

HOTEL DE MENTÍA

Litepaper



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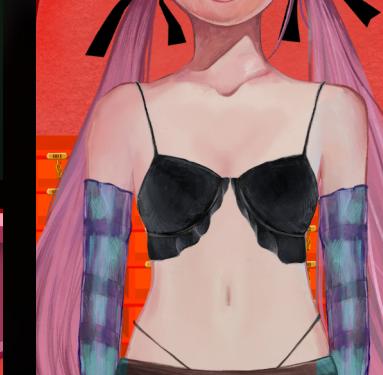
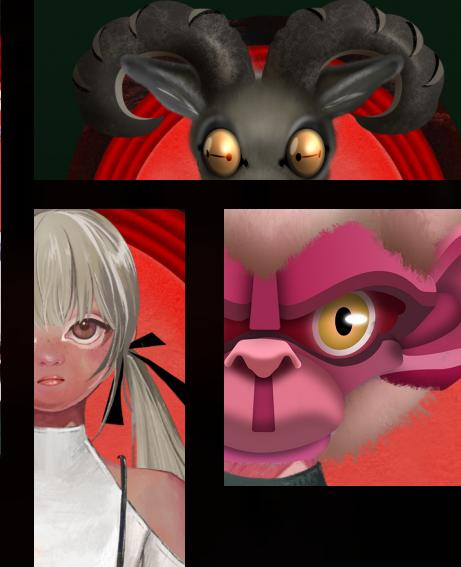
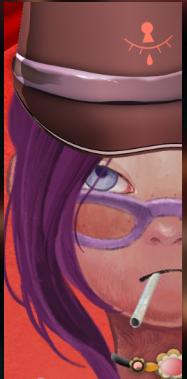
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NFTS



10,000 UNIQUE NFT ARTWORKS

**MINT IN FEB ON THE SOLANA BLOCKCHAIN
SURVIVAL THRILLER GAME LAUNCH THIS YEAR**

Mint Price : 1 Sol

HOTEL DEMEN^{TIA}

GAMIFYING HAPPINESS FOR THERAPY

Every stories doesn't necessarily started out great, but isn't supposed to end with horror. Like the ancient saying, "there is always light at the end of the tunnel." From horror to happiness, that is the experience our NFT game want to deliver.

We are designing an exclusive experience accessible through an NFT collection with special mechanics that will turn original NFTs into brighter and positive version towards progressing in the game we designed. Unlocking in-game achievements, and smart contracts, NFT holders will gain ownership of "Awakening Serums" that provide power to transform their NFT character to the "Enlighten" version that is rarer and more valuable.



MORE THAN NFT MENTAL ILLNESS RETREAT NFT PROJECT

I **YOU AREN'T IN THIS ALONE**

A community for people who are in pain and trying to escape reality through a game. This project will provide anonymity in the game play and chat room for people to express themselves and ignite hope together.

II **NEW WAY OF HEALING**

We believe the gameplay and NFT community can be the new way for a better mental health. Partnering with mental healthcare professions, we will try our best to create a community of healing, hoping and living.

III **HORROR TO HAPPINESS**

Every story doesn't necessarily start off great, but together we will find a good ending in a horrific story. This collection will provide mechanic that holders can turn the original NFTs into a 'healed' version that is rarer and more unique.

HOTEL DE MENTÍA



GAMEPLAY

3D Endless Running Game where the NFT character is running through the stages of overcoming grief; guilt, grief, regrets, rumination and consequence. The game style is level-based, with treasure-hunting and ranking.

