Whitepaper: Fourth Star
www.fourthstar.com
V4.7 Q4 2024

1. Introduction
    a. Fourth Star is the new entertainment frontier, a virtual reality immersive media streaming and gaming metaverse.
    b. The Fourth Star Metaverse eco-system consists of the VR Platform, Web-based User and Content Creator Portal and marketplace, Web VR events Platform and the Star Utility Token (FSTR).
2. Metaverse
    a. The Fourth Star Metaverse is accessible at www.fourthstar.com and is specifically designed for Film, Music Studios and immersive media content creators to deliver the next generation of immersive media entertainment and gaming content (to include, but not limited to) 180 stereoscopic video, 360 stereoscopic video, volumetric Video, and VR gaming to a vibrant community of users.
    b. Our Metaverse users are able to customise their own unique journey and experience through a multitude of in-app modifications, upgrades and purchases to enhance their personal avatar and metaverse environment.
    c. Users can purchase their own penthouse or spaceship. These large scale luxury assets include lounge, meeting rooms and are all equipped with custom entertainment environments for streaming 2d, 180, 360 and Volumetric Video.
    d. There is also an opportunity to earn, win and discover multiple options for these modifications "in game" or during your Metaverse experience on the app.
    e. For most Content Creators, the Fourth Star Metaverse is self-service ready, meaning they can set up accounts, channels, upload content, price, and deploy for subscription - all without any need for assistance.
    f. Larger scale content partners can have uniquely branded stand-alone platforms directly accessible through a custom portal.
    g. The Metaverse app is compatible with the Meta platform and SideQuest VR.
3. Web-based Event Space for 3D & VR
    a. A custom web enabled multi-location environment designed for music and concert events. Event event managers can create events, play music, add effects and video with a virtual DJ.
    b. Users can access and interact within the Web Metaverse without the need for a VR headset, which is also compatible with the Meta Quest.
    c. Accessible via a 2D device such as a smartphone, tablet, or laptop.

4. Portal (Marketplace)
   a. The web based Portal accessible at www.fourthstar.com enables access "on demand" for content creators, artists, and streamers to curate their own unique entertainment space and multiple personal channels, with options to set subscription value amounts for the pricing, and monetisation of their own individual work and content creation.
   b. Individual Creator channels can be uniquely branded, and all content uploaded for subscription or purchase by Members.
   c. Each Member has special access to their own Member Dashboard where they are able to search and select content, purchase and view accumulated In-App Purchases (IAPs), and invite friends to join them in their own personal apartment or ship, where immersive media and gaming content can be consumed, enjoyed and shared to select friends and/or communities.

5. AI
   a. Transform your virtual space with advanced Ai companions.
   b. Watch a movie or learn new skills from an AI character.
   c. Create your own movie using generative AI to bring your stories to life.

6. Product Roadmap
   a. Q1 2025: Shops and Apartment Rentals
      i. With the Meta Store launch, the platform introduces rental features and partner promotions, fostering collaboration.
      ii. Purchase ships and apartments to earn rental income with the Creator and Partner Reward System.
   b. Q2 2025: Film Studio Onboarding
      i. Welcome large-scale entertainment brands to the metaverse, unveiling special content projects that push the boundaries of immersive storytelling.
      ii. Apartments will be available for sale in the secondary market, adding a new layer to our metaverse economy.
   c. Q3 2025: AI Companions and Film
      i. Transform the virtual space with advanced AI companions.
      ii. Imagine interacting with a virtual karate expert who can teach you martial arts.
      iii. Learning new skills from a knowledgeable AI guide or creating your own movie using generative AI to bring your stories to live.
   d. Q4 2025: Interactive Gamified Blockbusters
      i. Experience the future of storytelling with the launch of the first fully interactive gamified immersive film and trailers- a groundbreaking blend of cinematic experiences and gamification.
      ii. Step into the scene, interact with characters, explore environments and experience the story from a first-person perspective.

7. Tokenomics
   a. Star Token (FSTR)
      i. FSTR is the official and exclusive Fourth Star ecosystem utility token to access and purchase an expansive portfolio of creator content, platforms, products,and services made available within the Fourth Star ecosystem.
      ii. Fourth Star recognizes FSTR for broad and detailed utility mechanisms detailed in Section 5.c below.
   b. Ecosystem model
      i. In-App Purchase (IAP) Assets
         1. Metaverse assets, such as apartments, ships, AI pets and companions and custom avatars are available for purchase in FSTR or fiat currency.
         2. FSTR used to purchase IAPs have a redemption value of $1 per token regardless of the exchange traded price. When the exchange rate of FSTR exceeds $1 per FSTR the purchase rate will convert to a 25% discount to the dollar exchange rate. This creates a built-in mechanism to strengthen the utility value of FSTR. FSTR redeemed for IAP purchases will be held by the company creating a systemic deflationary impact on the circulating supply.
         3. There will be scarcity of IAPs.
      ii. Creator content
         1. Members of the Fourth Star Community can subscribe to content channels for third party content through the Portal.
         2. Content Channels can be accessed within the VR metaverse, and surfed within the web Portal, or in some cases all of the above.

