



→ ALNSPHERE ←

Page Contents

Storytime

3

Industry Overview

4

- Why spend money at all
- NFT market growth
- Future of play-to-earn
- Metaverse

The Game

8

- Fight in dungeons
- Play and earn
- Active community
- Accessibility
- Long-term vision

Game mechanics

9

- Quests
- Dungeons
- Staking & earning
- Farming
- PvP
- High-risk PvP
- The Grand Hall
- Gallery
- How to obtain tokens in-game

Traits

11

Items

12

- Gear
- Potions
- Mounts

Tokenomics

14

Roadmap

15

About us

17

STORYTIME

Long ago, the Alns were created on planet Spheron deep in the Spheroxy. They are a brave nation, willing to challenge anyone in order to conquer lands. Alns are a special kind with the ability to evade incoming attacks by becoming invisible.

Soon, an invasion will be launching throughout the Spheroxy. Planets will be destroyed. Invaders will spread like a virus and wreak havoc upon the universe's inhabitants. Catastrophes continue with new monsters lurking amidst the chaos preying on everything they come across.

Alns knowledgeable in magic, building, fighting, and crafting will have to be swift and make good trades on the marketplace, and build up their defence against these creatures. Be wary of the Alns that care only for their own good and battle in the wilderness by betting their hard-earned Sphererocks against other players. The Spheroxy consists of many different species which will be explored further soon...

Our artists work hard for months in order to ensure that each Aln in the collection is truly unique and special. AlnSphere has no means in comparing itself to other projects for it is unique – It's been created by a staff of professionals who have refined the best possible outcomes and who built the game for long-term results.

The designers have worked for high-profile companies before, and our developers also have a deep understanding of the scene. Our team is fully dedicated to the project and are early contributors in the crypto scene with years of experience.

We want to provide our community the highest value they can get by our very best effort and promise to continue to do so.

The release date for the NFT drop will be announced as soon as we are content with our project's quality as well as its technical aspects.

INDUSTRY OVERVIEW

CAGR
2012-2021
+11.0%



Blockchain gaming is an ever-growing market with huge potential. In the first half of 2021, 24 blockchain gaming companies raised a collective \$475 million in funding. The most popular games and their assets, such as items, are being owned by the company behind it. What makes blockchain gaming so appealing is the ownership of in-game assets through NFTs.

For many gamers that have put many hours into games there is nothing left for themselves. Blockchain gaming will change that by allowing players to own their digital assets and trade them as they wish.

The global gaming market has an estimated valuation of over \$190 billion in 2021. \$54 billion of this valuation comes from in-game purchases. The most popular amongst them being cosmetic upgrades.

Why spend money at all?

Many games are free, including some of the most popular ones out there. Yet, many games offer in-game purchases to advance faster and have an edge over the competition.

Gamers will realize that after having spent many hours, it wasn't worth their while, as all their progress will stay inside the game forever.

Asset ownership will enable players to sell their digital assets back to the market. Oftentimes players will have advanced in-game so that their assets are 'better' from when they bought them, which leaves a door open for competitive gamers to advance their digital assets and get the best return if they decide to sell them.

NFT market growth

NFTs are starting to become mainstream. While we are still early in this sector, the numbers speak for themselves. NFT sales surge to \$10.7B in Q3 of 2021 as crypto asset frenzy hits new highs. Compare this to Q2 of 2021 with \$1.3B, which means the market has grown by 723%.

Our NFTs are one of a kind with great utility. They offer a smooth entry into Blockchain gaming and NFTs, the timing couldn't be more fitting.

Future of play-to-earn

As of Q3 2021 there is only a handful of play-to-earn games that can be taken seriously.

Players have to differentiate between quality of gameplay and potentially achievable profit. Another issue is complexity. The mainstream is not ready for setting up Metamask wallets and has little knowledge about how blockchains and smart contracts work. We believe this will drastically change over the next couple of years and mass adoption will come, which is why we want to be the first big player in the market.

Metaverse

The metaverse is a digital reality that combines aspects of social media, online gaming, augmented reality (AR), virtual reality (VR), and cryptocurrencies to allow users to interact virtually. Augmented reality overlays visual elements, sound, and other sensory input onto real-world settings to enhance the user experience. In contrast, virtual reality is entirely virtual and enhances fictional realities.

As the metaverse grows, it will create online spaces where user interactions are more multidimensional than current technology supports. Instead of just viewing digital content, users in the metaverse will be able to immerse themselves in a space where the digital and physical worlds converge.

