

STAR NEST DECK

**THE ONLY ONE IN THE WORLD
THE WEB3.0+ MUSIC INDUSTRY ECOSYSTEM**



Star Nest Leads the World in Reshaping the Music Industry Ecosystem

Content

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- 1.2 Current status of Web3.0 industry

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01.

TREND

- 1.1 Characteristics of the Web3.0 era
- 1.2 Current status of Web3.0 industry

1.1 Characteristics of the Web3.0 Era – Definition and Characteristics

Web3.0 definition: It is a user-led decentralized network ecosystem based on blockchain technology.

The Internet of information aggregation and value sharing

The next generation Internet technology system is an ecosystem that is co-constructed by users, protected by privacy, and has an open platform.



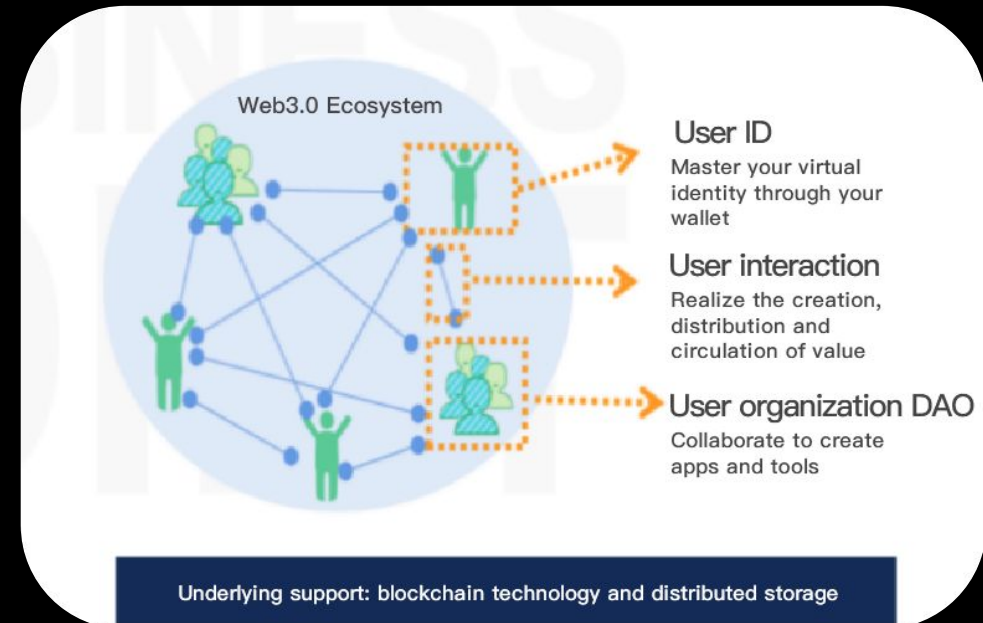
The new economic ecosystem built on decentralized organizational forms

User-centered, users are not only content producers and owners, but also disseminators and value owners.

Module composition

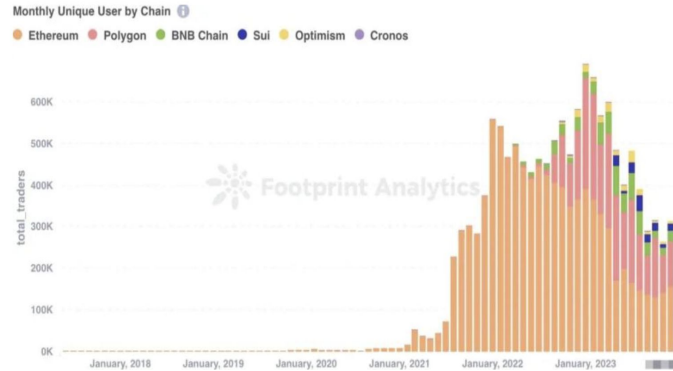
- User identity: By using the wallet, users can master multiple virtual avatars and participate in Web3.0 network ecosystem interactions.
- User organization: Users form autonomous organizations and collaborate to create applications, tools, and protocols for the Web 3.0 ecosystem.
- User interaction: User interaction is carried out through blockchain technology to realize the creation, distribution and circulation of value.
- Underlying support: Blockchain from the technical layer, distributed storage from the data layer, together provide underlying support for Web3.0.

logic

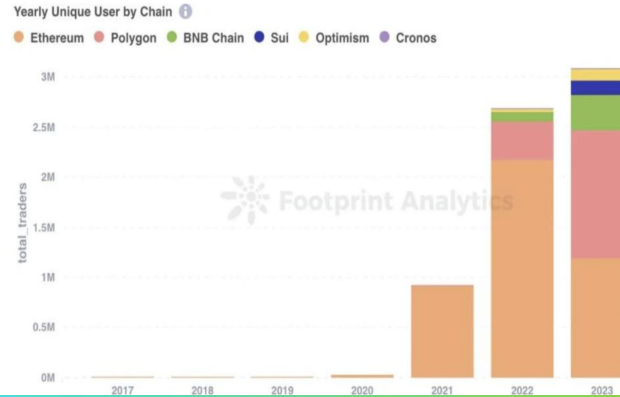


1.21 Web3.0 industry status quo – industry development overview

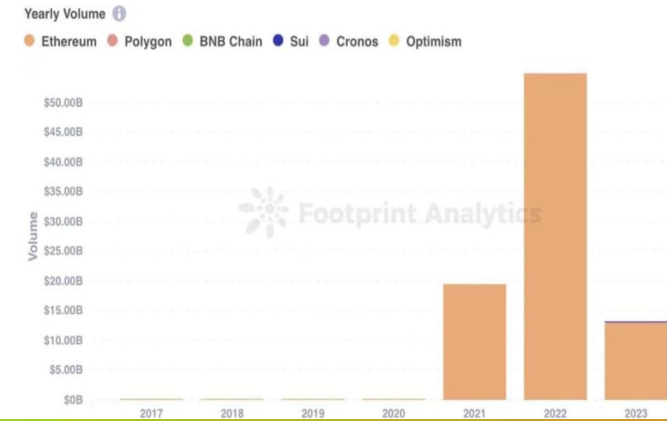
Different public chains show diversified trends in user participation. Ethereum continues its upward trend, with 156,000 unique users, a 10.9% increase from November. The number of Polygon users increased by 19.2% to 110,000, reversing the previous downward trend. BNB Chain also rebounded, with the number of users reaching 24,000, an increase of 41.8%, but still below the peak in July. Sui's user base doubled to 18,000.



