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New Feature: Adventures



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Mission Control is looking for brave adventurers! You better come prepared, as each adventure will not only require strategy, but also a wide variety of Alien Worlds NFTs to complete all the objectives.



Mission Control regularly receives distress calls from all corners of the cosmos. With our new and experimental portal technology called the ‘X-Dimensional Gate,’ we now have the capability to transport willing adventurers directly to where they are needed. We hope that many will seize this opportunity to lend their assistance.

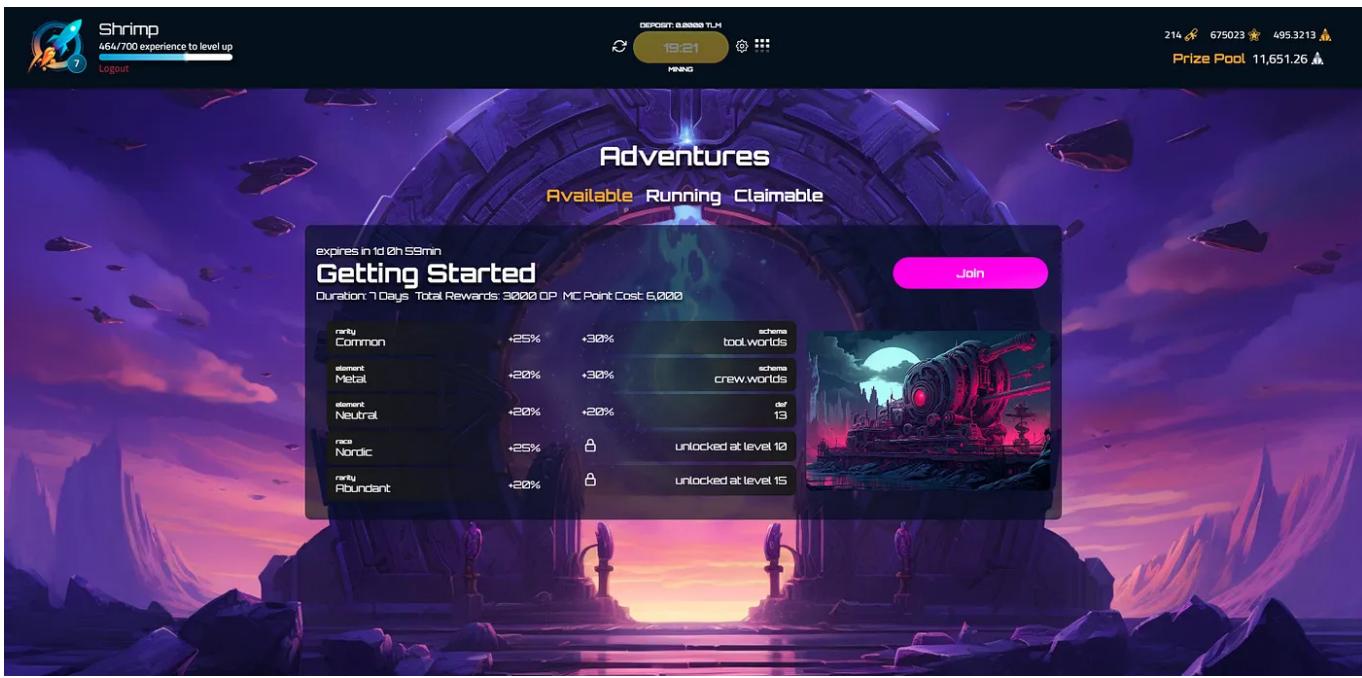
How do Adventures work?

Every day, you’ll encounter at least one new adventure waiting for you. Adventures vary in duration, Questing Point reward pool, MC Point cost, and can offer up to 10 different objectives to complete.

If you choose to disregard the objectives entirely, you can simply start the adventure, but this will only grant you a score of 100 for that particular adventure. Since your score in relation to the total score of all players in this adventure determines your share of the Questing Point reward pool, you might want to increase your score whenever possible.

To enhance your score, you can work towards completing the objectives by submitting up to 3 different NFTs. Objectives involve meeting specific criteria such as rarity, shine, cardname, schema, attack, defense, tlm mining power, nft mining power, element, race, movement cost, proof of work, or tool type.

You have time to start an adventure until it expires. The duration (the time till you can claim back your NFTs) of each adventure will begin at the individual time you start it. You can start each adventure only once.

