Oxygen</b> 80.000 : 1 GQ
<b>Iron</b> 80.000 : 1 GQ	<b>Fur</b> 80.000 : 1 GQ	<b>Methan</b> 60.000 : 1 GQ
<b>Nickel</b> 75.000 : 1 GQ	<b>Leather</b> 75.000 : 1 GQ	<b>Hydrogen</b> 50.000 : 1 GQ
<b>Silicon</b> 65.000 : 1 GQ	<b>Silk</b> 50.000 : 1 GQ	<b>Helium</b> 35.000 : 1 GQ
<b>Cobalt</b> 60.000 : 1 GQ	<b>Nylon</b> 40.000 : 1 GQ	<b>Neon</b> 25.000 : 1 GQ
<b>Tungsten</b> 50.000 : 1 GQ	<b>Kevlar</b> 25.000 : 1 GQ	<b>Argon</b> 15.000 : 1 GQ
<b>Palladium</b> 37.500 : 1 GQ	<b>Fibre silk</b> 10.000 : 1 GQ	<b>Kryptón</b> 8.000 : 1 GQ
<b>Magnesium</b> 25.000 : 1 GQ	<b>Nano Kevlar</b> 1.000 : 1 GQ	<b>Xenon</b> 2.500 : 1 GQ
<b>Uranium</b> 18.000 : 1 GQ		<b>Radon</b> 800 : 1 GQ
<b>Plutonium</b> 15.000 : 1 GQ		
<b>Silver</b> 10.000 : 1 GQ		
<b>Gold</b> 2.500 : 1 GQ		
<b>Platinum</b> 1.000 : 1 GQ		
<b>Adamantium</b> 100 : 1 GQ		





## SUSTENANCE

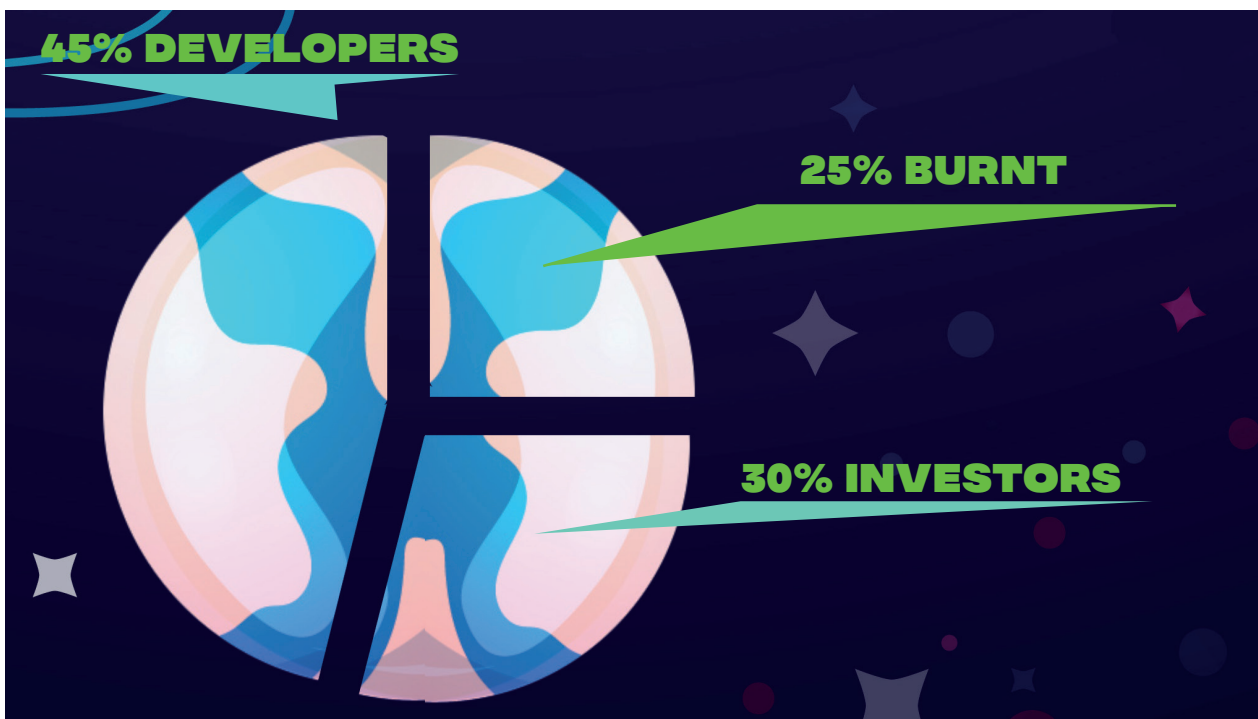
To sustenance the price of the **EXO**, a **buyback of 25%** of the profit from the sale of booster packs will be made. This buyback will be subsequently burnt. Of the commissions applied to the **transactions**, **25%** will also be buyback and subsequently burnt.

The supply of EXOs is **unlimited**. To keep the price of both NFTs and exocredits in check, tokens and NFTs will be decommissioned (burnt) as they enter the gaming system and minted when they leave the game to be taken to the marketplace.

All transactions are subject to a **3% commission**.

## EMISSION, SUPPLY, BUYBACK AND BURNING

Regarding token issuance, exocredits will be **limited to a daily amount** (arenas, dungeons, quests, NPC sales). To support the price of the token, a buyback and a **25%** burn of the profits from the sale of Booster Bundles and loot boxes is carried out.





