

My Neighbor Alice

Whitepaper

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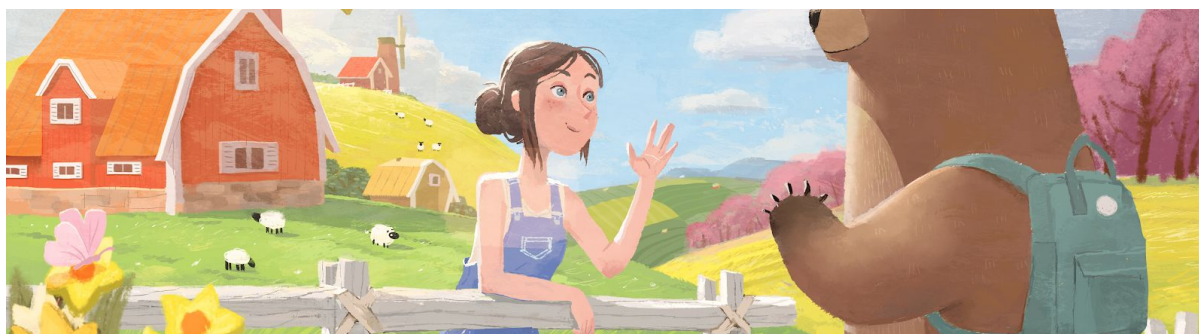


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Abstract

My Neighbor Alice is a multiplayer builder game, where anyone can buy and own virtual islands, collect and build exciting items and meet new friends. Inspired by successful games, such as Animal Crossing, the game combines the best of the two worlds - a fun narrative for regular players who want to enjoy the gameplay experience as well as an ecosystem for players who want to collect and trade NFT:s, even if they have no idea what an NFT is.

My Neighbor Alice is not just a game for blockchain players. But it's a game that could introduce blockchain to millions of players.

The game is aimed at the diverse gaming community which can get easily onboarded from regular platforms. Our main line of comparison lies within the traditional gaming market with the same players being targeted as our audience. We are innovating a new unobtrusive way of connecting an exciting game narrative to blockchain features. My Neighbor Alice has the potential to attract millions of gamers, and an associated greater opportunity for revenues.

The game is designed in a way to allow players to “own the game” by exercising power over the platform. Players also enjoy the democratic governance model based on a liquid democracy and real-world inspiration rules over a DAO (Decentralized Autonomous Organization).

My Neighbor Alice is the brainchild of Antler Interactive, an interactive game studio known for its gaming innovations. Being a pioneer in VR gaming, the studio is experimenting with Augmented Reality (AR) to bring gaming to a new qualitative level. In my Neighbor Alice Antler Interactive leverages the Chromia platform, enabling advanced blockchain and in-game DeFi features.

My Neighbor Alice has a first version that runs and plays well, and proves that the technology behind it works. The intent now is to fund this team as a new company, connected to a non-profit and foundation, developing My Neighbor Alice so it becomes a commercial success introducing millions of players to blockchain.

Introducing My Neighbor Alice

Game Overview

Welcome to the Alice world - a large island complex located in the Lummelunda archipelago. It is a place where animals and humans share space, make friends and work together. Anyone can join Alice's neighborhood by buying a piece of land and performing various activities such as fishing, bug catching and beekeeping, among other things. By interacting with neighbors and helping Alice with her duties and daily activities, players earn a reward which can be exchanged for in-game items that they can use on their lands.

After buying a piece of land, players will be able to design and decorate their property to make it as unique and special as they want. For that, users can experiment with the landscape, use in-game assets, like NFT:s, which are available in the form of vegetation, furniture, buildings or animals, perform daily activities and participate in competitions and quests to earn more rewards.

My Neighbor Alice is the first attempt to create a truly public application with an exciting plot that would attract first ordinary players, secondly blockchain enthusiasts and DeFi nerds. It has a light and intuitive interface with a variety of features to explore. In My Neighbor Alice, only you will decide on how much you want to be involved in the game's decentralised features and DeFi. Moreover, we designed the game in a way to make it "live forever" with a narrative that never becomes boring.

Business Objectives, Market and Target audience

My Neighbor Alice is not to be seen as a game for blockchain players. It is first a game for a large global audience of players in general. Absolutely no prior knowledge about cryptocurrencies is needed. Because of that, we compare mainly with the normal game market, and target the same players. A much bigger audience than previously seen in the field of blockchain gaming, and an associated larger opportunity for revenues.

Market

Target audience

We have made an analysis of the target market of the Inspiration games such as Animal Crossing. The conclusions are summarized in the table below. What is interesting is that we are competing in an underserved market. There are many female gamers, but relatively few games specifically made for them.