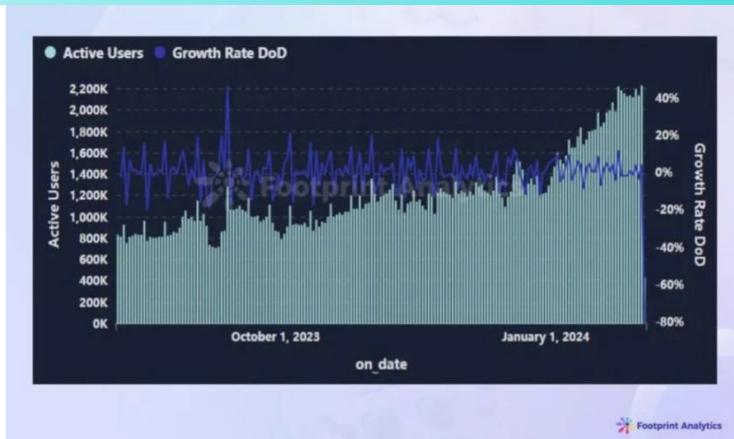
In 2023, Polygon led the way in terms of unique users, growing a staggering 231.0% to reach 1.28 million users. However, the number of Ethereum users has dropped by 45.2% to 1.19 million users, reflecting changes in user preferences between different public chains. BNB Chain's user base has expanded to 350,000, an increase of 280.7% compared to 2022.



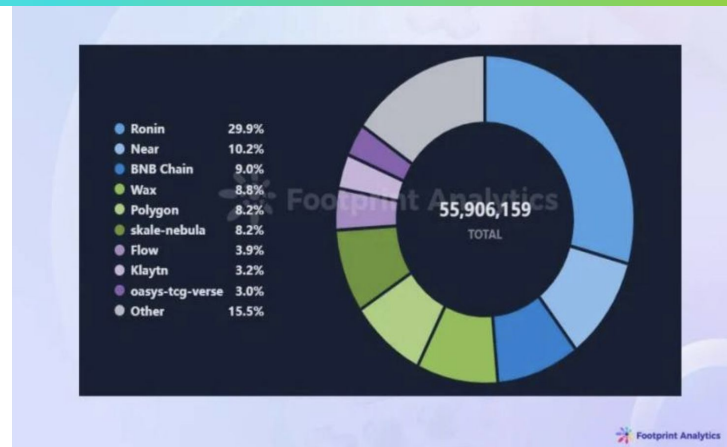
Looking at macro trends, NFT market trading volume was \$13.12 billion in 2023, down from the previous year's highs. Ethereum's market share fell slightly to 97.8%, down from 99.8% in 2022, indicating that the market is gradually diversifying.



Judging from core data such as number of users, activities, growth rate, and transaction volume, The entire industry is in an explosive stage of rapid growth

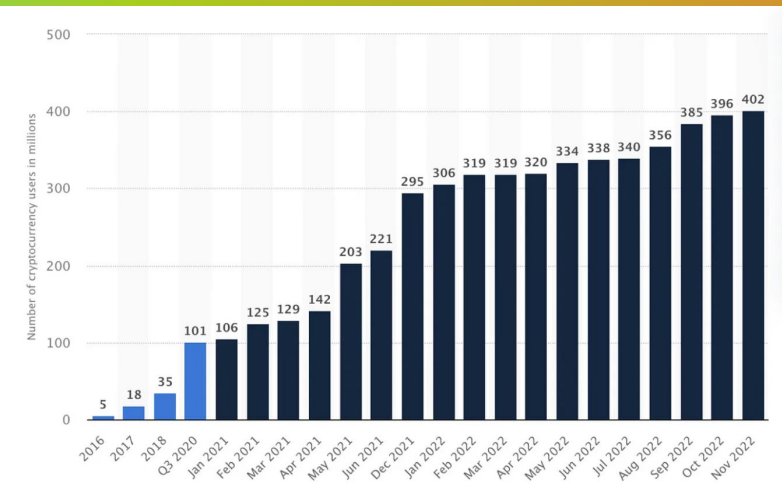


Blockchain Game Active Users



Active Gamers Shared by Chain

According to player activity rankings, Ronin, Near and BNB Chain have become the blockchain platforms with the largest number of active users, accounting for 29.9%, 10.2% and 9% of the total respectively. In terms of trading volume, BNB Chain, Ronin and Ethereum are at the top.



Number of global cryptocurrency holders (Source: Statista)

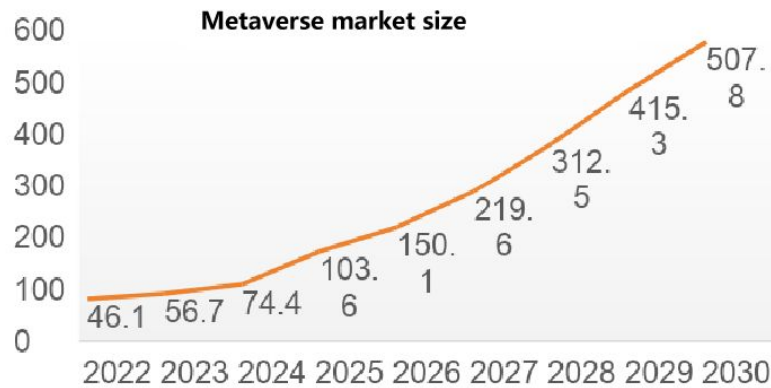
1.22 Current status of Web3.0 industry – huge industry scale

Compared with the big players in the Web2.0 era, Web3.0 is still smaller in terms of user scale and market value, and is in a period of rapid growth:

- At present, the largest number of users in Web3.0 are digital currency users, about 300 million people, which is still far behind Facebook's MAU (2.9 billion people); followed by DeFi and NFT, both of which are on the order of one million users.
- At the same time, a large number of users of Web2 have not entered Web3, and Web3 still has a lot of room for growth.

