



Planetary Node Atlas

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1. Introduction

The following document describes the Spider Tanks Planetary Node ecosystem. Planetary Nodes are a type of Game-Specific Node within the Gala Games Ecosystem. They are designed to give Spider Tanks players and supporters an exclusive and unique way to support Spider Tanks for additional rewards.

1.1 Guiding Principles and Disclaimer

Spider Tanks is a Play and Earn (P&E) Ecosystem - a web of participants including NFT holders, players, and game developers - that revolves around playing Spider Tanks matches and receiving Victory Points that can be submitted for game token reward distribution. The game token of this ecosystem is SILK** - an ERC-20 Token governed by contract 0xB37Db40e16a7CaaE38f1e4dbd6B1e44cfFe03072 - that is acquired by involving oneself in the Spider Tanks ecosystem - primarily by playing and winning games, but also by supporting the ecosystem. This document provides a quick overview of the ecosystem - how players can be rewarded with and spend SILK, what governs its issuance, etc.

NOTE

Please note that this document is subject to change at any time. In particular, the numbers provided here, unless otherwise specified, are for comparative purposes only. **All items may be subject to change as the game service and tokenomics evolve.**

2. What is a Planetary Node?

Across metaversal dimensions in the reality of Gala Games, a Planetary Node is a distributed workload that can be run from a Node operator's home computer.

For running this distributed workload and hosting various aspects of Spider Tanks matches, Node operators earn rewards as described in the [Rewards](#) section of this document.

Planetary Nodes are the primary cornerstone of the Spider Tanks ecosystem, and are thus rewarded with SILK.

Once live, a single Planetary Node can be run through the [Gala Node Software](#). This Node can be run on the same device as other Gala Nodes, as long as it's the only Planetary Node, and as long as the workload requirements are met. It is anticipated that as the game grows, the workload will grow as well.

3. The Node Queue

In every Spider Tanks match, a Planetary Node and a player-owned Map are paired together in order for Victory Point rewards to be generated for that match.

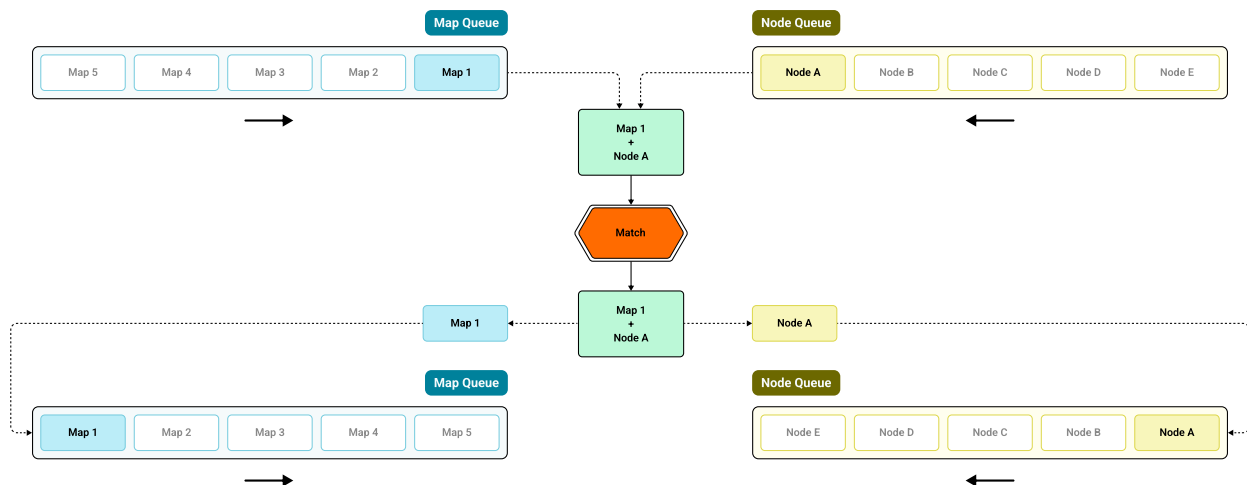
When a Planetary Node first becomes active, it always starts at the back of the Node Queue, consisting of all active Planetary Nodes. When a Planetary Node reaches the front of the Node Queue, it is selected for the next match. If a Planetary Node goes offline, it loses its place in the Node Queue.

Player-owned Maps are placed in a similar queue system: The Map Queue. Maps that reach the front of this queue will be selected for the next match.

A Planetary Node and a player-owned Map do need to be paired together in order to generate Victory Point rewards for a match. To be clear: Planetary Node operators do not need to own a Map to earn rewards through their Planetary Node, nor does a Map owner need to operate a Planetary Node to earn Victory Point rewards from their Map. They will instead get paired up using the queue system described above.

The initial plan is for each Node to start with one occupancy space in the Node Queue, with the ability to upgrade to a total of 6 simultaneous occupancy spaces. See the [Upgrades](#) section for more information.

This Node Queue flow is pictured below.



4. The Node Depot

If a Node operator also owns one or more Tank Body, Tank Weapon or Map NFTs, they can also opt to pair their NFTs with their own Planetary Node by placing it in one of their Planetary Node's Depot spaces.