      iii.   Creator and Partner Reward System
1. High-Value Assets (HVA) Overview
   a. IAPs that are High-Value Assets (HVA), including apartments, ships, and companions, are premium items available for sale and rental to users. These assets are accessible on both Meta and Sideload platforms and serve as key drivers of user engagement and monetization within the Fourth Star ecosystem.
2. Partner Incentive Model
   a. Content and Promotional Partners are issued with a unique code to ensure that they benefit from any revenue generated from their community. They can also purchase HVA for rental.
   b. Rental Opportunities
      i. Partners can rent their HVA exclusively to their subscribers, generating recurring monthly rental revenue.
      ii. Partners are incentivized to continuously create new content to maintain subscriber engagement and grow rental and content subscription revenue.
   c. Content Integration:
      i. The rental model promotes consistent content production, fostering deeper community engagement and higher revenue sustainability for partners.
3. Uniquely Branded IAPs for Partners:
   a. Partners will have the ability to develop and offer uniquely branded IAPs, including HVAs, customized to reflect their brand identity and further monetize their presence within the ecosystem.

c. Utility
    i.   Access
1. Fourth Star Members and Creators are eligible to be assigned Ranks based on the number of FSTR they hold.
2. Ranks introduce progressively prioritised access to VIP and special access content, increasing content discounts and platform perks.

3. Ranks
   a. Earnable Ranks with minimum FSTR balance to achieve:
      i. Immortal Icon: 100,000 FSTR
      ii. Visionary: 10,000 FSTR
      iii. Adventurer: 1,000 FSTR
      iv. Explorer: 500 FSTR
      v. Player: 100 FSTR
      vi. Spectator: No FSTR
   b. Special Ranks by invitation only
      i. Ancient Elder Rank
      ii. Star Counsel
      iii. Star Officer
4. Ranks drive persistent demand for FSTR by encouraging members of the community to buy or earn, and then continue holding, to maintain Rank. Ranks are based on FSTR holdings, which may be purchased or earned.
5. FSTR balances are re-verified once per quarter and each member's rank is adjusted accordingly.
   a. Minimum FSTRs required to be eligible for a Rank is a function of the daily average balance per quarter.
   b. Readjustments are made on a Q+1 basis. Therefore, Q1 value will be applied in Q2, Q2 in Q3, and so on.
   c. *Q1 2025 will be an exception to this calculation as it will be based on the FSTR initial exchange price of $0.51.*

ii. Rewards
1. Fourth Star will develop a two-sided, tiered, incentive strategy with rewards designed for Members and Creators within the ecosystem.
2. Our incentive model is designed comparably to video game incentive models, wherein different forms of earnable, and consumable resources can be used within the environment.
   a. Promotions of highly-value behaviours.
   b. Ongoing engagement with both Portal content as well as community involvement.
   c. Collaboration through the formation of Alliances.
   d. Content creation, curation, and sharing.
   e. Referral of new Members and Creators.

3. Advertising
   a. Advertising targeting is purely based on opt-in information such as subscribed topics or connected assets.
   b. Users can choose between giving no information and seeing widely targeted ads, and / or giving more detailed interest data and being rewarded with a revenue share, incentives and advertised benefits or paying a monthly fee to remove ads completely.
4. Commercial utility
   a. Businesses operating within the metaverse can have a built-in branded loyalty program with individually customised program rules as subprograms based off of FSTR
   b. Businesses can promote their branded loyalty programs through various advertising channels throughout the ecosystem.
   c. Fourth Star AI will be utilised to customise the program rules, incentives, and rewards for each member, maximising the economic benefit based on unique individual values, wants, and needs.
   d. Multi-branded loyalty program example:
      i. There can be a shopping precinct within Fourth Star that has its own rewards token system as a sub-program to FSTR.
      ii. Each merchant within the shopping district can have their own branded rewards token system as a sub-program to the shopping precinct program.
      iii. Every token issued effectively has three brandings: Fourth Star, Shopping precinct, and individual merchant.
      iv. Every token issued can be redeemed according to the Member program set rules of choice.
      v. Multi-branded tokens effectively generate synergistic value across all individual merchants located in the shopping precinct and likewise each shopping district located within Fourth Star.

