



Search



Write



# Outpost Builder

MC Author 64 · [Follow](#)

Published in Mission Control · 5 min read · Jan 26, 2024

188

2



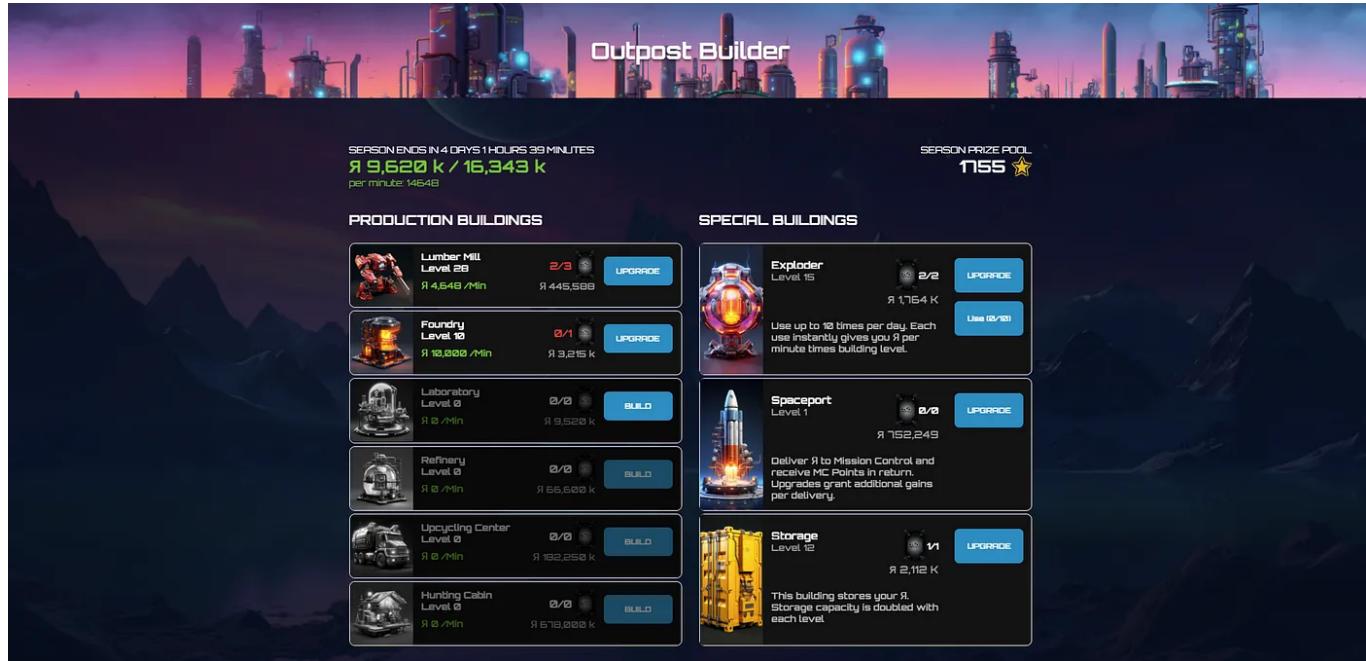
Our Outpost Building Game is a new game on the platform of Mission Control. It relates to building-centered idle games known from earlier web based games, but with some twists. First, it is built fully on-chain, thus runs decentralized. Second, players can use Alien Worlds NFTs to increase their building efficiency. Third, it has quite a unique competitive element as the core mechanic to earn rewards.

Until now, MC Points ★ on Mission Control could only be gained by earning shards in Alien Worlds. Many players have reached out, expressing that they are not earning any (when mining only for TLM) or not earning enough MC Points ★ to regularly join our adventures. The Outpost Builder will mitigate this issue while also making use of more of your Alien Worlds NFTs.

The premise of the Outpost Builder: Mission Control needs you to establish a new outpost in regions that promise plenty of resources. Each season, you start with your manual high-tech resource collector, the ‘Exploder’. Construct new buildings and expand your base to extract more and more

resources, named Я. Use the Spaceport to send Я to our headquarters on Naron, and Mission Control will reward you with MC Points ★ in return. There are some MC Points ★ available as end of season rewards as well for the most active builders.

The next season starts on March 4th, 19:00 UTC, and lasts for four weeks.



## Start building your outpost

If you are a willing recruit and already a member of [Mission Control](#), simply go to the Dashboard and select ‘Builder’ from the Home menu. There, we will provide you with the details of the assignment, as well as useful information about whether a season is currently in progress and when it will conclude.

## The Exploder, a useful tool

Upon starting the game for the first time, you are sent to a planet in the outer regions of the known cosmos without any Я to begin with. To kickstart your

