

# Aeonic Dreams

## The Whitepaper

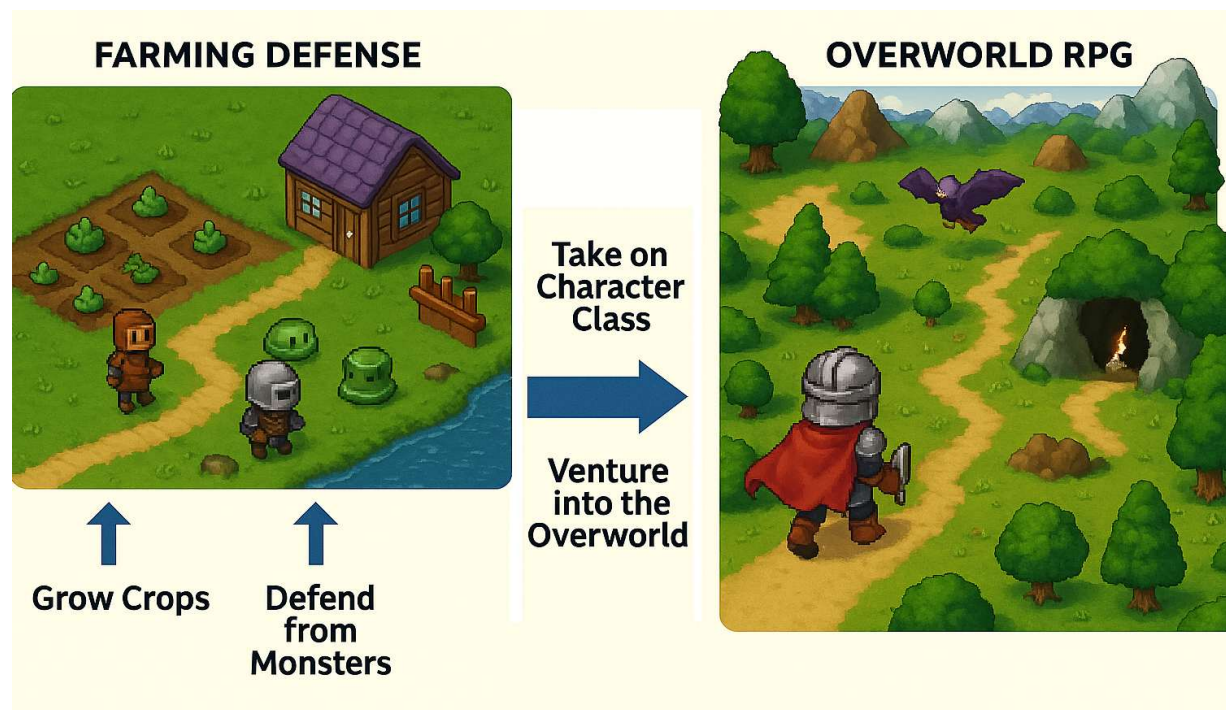
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Emergent of the Aeonic Framework

Token: \$AEONsmash

<https://pump.fun/coin/BZe9oHymeyvi8JqBXJGyiuwaYeMTS75XZgHNtJ7ppump>



*Farming Defense Survival and Role-Playing Platform for Decentralized Storytelling of the upcoming Technological Revolution*

*This Illustration is to convey information. The actual game will utilize materials/textures and 3D assets I will create for this project. Images and video will be posted regularly on an upcoming Discord channel for community dialog and voting (if required).*

| <b>Table of Contents</b>  | <b>Page</b> |
|---|-------------|
| 1. Executive Summary  | 3           |
| 2. Game Overview  | 4           |
| 3. Technical Architecture                                       | 6           |
| 4. Probability Systems  | 12          |
| 5. \$AeonSmash Token Utility & Economy                          | 14          |
| 6. Marketplaces   | 15          |
| 7. Token Allocation   | 18          |
| 8. Governance Model   | 20          |
| 9. Narrative Layer  | 21          |
| 10. Roadmap   | 23          |
| 11. Developer   | 25          |
| 12. Legal & Compliance  | 27          |
| 13. Appendix A: Comprehensive Roadmap, to-do list               | 30          |
| 14. Appendix B: Developer Token Vesting & Transparency Protocol | 34          |
| 15. Appendix C: Glossary of Terms                               | 37          |
| 16. Appendix D: Terms of Service                                | 40          |
| 17. Appendix E: Questions and Answers                           | 44          |