## SELLING PROCESS

# Tokenomics - Outer Ring

	Supply: 10 Billion \$GQ	Tokens Amount	Token Price	Token Raised: \$8,100,000	Vesting
Angel (Phase 1)	3%	300,000,000	Safe Round	N/A	3 Month Cliff, 18 month linear vest
Seed	10%	1,000,000,000	0.0015	\$1,500,000	5% TGE, 12 month linear vest
Private Sale	20%	2,000,000,000	0.0025	\$5,000,000	6% TGE, 12 month linear vest
IDO	4%	400,000,000	0.0040	\$1,600,000	10% TGE, 10 month linear vest
Liquidity	10%	1,000,000,000	0.0050		
Treasury	20%	2,000,000,000			5 year linear cliff
Staking / In-Game Rewards	26%	2,600,000,000			
Advisors	5%	500,000,000			3 Month Cliff, 24 month linear vest
Team	2%	200,000,000			3 year lock, 24 month linear vest

## Equity

Investors entering the private presale **will be able to acquire a 40% share of the overall net profits of** the 'Outer Ring: A Deep Space MMO' **project** after the investment rounds are completed.

The funds will be used for the development of the game, expansion of staff, resources and generation of secondary platforms to support the project (Marketplace, DEX...).

These benefits will be derived directly from all fee-based transactions, from in-game purchases and from purchases made on the main website and marketplace.

All investors in this phase will have early access to the Outer Ring MMO technical demos.

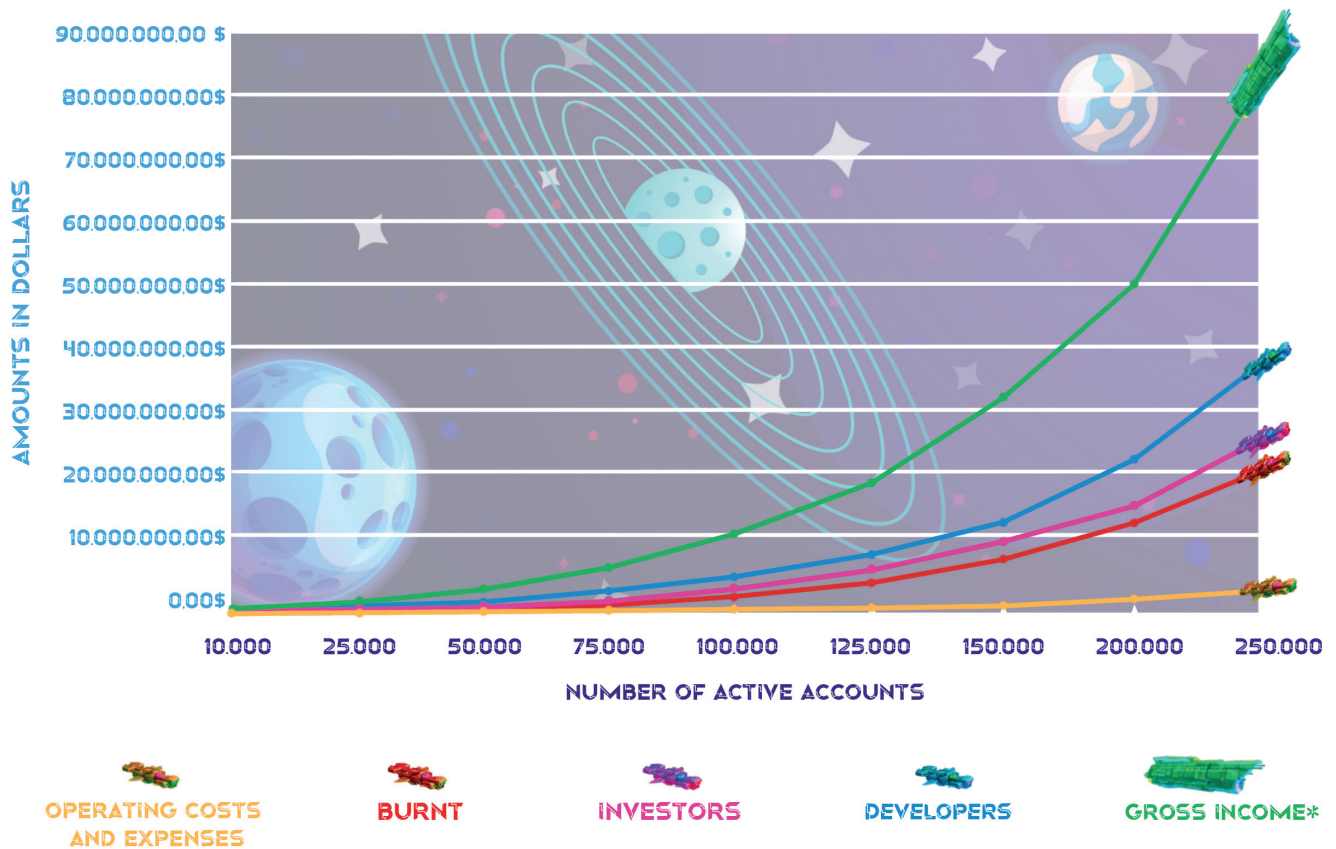
Investment in this round **can be made in cryptocurrencies or using FIAT** by bank transfer.



To participate, it will be necessary to pass a KYC, sign a document of agreement containing all the contractual conditions and implications and make the transfer/ payment. Upon receipt of payment, a corresponding invoice will be issued.

For the distribution of the 40% of profits generated by the Outer Ring, a quarterly audit will be carried out to validate the figures used for the distribution. The **quarterly audits** will be displayed in the section of the website [outerringmmo.com](http://outerringmmo.com) that we will dedicate for this purpose.