This is what is said about Animal Crossing:

“What I find interesting is that the 3DS core users consist of 69% male and 31% female, but when I look at the numbers of people that bought Animal Crossing: New Leaf and the 3DS handheld together recently, I see 44% male and 56% female users. It’s quite an astonishing figure..”¹

Age	My Neighbor Alice has a wide appeal, but primarily targeted towards 18 to 39 years old.
Geography	My Neighbor Alice is expected to have the most users in North America, Europe and East Asia.
Gender	60% Female and 40% Male.
Gamer Type	Casual 50% / Core 50% / Hardcore 0%
Social Class	My Neighbor Alice appeals to a wide range of social classes, although probably upper and middle class because of the in-game monetization and economy system you need to contribute to.
Lifestyle	Adults who spend a lot of time indoors on technology such as games consoles, computers or phones.
Taste	All the different modes on My Neighbor Alice mean that it can appeal to a lot of tastes, there is a sandbox mode for creative people, chat and communication for social gathering. There are even educational features to learn economy and software development.
Ethnicity and Religion	Ethnicity and religion have no bearing on My Neighbor Alice appeal.
Age Rating	The game is rated ² PEGI7 for violence and PEGI12 as for gambling and the use of crypto.

Inspiration

By looking at what inspires the game, as well as what similar games are out there, we can see the commercial opportunities.

¹ <https://www.siliconera.com/satoru-iwata-on-animal-crossing-sales-56-of-players-are-female/>

² <https://pegi.info/what-do-the-labels-mean>

Creative inspiration

Here is what the creative designer mentions as inspiration for the game itself, gameplay and art.

<Game> Animal Crossing

The game takes inspiration from animal crossing island ownership. The ability to socialize with friends and express creative freedom. Also daily tasks and activities such as fishing and farming.

<Game> Minecraft

Inspiration from building mechanics, farming and other activities within the game.

<Medium> Stardew Valley

The freedom of choice, and open-ended gameplay, where the player chooses what they want to do. Optional side quests.

<Game & Television> Pettson och Findus

The playful art and music from Pettson and Findus, as well as some of the “mini-games” presented in the game. Pettson and Findus is a series of children's books written and illustrated by Swedish author Sven Nordqvist, portraying a countryside. The books have worldwide book sales of over 15 million and have been translated into 55 languages.

<Medium> Townscaper by Oskar Stålberg

The technicalities of procedural island building and the minimalistic graphical style.

Commercial Inspiration

We have observed a great success of creative games, of builder games, of cute games, of farming games, of multiplayer games. Also the ideas for My Neighbor Alice is prime on the spot with the trends. *The Economist* explains it like this:

AMID THE economic devastation wrought by covid-19, video games are a rare bright spot. This year, the shares of Electronic Arts and Activision Blizzard, two big games publishers, have risen by 33% and 42%, respectively. Capcom, a Japanese video-game maker, is up by 75%. It is little wonder that the sector is so hot. Video games—especially live multiplayer ones that can be replayed endlessly—are great for staving off boredom. They are an increasingly popular way to connect with friends, too. During the pandemic, some enthusiasts have even used social games such as “Animal Crossing” to stage weddings, concerts and nightly talk shows.³

So we believe in a fantastic potential. Here are some benchmarks:

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<https://www.economist.com/graphic-detail/2020/08/21/gamers-are-logging-millions-of-hours-a-day-on-roblox>

Animal Crossing	Creative Inspiration, by Nintendo	Animal Crossing: New Horizons: 26 million copies ⁴ . The whole saga sold more than 56 million copies ⁵
Minecraft	The biggest game ever, by our Swedish neighbors Mojang	200 million copies. 126 million monthly average users ⁶
Stardew valley	Creative Inspiration	Stardew Valley has sold over 10 million copies across all platforms. ⁷
Roblox	Game builder, social games	164 million monthly average users , thousands of games developed on the platform. ⁸
Hay Day	Successful farming game in the Farmville tradition, by our Finnish neighbor Supercell	\$400 million yearly revenues in 2013, assuming HayDay is 50% of the revenues mentioned in this article ⁹ .

Take some time to look at the benchmark numbers in the right column.

What sets this project apart?

- We are in a very interesting time period where procedural building games start trending.
- There are very few interesting building games that incorporate blockchain technology.
- The style can be uniquely identified. The game philosophy is memorable. I.e, we use “Alice” as a central figure in the game to connect the users to a “fantasized neighborhood”. Human psychology likes relatability. Cute sells.
- The blockchain infrastructure is “hidden” for players who are not interested in the underlying technology. They will use it without seeing complex wallets or long sequences

⁴ <https://www.nintendo.co.jp/ir/en/finance/software/index.html>

⁵ https://en.wikipedia.org/wiki/Animal_Crossing

⁶ <https://www.theverge.com/2020/5/18/21262045/minecraft-sales-monthly-players-statistics-youtube>

⁷ <https://www.vg247.com/2020/01/23/stardew-valley-sold-10-million-copies-worldwide/>

⁸

<https://blog.rtrack.live/index.php/2020/08/02/roblox-continues-upward-ascent-with-164-million-monthly-active-users/>

⁹ <https://www.ibtimes.co.uk/supercell-earns-30m-month-clash-clans-hay-day-1436122>

of meaningless text. We want to attract regular players who want to enjoy the gameplay experience. But for those interested in diving deeper into the game, there is a space for blockchain enthusiasts as well.

- Rich NFT DeFi functionalities as mentioned in this document, among others collateralized NFT and collateral based loans.
- The governance model and the DAO aspects are interesting not only to players and investors, but can also be interesting to mainstream media.

