HOTEL DE MENTÍA

White Paper

Introduction

Hotel De Mentia is an NFT game with arts and immersive world-building in a survival-horror theme. It is a first-of-its-kind collection that is story-based and features stylish-personalised characters. The collection consists of 10,000 NFT quest characters living on the Solana blockchain. There is no price tier in the collection. All NFT guests cost the same at 1 SOL. Each NFT guest is unique and programmatically generated, though some are rarer and harder to come by than others. In addition, your 20 NFT characters will be turned into customisable playable characters once the entire game is launched later this year.

With our roadmap and your interests, we will develop it into a full game that will benefit all of our NFT holders in the possible future.

STORY

Welcome to Hotel De Mentia
What past brings you here?

Are you going through a difficult time right now? Please sit down and relax. Hotel De Mentia offers a unique experience for the exhausted traveler, alone and in anguish, haunted by the past and petrified of the tomorrow yet to come. If you coincidentally found us, your life journey may have been challenging.

We can end your heartache in a swish. Our experienced staff and lady of the house will expertly end all your suffering once you check in with us! It's okay to disappear until you feel better again. No more sadness, vola!

Once you enter our lovely hotel, our concierge will offer you an exquisite package that provides you with our hotel's specialty; a new skin with new memories; we're talking about real-life human memories and a cozy 4-star room. Once you've settled in, please put on the new skin. Once you start wearing your unique skin, your old memories will slowly be replaced with new, heartwarming memories. The longer you wear it, the more you become the 'new' you. No more regrets, shame, guilt, or anything that disturbs you. Also, no more YOU! You won't have to exist in this cruel world anymore! You can enjoy your new life. Luxury rooms, Spa, the underground bar, the beach, really anything within the hotel area. As long as you stay with us, You will never feel pain again.

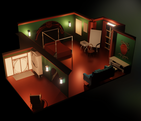
HOTEL
DE MENTÍA

Game Genre
Horror, Storytelling, Puzzle, RPG

About this game
This game is based on one simple line of quote

" Welcome to Hotel De Mentia
What past brings you here?"

The story of the game is based on this point forward, after staying in the hotel for a while, guests will start to forget who they are, which makes them happier, but some guests realised what was happening and want to escape back to their old lives since they still have something they love or feel is important enough to overpower their grief. However, running away is not easy. To be free they need to go through dungeons, collect memory keys to regain who they are (good memory keys will give them advantageous attributes / bad memory keys will give them disadvantages, but it's all random) then fight through the 5 stages of grief and 3 bosses. The last boss being the 'Consequences'.



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 ...

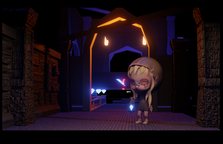
Game Summary

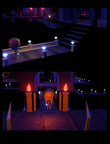
Grief, guilt, regrets, shame and rumination those are the emotions trapped in a person's mind when they go through traumatic events. Usually, they eventually overcome the experience by accepting the truth and consequences. The difference is, the people who choose to purchase skins in Hotel De Mentia are people who cannot simply accept the consequence, so instead they forget it all and start over. Making each level in the hotel and the characters used to play designed through these complicated human emotions.

Game Play

The player controls the avatar through obstacles and challenges until they get to the last floor of the hotel.

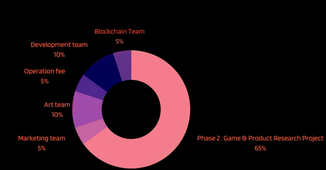
The floors consist of :
1st floor: Grief
2nd floor: Guilt
3rd floor: Regret
4th floor: Shame
5th floor: Rumination
7f floor: Consequences (Consequences will always be the last floor)





Various gameplays will be offered through the world of Hotel Mentia through horrors and mysteries.

While escaping, the player will be granted an oil lamp to light the way, the longer it takes for them to pass a level or floor, the dimmer the light will get. When the lamp goes completely dark, the game will be over.
As for players who like to explore, the more you look around and find different items, the more you will learn about the tales and legends of Hotel De Mentia.
Along the journey, players can collect 'memory keys' which will unlock the backstory of the avatars they are playing.
After the game is over because the player doesn't make it in time, they will always restart at their own room.

ROADMAP

- **Launch project**
- **NFT public launch**
- **Community building / Game design**
- **Release of mini-game**
- **Game development testing**
- **Private holders Game Beta testing**
- **Public relase of Full-Game**