



AEPHIA INDUSTRIES



COPA
PITCH2024



“ Aephia Industries is dedicated to the empowerment of every sentient being—to making interstellar travel accessible to each and every individual so as to help us experience true personal freedom and gain control of our own destiny. ”

MISSION STATEMENT
as defined by Albert & Elp.1S in 2564

AEPHIA INDUSTRIES

OG status: Opened doors on July 18th, 2021

Our slogan is

"Build. Own. Earn."

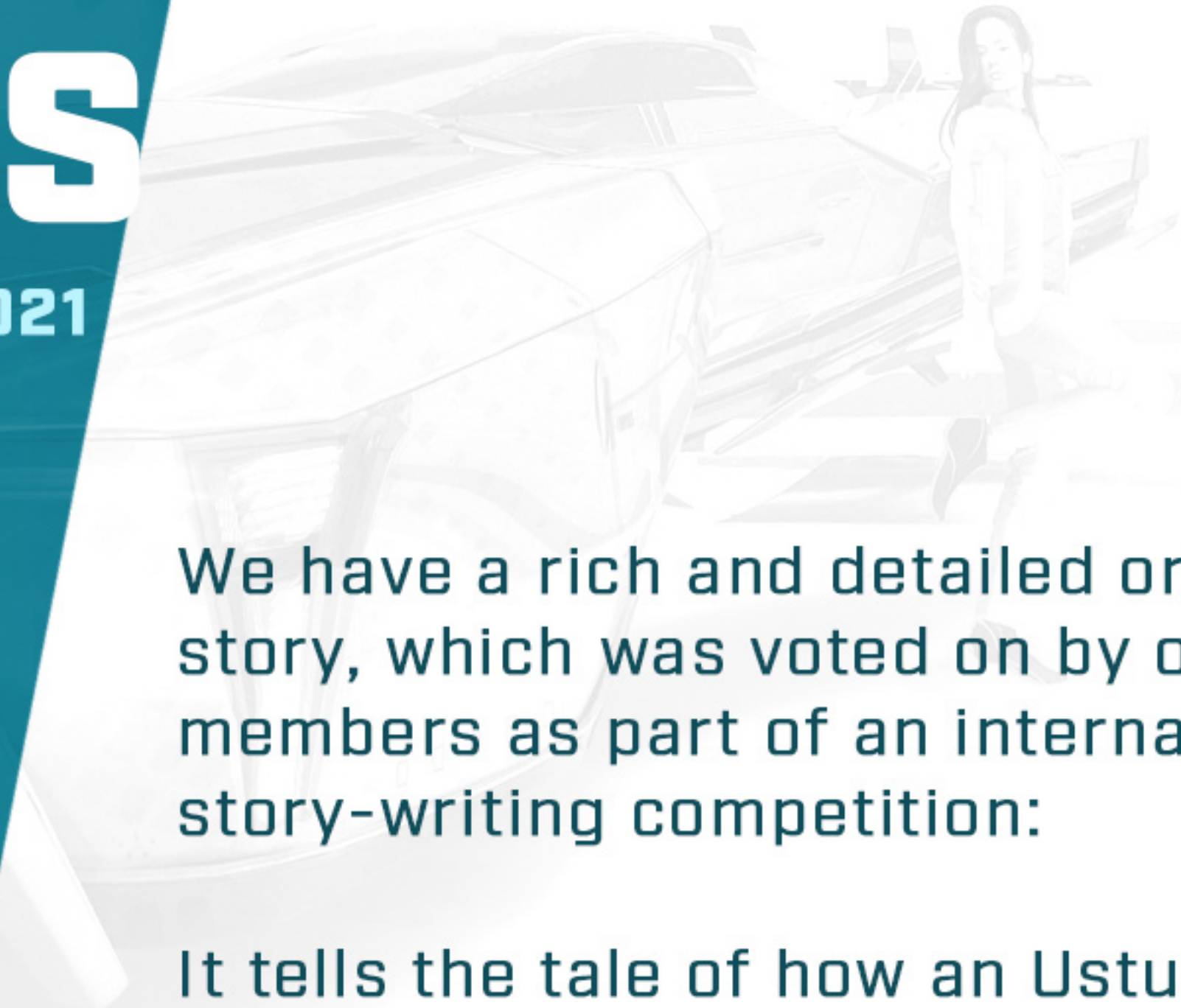
Our mission is

"From Rock to Rocket."

We plan to become the most profitable shipbuilding organization in Star Atlas.

We have a rich and detailed origin story, which was voted on by our members as part of an internal story-writing competition:

It tells the tale of how an Ustur and MUD citizen, together, started a new venture that would grow into a "multifactional" industrial powerhouse.



A FIRST TASTE OF SHIPBUILDING

On September 23rd, 2023, the day **SAGE Labs** was launched, Aephia produced the very first spaceship in Star Atlas. A major milestone, as it was the first time a ship was acquired through mining, refining, and crafting resources.

The story of how this came to be is a great illustration of many of the things that Aephia stands for, and, as such, we'll use it as a **thread** to weave the first half of this presentation together.