Goals

Given the data from inspiration games mentioned, the unique attractive graphic style, and the novel ideas we add from blockchain thinking, and PR-friendly and user friendly governance model, we set these goals:

Millions of users

With the unique style and large interest in these kinds of games, as well as the unique element we bring, we think the game can compete in the market and share similar numbers as the other games, reaching millions of users.

Mainly, as no previous experience or interest in blockchain or cryptocurrencies is required, we aim at fully developing the potential of blockchain economy, while abstracting its complexity from the users.

Antler Interactive has with their previous games Krystopia (1 and 2) sold around half a million copies, and sales are still increasing, so we do have some experience already to launch games that have potential in millions of users.

Current Status: Game MVP Ready

My Neighbor Alice has been developed during 2020, and now has several key components done. See this demo to see what we have: a multiplayer, blockchain enabled game with landscape editor, chat, dialogues, map and really cute cows. If you react to the hexadecimal public keys shown, the game will soon have a completely different onboarding process, this is only for the demo. Besides that, if we only can make those cows stop rolling around, then we can launch.



<https://drive.google.com/file/d/1xSkUcrObcZZ6-5c6S1XKiu2LwFbxUJ8E/view?usp=sharing>

Competition

My Neighbor Alice is a game with several dimensions:

Blockchain, Multiplayer, Social

Blockchain games in this segment includes:

Decentraland: An open 3d world, like a second life on blockchain.

Sandbox: Also an open 3d world, inspired by minecraft.

Axis Infinity: A game with cute graphics, but with a different gameplay that is more about collecting, breeding and battling. It also intends to not only be for blockchain experts. And we are happy that Axis Infinity shares similar goals in letting users be part of controlling the games development.

But My Neighbor Alice is unique in that it is an open **world** game with a strong **visual identity** based on positive images and cuteness, intended for **non-blockchain skilled** players as the

primary target group. Also catering for an underserved market, **women**, who are a large base of players but with less purposely created content.

Additionally, My neighbor Alice will use Chromia blockchain, which has proved to be a flexible blockchain, focused on decentralized games, with the peculiarity of abstracting the blockchain complexity from the gameplay and the user experience.

Key game features

Marketplace

One of the game's main features is a virtual marketplace where players can buy and sell their land and other in-game items, such as houses, fences, animals and plants, which will help them to decorate their land in their own creative way.

Virtual islands



In the game, players could either purchase virtual plots from Alice or in the marketplace. There is a scarce supply of plots in the universe and each piece of land is represented in the form of NFT tokens. After the plot has been purchased, players can change the form of the terrain and decorate it with various in-game items such as houses, lakes, decorations, animals, plants and other things that can be purchased additionally.

The team is evaluating to run a land presale for the early investors.

Avatars



Each player is represented by an avatar in the game, and players could interact with others through the avatar. Players could also modify the avatar by installing different assets to it.

In-game assets



There are in-game assets that can be deployed into the game and they can be bought on the marketplace. Among them - houses, animals, veggies, decorations or cosmetic items for the player's avatar. In addition, platform users can create assets using the NFT creator and monetize their design skills! DeFi capabilities will be added to the in-game assets.

Reputation system

“My neighbor Alice” will have a reputation system that rewards players as good citizens with increasing benefits (up to participating in the Community Council).

As an example: a three-tier reputation system, in which players can upgrade their status by purchasing virtual islands or NFT:s. Each new tier grants access to new cosmetic items, rare NFT:s, interesting competitions and other tools which will help players to make their land truly unique and exciting.

Shared Quests and Community events

One of our key values in the game is to create the atmosphere of friendship and common interests. The ultimate purpose in My Neighbor Alice is to create an alternative beautiful world where anyone can play, find friends and work together. Thus, My Neighbor Alice will enable various possibilities for players to work on a shared goal and join resources to complete fun activities. The game will also have community-created events where players will be able to create and participate in activities.

On-chain forum for discussion

My neighbor Alice will also enable a decentralised forum, where users will be able to discuss the game activities, figure out the upcoming votings schedule within the Decentralized Organization, search for new friends, etc.

An example of such a forum can be found here <https://testnet.chromunity.com/>.

Blockchain Features

Game currency, The ALICE token

ALICE token is the native currency in the game, as well as mirrored as an ERC20 token. It allows token holders to play, invest and also be part of the game. There is a fixed supply of ALICE tokens.

There are several utilities of the token.:

- It can be used for payments between players.
- NFT and land can be purchased from the system using ALICE tokens.
- ALICE staking can offer reward to users.
- Game can reward ALICE tokens for completing tasks and winning competitions.

ERC-20 compatibility

The Chromia blockchain can also function as a Layer Two to other blockchains, and has features for moving tokens between for example Ethereum and Chromia. An example of this is the Hedget decentralized options trading platform.

There will be a mechanism to move the ALICE token back and forth between the Chromia and the Ethereum network, and thus users are able to use exchanges on ethereum to ensure liquidity.