## 9. Executive Summary

Aeonic Dreams begins as a browser-based, 2.5D isometric RPG (in the spirit of *Cassette Beasts* or *Final Fantasy Tactics*), blending farming simulation, survival, passive defense, and emergent storytelling. Built on a modular, player-driven framework, Aeonic Dreams begins with players awakening in a cabin to find themselves in a survival situation where they must secure the land and build a homestead before being overrun by waves of nightly monster attacks. The game uses blockchain infrastructure to support a player economy powered by \$AeonSmash—a Solana-based token used for in-game progression, rewards, and governance.

The platform progresses through two main phases. Initially, players focus on cultivating land and gathering resources, which they can trade for in-game gold or tools. Gold is then used to hire workers, acquire tools, and construct strategic infrastructure such as mines for loot chance, barracks (which produce archers and melee units), and terrain-sensitive tower defenses. At a key narrative juncture, players will exchange gold or \$AeonSmash tokens to initiate a character “roll.” This roll determines their class, starting stats, and a unique item, serving as a defining moment that anchors their personal storyline within the game.

Once this phase is complete, players cross a bridge into the overworld—a primarily 2.5D, turn-based role-playing multiplayer experience inspired by classic JRPGs. In this zone, players face quests, random monster encounters, and narrative challenges. They can either adventure alone, join other players or hire allies to form adventuring parties, enabling cooperative conquest and exploration within a persistent, shared overworld map.

While the overworld is primarily designed in a 2.5D style, the camera can shift to a top-down 2D view or switch to a first-person 3D perspective from the avatar’s point of view. In enclosed environments like caves, buildings, and castles, the player’s view defaults to first-person. When exploring the outdoors, players will also have the option to toggle between 2D and 3D perspectives.

At its core, Aeonic Dreams reimagines game development as a co-authored process: players don't just consume content—they influence its evolution. A hybrid governance model empowers holders of \$AeonSmash to vote on gameplay features, future quests, methods of narration and development priorities, while contributors earn increased influence through a reputation-based modifier. This balance between technical depth and community creativity defines Aeonic Dreams as a decentralized platform for storytelling and cooperative gameplay, rooted in Farming Defense Survival and Role Playing—illuminating the contours of the upcoming Technological Revolution.

With integrated wallet mechanics, NFT-backed identity evolution, and an *upcoming* distributed LLM inference support, Aeonic Dreams is more than a game: it is a framework for cooperative storytelling platform in a decentralized future. This whitepaper outlines the architecture, economy, governance, and vision behind the project as it prepares for its initial playable phase and beyond.

## 2. Game Overview

Aeonic Dreams offers a dual-mode experience structured around personal progression and world-scale storytelling. In the opening phase, players awaken near a cabin situated by the sea, surrounded by an unkempt farm and encroaching wilds. Through resource gathering, crop cultivation, and strategic defense-building, they stabilize their domain and earn \$AeonSmash through NPC trade, passive combat events, and fulfilled lore-driven tasks.

Each day follows a cycle: players farm and trade during daylight, then prepare for nightly enemy waves emerging from the forest. Combat is passive and tower-defense in style, with outcomes shaped by the player's fortifications, unit upgrades, and resource investments. At the heart of the cabin sits a vintage 1980s computer terminal, its emerald-green blinking prompt serving as the interface to Cassiopeia—a contextual storyteller, advisor, and

evolving intelligence with memory. Initially powered by scripted prompts, Cassiopeia will soon transition to a fully interactive large language model (LLM), enhancing her responsiveness, deepening her personality, and enabling dynamic player interactions with mutable narrative elements.

Once players accumulate enough experience and complete class initiation quests, they spend \$AeonSmash to roll for a character class package—which assigns them a role (e.g., Warrior, Mage, Techniq, Empath, ect), starting stats, and initial relics. This serves as a permanent identity anchor and unlocks the Overworld phase.