OUR STORY

PART 1 | AEPHIA'S EVOLUTION

- 1. Vision** - From building the first ship to constructing ships 24/7
- 2. Organization** - From a dedicated channel on Discord, to a member-owned DAO
- 3. Execution** - From a manual process, to a gamified layer around Star Atlas

PART 2 | COMMUNITY BUILDING

Recruit & Retain: Make sure people to stay up to date and aware of all that goes on, while allowing them to better plan their in-game strategy.





PART 1

AEPHIA'S EVOLUTION

A FIRST TASTE OF SHIPBUILDING



We are a community of ship crafters. When the opportunity arose to craft the first ship in the game's existence, we set out to build that first ship, and it was clear from the outset that we wanted to do this as a team.



OUR VISION



“From Rock to Rocket:” We are entering the Star Atlas with a concrete game plan and a business perspective on the metaverse: We want to build and sell the most profitable ships.

To achieve this goal, we strive for **Vertical Integration**, bringing our full supply chain under Aephia's roof. This is why we have set up shop in all three factions, gaining access to all available resources.



OUR VALUES

We believe in the freedom and independence of our members. Our **strong network of freelancers** will be more successful than the top-down hierarchy we see in the old world.

Our goal is to maximize the profits of our members. Therefore, we want to empower you through education and by **sharing knowledge**. With Aephia, business comes first! There is no place for grifters, warlords, and pirates. We build, own, and earn. We do not plunder, steal, or burn.

Last but not least, we want this journey to be a great experience for all participants. We strive to create a **fun, friendly, fair, inclusive, respectful, and helpful** community of like-minded people worldwide.

HONEST BUSINESS



Our bread and butter is **producing and selling ships**. We try to do so as neutrally as we can. We are a corporation and not war-mongers. We do not seek other's destruction unless they seek ours.

Do not misinterpret this as a weakness. Shooting up potential customers for fun is just not a smart business move. But come for one of ours, and you'll end up on our blacklist. Getting off is rather painful, or costly, most likely both.



PART 1

ORGANIZATION



A FIRST TASTE OF SHIPBUILDING

The process of crafting the first spaceship was fully member-driven.

When members' goals align with the guild's, the management's primary role is to facilitate -and remove impediments- where possible. In this case, they created the Discord channel, made the announcements, and set up the multi-sig wallet which they also operated.

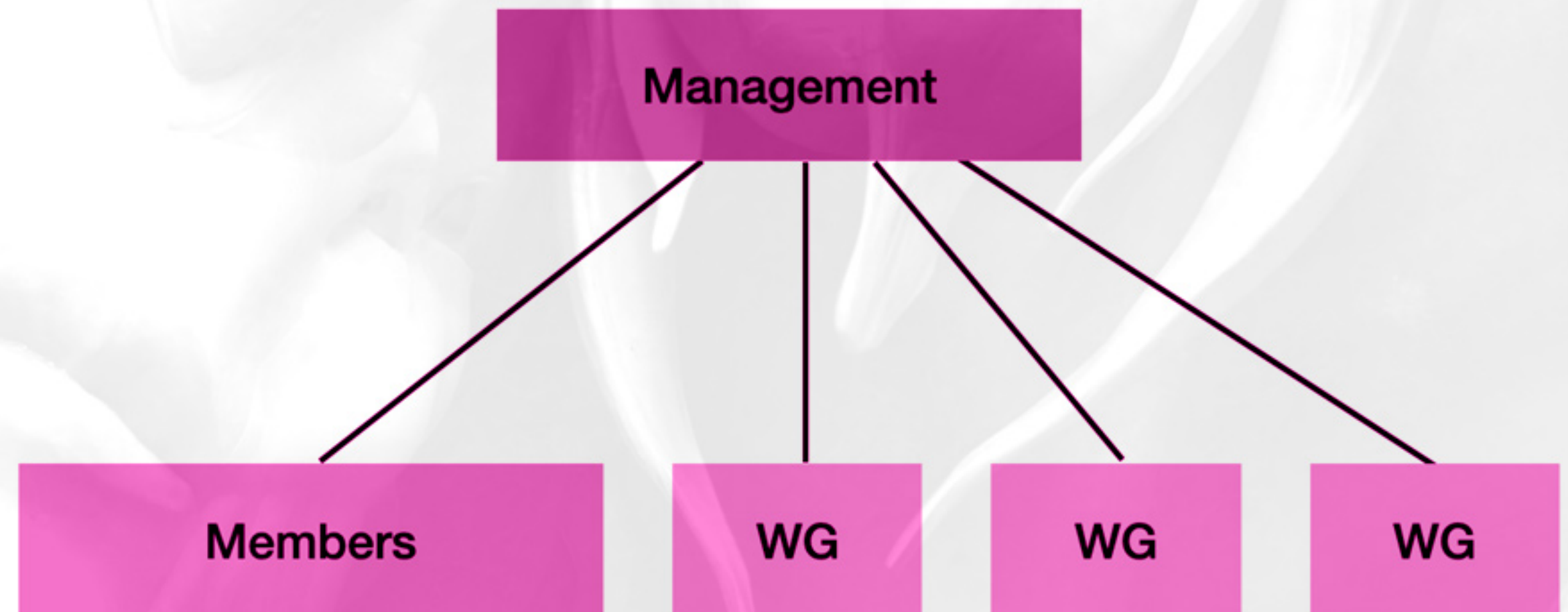
THIS IS THE WAY!



