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# Welcome to Mission Control!



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Mission Control is a weekly questing platform that is set out in the Alien Worlds metaverse. It is constantly evolving, adding features and improving the user experience. As a consequence of this process, Mission Control also becomes more complex over time. The goal of this article is guiding new users on their first steps — as well as give more experienced explorers deeper insights into the details of how our stuff works.



Mission Control is a versatile platform that merges gameplay with strategic tools and quality-of-life enhancements within the Alien Worlds ecosystem. Serving as a dynamic questing hub, it not only provides an engaging method to earn Trilium but also offers valuable utilities such as the Mine Maximizer and Tool Tactician. Mission Control also empowers every player's vote to have a meaningful impact on the weekly government elections in Alien Worlds. A quick overview over some of our features:

## **Tool Tactician**

The Tool Tactician is designed to help players calculate the potential TLM and NFT Points they would have earned per hour using a specific tool setup during the previous week. Additionally, it offers a convenient summary of this tool setup across all available land types.

Release article: [Tool Tactician Launched](#)

## **Mine Maximizer**

The Mine Maximizer is a great tool for players who use TLM-focused tools of higher rarities. It helps them find the best planet to mine on, based on where TLM is currently available the most. It also lets players easily switch their current land to the most efficient TLM mining land type, which is Geothermal Springs, on the planet that has the highest TLM availability for their tool setup. Players can choose to use this feature directly in the Mining Button on our website.

Release article: [Mine Maximizer](#)

## **Voting**

Mission Control has allocated TLM as Voting Power on the planets Eyeke, Naron, and Neri. When players earn NFT Points in Alien Worlds, they also accumulate Voting Power within Mission Control. This Voting Power empowers them to select the candidates they wish to back. Mission Control uses this Voting Power to support the top three ranked players on each of these three planets in the weekly Alien Worlds Syndicate elections.

Feature Spotlight: [Voting](#)

## **Weekly Quests and Reward Points**

The Weekly Quests offer players a set of tasks to accomplish. Currently, these tasks are limited to Mission Control internal objectives, but there's potential to include quests from other projects centered around Alien Worlds. As players finish these tasks, to not only gain experience but also accumulate Reward Points. The higher the number of Reward Points a player collects, the larger their share of the weekly TLM prize pool becomes.

Overview article: [Weekly Rewards in Mission Control](#)

Feature Spotlight: [Reward Points and Weekly Rewards](#)

## **Level System and Experience**

Upon joining Mission Control you start your journey within the world of Mission Control. By activities like finishing quests or adventures you earn experience, which lets you advance in the Mission Control level system. Higher levels increase the amount of Questing Points you earn from quests, as well as offering other benefits.

Feature Spotlight: [Level System and Experience](#)

## **Adventures**

This game mode allows players to earn extra Questing Points along with experience. Every day, a new adventure is introduced, challenging players to accomplish various objectives related to Alien Worlds NFTs. The greater the number of objectives a player fulfills, the higher their score and, consequently, their portion of the Questing Points prize pool designated for that particular adventure. During an adventure, NFTs used are sent on the adventure until it concludes, which may span multiple weeks.

Release article: [New Feature: Adventures](#)

Feature Spotlight: [Adventures](#)

## **MC Points**

In order to perform actions within the weekly reward system, you need Mission Control points. You earn these automatically upon mining Shards in Alien World or playing the Outpost Builder (see below). Sometimes there are other ways of earning MC points, e.g. by community activities on the Mission Control Discord. As an example, you will need MC points to start adventures or to claim your weekly reward.

Feature Spotlight: [MC Points](#)

## **Outpost Builder**

Our Outpost Building Game relates to building-centered idle games known from earlier web based games, but with some twists. It serves as means to earn MC Points independent of your mining in the Alien Worlds mining game. 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 construct buildings to extract resources, which can be sold to Mission Control for MC Points. At the end of season, there is a leaderboard and the most active builders gain additional rewards.

Release article: [Outpost Building Game](#)

Feature Spotlight: [Outpost Builder](#)

## **Crowdfunding**

Much like popular crowdfunding platforms, players have the ability to initiate campaigns and present incentives to backers. Each campaign specifies a target funding amount, a timeframe for the campaign's duration, and comprehensive details about the campaign itself. In cases where a campaign reaches its full funding goal, the creator can collect the funds after the designated funding period concludes. Conversely, if the campaign falls short of its funding goal, the contributed funds are reimbursed to the supporters.

Release Article: [Crowdfunding platform launched](#)

## **CPU and Background Tasks**

On top of what's been mentioned, we also give players some free CPU whenever they claim their Voting Power on Mission Control. This will help out newer players and also compensates for some CPU usage that players have by sometimes kicking off background actions that help Mission Control run smoothly. For more details on this, you can read our Feature Spotlight: [CPU and Background Tasks](#).

Oh, and while we are at it, there is also a nice summary out there of who we are, developing Mission Control, and what we want:

### Our Vision: Lets build the future

If you are still looking for more information, please visit us at our [Discord](#).

Alien Worlds Game

Wax Blockchain



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