In the Overworld, players explore a vast, shared map that features quests, dungeon zones, story nodes, rare crafting resources, and player-owned settlements. These settlements serve as hubs for commerce and social interaction—players can sell items, claim land, or host events like DJ sets and parties. Outside of settlements and protected areas, battles are turn-based and party-oriented, triggered through exploration or specific mission objectives. Players can recruit companions, ally with other players' avatars, or assemble a persistent party with evolving synergy traits. This phase evokes the feel of a classic 2.5D RPG, enhanced by decentralized player memory and future integration with LLM-driven storytelling.

The game experience adapts to both solo and asynchronous multiplayer styles. Homeland farms remain persistent and visible to other players, fostering a light metaverse feel even before full-scale city instances launch in the Overworld. Whether focused on lore discovery, economic growth, or tactical conquest, Aeon Dreams accommodates multiple play styles while steadily progressing toward a unified mythos shaped by its community.

Following the Overworld phase, the Aeon Platform will expand into fully immersive 3D metaverse environments such as Decentraland and Hyperfy. Players will access the game via holographic arcade coin-op machines placed within virtual cityscapes, lounges, or galleries, creating a seamless blend of retro gameplay aesthetics and futuristic presence. These terminals may be leasable on land and will preserve wallet-linked identities to serve as narrative continuity nodes across different technology.

## 3. Technical Architecture

Aeonic Dreams is built on a modular and composable architecture that leverages modern web technologies, local AI processing, and real-time 3D rendering. The core stack is designed to be lightweight, extensible, and optimized for browser-based gaming with AI-powered interactions.

### 3.1 – Frontend

- React + TypeScript + Vite: Provides fast development and build tooling with hot module replacement
- Pixi.js: Enables efficient 2D rendering for the main game canvas, UI components, and sprite management
- Three.js + Cannon.js: Powers immersive 3D environments with physics simulation for cabin interiors and VRM avatar interactions
- @pixiv/three-vrm: Enables VRM model loading, procedural animations, and avatar customization
- Procedural Animation System: Custom-built animation engine that works with any VRM model without external animation files

### 3.2 – Backend

- Flask + Python: Lightweight API server handling game logic, state management, and AI integration
- RESTful API Design: Stateless endpoints for game actions, inventory management, and NPC interactions
- CORS-enabled: Supports cross-origin requests for flexible deployment scenarios
- YAML Configuration: Dynamic server settings, LLM preferences, and game balance parameters

### 3.3 – AI Infrastructure

(Planned for Post-Overworld Phase; Requires Ongoing Funding and LLM Updates)

- Deployment Timing: Will be established after the Overworld phase is stable.
- Ongoing Maintenance: Requires sustained funding and will evolve alongside advancements in large language models (LLMs).
- Ollama Integration: Supports local LLM inference using open-source models like Mistral or MythoMax.
- LLM Bridge Pattern: Provides a fallback mechanism to maintain core game functions even when AI services are unavailable.
- Context-Aware Non-Playing Characters (NPCs): Enables dynamic merchant dialogue that adapts to the player's inventory, actions, and time-based events.

### 3.4 – Virtual Reality Model (VRM) Technology

- VRM Standard Support: Full compatibility with VRM 1.0 models for avatar customization. Players can use their own VRM, personalizing gameplay.
- Procedural Animations: Real-time bone manipulation for walking, running, jumping, and idle states
- Physics Integration: Cannon.js physics for realistic movement and collision detection
- Calibration System: User-adjustable bone rotations for optimal animation on custom VRM models

### 3.5 – Farming Defense Survival Mechanics

- Farming Mechanics: Players engage in crop planting, watering, harvesting, and managing growth cycles—all tied to resource allocation and time.

- Day/Night Cycle: A four-phase system (morning, midday, afternoon, night) that impacts farming, trading, and combat readiness.
- Defense Building: Players construct towers and place defenses to manage enemy waves during nighttime. Combat is simulated based on unit stats and positioning.
- Resource Economy: A gold-based trading system enables transactions with merchants, where players can sell crops and purchase tools, seeds, and upgrades.