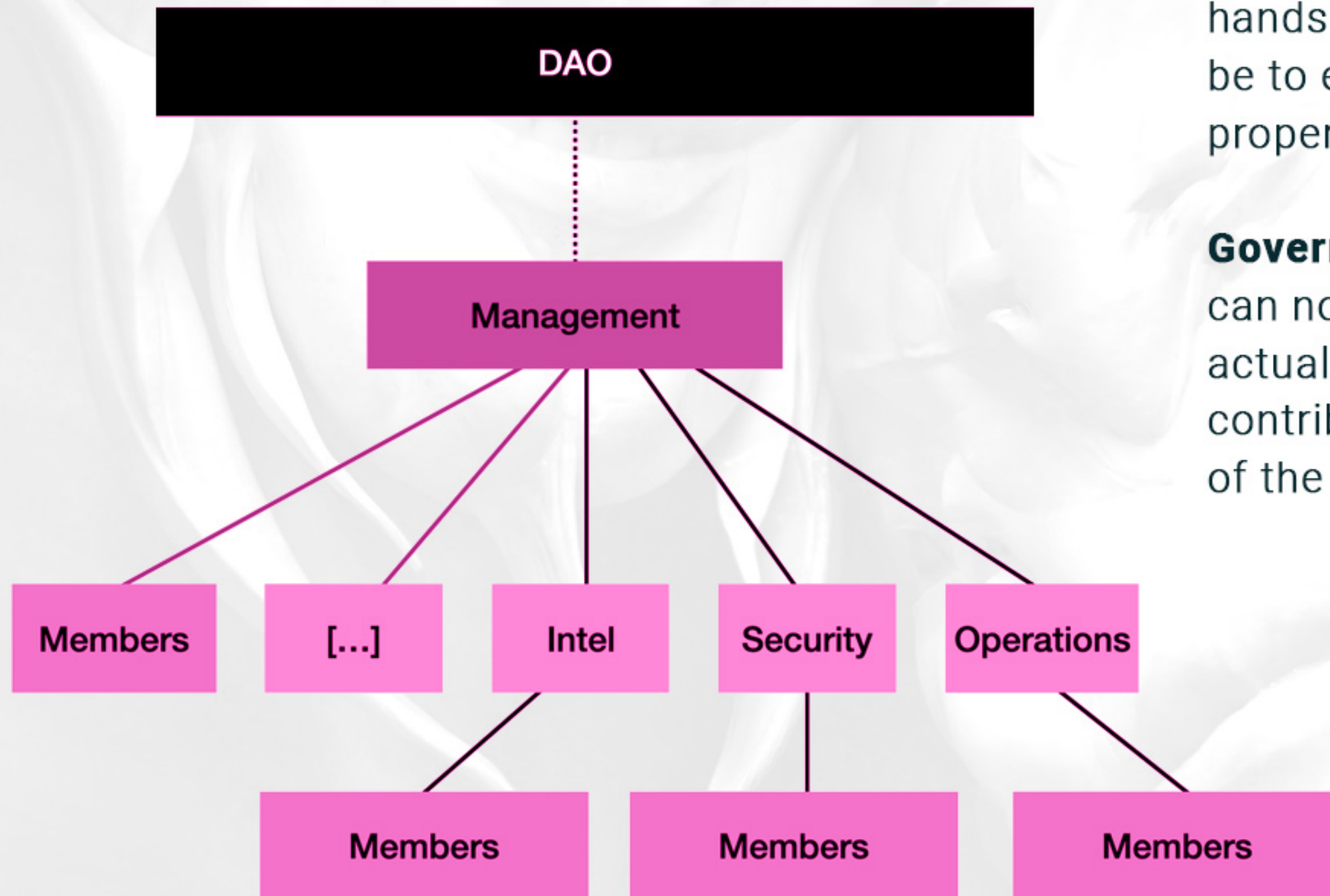
PRESENT: PRE-DAO

At present, our organization is super flat. A small management team oversees day-to-day business, helps the members, and ensures everyone is aligned with the vision. They also expand the vision and ensure that the DAC is en route to making that vision a reality.

Our most active members are organized into working groups or work solo on various projects. The rest of our member base is simply enjoying the ride.



FUTURE: POST-DAO



Member Owned & Controlled - In the future, we will transition to a DAO in which the governance is in the hands of our members. The DAO's primary goal will be to ensure activities that align with our vision are properly incentivized.

