

SPACESHIPS

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SPACESHIPS



What is Spaceships?

Spaceships is a multimedia franchise in the making – funded by fans and investors through blockchain. This strategy allows, for the first time, an independent entertainment property to be built with its own cryptocurrency.



What is Spaceships about?

SPACESHIPS tells the unique, adventurous story of AI-equipped spacecraft investigating the sudden die-off of all species in the galaxy and finding friendship along the way.

Set in a post-apocalyptic galaxy and packed with riveting action, hilarious banter, and a whole lot of heart, it's the only science fiction property featuring just sentient spaceships as the characters.

Fans have described it as the love child of Pixar's Cars and Firefly. We think of it as an immersive space romp that soothes the existential pains of all world-weary biologicals with hefty doses of dark humor and lots of whooshing, dashing, and shooting around.



Where can it be found?

Currently, SPACESHIPS is being enjoyed by thousands of listeners as an immersive fiction podcast that was featured on the front pages of Apple Podcasts, Pocket Casts and has had successes on other podcast platforms.

Our three-phase plan, however, is to develop it into a full-fledged multimedia franchise that includes an animated series, a video game, a board game, action figures, and other merchandise.

What are the opportunities?



Podcast

An estimated 120 million Americans have listened to a podcast in 2021, according to Statista. This number is expected to rise to 160 million in 2023. The global podcasting market size was valued at USD 11.46 billion in 2020 by Grand View Research and is expected to expand at a compound annual growth rate (CAGR) of 31.1% from 2021 to 2028.

The fiction segment, in which SPACESHIPS belongs, is having its own renaissance as full-cast dramatized works of fiction traditionally called “audio dramas” are now being reinvented as “podcast series” and even “podcast movies” by independent creators and big production companies alike. Several fiction podcasts (HOMECOMING, LIMETOWN, THE LEFT RIGHT GAME, etc.) have been, or are currently being turned into Hollywood productions. There is no sign this trend is stopping, as the entertainment industry, now more than ever, is looking to minimize risk by investing in proven IPs that come with built-in audiences.



Animated Series

SPACESHIPS was originally imagined and written like an animated series and aimed at the audiences of hit shows like Rick and Morty, Final Space, and for the fans of classics like Futurama.

The global animation market size was valued at US\$ 354.7 billion in 2020, according to Precedence Research. It's expected to rise to around US\$ 642.5 bn by 2030, growing at a CAGR of 5.2% from 2021 to 2030.

Animation is expensive, but the payoff from having a successful animated series can be huge and open up big opportunities. It's a medium enjoyed by millions and where the SPACESHIPS franchise, and Spaceship coin, full growth potential lies.



Video Game

The SPACESHIPS video game universe is where blockchain and entertainment converge most excitingly. Our vision is to create a SPACESHIPS online multiplayer game in which players will be able to buy upgrades, NFTs and trade among themselves with Spaceship coin. We see this as a big growth opportunity for both the IP and the coin.

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Board Game

The Games and Puzzles market is expected to top \$12bn worldwide in 2021, which is a 20% increase from 2020, according to Euromonitor International. Analysts see this as a sign of digital fatigue in older players looking for a non-digital alternative to video games and of growing nostalgia for classic games.

The tabletop gaming industry is another great fit for SPACESHIPS and we want to provide our fans with the opportunity to socialize among themselves over a fun SPACESHIPS board game.



Action Figures

In 2020, retail sales of action figures and accessories in the United States amounted to approximately 1.66 billion U.S. dollars.

Action figures are an epitome of any sci-fi fandom and an amazing prospect for the SPACESHIPS franchise, as our principal characters are in fact spaceships.



Clothing and Other Merch

No great multimedia empire has left its fans without this type of merch. We already have SPACESHIPS t-shirts, hoodies, mugs, stickers, posters, and prints on our Patreon, and we plan to expand with our own store.



In conclusion, why hold Spaceship?

The proposition to our holders is that as each of these milestones is achieved, the value of the SPACESHIPS franchise will rise exponentially and, with this, the value of the Spaceship coin.

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ROAD MAP

Phase I

Season One

Character Design

Merchandise (t-shirts, hoodies, stickers, mugs, etc.) available on Patreon

Spaceships Board Game

Spaceships Bank

Phase II

Season Two

Spaceships NFTs

Spaceships Online Multiplayer Video

Game (purchasable items, upgrades & NFTs with Spaceship coin)

Phase III

Season Three

Spaceships Comic Book (High-end illustration book as a valuable collectible)

Spaceships Animated Series

Action Figures & Other Collectibles (toys, key-chains, etc.)

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Audited smart contracts



SPSX Token is a non-mintable ERC 20 token audited by OpenZeppelin

What are SPACESHIPS Tokenomics?



100M SPSX Tokens in existence. No rebasing, no burns.
80M (80%) SPSX tradable on UNISWAP V3 for Spaceships community
20M (20%) SPSX Locked on Spaceships wallet for fair spaceships support to push the ships in the new dimensiont

Is the SPASESHIPS token code audited?



YES! SPSX Token is a non-mintable ERC 20 token secured by OpenZeppelin

Is SPACESHIPS TOKEN code open-source?



Yes! All the code is open-sourced and published on GitHub under the MIT license. Anybody can see how it was developed, built and who has contributed with code over time. We also welcome open-source contributors.

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