Trillion dollar marketcap

The scale of the industry is huge and there is unlimited room for future growth.



US\$7.44 billion

Estimated market value of the Metaverse in 2024 will reach US\$7.44 billion

US\$50.78 billion

The market is expected to grow at an annual growth rate of 37.73% (2024-2030), and the market size is expected to reach US\$50.78 billion by 2030

\$23 billion

In 2024, the United States will become the country with the highest market value in the Metaverse, with the market size expected to reach US\$23 billion.

2.633 billion users

By 2030, the Metaverse market is expected to reach 2.633 billion users

39.7%

The user penetration rate is expected to be 14.6% in 2024 and is expected to increase to 39.7% by 2030

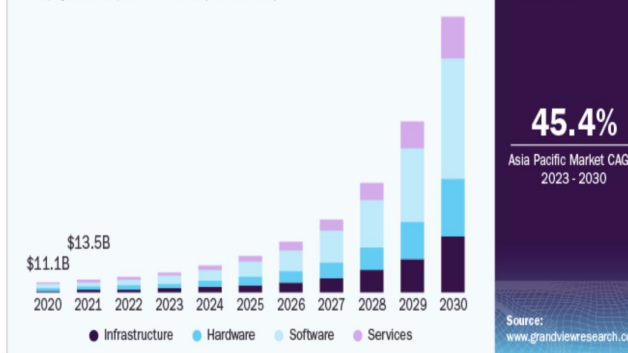
\$79.5

Average value per user (ARPU) expected to be \$79.5

Data Sources: <https://www.statista.com/outlook/amo/metaverse/worldwide>

Asia Pacific Metaverse Market

Size, by Product, 2020 - 2030 (USD Billion)



US\$77.882 billion

Wearable gaming technology: expected to grow at a CAGR of 14.7% to reach \$77,882.1 million by 2033

\$64.39 billion

Universal Web 3.0 Market: Valued at US\$7.71 billion in 2022, expected to grow at a CAGR of 35.4% to reach nearly US\$64.39 billion by 2029

45.6%

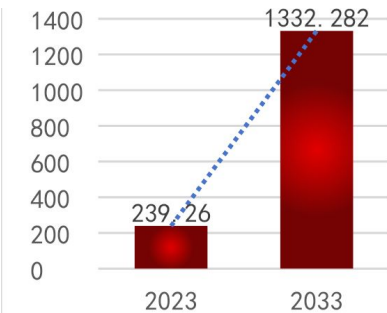
Web3.0 blockchain market: expected to have a compound annual growth rate of 45.6% from 2023 to 2033

786,766

Blockchain Gaming: As of the third quarter of 2023, blockchain gaming activity averaged 786,766 unique daily active wallets, an increase of 12% from the previous quarter

Data Sources: <https://www.grandviewresearch.com/industry-analysis/metaverse-market-report>

Web game market (100 million U.S. dollars)



US\$133.228 billion

Web3.0 game market: expected to be worth US\$23.926 billion in 2023, with a compound annual growth rate of 18.7%, and will reach US\$133.2282 billion in 2033

02.

ABOUT THE MUSIC INDUSTRY

2.1 Current status of the music industry

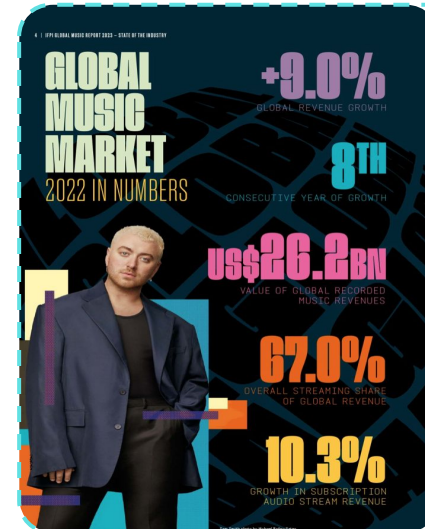
2.2 Pain points in the music industry

2.11 Music industry status and trends



The global music industry continues to grow rapidly

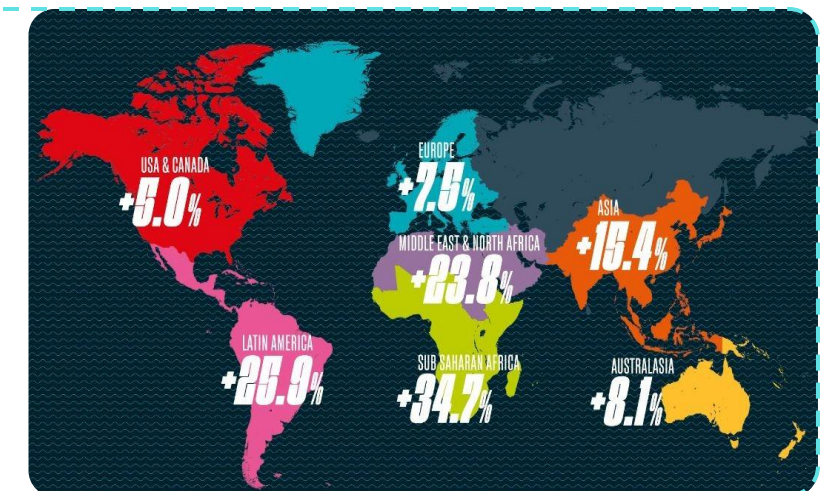
The global recorded music market grew by 9.0% in 2022, with total revenue of US\$26.2 billion.