### MONTHLY INCOME FORECAST



\* Gross income represents the total of profits plus expenses; profits are understood to be the sum of the burnup plus the proportional share allocated to investors and developers.





**The game benefits from Financial advice provided by the following company:**

Financial Advising Company 'PULSAR CAPITAL EAF, S.L.', located at C/GRAN VÍA, 78 -28013 MADRID (MADRID) and registered in the Mercantile Register of Madrid, volume 34.946, folio 180, section 8, page number M-628544 and in the Register of Financial Advising Companies of the CNMV under number 199, with registered office in Madrid, calle Gran Vía, 78, 28013 Madrid, with tax identification number B87598033.



**And audited by the Financial Auditor:**

Mr. Ángel Francisco Rubio Pablos, domiciled at Calle Antonio Acuña, nº 9, 2.º izquierda, 28009, Madrid. E-mail: [auta@arprconcurasal.es](mailto:auta@arprconcurasal.es).





## LOOT BOX

Loot Box are packages **with digital content usable in-game or on the marketplace.**

There will be 6 different types of packages, and they will contain the following items:



## TIER 1



Between 1-100 exocredits  
Between 1-20 of 5 basic resources  
Between 1-2 armour pieces of Tier 1  
1 Common weapon piece of Tier 1

**Price: 0.005 ETH**

MAX SUPPLY: 50000 u

## TIER 2



Between 20-250 exocredits  
Between 10-40 of 5 basic resources  
Between 2-4 armour pieces of Tier 1  
1 Rare weapon of Tier 1

**Price: 0.02 ETH**

MAX SUPPLY: 15000 u

## TIER 3



Between 100-300 exocredits  
Between 25-50 of 8 basic resources  
Between 1-3 armour pieces of Tier 2  
1 Rare armour de Tier 2

**Price: 0.05 ETH**

MAX SUPPLY: 7500 u

## TIER 4



Between 150-400 exocredits  
Between 40-80 of 10 basic resources  
Between 3-6 armour pieces of Tier 2  
Between 0-2 GQ  
1 Epic armour de Tier 2  
1 Land vehicle

**Price: 0.08 ETH**

MAX SUPPLY: 5000 u



## TIER 5



Between 200-500 exocredits  
Between 50-100 of 12 basic resources  
Between 5-8 armour pieces of Tier 2  
Between 1-5 GQ  
1 Legendary weapon of Tier 2  
1 Land vehicle  
1 Spaceship

**Price: 0.2 ETH**

**MAX SUPPLY: 2500 u**





## CLAN

Between 5000-10000 exocredits  
 1 Clan stone  
 Between 1-5 GQ  
 1 Complete armour set of Tier 2  
 1 Legendary weapon of Tier 3  
 1 Clan nave

**Price: 0.5 ETH**

**MAX SUPPLY: 500 u**

The selling price of each package will vary according to the buying demand: every time a purchase is made, the price will increase by 2%; every minute that a purchase is not completed, the price will decrease by 0.1% until it reaches the original value.

In the case of selling the entire supply of loot boxes at the minimum price, we would collect €6,225,000 distributed as follows:

LOOTBOX TIER	QUANTITY	PRICE	PRICE EUR ~	TOTAL
<b>TIER 1</b>	<b>50000</b>	<b>0.005 ETH</b>	<b>15 €</b>	<b>750.000 €</b>
<b>TIER 2</b>	<b>15000</b>	<b>0.02 ETH</b>	<b>60 €</b>	<b>900.000 €</b>
<b>TIER 3</b>	<b>7500</b>	<b>0.05 ETH</b>	<b>150 €</b>	<b>1.125.000 €</b>
<b>TIER 4</b>	<b>5000</b>	<b>0.08 ETH</b>	<b>240 €</b>	<b>1.200.000 €</b>
<b>TIER 5</b>	<b>2500</b>	<b>0.2 ETH</b>	<b>600 €</b>	<b>1.500.000 €</b>
<b>CLAN</b>	<b>500</b>	<b>0.5 ETH</b>	<b>1.500 €</b>	<b>750.000 €</b>



# ANNEXES

## DISCLAIMER (Extended Version)

Web, Game, App and Marketplace Terms of Use.

These Terms of Use constitute a legally binding agreement between you, either personally or on behalf of an entity ('you') and Outer Ring: A deep space MMO ('we', 'us' or 'our') regarding the access and use of our [www.outerringmmo.com](http://www.outerringmmo.com) website and the Outer Ring app, as well as any other form of media, media channel, mobile website or mobile app related, linked or otherwise connected thereto (collectively, the 'Site' and the 'App'). Outer Ring is a hosted application that runs agnostically on various blockchains, primarily BSC and ETH, using specially developed smart contracts (each of them called 'Smart Contract') to allow service users to own, transfer, fight, upgrade their character, their ships and armour as well as breed digital creatures. It also allows service users to own and transfer other digital assets such as plots of land, buildings, usage rights and objects, among others.

These assets can be displayed both on the website and in the game, which the user can interact with. The Smart Contracts and the Site are collectively referred to in these Terms as the 'App'. Using the App, users can view their assets and use the Smart Contracts to acquire, trade, fight, build and get pets in collaboration with other users of the App.

