



The DAOs, the Metaverse and Everything



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Alien Worlds is more than what you might think

Many of you have been playing Alien Worlds for quite some time, while others might be new to the game. For a long time, the mining game has been the sole game mode available to the majority of players, leading many to believe that the mining game equals Alien Worlds.

However, Alien Worlds describes itself as a community created metaverse. This means that the mining game is just one among a growing number of game modes in the Alien Worlds metaverse. With currently 55%, the mining game still gets the biggest chunk of the daily TLM allocation. In the future the role of the mining game might shift even more. The TLM currently allocated to the mining game could be partially redirected to other game modes created by the community. This way the community can improve bot-protection, make it less rewarding to use multiple accounts and create engaging and fun experiences among other enhancements.



Alien Worlds play paths

And like this, the existing different play paths in Alien Worlds have different sources for funding, different player numbers, different rewards and, among others, different time requirements. While some play paths can produce wonderful outcomes with just clicking a few times per day, others could need eight hours or more per day of full time focus. All the play paths combined are a part of Alien Worlds. We are all Alien Worlds!

And one of those play paths where more time investment can be useful is the DAO game:

The DAOs and their responsibilities

This brings us to what *we* consider as the purpose of the planetary DAOs in Alien Worlds. The DAO game was intentionally taken out of the mining game to be... something different. Independant. Autonomous. From our point of view, the DAOs were created to:

- Expand the Metaverse
- Create long-term value towards Alien Worlds
- Utilize Alien Worlds NFTs and currencies
- Provide lasting fun and engaging experiences
- Build and grow the community

To achieve these goals, the DAOs receive about 8% of the daily TLM allocation as an independant play path. As such, the DAOs do not have a direct responsibility or obligation towards any specific other play path or group of players, but only towards Alien Worlds as a whole.

The DAOs, with the current budget, don't have to spend funds towards the landowners, towards the miners, towards bigger Binance missions etc. These other play paths have their own funding and their own goals. Neither of them drive (or fund) the expansion of the metaverse.



In addition, we would like to take the time to encourage all players who love to create to think about a way on how you would expand the metaverse. If it was completely up to you, what would you do to further the goals described above?

Instead of saying: “I don’t like what the DAOs are doing”, you can approach us with your ideas, your solutions to problems you see in the Alien Worlds metaverse. Let’s find out together how we can create a path to make Alien Worlds even better in the future!

Problems in the DAOs

We know that different players will deem different topics as important, or have different opinions on what “better” means for the future of Alien Worlds. Therefore we will not talk about specific proposals, but more about some general issues we see:

Mining Rewards

Obviously this is something that will not be popular among all our readers, but there are problems with Mining Rewards sponsored by the DAOs. One problem is that these additional Mining Rewards today don’t help to build the future of Alien Worlds. Another one is that DAO sponsored Mining Events outshine smaller events. This can hurt landowners and communities alike, as they can’t keep up with the sheer magnitude of the DAO funding. And killing off this possible long-term community engagement sure is not in the best interest of Alien Worlds.

Custodian Weekly Allowance

Jumping right into the topic: looking at the DAOs, some planets already spend more on the Custodian Weekly Allowance than what the treasury of that planet earns in the same time. This is obviously not sustainable and

needs to be tackled. As a first (but not final) measure we would like to ask all DAOs to cap their Custodian Weekly Allowance at 20% of the weekly allocation *from* the treasury, or the income *to* the treasury, whichever is lower.

Nonetheless, in the long run, it would be best to reward actions instead of a general allowance. We also know, however, that there are some general tasks that each custodian should do to stay on top of the developments around Alien Worlds, which is sometimes hard to quantify. Maybe this is a topic where the community can come up with and forward *constructive* ideas for solutions?