By the end of 2022, subscription audio streaming revenue increased by 10.3% to US\$12.7 billion, and paid subscription users reached 589 million. Total streaming revenue (including paid subscriptions and ad-supported) increased 11.5% to \$17.5 billion, accounting for 67.0% of total global recorded music revenue.

Other segment growth: physical revenue remained resilient (+4.0%); performance rights revenue increased 8.6%, returning to pre-COVID-19 pandemic levels.

In the new entertainment era, the global music industry has maintained good growth, with Africa and South America both achieving a growth rate of more than a quarter. Among them, Asia grew by 15.4%, with Japan, the largest market, growing by 5.4%; China, the second largest market, grew by 28.4%, becoming the top five music markets in the world for the first time. Asia accounts for nearly half (49.8%) of global physical music revenue.



2.12 The current state of the music industry



- In the first season, "Summer of the Band"-related topics had a total reading volume of 4.5 billion, and it was on 70 Weibo hot searches. 108,000 netizens gave it an 8.8 rating on Douban.
- On February 12, 2024, Neon Garden, a mainland band incubated by Star Nest, had a live broadcast on Sina Weibo that was watched online by 1.08 million people and continued to be on the hot search list.
- 2023.12.30-31, China's largest and most influential local music Show brand and original electronic music IP - STORM Music Show, with its ultra-luxurious international top DJ lineup, cool stage lighting design, and colorful The fun experience attracted 50,000 spectators and presented an ultra-long audio-visual feast of more than 20 hours over two

2.13 Current status of the music industry - core cases



Idol

trainee

Coverage of people and numbers: The producer is a boy group talent show that aims to select debut members through open selection, professional training and audience voting. It premiered on iQiyi in 2018 and attracted over one million users to participate. vote. During the broadcast of the show, #IDOLTRANS became a hot topic on Weibo and other social platforms, and topped the list of hot searches many times. The show's participants, performances and highlight events are frequently discussed by fans, demonstrating its extremely high social influence and topic popularity.

Famous stars:

Cai Xukun: The overall champion of the show, he later became active in the entertainment industry as a singer, dancer and actor.

Fan Chengcheng: As a member of NINE PERCENT, I have developed in both music and acting.

Cai Xukun and Fan Chengcheng's annual income is more than 50 million yuan.



American Idol

Reaching people and numbers: Since its premiere in 2002, American Idol has attracted millions of American viewers, becoming one of the most popular television programs in the country. It reaches a wide audience, including viewers of all ages. The second season finale in 2003 attracted more than 24 million votes. By 2012, the total voting data for the eleventh season reached nearly 700 million votes. This number includes telephone voting, SMS voting and online voting.

Famous star:

Kelly Clarkson: Winner of Season 1, becomes an international pop star.

Carrie Underwood: Winner of Season 4, becomes a country music star.

Adam Lambert: The runner-up of Season 8. Although he did not win the championship, he had a successful career and became a well-known singer and performer.

Earnings information and company valuation:

American Idol makes money through advertising sales, brand partnerships, text-message voting and related merchandise sales. American Idol's financial contribution to Fox Television Network (Fox) is very significant and it is a popular product in the television advertising market.



Produce 101

Coverage of people and numbers: Producer 101 is a large-scale talent show in South Korea, first broadcast in 2016. It has attracted the attention of a large audience in Korea and abroad, especially in other countries and regions in Asia. The show's international reach has grown significantly through online streaming and social media. Its online and app voting attracted more than millions of participants to vote.

Famous stars:

101 (Season 1 Debut Group): Although active for only about a year, this girl group has gained huge popularity in South Korea and other parts of Asia.

Wanna One (Season 2 debut group): The boy band has become one of the top idol groups in Korea and around the world in a short period of time.

IZ*ONE (Season 3, Producer 48's debut group): The girl group is very popular in both the Korean and Japanese markets.

Earnings information and company valuation:

Producer 101 makes profits through various channels such as advertising, brand sponsorship, music sales, concerts and peripheral product sales. This series brought significant economic benefits to its production company CJ E&M (now CJ ENM), while also driving the commercial value of participating stars.

STAR NEST DECK

WHY CHOOSE THE MUSIC INDUSTRY TRACK?

Music+Web3.0+Metaverse=+∞



2.21 Music Industry – Track Characteristics

STAR NEST DECK



The IFPI Global Recording Artist Chart measures consumption across all formats (including streaming formats, digital and physical albums, and single sales) and all countries in a calendar year. It is weighted based on the relative value of each method of consumption.



Expansive Market Size

The music industry stands as the largest sector within the global entertainment landscape, encompassing a diverse demographic spectrum. With the entire industry chain's output value exceeding one trillion, it occupies a significant portion of the entertainment market.



Robust Fan Loyalty

Fan engagement within the music industry is characterized by enduring and deeply rooted connections between fans, celebrities, and idols. These relationships often span over a decade, if not a lifetime, resulting in the highest level of fan loyalty compared to other entertainment sectors.



Consumption willing

As per the International Federation of the Phonographic Industry (IFPI), subscription-based audio streaming revenue witnessed a notable 10.3% surge by the close of 2022, reaching a staggering \$12.7 billion. Moreover, paid subscribers surpassed 589 million, showcasing a consistent upward trajectory year after year.