Game Assets

Collectibles and scarcity

In gaming, the element of scarcity and collectible items have been around since even before computers. Also in My Neighbor Alice, there will be limited editions, scarce items. In addition to items designed by the game developers, there will be user-generated content.

The openness of a blockchain provides information about how many of an item exists, how large is a limited edition. The additional openness of My Neighbor Alice's novel "decentralized assets" explained below improves on this further, as you can openly inspect similarity of items.

Scarcity in My Neighbor Alice exists on different levels:

- Fixed supply of land
- Limited editions of items
- Scarcity limits of user-generated content. Users acquire rights to generate items, these rights stipulate the max number of copies, thus enforcing scarcity requirements.

Fully decentralized assets

In mainstream blockchain games, NFT consists of a small amount of binary data that represents ownership of an asset. But there are many more elements needed to actually having full control of an asset:

- How it looks
- Non-physical characteristics (strength of a sword, speed of a car)
- Game logic implementing the asset: Swinging a sword, driving a car

So far, in most blockchain games, this information is often stored elsewhere, not under the control of the player and instead under the full control of the game company.

In My Neighbor Alice, we strive to improve on this as much as possible. So far blockchain games have been an emperor without clothes, we aim to dress him up with something cute.

My Neighbor Alice stores much more data about items on-chain, using the Chromia originals protocol, a standard for asset definitions. Also, the logic of items will be defined in a free/libre/open-source game, running on-chain and being under the ultimate control of the players, see the chapter on Community Council DAO.

Marketplaces and trading

One advantage of decentralized ownership is that they can be traded on marketplaces outside of the game companies' influence. This can increase financial incentives for gamers to purchase and create items in the game. Naturally, this feature will be available with My Neighbor Alice.

Items can be traded in several marketplaces:

In-game marketplace

A great casual experience in the graphic style of My Neighbor Alice. We believe this will be the first choice for a vast majority of the players, most of them come for the game itself more than for the blockchain elements, and they might not even know the difference. Note that this marketplace will also be blockchain based and ownership be with the players.

External marketplaces on Chromia

Items can also be read by the Chromia-developed marketplace. Note on the picture how the Chromia Market allows you to search for items based on data



about assets, such as color and item-category. This is due to the fact that more data about assets are stored directly on the blockchain compared to many other blockchains.

Marketplaces on other blockchains

The Alice token is interchangeable with an ERC-20 Ethereum token, but also items and item ownership might be transferred to other blockchains like binance smart chain.

In My Neighbor Alice, we strive to make items and item ownership interchangeable with other relevant blockchains. This is a way to increase interest and potentially liquidity, and can also be used for marketing purposes. The target group for My Neighbor Alice is however not primarily blockchain gamers, so this feature has a “minor” priority. The Chromia project, who support My Neighbor Alice, will fund and do this development as part of the Chromia platform. Also, we emphasize once more that Chromia Originals is richer in data compared to normal NFT:s, and the scope of interoperability will primarily target ownership rather than full asset data. In addition to Ethereum, other more gaming focused platforms are potential targets for interoperability development.

Marketplace on Steam

My Neighbor Alice will use the existing game platforms, such as Steam, to sell items, in particular first hand items collections and in-game currencies. This is important for onboarding of non-cryptocurrency users. We believe that we have a strategy to make this comply with the terms of service.

A game controlled by players

Imagine a game that can not be shut down, lives forever, where players control the project. A new way to implement games, challenging old models of doing business.

My Neighbor Alice will push the boundaries of blockchain gaming by letting the users control the game and development. A public democratic application, with formal control by players and other stakeholders such as investors.

Community Council, or DAO

My Neighbor Alice will be a decentralized organization called Community Council, a digital democracy and mini-universe. This could not have been possible without blockchain, since we now can implement rules that govern what source code is running. This is an embodiment of the Chromia vision of public applications.

Free and open source

The source code will have an open source license so users can control and ultimately fork the application. Note that this game depends on Unity, which is a non-free platform.

Logic on chain

The running game will be on the blockchain, as much as possible, thus avoiding the situation where a single entity controls the server.

An ever-expanding world

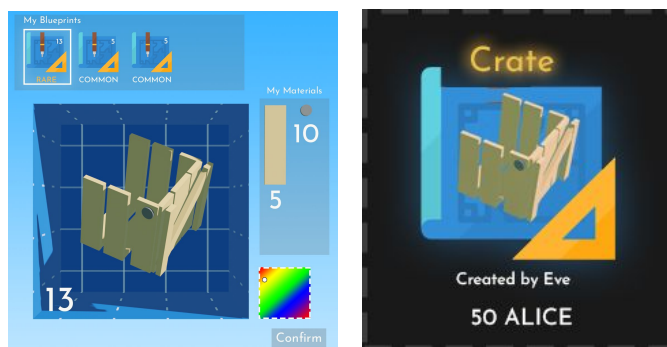
NFT Creator

Chromia Originals

NFT Creator is a unique tool enabled by Chromia Originals which allows players to create and design their own in-game assets based on certain constraints defined by a blueprint. Depending on the rarity of a blueprint, a set amount of materials can be used in the creation of an object. The more rare the blueprint, the more materials can be used to craft an object.