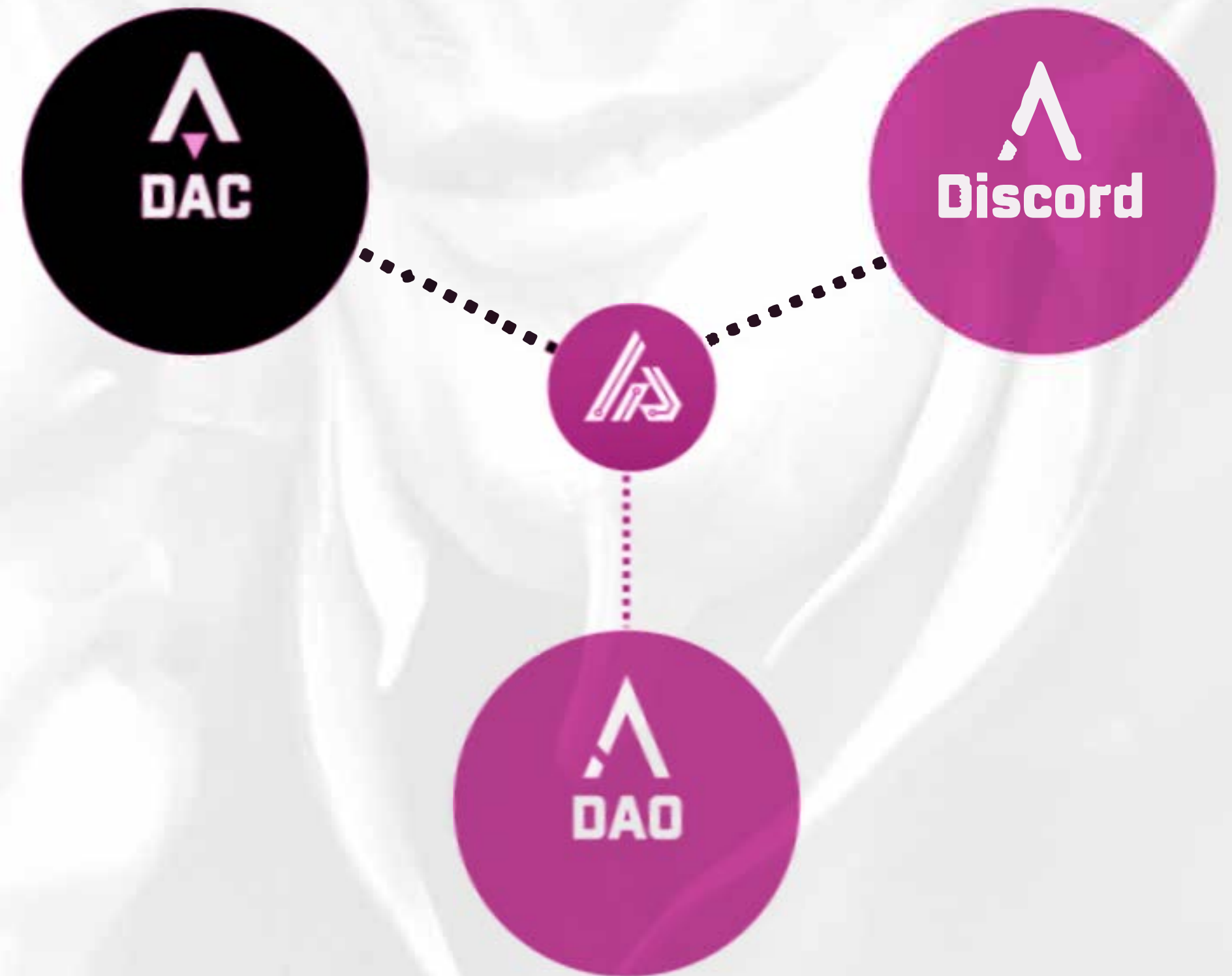
Governance - Voting weight will not be for sale and can not be traded. Instead, it will be determined by actual contributions made to Aephia. Such contributions can be made both inside and outside of the game.



ASTRAL PASS

Related to this, we are about to launch a brand new tool for the Star Atlas community, named **AstralPass**. It serves two primary goals:

- Help DACs **unify** their onchain registered members with those active off-chain on their Discord servers
- Through an additional building block: help Aephia **connect** its governance platform to its community



ASTRAL PASS



With the recent launch of the official DAC registration, there is a clear need for DACs to **bridge the gap** between the Star Atlas registrations and their existing Discord member base.

There are existing solutions to verify NFT possession with a Discord account, such as Matrica, but there is no tool out there that understands **Star Atlas' Player Profiles**, let alone a tool that fully integrates all aspects of Star Atlas.

AstralPass **connects your Discord** account to your **Star Atlas Profile**, allowing DACs to:

- ensure their members are registered on both platforms
- easily communicate with in-game members through Discord



An aerial view of a detailed model train layout, featuring a main line with several passenger and freight cars, and a side track with a steam locomotive. The layout is set on a dark base with white track lines. A large, semi-transparent purple overlay covers the right side of the image, containing the title text.

PART 1

EXECUTION

A FIRST TASTE OF SHIPBUILDING

Solid Execution:

- SAGE Labs launched 1:38 AM Sep 22nd, 2023
- Fimbul Aribike redeemed within 10 hours
- Participants: 9 Aephians

Mining, crafting, and scanning went smoothly, despite SAGE Labs being new to everyone involved. Our biggest issue was that it went so fast that not everyone who wanted to could join in.