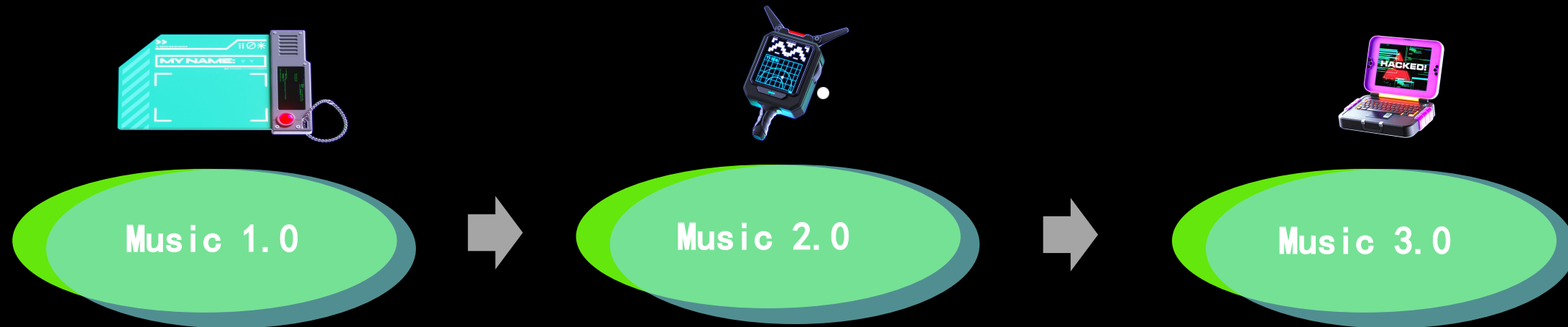
2.22 Pain points in the music industry - central monopoly

The core pain point of the music industry: centralized monopoly!

Non-transparency: Centralized monopoly can easily lead to black-box operations and cause serious unfairness.

Short life cycle: Become famous in a short period of time, and then fall quickly in the performing arts cycle.

One-way giving: Fans pay unilaterally and cannot participate in benefit distribution and co-creation.



Traditional record era

CDs companies control the right to speak and produce packaging stars
(Users only have the right to use it)

Internet music era

Music platforms control the right to speak and generate traffic stars
(Users only have the right to use it)

The Age of Artificial Intelligence

The fan community co-governs, builds and shares; produces real + virtual stars
(User owns property rights)

STAR NEST DECK

IN THE ERA OF WEB3.0
THE NEW MUSIC INDUSTRY ECOSYSTEM IS UNSTOPPABLE

How to make Star Nest



2.23 Music Industry—Core Path

Web2.0 (Platform + Traffic)

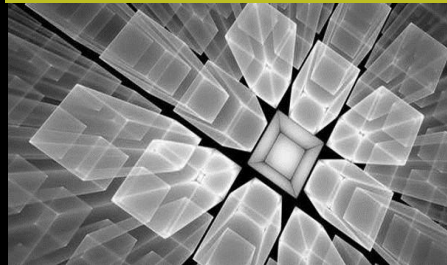


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SHOW,
LIVE

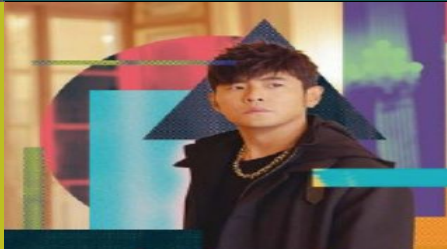
VOTE,
TV



ADVERTISING
ENDORSEMENT,
PERIPHERAL PRODUCTS



FANS,
COMMUNITY



Web2.0 is the starting
point of traffic
Web3.0 has unlimited
applications

HUGE
TRAFFIC

Web3.0

(Co-create, build, govern and share)
Infinite virtual music world

Music shows and concerts, star auditions and
incubation, music creation and appreciation,
equipment mining, Metaverse AI stars, chain
game cooperation...



03.

ABOUT STAR NEST

3.1 Star Nest Project introduction

3.2 Star Nest Team introduction

3.3 Star Nest Operation Planning

3.11 Star Nest project introduction – project concept and name

STAR NEST

By holding music shows, concerts and auditions, incubating, cultivating, and brokering super individuals and their virtual images, stars across Asia can enter the Web3 era through the Star Nest ecosystem platform.

Based on the concept of "Control the future, connect the world: allowing everyone to share ownership of the Internet" advocated in the Web3.0 era, with the help of the revolutionary technology of blockchain and smart contracts, through the online metaverse and offline Combining industrial resources to create a full-stack web3 music platform that integrates decentralized blockchain, metaverse and artificial intelligence technology, and truly implements "listenable + writable + owned", Star Nest will reshape music appreciation, music Music business formats such as creation, music auditions, star development, concerts and music shows, etc., build the Metaverse intelligent ecosystem community Star Nest Space, integrating online gaming and guessing elements throughout the process, forming a disruptive new music industry ecology Star with online and offline participation by all people. Nest realizes the joint construction, joint governance and joint sharing of fan users.



Project name: Star Nest

Platform name: Star Nest APP

Program name: Star Nest War

Community name: Star Nest Space

Trading platform: Star Nest Market

Website name: starnest.app

3.12 Star Nest Project Introduction – Project Highlights

Core Highlights

Blockchain

With the help of blockchain technology, we ensure the security of user assets and the fairness, justice, openness and transparency of contest voting.

Web3.0

Design a variety of application products in line with the spirit of Web3, and jointly build and share a new music ecosystem community of "listenable + writable + owned".

Virtual star

The first Yuanverse virtual star gameplay, integrating AI personality, allowing users to have a brand new Yuanverse experience.

AI

AI application scenarios such as intelligent auditions, song and song creation AI assistants and personalized intelligent recommendations are integrated into the ecosystem, opening up unlimited imagination through AI.

Stars' RWA

Share the star's RWA and convert the copyright into NFT, so that fans can build and share with the star.

Corss platform

Through excellent product and interaction design, and using cross-platform technology, it enables seamless use by Web2/3 users.

Core Value

Traffic value

The whole process will attract a large number of music lovers and generate huge traffic value.