In order to prevent abuse, game developers reserve a right to impose constraining rules and review steps for NFT:s creation. This process will be later handed over to the Community Council DAO.

We anticipate that the NFT creator will be gradually rolled out to users, either through competitions, or by selling the feature for Alice tokens.



Game Creator

Allowing users to create their own mini-games, quests, competition and even full games is in the vision of having My Neighborhood Alice evolve.

Terrain

Here is a word you may not know: Obby. On the successful game platform Roblox, an Obby is an obstacle course. They can be made without programming, by positioning items in a terrain. This is a fantastic hit among players and content creators as well.

Similarly, even in the first version, creative individuals will be able to create their own mazes, obstacle courses by building and making use of terrain features.

Community created events

Mazes, racetracks, dancehalls, parties. All these things can be done by the community in the first version. You can make lotteries and competitions that require in-game assets to participate, or you can ask for tickets to your events. There are opportunities for monetization here, just like in the real world.

Programmer interface and scripting

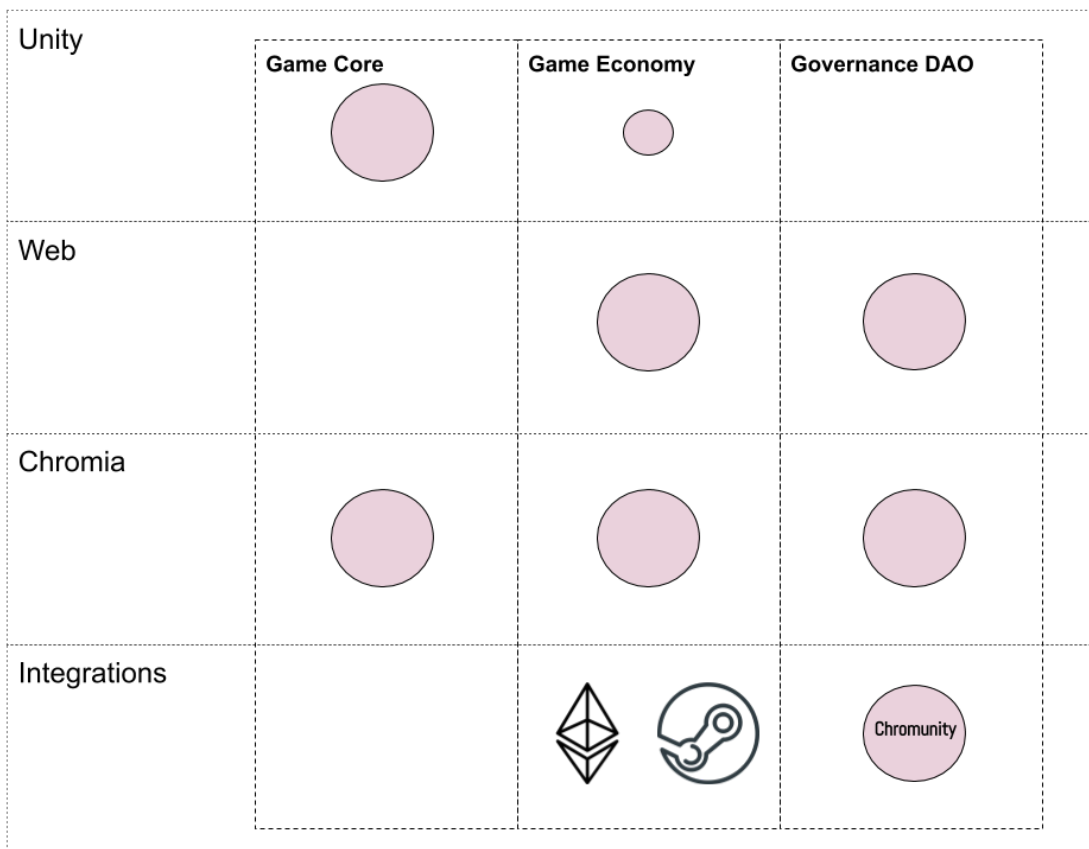
We are exploring to make the game extensible by exposing an API to developers and integrating a scripting language. This could open up creative possibilities for players within My Neighbor Alice, as well as developers. By making an easy to use platform for development, Roblox now has [345.000](#) developers on their platform.

A super simple programming language, focused on ease of use, with an in-game development environment using familiar graphics. We want to go even further than Roblox simplifying the experience.

We believe it can be a fantastic introduction to programming for millions of people.

Technology

System architecture



Game Core

Backend: Chromia

The first layer to this project is the game backend infrastructure. The project was created on the fundamental idea that it will operate exclusively on the chromia platform, with a few exceptions mentioned in this document.

The backend is a chromia relational blockchain database that is used in conjunction with Unity to operate accounts, token transfers, relational data and user progress, among many other things. It's meant to follow the development of cross chain playability and interaction with NFT:s. The unique database aspects of chromia gives the ability to do complex backend logic directly on the blockchain without spending much development time.

Frontend: Unity

The second layer to the project is the client, developed in unity. The largest part is the procedural building system. It's essential that it is fun, feels great and is on par with other building games on the market.