WE ARE ONLY WILLING TO MAKE THE APP, SMART CONTRACTS AND WEBSITE AVAILABLE TO YOU IF YOU AGREE TO ALL OF THESE TERMS. BY USING THE APP, SMART CONTRACTS, THE SITE OR ANY PART THEREOF, OR BY CLICKING 'I ACCEPT' BELOW OR BY INDICATING YOUR ACCEPTANCE IN AN ADJACENT BOX, YOU CONFIRM THAT YOU HAVE READ, UNDERSTOOD AND AGREE TO ALL OF THESE TERMS OF USE. IF YOU DO NOT AGREE AND/OR DO NOT ACCEPT ALL OF THESE TERMS OF USE, YOU ARE EXPRESSLY PROHIBITED FROM USING THE SITE, THE APPLICATION AND THE SMART CONTRACTS AND YOU MUST CEASE USING THEM IMMEDIATELY.





Additional terms and conditions or documents that may be posted on the Site, the App and Smart Contracts from time to time are expressly incorporated herein by reference.

We reserve the right, at our sole discretion, to make changes or modifications to these Terms of Use at any time and for any reason. We will notify you of any changes by updating the 'Last Updated' date on the [www.outerringmmo.com](http://www.outerringmmo.com) website where these Terms of Use are also posted, and you waive any right to receive specific notice of each such change.

It is your responsibility to periodically review these Terms of Use to stay informed of any updates. You will be bound by any changes to the reviewed Terms of Use and you will be deemed to have accepted them by your continued use of the Site, the App and the Smart Contracts after the date of posting of such revised Terms of Use.

### **Reviewed Terms of Use.**

The information on the Site, App and Smart Contracts is not intended for distribution to or use by any person or entity in any jurisdiction or country where such distribution or use would be contrary to law or regulation or would subject us to any registration requirements in such jurisdiction or country.

Therefore, individuals who choose to access the Site and/or the App from other locations do so on their own initiative and are solely responsible for compliance with local laws, if and to the extent local laws are applicable.

The Site is intended for users over the age of 18. Individuals under the age of 18 are not authorised to use or register on the Site, the App and Smart Contracts except with the direct supervision of their legal guardians, as long as their legal guardians are the owners of the account being used.



## **1. INTELLECTUAL PROPERTY RIGHTS**

The Site and App, and the Smart Contracts, are our property, unless otherwise stated, as well as all source code, database, functionality, software, website design, audio, video, text, photographs and graphics on the Site and App ('Content') and the trademarks, service marks and logos contained therein (the 'Marks') are owned, controlled or licensed by us and are protected by copyright and trademark laws, other intellectual property rights and the unfair competition laws of Spain and Estonia, foreign jurisdictions and international conventions.

Except as expressly provided in these Terms of Use, no part of the Site, the App and the Smart Contract and no Content or Trademarks may be copied, reproduced, added to, republished, uploaded, posted, publicly displayed, encoded, translated, transmitted, distributed, sold, licensed or otherwise exploited for any commercial purpose, without our express prior written permission.

Provided that you are eligible to use the Site, the App and Smart Contracts, you are granted a limited license to access and use the Site or to download or print a copy of any portion of the Content that you have properly accessed solely for your personal, non-commercial use.

We reserve all rights not expressly granted to you in and to the Site, the App, the Content and the Marks.

Provided that you own an ERC721 OR asset, you are granted a limited license to create fan-art and merchandise that may be used commercially as long as you follow the terms set forth herein:

Anyone creating Outer Ring fan art must own the NFT (Ship, Object, Pets, etc.) they are creating fan art of or receive written permission from the owner of the NFT.

Fan's work of art cannot contain official game assets, but we allow these fans to create unique work of art using Outer Ring assets as inspiration.



2- Every work of art must clearly be labelled as 'Outer Ring Fanart' and be referenced to the official website <https://www.outerringmmo.com/>, and link directly in the marketplace to the NFT being used as inspiration.

An Outer Ring NFT can be used to generate a maximum of \$50,000 in revenue before an official licensing agreement has to be signed. Revenue can come from fan art (tokenised or physical) or merchandising (mugs, hoodies, t-shirts, stickers etc).

It is accepted the creation of original fanart without monetization, without any licence or property.

## **2. SERVICE USER STATEMENTS**

By using the Site, Application and Smart Contracts, you hereby declare and warrant that:

- All registration information you submit will be true, accurate, current and complete.
- You will maintain the accuracy of such information, which will be updated from time to time as necessary.
- You are legally competent and agree to comply with these Terms of Use.
- You are not underage in the jurisdiction in which you are a resident of.
- You will not access the Site, the App, the game, and the Smart Contracts through automated, non-human means, whether through a bot, script or otherwise. Except as expressly mentioned herein.

## **3. SERVICE USER REGISTRATION**

You may be required to register with the Site, the Application, and the Smart Contracts.

You understand you need to keep your password completely confidential, and you are responsible for all use of your account and for keeping your password secure. We reserve the right to delete, reclaim or change a username you might select if we determine, at our sole discretion, that such username is inappropriate, obscene, or otherwise objectionable.





#### **4. BANNED ACTIVITIES**

Service users cannot access or use the Site, Application and Smart Contracts for any other purpose than the ones we state and are available on the Site, Application and Smart Contracts. The Site, Application and Smart Contracts may not be used for any commercial activity except as agreed in a legally binding contract with Nexxyo Labs and Windex Technologies OÜ (Outer Ring MMO).

Service users are not allowed to perform the following:

- Automatically retrieve data or other content from the Site, the Application, and the Smart Contracts to create or compile, directly or indirectly, a collection, compilation, database, or directory without our written permission.
- Make any unauthorised use of the Site, App and Smart Contracts, including collecting usernames and/or email addresses of users by electronic or other means for the purpose of sending unsolicited email, or creating user benefits by automated means or under false pretence.
- Use an automated or semi-automated shopping bot on the Site, App and Smart Contracts.
- Use the Site, App and Smart Contracts to advertise, or offer, false or misleading goods and services with the intention of scamming other users.
- Circumvent, disable, or otherwise interfere with security-related features of the Site, App and Smart Contracts, including features that prevent or restrict the use or the copying of any Content or enforce limitations on the use of the Site, App and Smart Contracts and/or the Content contained therein.
- Participate in the creation of unauthorised links to the Site, the Game and Smart Contracts.
- Cheat, trick or attempt to scam other users, especially with intent to acquire sensitive information such as users' passwords.