User value

It has accumulated tens of millions of users, and has accurate user portraits to deeply explore user value.

Commercial value

stars and related rights and interests continue to generate huge benefits, benefiting all participating institutions, stars and users.

Consensus value

Achieve the music dreams of a new generation of young people and promote the core values and democratic concepts of Web3.0 that "everyone is the master of the Internet".

Industry value

Create a disruptive business model in the industry and create a Web3.0 music industry ecosystem.

Cultural Value

Promote the construction of the regional image of Asia's blockchain industry center and Asia's star-making base.

3.13 Star Nest project introduction – Online System



Star Nest APP

Nature:

A music industry ecosystem APP based on blockchain, VR, AR and AI technologies to create an open, transparent and shared governance. It mainly includes three major sections: talent show, metaverse community and trading market.

Star Nest War

Nature:

The world's first Web3.0 music talent show that integrates decentralized blockchain, metaverse and artificial intelligence technology, and has Asian regional cultural and aesthetic characteristics.

How to play:

Players participate: Players complete competition registration and AI auditions directly through the APP, and players can see their ratings and rankings in real time.

Contest Voting: Fan users complete DID (KYC) and obtain voting rights, and participate in the entire competition to vote for their favorite star players.

Guessing games: Different guessing methods are designed in the schedule, such as knockout guessing and ranking guessing to increase fan participation and provide entertainment while watching.

Ecosystem Mining: Through excellent token mining design, fans can participate in MUSE mining in multiple links to achieve shared benefits with celebrities.



Star Nest APP – Talent Show

3.14 Star Nest project introduction – online system and income sources

Star Nest APP

STAR NEST MARKET

market place

Blockchain-based trading platform

NFT trading

**Music copyright NFT
bidding**

star Voice NFT

star image NFT

star peripheral NFT

Token trading

MUSE & SATE

More tools

**Staking mining,
governance voting...**

1/ Equipment mining:

Purchase co-branded and Metaverse equipment to participate in ecosystem mining.

2/ Metaverse AI star:

Train AI virtual stars with star personalities, and interact and monetize them in the metaverse.

3/ Chain game cooperation:

GameFi companies design gameplay, use celebrity copyrights and expand MUSE application scenarios.

STAR MUSE SPACE

Metaverse Community

STAR NEST SPACE, a Metaverse community based on the concept of Metaverse games, implants the avatars of talent show stars as NPC characters into the community. Users can create their own virtual images and identities in the community, such as agents, performers, songwriters, bar owners, etc. They can also purchase virtual land to create their own virtual spaces, such as bars, theaters, recording studios, live broadcast rooms, etc. And generate commercial interactions with stars through these roles and spaces. It is equivalent to the Metaverse version of the offline music industry. The community also opens up a space for chain games, supports self-developed and community-developed chain game products, and allows celebrities and fans to have more interactive scenarios and monetization methods through games.

3.15 Star Nest project introduction – AI interaction



Smart audition

The audition will be scored by AI in the first round. Based on the AI score, top 200 will be selected to enter the ground audition.



Songwriting

Use a large amount of original music to train AI's ability to write lyrics and compose music, giving community stars more creative assistance and imagination space.



Listen to Earn – AI recommendations

Intelligent analysis and recommendations based on users' listening preferences to attract fans with more unique originals.



AI Ggent

Generate pseudo-intelligent entities for stars in the metaverse, creating a new interactive, operable, and creative gameplay.



3.16 Star Nest project introduction – Offline Ecosystem

Offline companies::

STAR NEST LTD

A music entertainment company based on offline music industry resources and operation model.

Business includes star incubation and management, copyright development, performance operations,

Advertising endorsements, development and sales of star peripheral products, etc.



01

Music shows and concerts:

Users purchase tickets through the APP and participate in offline performances.

02

Stars war and incubation:

stars participate in incubation offline, and users consume and vote online.

03

Music creation and appreciation:

The copyrights of folk stars are confirmed on block-chain, and the metaverse is announced and realized.

3.17 Star Nest project introduction – Offline Ecosystem



Music shows and concerts

Music shows and concerts are one of the business segments of STAR MUSE LTD., which aims to provide young people with a unique experience that spans from Web2 to Web3 through the combination of music and technology.

In order to achieve this goal, we plan to join forces with Asia's top music shows and performance management teams in South Korea, Taiwan, Hong Kong, Thailand and other places in the second half of the year, such as Spring Wave Music Show, Star Nest Music Show Music Show, to jointly organize multiple music events shows and concerts. Through these exciting activities, participants will purchase tickets and consume through the Star Nest App, directly experiencing the freshness and convenience brought by Web3.

While this series of international music shows has brought considerable profits to the company, it will also attract 120,000 paying users and more than 300,000 registered users to the ecosystem. They will be the first beneficiaries of the MUSE token airdrop and have the opportunity to participate in the Nest mine. The mining activity of the pool. Through in-depth cooperation and innovative experience activities, we look forward to guiding more young people to smoothly enter the Web3 era and explore the intersection of future technology and culture.

3.2 Star Nest project introduction – Operation Steps

Operation Steps

Star Nest War

(Company entity STAR NEST LTD)

Division settings (2024)

Solicit

Issue a draft call order to recruit stars to sign up and become natives of the Star Nest planet.

Shortlisted

stars are recruited to participate through online singing, AI judges score, and invitations to the ground preliminary round are sent to the top 200 contestants in each competition area.

Promotion

Players who passed the AI audition will participate in the ground preliminary round. Fans will register and check into the APP, and the first round of voting will determine the finalists and select the top 30 players.

Training

The top 30 contestants enter the master training camp, receive training and upgrades from music masters or big-name stars from various Asian countries, and are broadcast in a reality show format.

Final

Set up a fierce competition system, integrate voting, mining and guessing and other mechanisms to select high-quality stars.