5. Asset renting and leasing
    a. IAP assets may be rented or leased by the owner to other members.
    b. Members may prefer to rent or lease assets over owning their own based on a number of factors such as total purchase price and expected total time of use.
    c. For example, a member wants to take a group of allies to the planet surface for an exploratory day trip but does not travel often enough to justify the cost of purchasing a ship. For this member, leasing from another member would be a more economical choice over buying.
    d. Renting and leasing is expected to generate significant economic activity within Fourth Star, requiring FSTR as the utility token of commerce.
6. Alliances
    a. Members and Creators can create alliances based on shared objectives or values.
    b. Alliances improve asset productivity such as mining capacity, bot effectiveness, and defence forces as a form of a loyalty program.
    c. The more Alliances Members and Creators join or more Allies they invite into Alliances the more benefits that Alliance will reward members.
7. Mining
    a. Planet surface mining is a key economic activity in the Fourth Star Metaverse. FSTR encourages and facilitates all three stages of mining: Surveying, Excavation, and Processing.
    b. Surveying
        i. Before planet surface land can be developed it must first be surveyed. Active members and Creators can earn FSTR by offering surveying for Members not interested in doing it themselves.
        ii. These Creators invest in creating their own AI bots, trained in surveying, to set the landscapes, analyse the mineral content, and determine what the land might be suited for, as far as development for end customer use, for individuals or other companies.

c. Extraction
   i. Extraction requires specific equipment such as excavators and trucks.
   ii. The extracted mineral will require storage and will deplete over time if stored too long so it needs to be turned over for trade, processed, or used.

d. Processing
   i. Processing requires transportation of the mineral to allied pre-constructed locations to be processed by the same Creator or sold to other Creators specialising in this processing stage of Mining.
   ii. Processing requires land, atmosphere, or outer orbit transportation, security, defence, as well as purpose-specific bots. Processed minerals also lose efficacy over time.
   iii. Efficacy can be extended through daily logins, achievements, Rank, or a general increased stake in the ecosystem.

e. All three stages of Mining require support, infrastructure, security, defence, insurance, as well as purpose-specific trained bots requiring training, certification, and maintenance.

f. Lands may have Easter Egg locations and achievements to obtain such as referrals, social interactions, channel variations, and in-app game play. For example, people working with each other to develop land for use could unlock Easter Eggs or achievements paid in a unique Easter Egg reward token.

g. Excess mined minerals left unchecked are at risk of theft by unallied members. Alliances can be entered into and joined by other members (friending them). Allies are unable to steal from each other while the added friendship earns added rewards such as increased extraction and processing rates, reduced maintenance costs on bots and crew. It is an incentive to build and maintain alliances with many allies.

h. Land development dashboard alerts posted twice daily across the Metaverse, Portal, and Discord will alert the community of land coming up for sale and related mining opportunities.

    d. Token Flow
        i. FSTR used for IAP or content consumption will flow directly into the Fourth Star treasury for future use towards investing in the fourth Star ecosystem.
        ii. Some FSTR may be burned in the future at the discretion of Fourth Star as a deflationary supply mechanism.

8. Token Distribution
    a. Circulating Supply is 15M
    b. Total Supply is 100M
        i. 15M minted for earned and purchased tokens.
        ii. 85M minted and reserved for strategic use
            1. Future airdrop distributions
            2. PR and Marketing
            3. Content partnership incentives
            4. Exchange listing, liquidity, and fees
            5. Team wages and salaries
            6. General operations including incentives and ecosystem promotion
    c. Maximum Supply is 850M
        i. Unminted supply is reserved for facilitating content partners user growth and activity.

9. Smart Contract
    a. Contract details summary
        i. Token Name: Star
        ii. Token Symbol : FSTR
        iii. Circulating Supply: 15M
        iv. Total Supply: 100M
        v. Total Cap Limit: 850M
        vi. Decimals: 18
        vii. Network: Polygon
        viii. Contract: 0xBaB4286B2Bf88e070DA0aae411A168059B040E7f
        ix. Contract details: Link

    b. The system deploys a Proxy Contract. This architecture enables a robust, flexible, and secure ERC20 Proxy Contract that supports future upgrades and implementation changes.
        i. Proxy Contract Design: Using a proxy allows for upgrades to the ERC20 logic without changing the contract address, ensuring flexibility in development.
        ii. Function Security: All sensitive functions like adding/removing admins, ownership transfers, and minting are secured with majority admin permissions to prevent unauthorised access.

c. Polygon Network as it is well known for a robust and long standing gaming community, as well as its relatively low gas fees and high performance speed. It is also supported by most major exchanges and therefore convenient to integrate.

d. The Star contract includes enhanced functionalities for minting, burning, pausing and an immutable cap on the total supply, with support for role-based permissions through multisig wallet approval.

e. A CertiK audit will be performed to assess and validate the proxy contract