- Misuse our support services or file false reports of abuse or misconduct.
- Participate in any automated use of the system, such as the use of scripts to send comments or messages, or the use of any data mining, robots or similar data gathering and extraction tools, except where this has been validated by the Company.
- Interfering with, disrupting, or creating an undue burden on the Site, the App and Smart Contracts or networks or services connected to the Site.
- Attempt to impersonate another people or service users or use another user's username.
- Sell or transfer your profile.
- Use any information obtained from the Site, the App and Smart Contracts to harass, abuse or harm other people.
- Use the Site, Application and Smart Contracts as part of any effort to compete with us, or use the Site, Application and Smart Contracts and/or Content for any revenue-generating effort or commercial enterprise.
- Decrypt, decompile, disassemble, or apply reverse engineering to any of the software that makes up (or somehow forms) part of the Site, the App and Smart Contracts.
- Attempt to circumvent any measures on the Site, designed to prevent or restrict access to the Site, or any part of the Site, the App and Smart Contracts.
- Harass, intimidate, or threaten any of our employees or agents engaged in supplying any part of the Site, the App and Smart Contracts to service users.
- Remove copyright or other proprietary rights notices from any Content.



- Copy or adapt the software on the Site, including but not limited to Flash, PHP, HTML, JavaScript or other Unreal Engine related code.
- Upload or transfer (or attempt to upload or transfer) viruses such as trojan horses virus, or other material, including excessive use of all capital letters and spam (continuous posting of repetitive text), that interferes with any party's uninterrupted use and enjoyment of the Site or game or that modifies, impairs, disrupts, interrupts, alters or interferes with the use, features, functions, operation or maintenance of the Site, game and Smart Contracts.
- Upload or transfer (or attempt to upload or transfer) any material that acts as a passive or active information gathering or transmission mechanism, including, without limitation, any formatting or other similar devices (sometimes referred to as 'spyware', 'passive collection mechanisms' or any potentially harmful files).

## **5. FEES AND PAYMENTS**

Outer Ring is a FREEMIUM game. However, if you choose to purchase, trade items, create digital estate, breed pets or build robots, it is important to remember that any financial transactions that take place will only take place through the blockchain via a wallet such as Meta Mask or Trust Wallet. We will have no knowledge or control over these payments or transactions, nor do we have the ability to reverse any transactions. Bearing this in mind, we shall have no liability to you or any third party for any claims or damages that may arise as a result of any transaction you make through the Site and/or the App or using the Smart Contracts; or any other transactions you conduct through the networks used by Router Ring, which are your sole responsibility.

Initial 'LOOT BOX' containing a group of NFTS to be released by our company in a limited initial number: these items will be available for purchase on the day we first launch the Outer Ring LOOT BOX Store.





The networks where Outer Ring is launched require the payment of a transaction fee (a 'Gas Fee') for each transaction that takes place on the network. The Gas Fee funds the network of computers that run a decentralised network, that is, you will have to pay a Gas Fee for each transaction that runs through the application. Outer Ring has been optimised to reduce these costs to a minimum, being only required on the off-game side and for incoming and outgoing NFTS and digital assets from the game.

In addition to the Gas Fee, each time you use a Smart Contract to transact with another service users through the off-game marketplace and in-game marketplaces, you are authorizing us to charge a 3% fee of the total value of that transaction ('Commission'). You acknowledge and agree that the Commission will be transferred directly to the Nexxyo Labs and Windex Technologies OÜ portfolio as part of the transaction.

You shall be solely responsible for paying any and all sales, use, value added and other taxes, fees and levies (other than taxes on our net income) now or hereafter claimed or imposed by any governmental authority (collectively, 'Taxes') related to the use of the game (including, without limitation, any taxes that may be payable as a result of your ownership, transfer or reproduction of any of your Axes).

Except for income taxes imposed on the Outer Ring, you will: (i) pay or reimburse us for all national, federal, state, local or other taxes and levies of any jurisdiction, including value added taxes and taxes required by international tax treaties, customs or other import or export taxes, as well as amounts collected in lieu thereof based on charges assessed, services rendered or payments made hereunder, now or hereafter imposed by the authority of any national, state, local or other taxing jurisdiction; and (ii) you will not be entitled to deduct the amount of any such taxes, duties or levies from payments made to us in accordance with these Terms.



## **6. SUBMISSIONS: LEGAL RIGHTS**

You acknowledge and agree that any questions, comments, suggestions, ideas, suggestions, or other information relating to the Site, the game and the Smart Contracts ('Submissions') that you provide to us, are non-confidential and become our direct property.

We own exclusive rights, including all intellectual property rights, and are entitled to the unrestricted use and dissemination of these Service users Submissions for any lawful purpose, commercial or otherwise, without acknowledgment or compensation. You hereby waive any moral rights in such Submissions, and warrant that such Submissions are original, nor that you have any vested rights.

You agree that there shall be no recourse or claim against us for any alleged or actual infringement or misappropriation of any proprietary right in your Submissions, as you are assigning them without expectation of any consideration by handing such Submissions to us.