Second biggest is the focus on gameplay loops and daily activities with player retention in consideration. We also work on connecting the backend with frontend, login-registration edge cases, and multiplayer scalability & stability.

Game Economy

The third area in the project is the economic infrastructure. "Property/Plot" auctioning, asset trading, token transactions.

Backend: Chromia

Gaming, marketplace and auction logic is done on the Chromia blockchain

Frontend: Web and Unity

The frontend to marketplaces and auctions can be done as a web application embedded into the game. Parts of the UX might also be done directly in Unity.

Integrations: ERC20 and Steam

The ALICE token will be transferable between ERC20 and native Chromia token. This bridge is developed by Chromia outside of this project.

The Steam marketplace and sales there will have an integration code connecting to Chromia.

Governance DAO

This project will not only create a game, but code for a decentralized autonomous organisation called Community Council.

The DAO implementation should be handed out to an external company, we identified ChromaWay as the initial partner.

Backend: Chromia

Voting and rules of governance can be implemented in Chromia. Being a relational database, this is comparatively easier than with other blockchains.

Frontend: Web

The DAO interface will be a web application, outside of the My Neighbor Alice game.

Integrations: Chromunity

The Chromunity¹⁰ project done by Chromia, is a forum with moderation and voting features. Chromunity is also used by other projects such as the Hedget¹¹ DeFi application. By integrating the Chromunity open source code, developing the Community Council (DAO) will be easier.

Token model

ALICE Token

ALICE token is the native currency in the game. It allows token holders to play, invest and also be part of the game. There is a fixed supply of ALICE tokens.

Token utilities

Payments	ALICE is the game currency that players use to purchase assets and land in the game.
DeFi	Staking is a way to lend a currency, and receive interest in return. Token holders could participate in staking and earn rewards as a certain percentage of platform revenues will be given out as staking rewards. For instance, the gaming platform would have revenues from plot sales, asset sales, transaction fees etc. and that a fixed proportion would be distributed to the staking pool. NFT:s will also have DeFi features such as collateralization and buybacks (as described in this document)
Governance	Owning Alice enables the player to participate in the governance process through a decentralized organisation, with proposals and voting structures. There are issues related to the platform operations and development that could

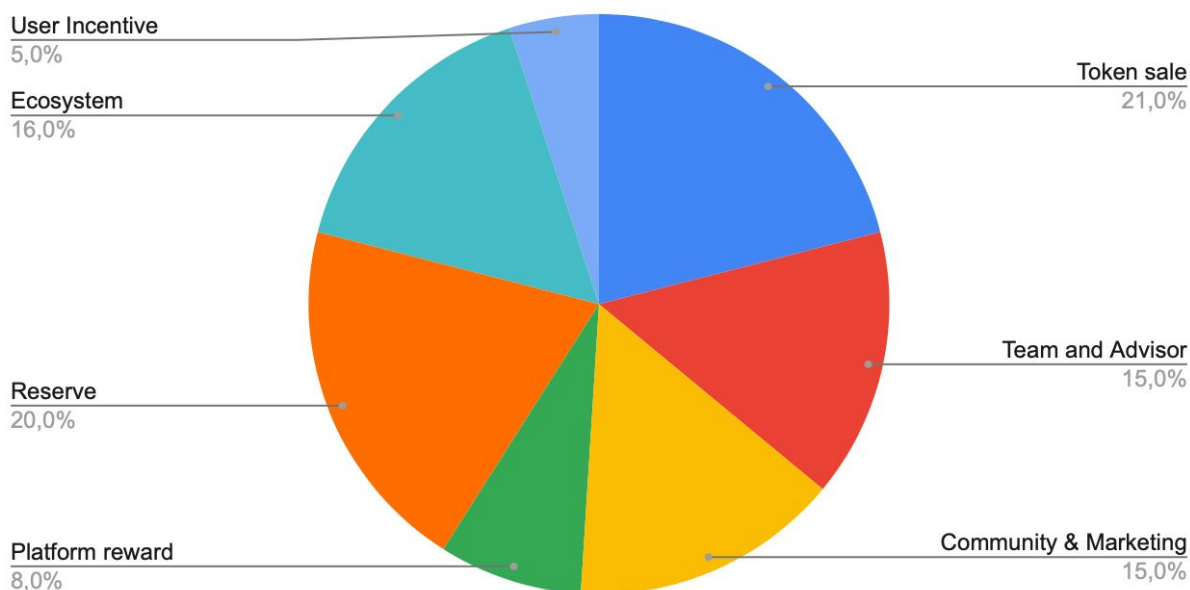
¹⁰ <https://testnet.chromunity.com/>

¹¹ <https://hedget.com/proposals/>

	be decided based on the preference of the token holders. In order to encourage users to participate in the voting process, there will also be rewards for voters.
Play to earn	There are a proportion of the tokens reserved for user incentives. By completing quests in the game, players could earn ALICE tokens. This design is to encourage user participation in the game and to maintain traction.