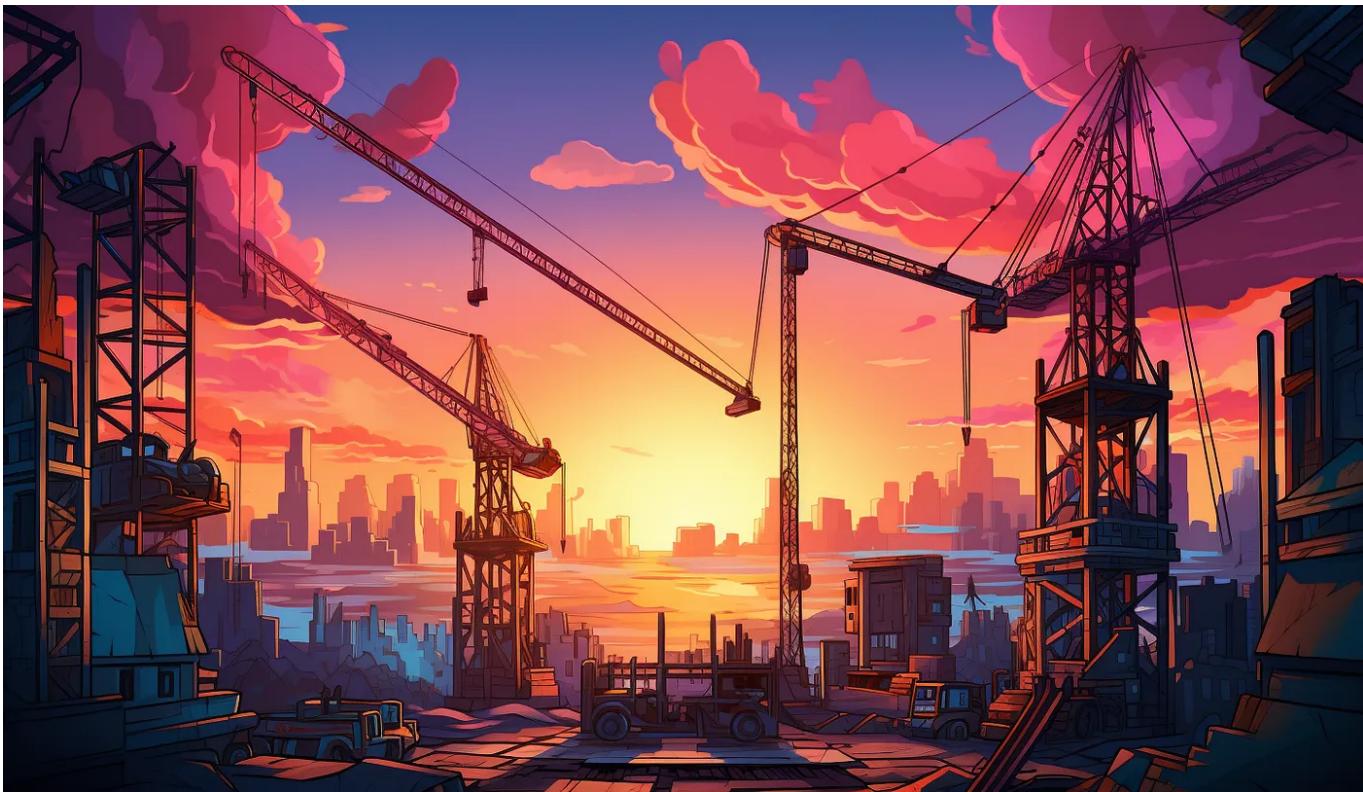
journey, Mission Control provides you with an awesome tool called the ‘Exploder’. The Exploder is a manual mining facility that yields Я. It becomes stronger depending on your production buildings, but has a minimum yield in case you have no automatic production rate yet. It is advised to use the Exploder wisely, as you can only deploy it 10 times per day (UTC).

## Production Buildings

After gathering enough Я, you can start using it for the construction of your first production building. These buildings will automatically generate Я every second. Я Costs and Я production of the different buildings vary, although the Я production increase per building level remains constant for each building.

## Boosting Buildings with NFTs

Once you reach Level 5, 15 and 25 with buildings, you can increase their efficiency by staking your Alien Worlds NFTs to them *until the end of the season*. To stake NFTs, open the building details by clicking on the picture of the building. The enhancement criteria vary for each building, ranging from the need for weapons, crew, tools or other Alien Worlds NFTs. Be careful, though, not to send NFTs to enhance buildings that you’d need otherwise, like your mining tools.



## Storage

Upgrade your storage space at your discretion. This special building doubles your maximum storage capacity with each upgrade. When your storage is full, you cannot produce more  $\text{Я}$  until you spend some of it.

## The Spaceport

And last, but not least, the central building in the game: the Spaceport! This building allows you to exchange your  $\text{Я}$  for MC Points  $\star$ . Mission Control uses a basic amount of MC Points  $\star$  to buy  $\text{Я}$  at a constant rate over time. In addition, there is another source of MC Points  $\star$  that has even more weight: whenever MC Points  $\star$  are spent by any player all over Mission Control, then a percentage of these MC Points  $\star$  are used to buy  $\text{Я}$  through the Spaceport. As a consequence, the exchange rate between  $\text{Я}$  and MC Points  $\star$  is variable, depending on the  $\text{Я}$  provided by players in relation to the MC Points  $\star$  available to buy  $\text{Я}$ . So it requires strategic decisions on

whether to exchange your Я now or prioritize faster building and upgrades to sell more Я later. The choice is yours!



But that's not all the Spaceport does. You can also acquire more Я by spending reward points you already gathered this week. This feature is especially useful for players trying to catch up, maybe because they started later into the season.

## **End of Season**

This is where all the glory awaits us! The most active builders of the season will have their performance depicted on the grand season leaderboard. Who will be able to make it to the top?

And there is a payout at the end of the season. The majority of MC Points ★ in the Outpost Building Game is given out through the Spaceport, as mentioned above. Mission Control will, however, in addition pay out some

bonus MC Points ★ and a tiny amount of bonus Ι for your next season (all other Ι is wiped at the end of season). Bonus MC Points ★ and Ι is both based on your building activity throughout the recent season. Also, all staked NFTs are automatically returned to the players before the next season starts.



For more insights and details on the numbers of the Outpost Building Game, please refer to our [Feature Spotlight: Outpost Builder](#).

We hope to see many recruits joining the cause. Let's establish new outposts all over the cosmos. Mission Control is counting on you!

[Alien Worlds Game](#)

[Wax Blockchain](#)