It is impossible to predict when mass adoption to the metaverse will follow, but we are in a great stage right now as of Q3 2021, with big name companies seeing the potential and joining in.

Our vision is to create a space in the Netvrk, which we believe will be the biggest metaverse to come. One prime example for the upcoming metaverse hype is Facebook changing their name to 'Meta'. This space will be reserved for NFT holders of our collections as to grow our community and we plan on expanding it by giving it utility outside of our game.



THE GAME

The game offers many more features than you will find in your average idle game :

Fight in dungeons

Loot epic items and \$Sphererocks. Choose your allies and defeat your enemies.

Play and earn

Finish quests and level up your character. Obtain better rewards by having the better strategies.

Active community

Impactful rewards from our rewards pool will be sent out to NFT holders and engaging members in our community. Our vision comes to life with you, so take part in our amazing contests and win prizes to get an edge in the game.

Accessibility

Responsive view allows you to play AlnSphere on most mobile devices and tablets.

Long-term vision

The fun doesn't end here! Our token's economics have been planned out to last including a backup plan. Many more features outside the game are coming soon!



Right now, we are still working on fixes and letting our users have a smooth experience with our NFTs, game, marketplace, farming and staking. It shall be perfect.

Furthermore, we are excitedly looking at Immutable's Layer 2 technology, that will enhance the game experience for players a lot by providing gas-free trading and staking! We are already working on a hybrid L2 solution, just in case!"

GAME MECHANICS



Every player may bring as many NFTs as they want, which will serve as playable characters for the RPG game. Each character is unique and will have randomized, but balanced base stats for combat.

While we don't want to reveal every specific aspect yet, here is a little sneak peek for the upcoming game :

- ❖ Fill up your **inventory** with different items that can be bought/sold!
- ❖ Pick up your laser sword and **fight** for your freedom!
- ❖ Wear multiple **items** such as helmets, rings, gloves, weapons and more!
- ❖ Items have their own stats and might unlock **abilities** depending on their rarity!
- ❖ Fight in **dungeons**, create or join **guilds**, win **tournaments** containing huge prize pools!

Quests

Quests will send the players' characters on an adventure for a designated amount of time. While the character is out on his adventure, the player may still use the marketplace, but the character is locked for battle and other key modes. Once he returns, he will receive EXP based on his level and duration of the quest. Additionally, \$Sphererock rewards will be collected, which can be claimed at any time, though, for now, it is better to accumulate the stack before collecting.

Dungeons

Dungeons will be accessible to players every once in a while, after they reach a certain level. Players can fight stronger enemies there and receive better rewards. Once a dungeon is cleared, the player will have to wait until the next one opens up.

Staking & Earning

Staking & Earning will allow users to stake their Alns on our game's website to earn \$Sphererocks passively without having to play the game. The staking rewards will be amplified by the rarity of the Aln's traits (which are further explained under **TRAITS**). Staking will send your NFT to a \$Sphererock mine (contract address), which will then send \$Sphererocks back to your inventory, which can then be claimed (new contract). Alns cannot be used for playing the game while they are staked. They can, however, be unstaked to be used freely in-game. But, remember, staking will never be as rewarding as playing the game to its fullest.

Farming

Farming will allow players to invest in buildings in their fortress to farm \$Sphererock and item rewards over time. These fortresses will be open for sale soon as the game progresses. Depending on the duration of the farming process, buildings will generate a certain amount of loot which can be claimed at any time. The loot's rarity also increases over time. Buildings will include \$Sphererock mines, wizard towers, and more.

PvP

PvP is separated by Arena PvP and high-risk PvP. Friendly PvP allows players to gain battle points and score higher ranks in the leader board. The higher the rank, the better the daily rewards.

High-risk PvP in the wilderness will allow players to bet on themselves against other players that can accept the challenge. Both parties will risk the same amount of \$Sphererocks in a battle where the winner takes it all. To bring balance to this system, there will be a 5% tax on the winnings, which will go into the reward pool.

The Grand Hall offers players a trading ground for their items and mounts. The Grand Hall will be used as the main marketplace for AlnSphere. There, players will trade goods for \$Sphererocks. These items are further explained under **ITEMS**.

Gallery Read about the Alns and their history. Filter through traits and items and find links to prepare for the upcoming game. Check out other players' inventories, stats, and levels.

The game mechanics are being worked on and improved over time. We will always keep the community up to date!