## **7. ADVERTISER**

We allow advertisers to display their advertisements and other information in certain areas of the Site and the game, for example, on sidebar advertisements or banner ads on the web. Or in-game, for example, fixed advertisements on the planetary surface or in the daily galactic newspaper. If you are an advertiser, you must assume full responsibility for the advertisements you place on the Site and/or the game, as well as for the services provided on the Site and/or the game, or for the products sold through such advertisements. You will also ensure that the information is truthful and correct.

In addition to all this, as the advertiser, you warrant and represent that you have all rights and authority to place advertisements on the Site and/or the game, including the intellectual property rights, publicity rights and contractual rights, among others. We merely provide the space to place such advertisements and have no other relationship with advertisers other than the mere business relationship, of such sale or rental of advertising placements.



## **8. TERMINATION**

These Terms of Use remain in full force and effect while you use the Site, the Game and the Smart Contracts.

WITHOUT LIMITING ANY OTHER PROVISION OF THESE TERMS OF USE, WE RESERVE THE RIGHT, AT OUR SOLE DISCRETION AND WITHOUT NOTICE OR LIABILITY, TO DENY ACCESS TO AND USE OF THE SITE, THE APP, THE GAME AND THE SMART CONTRACT (INCLUDING BLOCKING CERTAIN IP ADDRESSES) TO ANYONE FOR ANY REASON OR NO REASON, INCLUDING, WITHOUT LIMITATION, BREACH OF ANY REPRESENTATION, WARRANTY OR COVENANT CONTAINED IN THESE TERMS OF USE OR ANY APPLICABLE LAW OR REGULATION.

WE MAY TERMINATE YOUR ACCESS OR PARTICIPATION IN THE SITE, APP, GAME AND SMART CONTRACTS, OR DELETE YOUR ACCOUNT WITHOUT PRIOR NOTICE, AT OUR SOLE DISCRETION. If we terminate or suspend your account for any reason, you are prohibited from registering and creating a new account under your real, false or borrowed name; or under the name of a third party, even if you may be acting on behalf of that third party. Furthermore, we reserve the right to take legal actions that might include civil, criminal, and precautionary actions.

## **9. APPLICABLE LAW**

These Terms of Use and the use of the Site, the Game and the Smart Contracts are governed by and construed in accordance with the laws of Spain and Estonia and are applicable to agreements entered into and to be performed entirely within Spain and Estonia, without regard to their conflicts of law principles.





## **10. CONFLICT RESOLUTION**

### **10.1 Informal Negotiations**

In order to expedite the resolution and control the cost of any dispute, controversy or claim relating to these Terms of Use (referred to the terms as a 'Dispute' and, collectively, 'Disputes') brought by you or by us (referred to the terms a 'Party' and, (collectively, the 'Parties'), the Parties agree to first attempt to negotiate any Dispute (except those Disputes expressly provided for below) informally for, at least, thirty (30) days prior to initiating arbitration. Such informal negotiations shall commence upon written notice from one Party to the other.

### **10.2 Binding Arbitration**

If a Party is unable to resolve a Dispute through informal negotiations, Disputes (except for Disputes expressly excluded below) shall be ultimately and exclusively resolved by binding arbitration. With that said, YOU DECLARE THAT YOU UNDERSTAND THAT WITHOUT THIS PROVISION, YOU WOULD HAVE THE RIGHT TO SUE IN COURT AND HAVE A JURY TRIAL. The arbitration shall be initiated and conducted in accordance with the Commercial Arbitration Rules of the Blockchain Arbitration Society (BAS) and, if applicable, the Supplementary Procedures of the Spanish Regulation for Consumer Related Disputes. The arbitration fees and the compensation part of the arbitration shall be governed by the BAS Consumer Rules and, where applicable, shall be limited by the same body.

Except as otherwise provided, the Parties may litigate in court to compel arbitration, to stay proceedings pending arbitration; or to confirm, modify, vacate; or award the award rendered by the arbitrator.

If, for any reason, a dispute is submitted to a court rather than to arbitration, the dispute shall be commenced or heard in the state courts located in SPAIN and the Parties agree and waive all defences of lack of personal jurisdiction and forum non-conveniens with respect to the seat and jurisdiction of such state courts.



## **11. DISCLAIMER**

YOU EXPRESSLY UNDERSTAND AND AGREE THAT YOUR ACCESS TO THE SITE AND THE USE OF THE SITE, THE APPLICATION, THE GAME AND THE SMART CONTRACTS IS AT YOUR OWN RISK, AND THAT THEY ARE PROVIDED 'AS IS' AND 'AS AVAILABLE' WITHOUT GUARANTEES OF ANY KIND, EITHER EXPRESS OR IMPLIED.