Invest

Create a high-quality star metaverse intelligent agent and fan-star interactive community, allowing fans to deeply participate in role-playing and interactive games, and become star shareholders through recharge, rewards, purchases, investments, mining, etc.

Incubation

Cooperate with various music companies offline to package and promote high-quality stars, including copyright, star management, performance, operation peripheral product development, etc., and share the revenue with online revenue.

Realize

Integrate online and offline income, and realize income realization among all stars, shareholders and fans through means such as token realization, company dividends and corporate listing according to the blockchain smart contract distribution principle.

Hong Kong

The first competition area is determined

Chinese competition area: for Hong Kong, Macau, Taiwan and global Chinese stars

Seoul

Korean area: open to all Korean stars

Bangkok

Thai competition area: for Thai stars

Consider based on financial situation

Tokyo

Japanese competition area: for Japanese stars

Ho Chi Minh City

Vietnamese competition area: for Vietnamese, Laos and Cambodian stars

Kuala Lumpur

Malay language competition area: for Malaysian and Singaporean stars

3.31 Star Nest project introduction – why StarNest can do it



Technology

Authority in the Web3.0 era Technical capability team

The company's CEO/CTO/CMO and core technical team have in-depth industry experience in technology, investment, and operations. Including: investment and preparation of technology platforms such as Binance Exchange and Armonia Meta Chain.



Music

Music industry core resources and experience

GAO is a leader in China's music industry and has nearly 30 years of experience in the music industry. He once served as the president of Warner Records China, and founded core companies in the music industry such as Jiuzhou Yahua Entertainment Agency, Music Industry Base, Beida Jade Bird Music Industry Group, and Xiaofeng Music Commune.



Capital

International capital Operational core competencies

The trading team has more than 20 years of experience in financial management, capital operation and management. The management team includes the former senior vice president of Zhongzhi Jinzhi, the director of the investment banking department of ANZ Bank, and the president of Hong Kong Risong Capital. They are good at domestic and foreign capital operations.

A founding team that integrates: core music industry resources + top Web3.0 technical team + senior international capital operation

CREATE THE WEB3.0 ERA



FULL LIFE CYCLE ECOSYSTEM

3.32 Star Nest Project Introduction – Partners

Plan

Xiaofeng Performance Group

One of the well-known music shows organizers in Chinese. It includes multiple first-line performance brands as well as various bands, rappers, singers' special performances and tours, and hosts more than 200 performances every year.

Music

Universal music group

Universal Music Group is one of the world's largest music companies, and is known as the "three major record companies" along with Sony Music Group and Warner Music Group.

Make

Korean music company, Thailand film and television company

Famous Korean producers work with the Bangkok Film and Television Base in Thailand to produce the program to ensure product quality and have extremely rich production experience and star-making experience.

Technology

Armonia Meta Chain

A high-performance decentralized public chain led by Armonia DAO, and its core developers are introduced to participate in the design and development of blockchain functions.

Show

Music shows and concerts

In-depth cooperation with top music Show brands Chunlang Music Show and Xingchao Music Show to quickly complete the accumulation of brand influence and users.

Training

Fantasy Works Korea

It is a senior entertainment marketing service organization that integrates talent show planning, concert planning, idol incubation, entertainment brokerage, and video production. It has hosted SM, JYP and YG idol rookie auditions.

3.33 Star Nest project introduction – product roadmap

V1.0 Music Show

Star Nest App 1.0 will support the purchase of music Show tickets. After purchasing the tickets, you can use XSTAR to start mining MUSE. At the same time, these paying users will receive MUSE airdrops.

V1.2 Listen to Earn

Star Nest App 1.2 will introduce a way to earn money while listening music. If you participate in designated chain games, you will have a chance to get a lucky reward. If you collect designated NFT, you will get the benefits of participating in playing and earning.

V2.0 Talent Show

Star Nest App will launch the first Star Nest War, selecting high-quality stars from various competition areas to compete, and users will participate in voting and guessing throughout the process.

V3.0 Metaverse Community

Star Nest App 3.0 will open a journey to the metaverse, where users can interact with stars, participate in various activities, and re-experience the journey of stardom.

StarNest is a Web3.0 music industry ecosystem application platform. Various industrial forms will follow the basic application.

04

TOKEN ECOSYSTEM

4.1 Governance Token

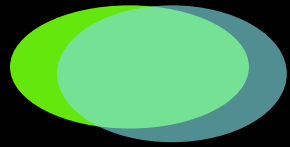
4.2 SATE Tokens

4.3 Other Tokens

4.4 Token Allocation

4.5 Token Ecosystem

4.1 Star Nest Project Introduction – Governance Token



Governance Token **MUSE**

Max supply	2.1 billion Never issue more	Initial allocation	300 million for fund raising 1.8 billion for mining
Property	ARC20 tokens can be transferred and traded freely	Halving rule	Mining pool output halved every four years
Description	STAR NEST governance token is widely used in various applications within the ecosystem, such as games, NFT copyright market, etc. * MUSE tokens are commodity token and do not have any securities attributes such as dividends.	Mining allocation	70% is distributed by users according to STAR 10% is distributed by stars according to [X]STAR 20% is distributed by SATE mining pool. Ratio can be modified through governance voting

4.3 Star Nest project introduction – other tokens

01 STAR

Token information: Users mint coins when recharging on the platform and behavioral mining; SBT, non-transferable tokens;

How to obtain: complete tasks, participate in activities, recharge on the platform, etc.;

Description: The computing power proof of MUSE base mining pool is also the consumption points of the platform, which can be used for consumption purchases, voting and participation in guessing, etc.