HOW TO OBTAIN TOKENS IN-GAME

- ◊ Completing quests
- ◊ Challenging players in PvP
- ◊ Proving your might in dungeons
- ◊ Buying and selling items on the marketplace
- ◊ Farming in your fortress (land)
- ◊ Staking

TRAITS

Every NFT will receive a random amount of hand-drawn traits, that have their own rarity. Based on their rarity, these will allow for higher rewards when staking.

The staking base rewards are the same for every NFT. Additionally, the rarest trait will be used as a base bonus while the rest of the traits will act as multipliers.

BASE BONUS

Common 0%	Rare 7.5%	Legendary 20%
Uncommon 4%	Epic 15%	Ultimate 40%

Base bonus is based on the rarest trait of the NFT

MULTIPLIER

Common 0%	Rare 12.5%	Legendary 30%
Uncommon 7.5%	Epic 20%	Ultimate 100%

Multiplier are applied to the base bonus

ITEMS

Gear

- ◊ Head
- ◊ Body
- ◊ Gloves
- ◊ Boots
- ◊ Main Hand Weapon

- ◊ Special Ability Gem
- ◊ Neck
- ◊ Belt
- ◊ Ring
- ◊ Extra



All these items have different rarity types ranging from

- ◊ Common
- ◊ Uncommon
- ◊ Rare
- ◊ Epic
- ◊ Legendary

Some items will have special links to other items which will boost players' stats. Items can have special bonuses such as

- ◊ Frost Damage
- ◊ Fire Damage
- ◊ Toxic
- ◊ More coming soon

Find, farm, and collect special NFTs such as epic weapons, fast mounts and great potions. Export and Import NFTs into and out of the game

- ◊ NFTs are useful in-game as powerful and rare items
- ◊ They can be sold at our marketplace, as well as on secondary markets outside the game, which can then be migrated into the game once again

Potions

Potions & Mounts will be able to increase your \$Sphererock and EXP rewards in various ways; Different kinds of potions can be found on adventures and the fortress. Each potion is divided by 3 sizes: small/medium/large.

Stamina potion

boost your character's max health by 10%/15%/20%. Mainly used for combat.

Magic potion

boost your character's magic stat by 10%/15%/20%. Mainly used for combat.

Strength potion

boost your character's strength stat by 10%/15%/20%. Mainly used for combat.

Agility potion

boost your character's agility stat by 10%/15%/20%. Mainly used for combat.

Adventurer's potion

reduce your character's travel duration on quests by 10%/15%/20%. This will allow players to finish their quests faster and start new ones or begin new tasks quicker. If your potion runs out mid-quest, the quest won't be affected and still have reduced travel duration.

Potions will be limited to 1 character and cannot be stacked for higher bonuses.

Mounts

Mounts will be limited and airdropped to our NFT holders. These mounts, that will also be NFTs, will let your character do more quests in a day.

To avoid abusing game mechanics, 'equipping' a character with a mount, will lock this mount to the character for 24 hours.

Mounts will have rarities the same as items when being airdropped.