TO THE FULLEST EXTENT PERMITTED BY APPLICABLE LAW, WE, ALONG WITH OUR SUBSIDIARIES, AFFILIATES AND LICENSORS, OFFER NO EXPRESS WRITTEN GUARANTEE AND HEREBY DISCLAIM ALL IMPLIED GUARANTEES RELATING TO THE SITE, THE APP, THE GAME AND THE SMART CONTRACTS, THE GAME AND SMART CONTRACTS AND ANY PART THEREOF (INCLUDING, WITHOUT LIMITATION, THE SITE, ANY APP, GAME OR SMART CONTRACT OR ANY EXTERNAL WEBSITE), INCLUDING THE IMPLIED GUARANTEES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, NON-INFRINGEMENT, CORRECTNESS, ACCURACY OR RELIABILITY. WITHOUT LIMITING THE GENERALITY OF THE FOREGOING, WE, ALONG WITH OUR SUBSIDIARIES, AFFILIATES AND LICENSORS, DO NOT REPRESENT OR GUARANTEE TO YOU THAT: (I) YOUR ACCESS TO OR USE OF THE SITE, APP AND SMART CONTRACTS WILL MEET YOUR NEEDS; (II) YOUR ACCESS TO OR USE OF THE SITE, APP, GAME AND SMART CONTRACTS WILL BE UNINTERRUPTED, TIMELY, SECURE OR ERROR-FREE; (III) USAGE DATA PROVIDED THROUGH THE SITE OR APP; (III) THE SITE, APP, GAME AND SMART CONTRACTS OR ANY CONTENT, SERVICES OR FEATURES AVAILABLE ON OR THROUGH THE SITE, APP, GAME AND SMART CONTRACTS ARE FREE OF VIRUSES OR OTHER HARMFUL COMPONENTS; (IV) ANY DATA YOU DISCLOSE WHEN USING THE SITE, APP, GAME AND SMART CONTRACTS IS SECURE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES IN CONSUMER CONTRACTS, SO SOME OR ALL OF THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.

YOU ACCEPT THE SECURITY RISKS INHERENT IN PROVIDING INFORMATION AND TRANSACTING ONLINE OVER THE INTERNET AND AGREE THAT WE HAVE NO LIABILITY FOR ANY BREACH OF SECURITY, UNLESS IT IS DUE TO GROSS NEGLIGENCE ON OUR PART.



WE WILL NOT BE LIABLE FOR ANY LOSS INCURRED AS A RESULT OF YOUR USE OF THE BLOCKCHAIN NETWORKS USED IN THE GAME, MARKETPLACE AND THE META MASK ELECTRONIC CURRENCY SITE OR ANY LINKED CURRENCY.

THIS INCLUDES ANY LOSS, DAMAGE OR CLAIM ARISING FROM THE FOLLOWING: (A) USER ERRORS, SUCH AS FORGOTTEN PASSWORDS OR SMART CONTRACTS OR MISINTERPRETED TRANSACTIONS; (B) SERVER FAILURES OR LOSS OF DATA; (C) CORRUPTED WALLET FILES; (D) UNAUTHORISED ACCESS OR ACTIVITIES BY THIRD PARTIES, INCLUDING, THE USE OF VIRUSES, PHISHING, BRUTE FORCE OR OTHER MEANS OF ATTACK AGAINST THE APPLICATION, NETWORKS OR ELECTRONIC WALLETS, AMONG OTHERS.

NFTs ARE INTANGIBLE DIGITAL ASSETS THAT EXIST SOLELY BY VIRTUE OF THE PROPERTY REGISTRY HELD IN THE BLOCKCHAIN ASSOCIATED WITH THE GAME. ALL SMART CONTRACTS ARE CONDUCTED AND OCCUR IN THE DECENTRALISED MAJOR BOOK WITHIN THE ASSOCIATED NETWORKS. NEXXYO LABS AND Windex Technologies OÜ (OUTER RING), NOR ANY OF ITS SUBSIDIARIES, HAS ANY CONTROL OVER THE SMART CONTRACTS AND MAKES NO WARRANTIES OR PROMISES WITH RESPECT THEREOF.

NEXXYO LABS AND Windex Technologies OÜ (OUTER RING), NOR ANY OF ITS SUBSIDIARIES, HAS CONTROL OVER THE SMART CONTRACTS AND MAKES NO WARRANTIES OR PROMISES WITH RESPECT THEREOF. NEXXYO LABS AND Windex Technologies OÜ (Outer Ring) IS NOT RESPONSIBLE FOR LOSSES TO BLOCKCHAIN OR ANY OTHER FEATURE OF THE NETWORKS USED, ELECTRONIC CURRENCIES INCLUDING, BUT NOT LIMITED TO, LATE NOTIFICATION BY THE DEVELOPERS OR REPRESENTATIVES (OR LACK OF NOTIFICATION) OF ANY PROBLEMS WITH THE BLOCKCHAIN SUPPORTING THE GAME, INCLUDING FORKS, NODE TECHNICAL PROBLEMS, OR ANY OTHER PROBLEM





## **12. LIMITATION OF LIABILITY**

YOU UNDERSTAND AND AGREE THAT WE, ALONG WITH OUR SUBSIDIARIES, AFFILIATES AND LICENSORS, SHALL NOT BE LIABLE TO YOU OR ANY THIRD PARTY FOR ANY: INDIRECT, INCIDENTAL, SPECIAL, CONSEQUENTIAL OR EXEMPLARY DAMAGES THAT YOU MAY INCUR, REGARDLESS OF WHAT CAUSED THESE DAMAGES AND UNDER ANY THEORY OF LIABILITY. THESE INCLUDE ANY LOSS OF PROFITS (WHETHER INCURRED DIRECTLY OR INDIRECTLY), LOSS OF GOODWILL OR BUSINESS REPUTATION, LOSS OF DATA, COST OF PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES, OR ANY OTHER INTANGIBLE LOSS, EVEN IF WE HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

YOU AGREE AND ACKNOWLEDGE THAT OUR TOTAL AND AGGREGATE LIABILITY TO YOU FOR ALL CLAIMS ARISING OUT OF OR RELATING TO THESE TERMS OR YOUR ACCESS TO OR USE OF (OR YOUR INABILITY TO ACCESS OR USE) ANY PART OF THE SITE, THE APP, THE GAME AND THE SMART CONTRACTS, WHETHER IN CONTRACT, TORT, STRICT LIABILITY OR ANY OTHER LEGAL THEORY, IS LIMITED TO THE GREATER OF THE FOLLOWING AMOUNTS: (A) THE AMOUNTS YOU ACTUALLY PAID TO US UNDER THESE TERMS IN THE TWELVE (12) MONTH PERIOD PRIOR TO THE DATE THE CLAIM AROSE; OR (B) ONE HUNDRED (100) U.S. DOLLARS.