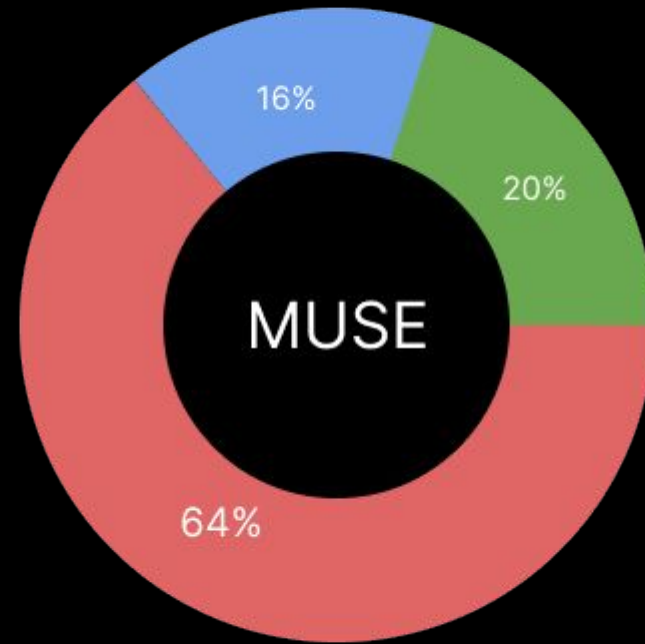
02 [X]STAR

Token information: Coins are generated when users consume; SBT, non-transferable token;

How to obtain: consumption, voting and guessing, etc.;

Description: [X] refers generally to different stars having different [X]STAR, such as (JSTAR, LSTAR); the computing power proof of the MUSE star mining pool is generated when users consume, and can also be generated through offline celebrity consumption (Concerts, music shows, peripheral consumption, etc.).

*** [X]STAR can also participate in the [X]STAR airdrop corresponding to 20% of the star's income.**



● 20%, fund raising

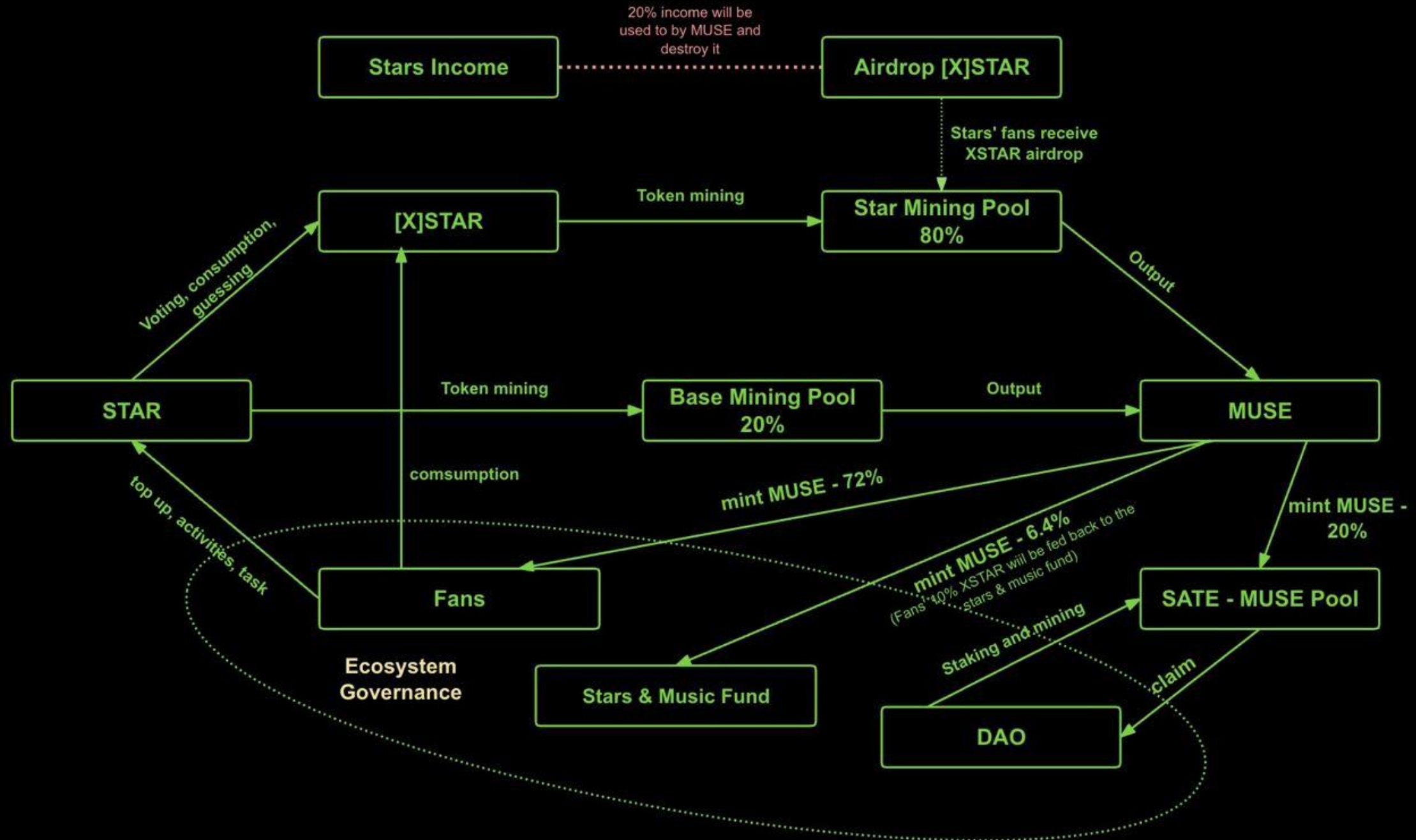
● 16% ecosystem developers mining

● 64% ecosystem users mining

MUSE

Use STAR/[X]STAR/SATE to participate in MUSE mining, and realize the joint construction and shared benefits of users, fans and teams

4.5 Star Nest Project Introduction – Tokenomics



STAR NEST DECK

THANKS



Star Nest leads the world in reshaping the music industry ecosystem