Common – 60%

5% more quests

Uncommon – 22.5%

7.5% more quests

Rare – 10.4%

10% more quests

Epic – 5%

12.5% more quests

Legendary – 2%

15% more quests

Ultimate – 0.1%

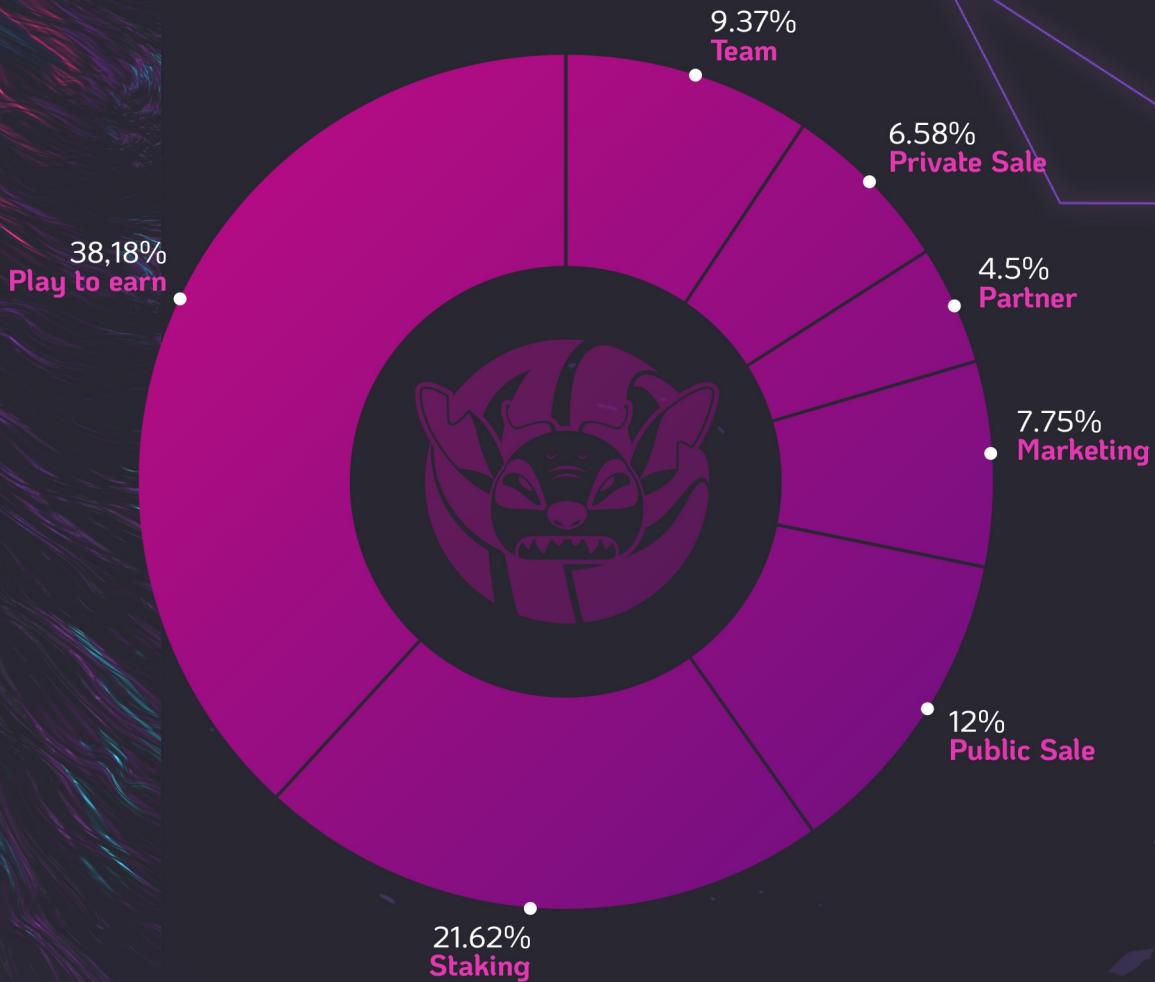
20% more quests

TOKENOMICS

\$Sphererock is an in-game “utility-token” (ERC-20) without real value. It is meant only to enhance the gameplay experience and in no way used as a security.

Total Supply

500,000,000 \$Sphererocks



	Play to earn	Staking	Public Sale	Private Sale	Partners	Marketing	Team/Devs
Total	190.900.000	108.100.000	60.000.000	32.900.000	22.500.000	22.500.000	46.850.000
Unlocked				8.225.000	5.625.000		11.712.500
+6 months				8.225.000	5.625.000		11.712.500
+6 months				8.225.000	5.625.000		11.712.500
+6 months				8.225.000	5.625.000		11.712.500

ROADMAP

DECEMBER
12/2021

STAGE 1

- ◊ AlnSphere game concept
- ◊ Team building
- ◊ Community growth – limited whitelist

STAGE 2

- ◊ Presale of the Aln NFTs
- ◊ Whitelist & public sale
- ◊ Aln abilities
- ◊ Gallery release
- ◊ 100 ETH giveaway for holders