YOU AGREE AND ACKNOWLEDGE THAT WE HAVE MADE THE WEBSITE, THE APP, THE GAMES AND THE SMART CONTRACTS AVAILABLE TO YOU AND THAT WE HAVE ENTERED INTO THESE TERMS AND CONDITIONS ON THE BASIS OF THE WARRANTY DISCLAIMERS AND LIMITATIONS OF LIABILITY SET OUT HEREIN, WHICH REFLECT A REASONABLE AND FAIR ALLOCATION OF RISKS BETWEEN THE PARTIES AND CONSTITUTE A REASONABLE AND FAIR BASIS FOR OUR AGREEMENT TO THE TERMS AND CONDITIONS. REASONABLE AND FAIR ALLOCATION OF RISK BETWEEN THE PARTIES AND FORM AN ESSENTIAL BASIS OF THE ESSENTIAL BASIS OF THE BARGAIN BETWEEN US. WE WOULD NOT BE ABLE TO PROVIDE THE SITE, THE APP, THE GAME AND THE SMART CONTRACTS TO YOU WITHOUT THESE LIMITATIONS. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, AND SOME JURISDICTIONS ALSO LIMIT THE EXCLUSIONS OR LIMITATIONS OF LIABILITY FOR PERSONAL INJURY FOR CONSUMER PRODUCTS, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO PERSONAL INJURY CLAIMS.



### **13. ASSUMPTION OF RISK**

You agree and acknowledge each of the following:

A. Digital asset prices are extremely volatile. Fluctuations in the price of other digital assets could materially and adversely affect the value of your Exocredits and Galactic Quadrant, which may also be subject to significant price volatility. We cannot guarantee that Outer Ring's purchasers will not lose money.

B. You are solely responsible for determining what taxes apply, if any, to your Outer Ring-related transactions. Outer Ring is not responsible for determining the taxes that apply to your transactions on the App, the Gaming Sites or the Smart Contracts.

C. There are risks associated with the use of a cryptocurrency, including, but not limited to, the risk of hardware, software and internet connections, the risk of introduction of malicious software and the risk that third parties may gain unauthorised access to the information stored in your wallet. You agree and acknowledge that Nexxyo Labs and Windex Technologies OÜ and therefore Outer Ring shall not be liable for any communication failures, interruptions, errors, distortions or delays that you may experience, whatever their cause is.

D. Lack of use or public interest in the creation and development of distributed ecosystems could negatively impact the development of the Outer Ring ecosystem, and thus the potential utility or value of the ASSOCIATED NFTs.

E. The regulatory regime governing blockchain technologies, cryptocurrencies and tokens is uncertain, and new regulations or policies could negatively impact the development of the Outer Ring and therefore the potential utility or value.



## **14. INDEMNIFICATION**

You agree to defend us, indemnify us and release us from liability (including our subsidiaries, affiliates and all of our respective officers, agents, partners and employees) as well as from any loss, damage, liability, claim or demand, including reasonable attorneys' fees and expenses, made by any third party due to or arising out of (1) your use of the Site; (2) your breach of these Terms of Use; (3) any breach of your representations and warranties set forth in these Terms of Use; (4) your violation of any third party's rights, including, without limitation, intellectual property rights; or (5) any manifestly harmful act towards any other use of the Site, the App, the game and Smart Contracts to which you have connected through the Site, the App, the game and the Smart Contracts.

Without limiting the foregoing, we reserve the right, at your expense, to assume the exclusive defence and control of any matter for which we are required to indemnify you. You also agree to cooperate, at your expense, with our defence of any such claims. We will use reasonable efforts to notify you of any claim, action or proceeding subject to this indemnification as soon as we become aware of it.

## **15. SERVICE USER DATA**

We will maintain certain data that you transmit to the Site, App, game and Smart Contracts for the purpose of managing the performance of the Site, App, game and Smart Contracts, as well as data relating to your use of the Site, App, game and Smart Contracts. Although we periodically back up data, you are solely responsible for all data that you transmit or that arises from any activity you have undertaken using the Site, the App, the game and Smart Contracts. You agree that we shall have no liability to you for any loss or corruption of such data, and you hereby waive any right of action against us arising out of any loss or corruption of such data.





## **16. MISCELLANEOUS**

These Terms of Use and any policies or operating rules posted by us on the Site, the App, the game and Smart Contracts, or with respect to the Site, the App, the game and Smart Contracts, constitute the entire agreement and understanding between you and us. Our failure to exercise or enforce any right or provision of these Terms of Use shall not constitute a waiver of such right or provision. These Terms of Use apply to the fullest extent permitted by law. We may assign any or all of our rights and obligations to others at any time.

We will not be liable for any loss, damage, delay or failure to act caused by any cause beyond our reasonable control.

If any provision or part of a provision of these Terms of Use is determined to be unlawful, void and unenforceable, that provision or part of a provision shall be deemed severable from these Terms of Use and shall not affect the validity and enforceability of any remaining provisions.

No joint venture, partnership, employment or agency relationship is created between you and us as a result of these Terms of Use or your use of the Site.

You agree that these Terms of Use shall not be interpreted against us due to us drafting them. You hereby waive any defences you may have, based on the electronic signature of these Terms of Use and the failure of the parties to sign and execute these Terms of Use



# THANK YOU