Allocation

Token Distribution Plan



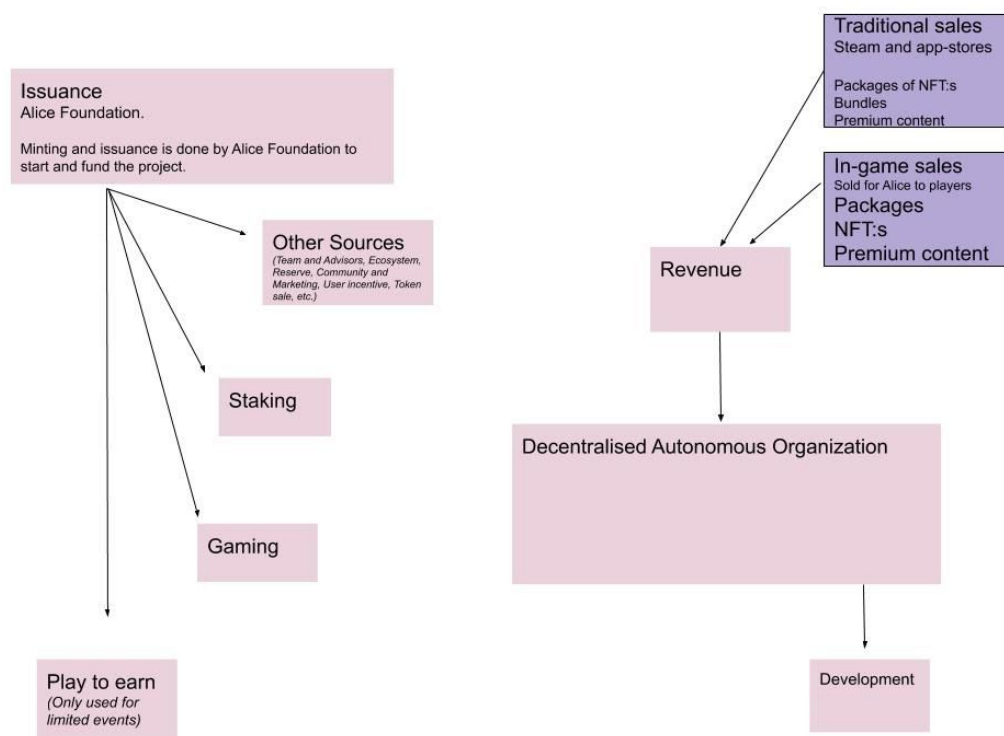
Allocation type	Token amount
Token sale	21 000 000
Team and Advisor	15 000 000
Community & Marketing	15 000 000
Platform reward	8 000 000
Reserve	20 000 000
Ecosystem	16 000 000

User Incentive	5 000 000
Total	100 000 000

- Team and Advisors. These tokens are allocated to founding and non-founding members of My Neighbour Alice.
- Reserve. These tokens will be used for staking rewards. Any network participant can stake tokens to earn rewards and reduce the supply in the ecosystem.
- Platform rewards. These tokens will be used to incentivize those players who earn tokens by participating in competitions and other activities in the game. This design is to encourage user participation in the game and to maintain traction.
- Community and Marketing. These tokens will be used for various ecosystem-building initiatives, including marketing, bounties, incentive programs, and more.
- Ecosystem. Game development.
- User incentive.
- Token sale. These tokens will be reserved for a private sale.

Economics Structure

Stage I (0-24 months)



During 0-24 months, the allocation of tokens is managed by the Alice Foundation, which controls and issues (mints) token funds according to the schedule. The Foundation distributes

token funds among the following categories: staking rewards, play-to-earn, gaming, and other sources foreseen by the token distribution model (Team and Advisors, Ecosystem, Reserve, Community and Marketing, User incentive, Token sale, etc).

Revenue

Before the DAO is launched, all revenue will go to a special account which will lock the funds. The DAO will manage revenues and spend it on game growth and development. With this model DAO will be able to employ more developers to increase the market size. It will also control how much funds will be locked. Initially at least 75% of net revenue (revenue minus transaction and platform service fees) will be locked in reserves attached to land and NFT:s, thus we expect that the TLV (Total Locked Value) to grow when more land, NFT:s and other game assets are purchased.

Stage II (24+ months)

The team will research and consult, both with experts and the community, deciding on the best legal set up for the Community Council legal body to which it will hand the game “My neighbor Alice”.

Players are incentivized to contribute to the game development by playing, inviting friends, purchasing in-game items and so on. Thus, there are different ways to get rewarded.

DeFi component

Staking Yield and Earnings

One of our strategic visions within My Neighbor Alice is to create monetary incentives for the most committed and motivated players.

Staking yield

Based on our staking and reward projections, we will allocate a fair amount of tokens on staking rewards. This will incentivize stakers to hold their tokens during the early stage of the game development while some significant game features will still be under development.

Staking will progressively decrease as new features will be released.

NFT collateral

When a user buys NFT from the system, a percentage of the purchase price might go into a special collateral account associated with NFT. User then has an option to sell it back to the system (i.e. destroy the NFT) for the price equivalent to the locked collateral (or a percentage of it). This guarantees that the value of NFT cannot go below a certain threshold.