STAGE 3

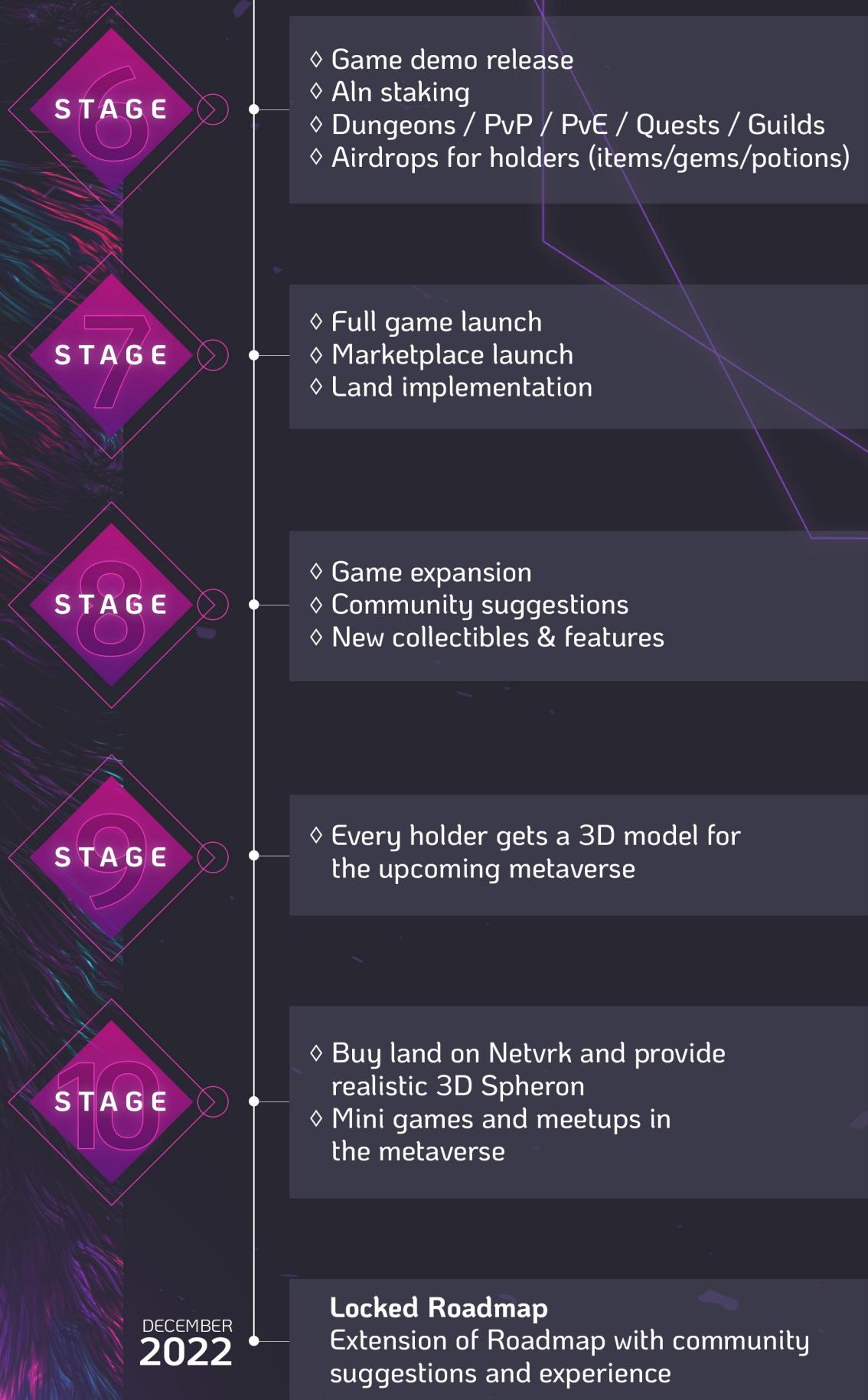
- ◊ Spheroxy invasions
- ◊ New abilities
- ◊ 3D modelling

STAGE 4

- ◊ Sphererocks Token (ERC-20)
- ◊ NFT staking (website) with rewards

STAGE 5

- ◊ Items and gems implementation
- ◊ The Grand Hall launches
- ◊ Marketplace early access



ABOUT US

**Noynberg****Managing Director**

8 years of Software & Web Development Experience. Early Bitcoin Investor and passionate in NFTs.

**Young Paris****Advisor**

Singer, songwriter, performer, and model based in New York and Los Angeles. Signed to Jay-Z, landing features in Essence, Vogue, and W Magazine.

**Max Steele****Full Stack Developer**

Hybrid master for frontend and backend development.

**Tom Müller****Graphics & Illustration**

Has worked for high-profile companies before and is a master at his craft.

**Moon****2D Lead Artist**

In love with details.
Addicted to improvement.

**Matheo Veulner****3D Lead Artist**

Over 500 character models have been made by his hands. Modelling, rigging and animation are his profession

Special thanks go out to our employees and partners!
We are always searching for experienced employees in development & art.
If you believe to fit into our team and provide value we are still hiring.
Job applications to job@alnsphere.com



→ ALNSPHERE ←

