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What's going on!



MC Author 64 · [Follow](#)

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It's been a while since our last outlook on what's on the horizon for Mission Control. So, here's an update for the coming months! :)



Next topic up is the [Trilium Think Tank](#) with a prize pool of 200,000 TLM that starts on December 20th. Help pave the way for the future of Alien Worlds, while also earning in the process!

Also, some of you might already have heard the news that you can now equip avatars from the alienavatars collection in Alien Worlds. We thought that if its an avatar in Alien Worlds, it should also work in Mission Control. And so we added this functionality to Mission Control as well:

The screenshot shows the Alien Worlds Mission Control interface. At the top, there's a header with the user's name 'Shrimp', their current level (10), and a progress bar indicating '202/1000 experience to level up'. To the right, there are stats for 'Deposit: 28,888 TLM', '2848 Mining', and a 'Prize Pool' of '19,814.18 Å'. Below the header, there are tabs for 'HOME', 'PUBLIC', and 'THIS WEEK'. A navigation bar includes links for 'ADVENTURES', 'WEEKLY QUESTS', 'REWARDS', 'VOTING', 'TOOL TRACTOR', 'MINE MAXIMIZER', 'NEWS', 'DECORO', and 'AUCTIONS'. The main content area is divided into sections: 'ACTIVITY' (listing recent achievements like joining adventures and leveling up), 'LATEST SPONSORS' (listing sponsors like Naron, Veles, and Final Frontier), and 'LATEST NEWS' (featuring articles from the Interplanetary Federation, Alien Worlds, and MC Author 64). The 'ACTIVITY' section shows the following recent events:

User	Action	Date
w1t0s-cwam	Joined adventure 'Saving Homeless Animals' with a score of 360	05 December 2023 18:26
Yatatu	Claimed 9 TLM for week 32 with TLM	05 December 2023 18:25
GiantRock	Reached level 2	05 December 2023 18:10
f4x3	Reached level 7	05 December 2023 18:07
f4x3	Joined adventure 'Saving Homeless Animals' with a score of 427	05 December 2023 18:07

So, if you want to show off your avatar from this collection in Mission Control, now is the time!

In other news, we've allocated 25,000 NAR for a special holiday season mining event. Keep an eye on Alien Worlds' social channels for more details!



Concerning our next updates around Mission Control, we have four features currently in development. We would have preferred to do them one by one, but this timing came to be due to factors outside of... well... Mission Controls control. Due to this, we couldn't possibly predict which of the four features would go live first. Or last. But we hope we can launch all of them soon™. Even though we cannot tell in which *order* they will be released, we *can* say we are quite excited about all of them. And we *are* able to give you at least some information about what those are:

1. Keen observers may have noticed our development of a frontend for Alien Worlds' referendum feature. This feature has various settings but is essentially an on-chain poll allowing players to vote 'Yes,' 'No,' or 'Abstain.' Players can create referendums where voting occurs with tokens or each player has a single vote. Upon meeting specific conditions, it automatically generates proposals within the planet's DAO system. Watching its utilization and evolution over time promises to be interesting.

2. We are creating a service similar to Alien Worlds' 25 free transactions per day. Our goal for the final version is to directly cover CPU costs for some transactions on Mission Control, including mining. This move aims to replace Mission Control's current CPU stake. However, to reach this goal, there are still some hurdles we need to clear, so we ask for your patience and understanding as the initial implementation may not offer all benefits.
3. So far, participation in Mission Control requires acquiring Shards from Alien Worlds, leaving some TLM-focused miners unable to join, especially those without shard-tools. As mitigation, we will introduce a mining game to earn MC Points, which will make Mission Control more inclusive and accessible. While also providing a challenge for everyone, as we rather took a strategic and competitive approach for a mining game. In the next time, watch out for more hints around Mission Control for more details!
4. The last feature doesn't allow us to reveal as much information yet. We can already tell you that this is rather geared towards the big hodlers of Alien Worlds NFTs, not so much towards the broad mass of players of Mission Control. We want to first make sure, however, that we don't discover any more obstacles, before we promise something that wouldn't become reality. We will add more details on this as soon as we can.

Land Ahoy

Mission Control is a project with a complete focus on Alien Worlds. We aim to provide gamified utility for Alien Worlds NFTs and the TLM token, build engagement, and host tools to help players and more. What we do not plan to do is building our own NFT collection, or launching a Mission Control token. Our focus is bringing more value to Alien Worlds. As an example take the adventures, with about 6000 AW NFTs currently staked to it: adventures led

to an increase of unique users who use shining, increased trading fees for AW as well as increased the value of those AW NFTs used for adventures. And also helped burn some TLM by the increased shining.

So we add value to Alien Worlds, but we don't sell our own NFTs or tokens. On this basis there are not too many ways to generate regular income over an extended period of time. This is why Mission Control owns several boosted lands. With DTAL they provide daily Trilium, which is then used to fuel the prize pool, build a reserve and pay for administration, community management and regular maintenance. This way we have a safety net to keep everything going and the prize pool up for a long time, even if the DAOs and gHubs would not provide funding for additional content anymore.



As these lands generate more income, the prize pool increases accordingly. This is part of the reason why the prize pool for our players has more than

doubled over the past months, making Mission Control the community project with the highest weekly rewards.

Recently Alien Worlds has decided to introduce changes to the land game, which meant that we had to adjust our strategy. This is the reason behind the recent increased market activity of Mission Control that some players noticed. However, newly acquired and boosted lands will solely contribute to fueling the prize pool and replenishing the reserve for quite some time. And we have, however, almost reached our target. Which means that you can expect much less market activity from Mission Control in 2024 than there was towards the end of 2023.



For now that would be it. We wish everyone Happy Holidays and are looking forward to your submissions towards the [Trilium Think Tank](#)!