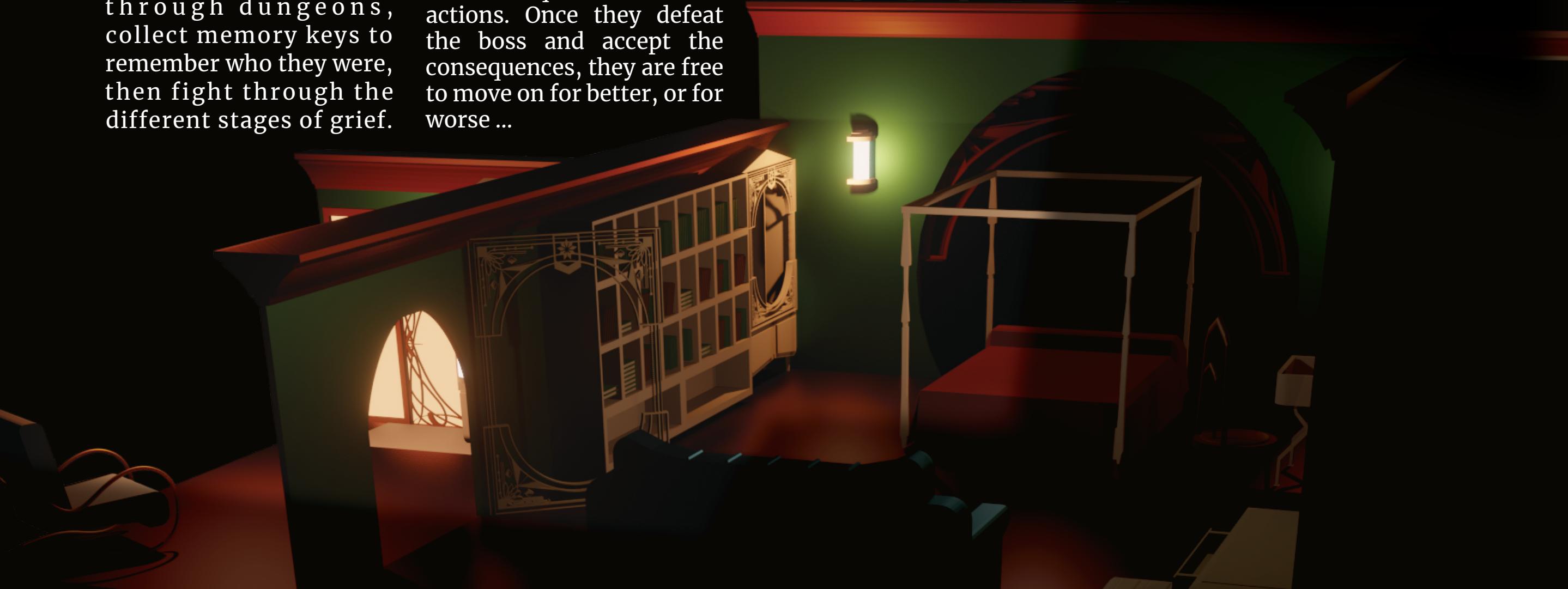
COMMUNITY

Chatroom features will later be integrated into the game, to support the idea of rebirth and enlightenment. At the end of gameplay, the winners will be able to join the chatroom where they gather to talk about each specific mental issue in their life. This function will be merit-based where players can vote on others based on their story and learnings.

The game is based on the guests that checked into the mysterious hotel to escape their past trauma, After realizing that the hotel is not what they thought. Guests tried to escape the hotel. but in doing so they need to go through dungeons, collect memory keys to remember who they were, then fight through the different stages of grief.

Everyone has experienced pain. The hotel guests are stuck here, in their sorrow because they cannot accept the consequences of their actions. Once they defeat the boss and accept the consequences, they are free to move on for better, or for worse ...

GAME



HOTEL DE MENTÍA ROADMAP

Phase I **BE OUR GUESTS**

It's okay to be in pain,
be our guest

12 Feb
16 Feb
19 Feb

Project Launch
Whitelist
NFT Public Launch

Phase II **TOGETHER WE CAN HEAL**

It's okay to feel bad,
together we can heal

Mar
Apr

Mental Healthcare
Partner
Minigame Release

Phase III **VACATION AT OUR HOTEL**

It's okay to take time,
take a vacation at our hotel.

Jun
Jul

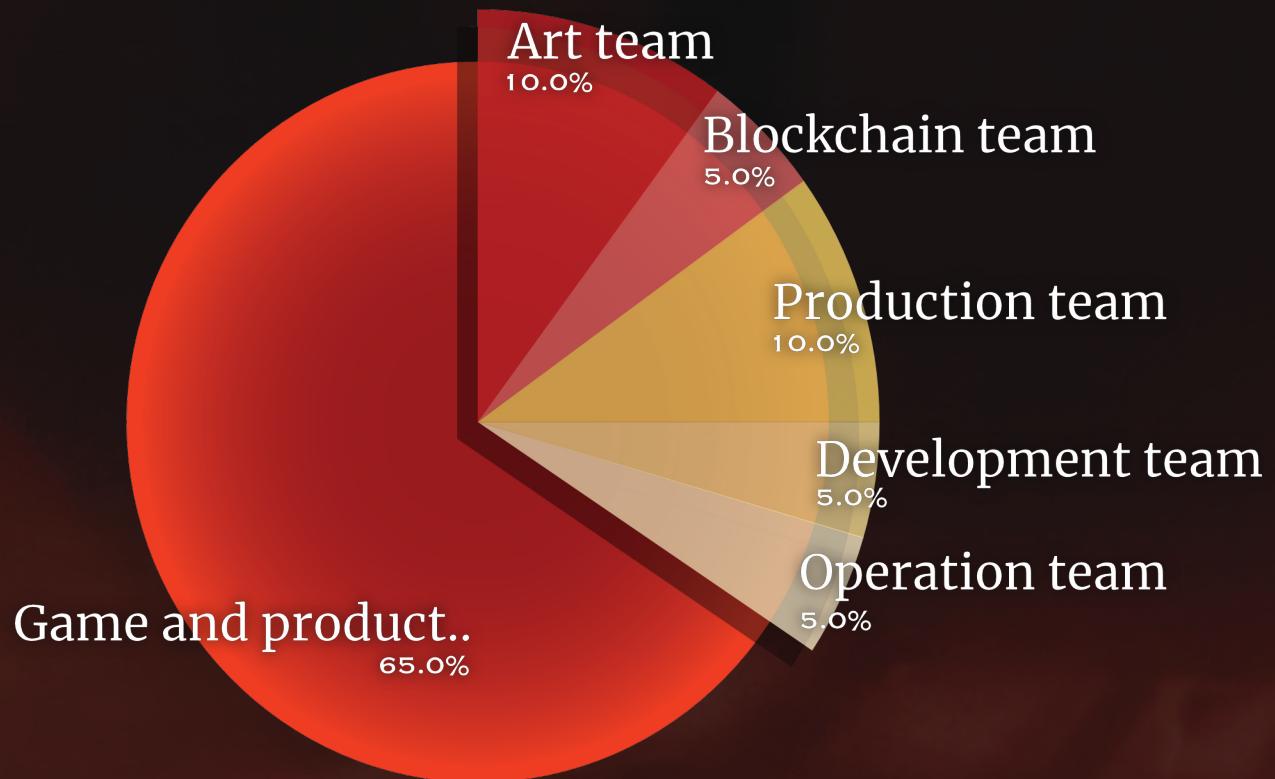
Full Game Testing
Full Game Launch

EARNINGS RECEIVED

The earnings received from launching the Hotel Dementia NFT Collection will be separated into 2 phases

PHASE I

35% will be divided as follow



PHASE II

65% will be used for future research and game development in the future

**HOTEL
DE MENTÍA**

THANK YOU