This feature will also allow a user to take a loan using NFT as a collateral.

Renting NFT:s

NFT:s, including land, can be rented to other players. The smart contract will make sure that the borrower cannot resell or destroy the object, and makes sure that object returns to the owner when the rent period ends.

Governance by the Players - Community Council

Introduction

In line with an exciting plot and “the cutest cows in the world”, “My neighbor Alice” also aims to become a truly user-owned game with its own Decentralized organization called Community Council governed by the community. Thus, we also integrated a concept of DAO, which over time can take over the majority of decision-making powers within the game. Community Council will be a crucial element of the game ecosystem which will address both in-game issues as well as the proposals connected to game development and future funding.

Membership

In principle, every ALICE token holder can become a member of the Decentralised Organization and get the right to vote on proposals. At the same time, we understand that a certain number of players will be primarily interested in gaming and enjoying the “Alice world”. We respect their decision, so membership in the Community Council will be optional.

Community Council principles

Designed as a consumer cooperative and a platform cooperative, the organization follows the universal principles:

- Voluntary membership, i.e. membership in Community Council is optional and fully depends on a player
- Democratic member control, i.e. Community Council has adopted liquid democracy as a model of participation
- Autonomy and independence, i.e. Community Council is expected to overtake the majority of in-game decision-making powers and stay free from third-party interference and control
- Education and information, i.e. one of our key goals in game is to educate our players on political and economic models that were inspired by a real world
- Community cooperation, i.e. many activities in game require a mutual effort, cooperation and communication which makes the bonds between players even stronger

More information on the Community Council is available in the appendix.

Juridical entities

It is vital to be able to map the ideas around governance into proper legal frameworks and structures, and clear responsibilities among participants in the ecosystem.

Roadmap

1.0 January 2021: Playtest

Steam playtest release to Alice holders only.

- Buy plot
- Plot trading: sell a plot
- Social feature: chatting, visiting each other's plot
- Acquisition of assets
- Introduction quests
- Building and Landscaping
- Multiplayer

Note: the goal of playtest is to demonstrate and test certain mechanics of the game, it won't offer full experience or work with real valuable assets.

1.1 July 2021: Early Access

Steam early access release

Add DeFi component

Multiple monetary incentive

More advanced decentralised component:

More quests and gameplay activities that reward tokens

Additional gameplay content

- Fishing
- Quests

1.2 September 2021: Release for Community Council (alpha)

Community Council (DAO)

Decision-making power for players within the game:

- Choose the name of your neighbourhood

1.3 September 2021: Release, Auction and NPCs

In-game auctioning of NFT assets

- Improve the trading UX

Addition of characters and NPC

- New trading NPC
- Additional Avatars for players

1.4 December 2021: Release, Farm and Craft

More quests and gameplay activities that reward tokens

Additional gameplay content

- Farming
- NFT Crafting

1.5 December 2021: Release, community-created events

Community-created events

- Create activities that require in-game assets to participate, or you can ask for tickets to your events. : Mazes, racetracks, dancehalls, parties

1.6 February 2022: Release, scripting

Programmer interface and scripting

- A simple programming language with an in-game development environment.

More quests and gameplay activities that reward tokens

- Collecting minerals that are part of the NFT ecosystem

Team

Antler Interactive

Antler Interactive is an interactive mobile game studio, located in central Stockholm, Sweden. Established with the idea of making great games for new tech, we design games that introduce players to new ways of interacting with emerging technologies. Conceived from and previously

known as SVRVIVE Studios, a pioneer in VR with globally best selling and award winning titles. Antler Interactive is a revival of our passion for immersive experiences and a transition into a focus on mobile tech and games. In 2019, ChromaWay acquired Antler Interactive in order to stimulate blockchain gaming on Chromia.

Previous releases from Antler Interactive include SVRVIVE: The Deus Helix, Kartong - Death by Cardboard, Krystal Kart AR, Krystopia: A Puzzle Journey, Krystopia and Nova's Journey. In addition Antler Interactive has completed a work-for-hire project with augmented reality in collaboration with a Swedish well-known cruising company and have received two grants from the Swedish Innovation Agency for an empathy project in gaming.

Partners

Chromia

Chromia is a decentralized public blockchain, a project started and maintained by ChromaWay. The Chromia project aims to make blockchain performant and easy to use by users as well as developers. The unique technical architecture, combining relational databases with blockchain, is perfect for complex game design with logic on-chain.

ChromaWay

Is a true pioneer of blockchain. Already in 2012, the CTO of ChromaWay created the world's first source code to issue user generated tokens. His "colored-coins" project 2012-2014 was inspiration to many projects, and education for many that are now in our industry. Among the people involved in the project were Esteban Ordano of Decentraland, and Vitalik Buterin of Ethereum. ChromaWay moved away from the first colored-coins protocol apps on blockchain in 2014, such as a stable coin for LHV Bank, to do innovative new technologies for enterprises and governments, which ultimately lead up to Chromia. Several known cases have been in land-registration, with the Swedish state from 2016 to the InterAmerican Development Bank in South America 2020. And now, with My Neighbor Alice, they take the step from real land to imaginary land.