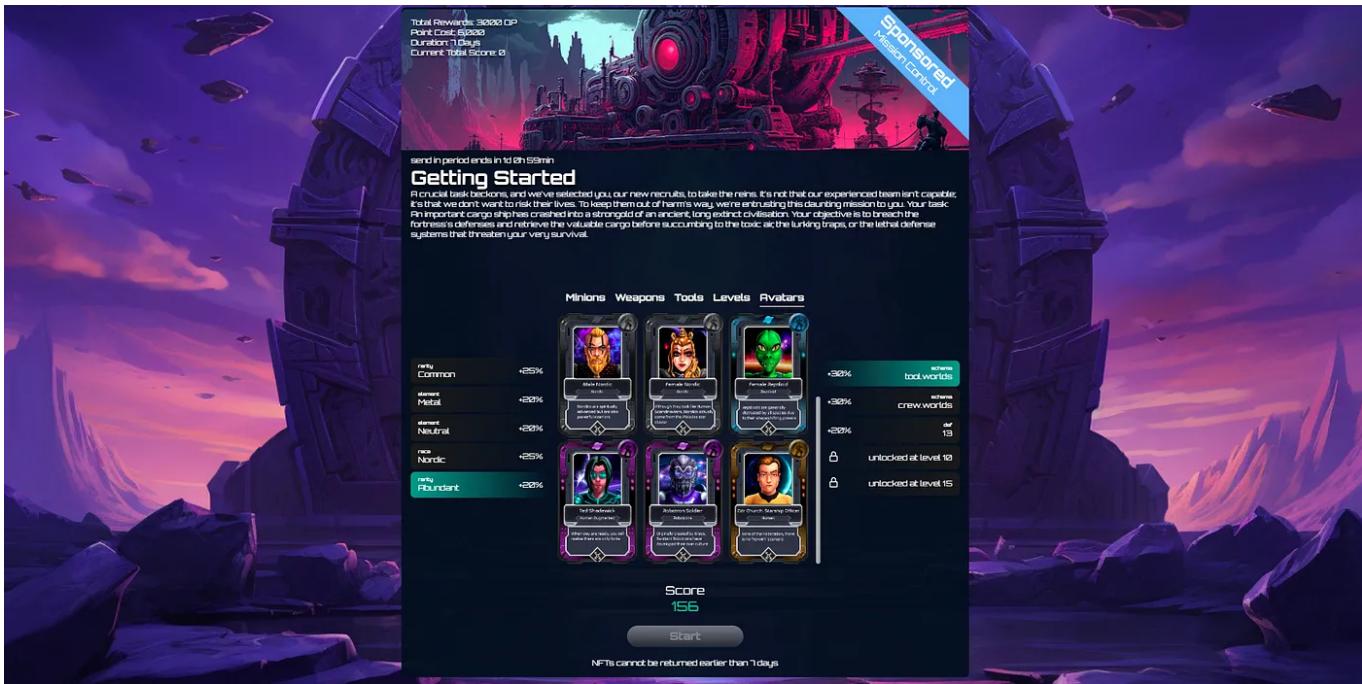


Each objective not only outlines its requirement but also states the percentage increase it contributes to your score. The bonuses are not merely added up; instead, they are multiplied with each other, making it crucial to complete as many as possible.

*Final Score = Base Score * (1 + BonusPercent1) * (1 + BonusPercent2) * (1 + BonusPercent3)...*

Here is an example with 3 completed bonuses of 10%, 15% and 20%.

$$\text{Final Score} = 100 * (1 + 0.1) * (1 + 0.15) * (1 + 0.2) = 151.8$$



Using the cards at your disposal, your aim is to fulfill as many bonuses as possible to enhance your score. Keep in mind that the last three bonuses are only unlocked when you reach levels 5, 10, and 15 in Mission Control.

After embarking on the adventure, your NFTs will be unavailable for the duration of the adventure. However, once the adventure concludes, you can claim both your Questing Point rewards and your sent NFTs.



Why would you want Questing Points? Similar to Missions in Alien Worlds, the weekly rewards in Mission Control are split between all participating players, based on the amount of Questing Points they earned.

It is also possible to create customized adventures and sponsor towards the prize pool to run additional adventures. To start a random adventure it is required to send at least 5,000 TLM to adventure.mc with the memo “adventure”. If you want a specific adventure, you need to use the memo “adventure,x”, where X is the predefid of a specific adventure which can be found [HERE](#).

If you want to create a customized adventure, before sponsoring one please contact our team directly via [Discord](#).



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