By pairing their own NFT with a Planetary Node they operate, a player can generate additional VP rewards when that NFT earns VP rewards. In the case of a Tank Weapon or Body, that means being utilized directly by the owner in matchmaking, or being used by Pilots as a part of the Pilot Program. For Maps, that means being paired with a Planetary Node via the Map Queue as described in [The Node Queue](#) section above.

Pairing a Tank Weapon or Body with a Planetary Node doesn't prevent it from being utilized by the owner or being placed into the Pilot Program. Likewise, pairing a Map with a Planetary Node doesn't prevent it from being placed in the Map Queue.

Initially, each Node Depot will have a single permanent space that is included with the Planetary Node license. Additionally, the Node Depot can be upgraded to a total of 6 spaces. Other than the initial permanent space, all other spaces can only be unlocked on a temporary basis. In other words, each Node Depot Upgrade Item will temporarily allow the operator an additional space in the Depot. **The Node Upgrade Item will be available in the Gala Games store.** See the [Upgrades](#) section for more information.

5. Rewards

The structure by which active Planetary Nodes earn daily rewards is split into two different ways.

As described in the [The Node Queue](#) section, all active Planetary Nodes wait in the Node Queue. This is similar to the Map Queue, in which all player-owned Maps wait to host matches.

For every match, the next Map in the Map Queue is paired automatically with the next Planetary Node in the Node Queue. Planetary Node operators will generate a base number of VPs for each match they host while Map Owners will generate VPs based on their level. Once the match is completed, VP rewards are distributed.

The other way active Planetary Nodes are rewarded is by pairing owned NFTs to the Planetary Node via the Depot as described in [The Node Depot](#) section above.

By pairing their own NFT with a Planetary Node they operate, a player can generate additional VP rewards when that NFT is used. In the case of a Tank Weapon or Body, that means being utilized directly by the owner in matchmaking, or being used by Pilots as a part of the Pilot Program. For Maps, that means being paired with a Planetary Node via the Map Queue as described in [The Node Queue](#) section above.

Nodes must be online at least 6 hours each day to be eligible for any rewards for that day.

While Spider Tanks players and Map owners must win a daily battle to unlock their daily SILK rewards, Planetary Nodes earn rewards for the computing resources they provide to a given match. This means that aside from the Planetary Node remaining active for 6 hours each day, there are no further obligations for a Planetary Node operator to be eligible for SILK rewards.

Planetary Node rewards will be affected by the Honor system (as introduced in the [Spider Tanks Lite Paper](#)). However, operating a Planetary Node will offer a bonus to Honor score each day.

6. Upgrades

Planetary Nodes are the first upgradeable Node in the Gala Ecosystem, although full upgrade functionality may not be available with initial launch.

By upgrading their Planetary Nodes, operators can increase the number of occupancy spaces for that Node in the Node Queue as described in the [The Node Queue](#) section above. Operators can also increase the number of spaces in their Node Depot in which they can assign an NFT as described in [The Node Depot](#) section above.

For example, by spending either SILK, GALA, or a combination thereof, a Planetary Node operator will have the ability to upgrade and gain up to 5 additional occupancy spaces in the Node Queue or 5 additional spots in the Node Depot.

7. Additional Info

7.1 Factories

The current plan is that Planetary Nodes will also potentially power player-owned Factories in the future, although this functionality will not be available with the initial Spider Tanks launch and the specifics on how this will work are to be determined.

More information about how Factories will work in the game will become available in future versions of the [Spider Tanks Lite Paper](#).

7.2 Workload

Planetary Nodes licenses may be sold in preparation of the Spider Tanks official launch, but Nodes will not be completely operational until the launch actually takes place.

These are the anticipated initial specs to run a Planetary Node:

4 GB RAM

2 CPU Cores

60 GB disk space

10 MBit up/down connection

While the initial release of Planetary Nodes will be a lighter version, the eventual goal is to enable distributed hosting of matches through our Planetary Node network. Additional information will be shared in greater detail in future versions of this document.

NOTE

PLEASE READ THE ENTIRETY OF THIS “DISCLAIMER” SECTION CAREFULLY.

The information set out herein is only conceptual, and describes the future development goals for the Spider Tanks Planetary Node ecosystem to be developed. In particular, the project roadmap in the Planetary Node Atlas is being shared in order to outline some of the plans of the SpiderTanks team, and is provided solely for INFORMATIONAL PURPOSES and does not constitute any binding commitment. Please do not rely on this information in making purchasing decisions because ultimately, the development, release, and timing of any products, features or functionality remains at the sole discretion of the Company, the Distributor or their respective affiliates, and is subject to change. Certain statements, estimates and financial information featured in the Planetary Node Atlas are forward-looking statements that are based on and take into consideration certain known and unknown contingencies and risks which in eventuality may cause the estimated results or may differ factually and substantially from the featured estimates or results extrapolated or expressed in such forward-looking statements herewith. Planetary Nodes are not being sold as an investment by GALA. Ownership of a Planetary Node does not represent or constitute any ownership right or stake, share or security, debt or equivalent right, or any right to receive any future revenue or form of participation in or relating to any blockchain or digital reward. Further, the Planetary Node Atlas or the Website may be amended or replaced from time to time. There are no obligations to update the Planetary Node Atlas or the Website, or to provide recipients with access to any information beyond what is provided herein.