EXPANDING STAR ATLAS GAMEPLAY



We are building a suite of tools and services on top of Star Atlas. Most are designed to enable us to scale our ship production seamlessly as soon as the full crafting loop becomes operational.

These programs will form an additional layer of gameplay, a Layer 2 that tightly wraps around the core gameplay Star Atlas provides [the Layer 1].

Our Goal: make a simple, fun, and seamless addition to the Star Atlas gameplay



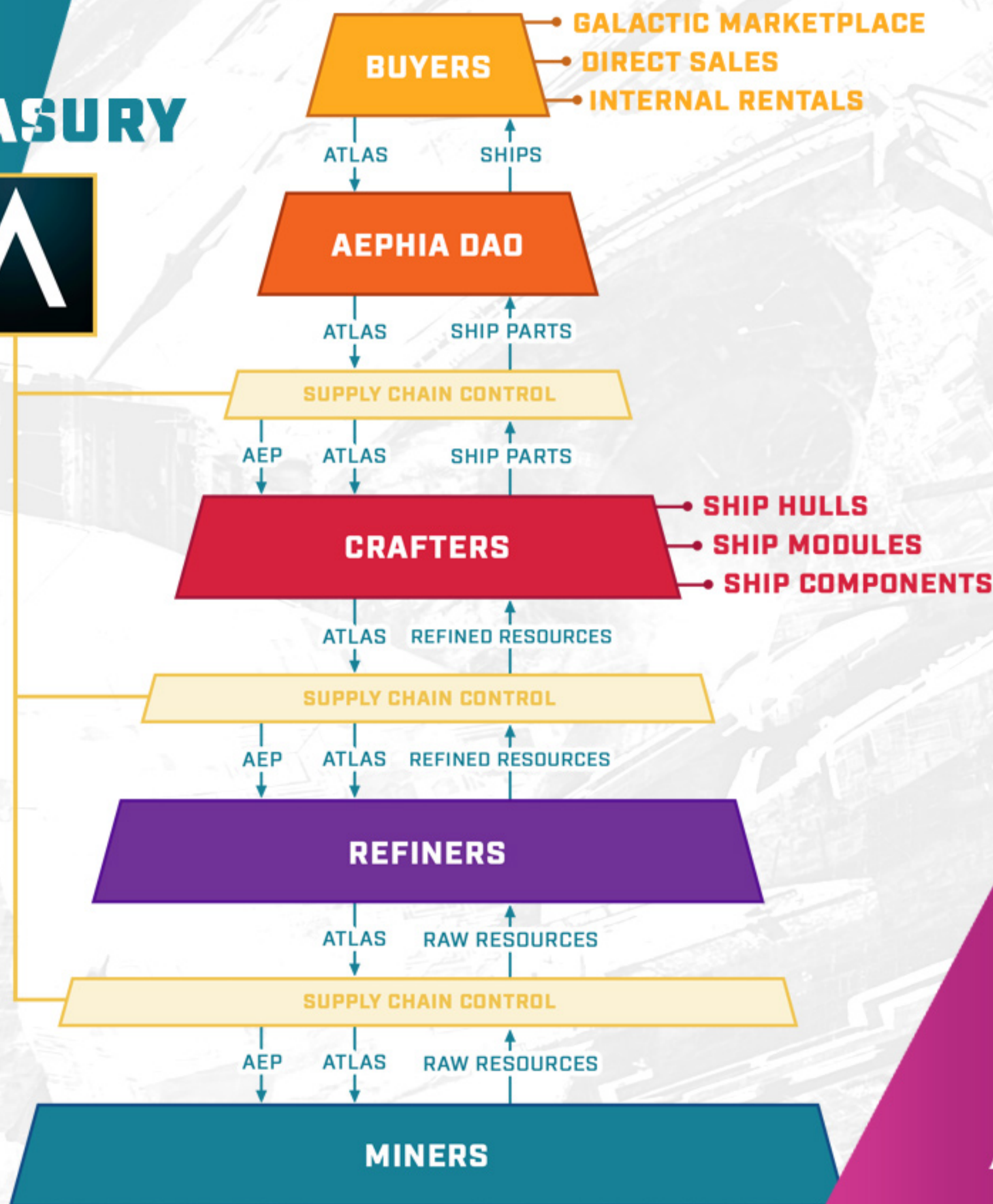
POWER TO THE PEOPLE

COMMISSION PROGRAM

One of our key objectives is to provide additional value to our members, not to take value from them. A core example of this, which directly ties into ship crafting, is our ComMission Program.

By combining automated analysis of the relevant Star Atlas marketplaces, with the real-time state of our member base, we are able to dynamically break down the creation of a ship into a set of missions. By rewarding participants with tokens and guild-related perks, we plan to enrich the Star Atlas experience.