Not enough Information

When reviewing proposals, it is often unclear what the proposal includes or aims to achieve. We would like to request all custodians to provide more detailed descriptions. This will help individuals who are hearing about the problem the proposal intends to solve for the first time to better understand its purpose. Ideally, these descriptions should also clarify whether the proposal covers initial costs, content, running expenses, or just specific aspects of the project.

Value evaluation

The Alien Worlds Community is world wide and this can lead to some discrepancies in what we consider a fair hourly salary for completed work. In some countries IT developers would not touch a project for \$100 per hour, even minimum wages in different sectors might be \$15 per hour or higher. In other countries the same amount might not be the hourly, but a monthly salary instead. This is something that will always lead to conflicts among the community and we just want you to keep this in mind. And while some

community members claim that people would work for free to expand Alien Worlds, the number of projects doing this seems to be very small.

Thinking about it, Alien Worlds has been around for nearly three years. From the very beginning, projects had the opportunity to create, utilize Alien Worlds NFTs, and establish use cases for its currencies. However, there was minimal progress until the advent of DAOs. It's important to note that the DAOs didn't change these possibilities; they primarily impacted funding. Suddenly, a multitude of new projects emerged. In the end, it seems that the key to actively expanding the metaverse is, indeed, a matter of funding.

Not all DAOs were created equal

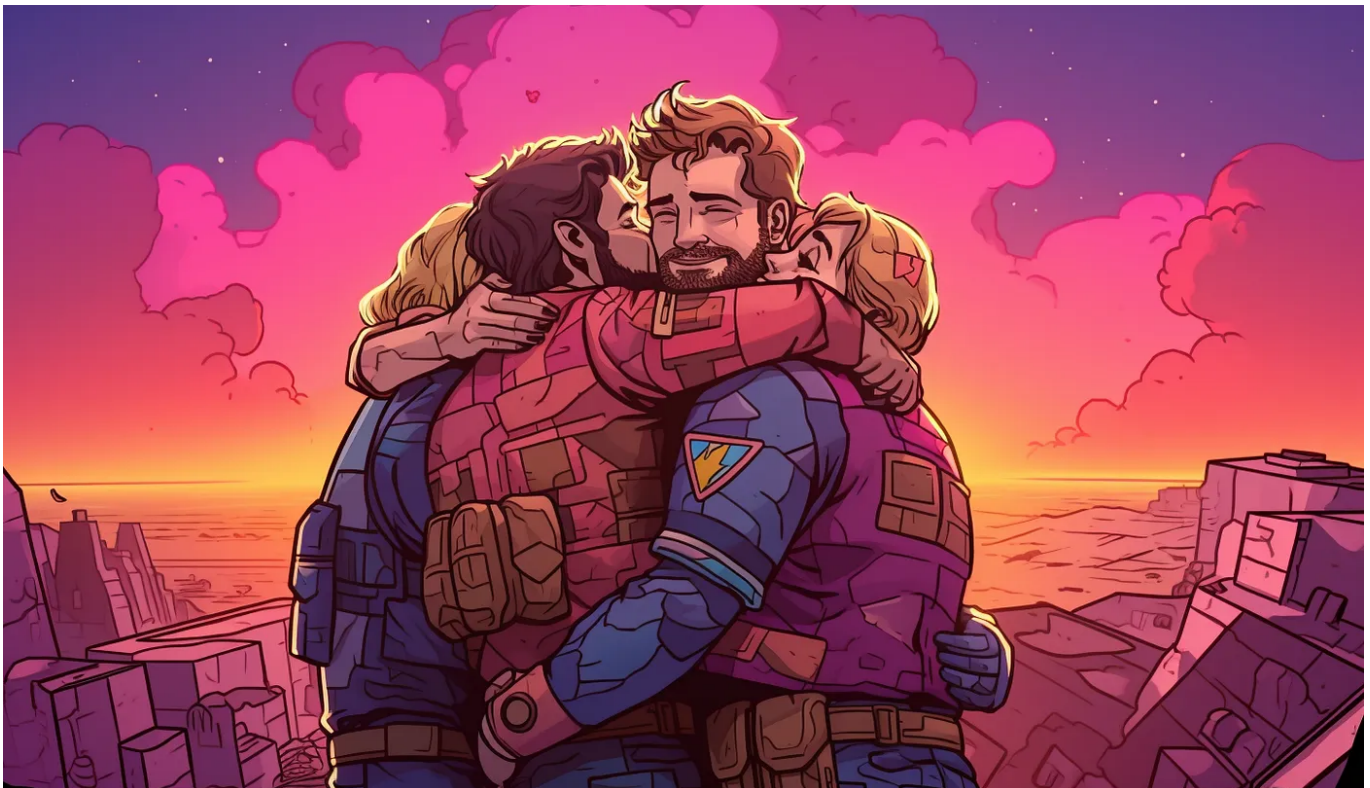
Even among the six different planetary DAOs, there is no common understanding on what would be the best way to expand the metaverse. Since the beginning of the DAOs, some of the planets went into rather different directions like mining rewards, collaborations with other games, bot hunting, financing new games, applications, other DAOs, or dip into marketing activities towards Alien Worlds, just to name a few. With Naron and Mission Control, we see our niche, our role clearly in building and expanding the “fully on-chain” idea that Alien Worlds started, creating new use cases for the Alien Worlds NFTs as well as its currencies.