TREASURY





PART 2

COMMUNITY BUILDING

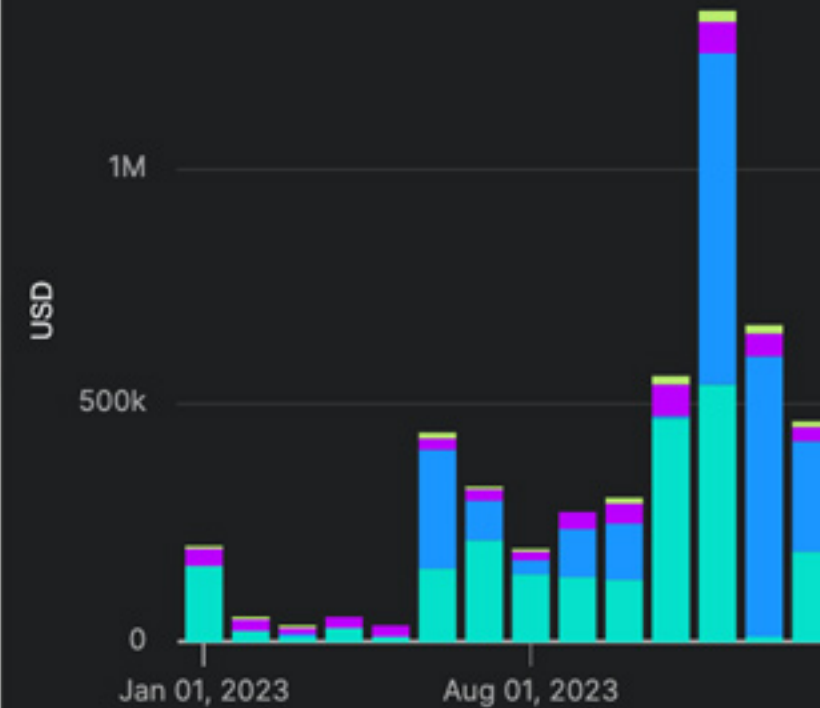
KEEPING THE COMMUNITY INFORMED & ENGAGED

Newsletters ●
(117 issues and counting)
NANCY ●
Flipside Crypto Dashboard ●
Guides ●
Event Summaries ●



Revenue ATMTA (monthly)

● ASSETS_SOLD_USDC ● ASSETS_SOLD_ATLAS

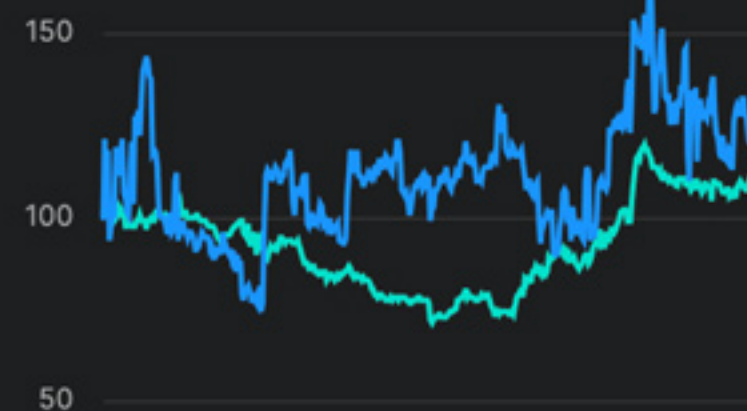


powered by flipside

21 hours ago

Aephia Price Indices

● SHIP_PRICE_INDEX



Weekly Star Atlas Newsletter #117

Funracker | February 19, 2024 | 3:11 pm

A short and sweet issue this week, as news and reveals from the team have quieted down a bit. Of course, we're getting close to the big Community Week event (Feb 26 - March 1), and it's widely expected that there will be some interesting announcements (if not actual releases) during that week! What we do have for this week is a new JNavigating Star Atlas episode, Joni nominations to vote on, and more DAC stats!

[Read More](#)

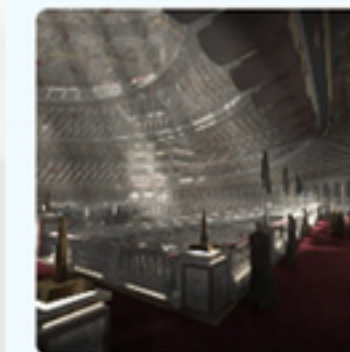


Weekly Star Atlas Newsletter #116

Funracker | February 12, 2024 | 6:30 pm

Last week was pretty action-packed despite there being no gameplay releases or updates. The team launched a new XXS racing ship and made 3 limited edition skins available, but with a twist. In addition, they released the 6th and final episode of CORE Act 2! Lastly, we received more details on Crew members, and a former Econ team member has been working hard to provide us with early DAC Analysis. This will be a somewhat longer one, so strap in!

[Read More](#)

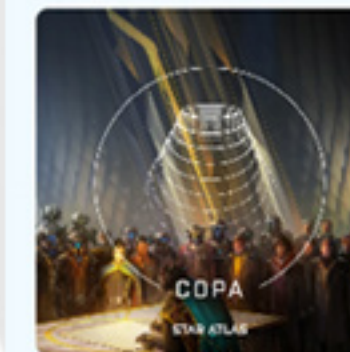


Weekly Star Atlas Newsletter #115

Funracker | February 5, 2024 | 5:53 pm

We've officially entered the second month of the year 2024, and the team has launched its highly anticipated DAC Platform! Exactly 3 years ago, the team (only a handful of people) published their Whitepaper and shared their vision with the world. Since then, dozens of DACs (aka guilds) have been created, but there was no way to officially register these with Star Atlas. Those days are now in the past! This release was not all, however. The team also announced a brand new ship, the Ogrika Ruch. When it goes on sale, it will do so along with 3 exclusive skins! And there is something special happening with those skins.

[Read More](#)



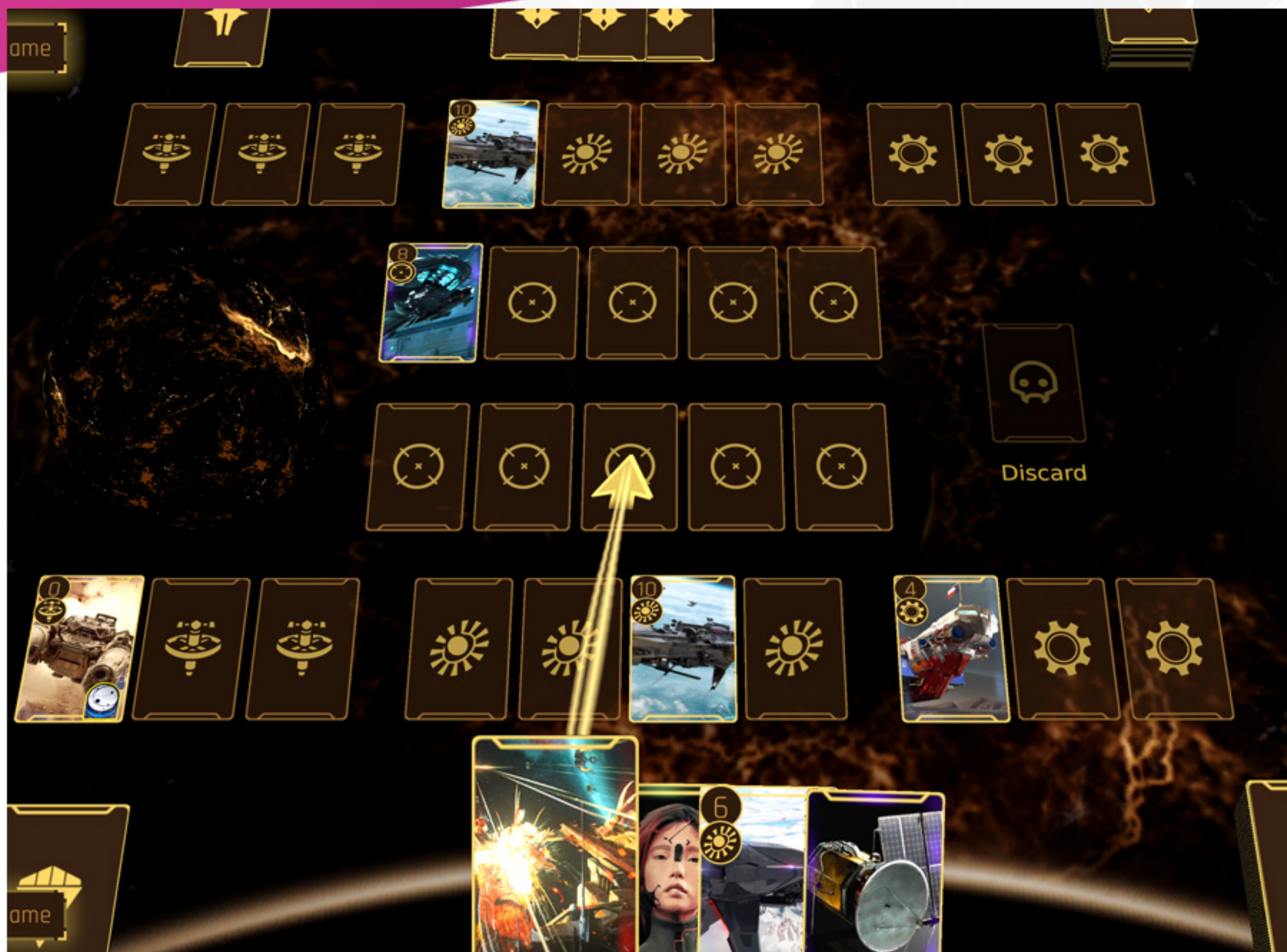
Weekly Star Atlas Newsletter #114

Funracker | January 29, 2024 | 6:11 pm

The first month of 2024 is almost in our rearview mirror, and though there has been no big bang yet (as expected), we've had a decent amount of news to report on every week. This past week was no exception! Major highlights of course: the first ship release of the year and the Community Week announcement for the last week of February. On top of that, Michael (CEO) provided an overview of the work going on to improve stability and reduce technical issues, which we included verbatim. Then, there were a bunch of smaller tidbits worth sharing, such as the Atlas Brew, Econ changes, and conferences.