Player Feedback

You might have already noticed us asking players to provide constructive feedback. The reason behind this is that we see some players talking extremely negatively and aggressive about the DAOs (or other aspects of Alien Worlds) and try to justify it with phrases like “I am just saying the truth”. Nonetheless it is still possible to speak ones mind in a constructive manner! We would like to encourage players to ask for information if something is unclear before judging. Provide ideas for solutions instead of

complaining. And don't attack others on a personal level just because they don't share the same "truth" opinion.

A lot of players and custodians do not communicate in the official Alien Worlds Channels anymore because of the dominant aggressive and negative stance there. A new player coming into one of the affected channels and seeing all the negativity is likely turn around right away. We don't ask anyone to praise something they do not like, it is okay to speak up. But being constructive about it and keeping an open mind is important. Nobody will like absolutely everything the DAOs or Alien Worlds are doing. Still it is in the responsibility of all of us to make the Alien Worlds community a warm and welcoming place.



The vision of Mission Control

So where do we see *our* role in all of this?

With plenty of support from the players as well as the Alien Worlds team, Mission Control has evolved into something bigger than we initially thought possible. And while our initial goals were important but small, we can now dream much bigger and play our part in the path to decentralization, as well as the expansion of Alien Worlds.

With Mission Control we believe to have the possibility to lower the impact of some of the problems we see in the Alien Worlds metaverse. And of course there is always stuff that we can and should do better. Here are some of the problems we want to tackle:

- Increase utility of Alien Worlds NFTs and currencies
- Expand the Alien Worlds Metaverse with new experiences
- Streamline Mining Events and make it easier for players to host, find and take part in them
- Add new features to enhance the experience for miners
- Allow all players to play Mission Control, no matter their tool setup
- Create a hub and starting point for all players interested in the Alien Worlds Metaverse
- Improve the onboarding process and help new players to get into the game
- Make it more rewarding to bring in new players
- Create a sense of community

Although not visible on the surface, much of this is already in development. Many features will be added in the future, some more of the administrative kind but also new game modes, new helpful tools as well as some features

that will expand the metaverse without a clear connection to existing Mission Control features.

Final thoughts

We hope this article helps in giving an outlook on where we are heading, in general, and why. In our understanding DAOs have the potential to play an essential role in Alien Worlds that no other play path fulfills: expanding the metaverse. We believe that Mission Control can contribute a lot towards this, and we're looking forward to explore what the future has in store for all of us together.

Alien Worlds Game

Wax Blockchain



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