[Read More](#)

CATACLYSM



Cataclysm: The Battle for Iris is our upcoming player-vs-player, free-to-play card game, situated deep within the High-Risk Zone. In this game, you will play cards representing ships and other Star Atlas assets in an attempt to beat your opponent.

We teased this game in late 2022, and we are happy to say that soon, we're starting internal alpha tests, with the public beta rolling out later this year.

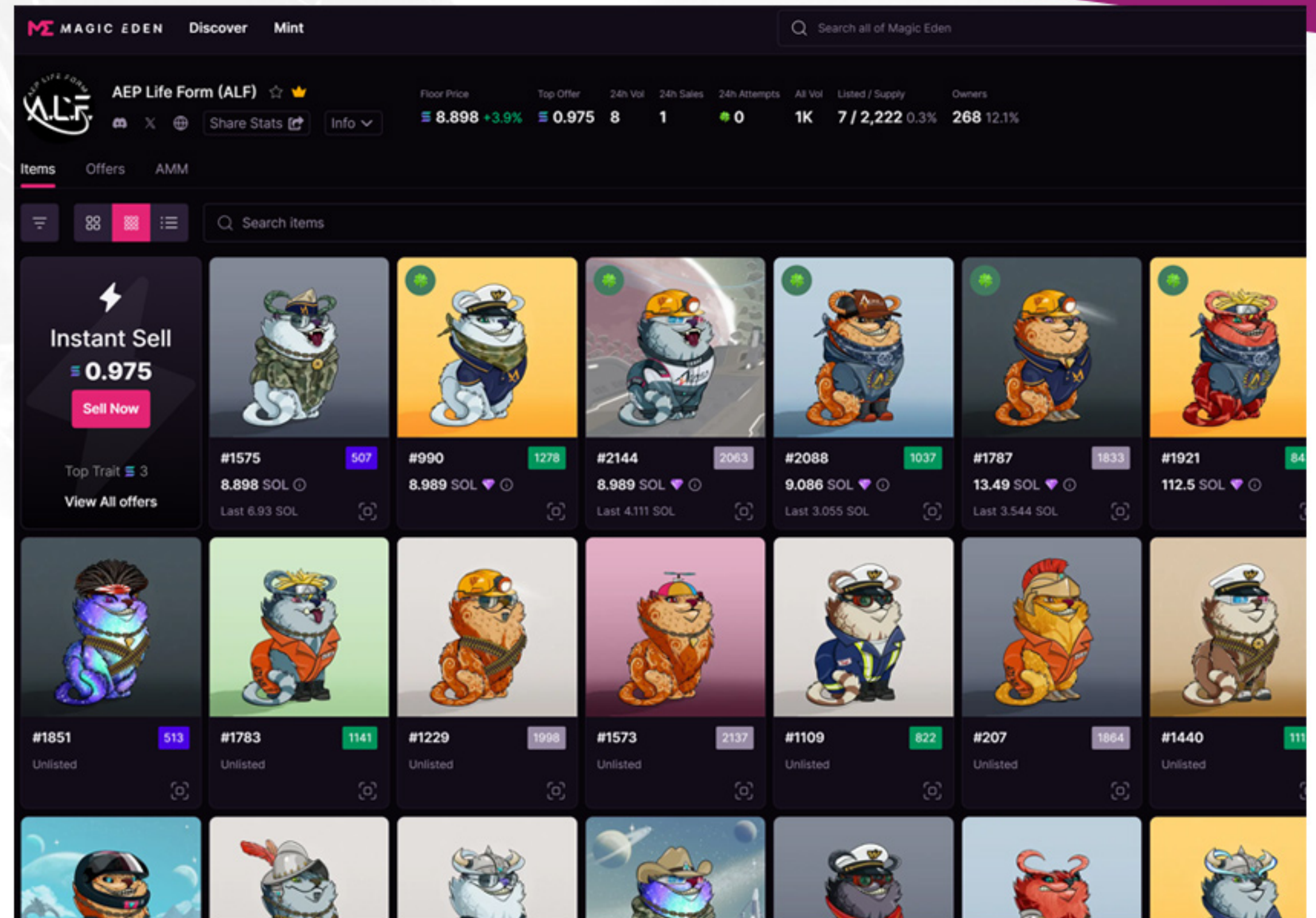


ALF

AEP Life Form, or ALF for short, is the very first project we launched using the Star Atlas IP license. This makes it a great conversation opener about Star Atlas.

With ALF sharing Aephia's Discord on top, this ensures that anyone looking into ALF will inevitably be exposed to Star Atlas.

ALF's recruitment power is not limited to pre-mint hype and excitement. ALF's floor price has nearly tripled since mint in SOL terms (even more so expressed in USD). Besides exchanges, ALF has been added to major platforms on Solana, such as Sharky.fi & Banx.



THANK YOU!



We believe the Star Atlas metaverse has a bright future ahead of it, and we are here to do our part to make it shine!

We invite you, Aephian or not, to stop by our website or Discord, and profit from our knowledge & expertise!

And when the time comes: visit us in-game to expand your fleet with the highest quality spaceships in the whole metaverse!

THANK YOU FOR YOUR ATTENTION!