### 3.6 – Aeonic Dreams Overworld RPG

- Character Class System: Player's use \$AeonSmash to roll for a semi-permanent character class, selecting from paths such as Warrior, Tech, Mage, Ranger, or Empath. Each class grants access to unique abilities, skill trees, and synergy traits within a party. Classes can be re-rolled later using \$AeonSmash, though doing so applies a temporary penalty.
- Character Design: NPCs, monsters, and the environmental elements are created in Blender and deployed as .glb assets (some animated, such as water flowing, swaying vines, and bugs) for integration across the game world.
- Leveling Mechanics: Experience-based progression unlocks passive bonuses, class skills, and rare items. The system is designed to prioritize fairness, community engagement, and to avoid pay-to-play mechanics.
- Quest System: Overworld quests offer rich, shared narratives with dungeon bosses, hidden treasures, lore mysteries, and party-based challenges that encourage cooperative gameplay.
- Overworld Design & Bridge System: A vast Overworld multiplayer map, built in Blender, connects each player's homeland to the Overworld via a land bridge that appears upon reaching a narrative milestone. The Overworld includes quests, dungeons, rare crafting zones, lore shrines, and social hubs. Settlements allow for eventual land ownership, trading, and hosting community and promotional events such as auctions, DJ sets, and parties.



## 3.7 – Turn-Based Combat System

Combat is inspired by genre staples like *Dragon Warrior*, *Final Fantasy*, *Golden Sun*, and *Chrono Trigger*, emphasizing tactical depth, party synergy, and deliberate decision-making.

### Core Mechanics

- Turn Order is determined by a character's Speed stat, with certain relics or class traits modifying initiative.
- On each turn, players can select one of the following:
  - Attack – Standard weapon strike or class-based melee/magic
  - Skill – Abilities unique to class (e.g., Warrior's "Taunt", Mage's "Chain Bolt")
  - Item – Use potions, tools, or relics from inventory
  - Defend – Reduces incoming damage until next turn
  - Swap/Retreat – Change party members or exit if the zone allows

### Tactical Layer

- Status Effects include Burn, Freeze, Silence, Confusion, and Poison, each with elemental or lore-based origins.
- Elemental Affinities play a role: e.g., Techniqs deal bonus damage to constructs; Empaths resist corruption-based effects.
- Environmental Modifiers: Some battles include terrain bonuses or map hazards (e.g., Acid Pools, Fog of War).

### Party & Synergy

- Players can form parties of up to 4 active members from their unlocked characters or companions.

- Synergy Traits activate bonuses (e.g., two Mages cast faster when paired, or Warrior + Healer = automatic shielding).
- Turn history is logged, enabling predictive counters in later AI phases.

### Defeat & Recovery

- If all party members are downed, players respawn at the last visited shrine or homeland node, losing a portion of Overworld gold and XP.
- Players can use Revive Tokens (rare) or campfires to restore health and conditions.

## 3.7 – Development & Deployment

- Vite Build System: Fast development server and optimized production builds
- TypeScript: Type-safe development with comprehensive type definitions
- Modular Architecture: Independent systems for farming, combat, AI, and 3D rendering
- Cross-Platform: Windows, macOS, and Linux support with automated setup scripts

## 3.8 – Integration Capabilities

- WebSocket Ready: Architecture supports real-time multiplayer synchronization
- Blockchain Ready: Modular design allows easy integration of Solana wallet and token systems
- Metaverse Compatibility: The project supports VRM standards, allowing seamless integration with platforms like Hyperfy. Select wearables and avatar skins (from VRM mesh) will be released in Decentraland and can only be obtained through purchases or as rare treasures discovered within Aeonic Dreams Overworld or affiliated marketplaces.
- API-First Design: RESTful endpoints support third-party integrations and mobile applications

## 3.9 – Performance Optimizations

### Lazy Loading

- *VRM models and 3D assets are loaded only when needed, rather than at the start.*
  - Reduces initial load time.
  - Frees up memory until specific assets (e.g., avatars, environments) are required.

### Efficient Rendering

- *Pixi.js handles lightweight 2D visuals, while Three.js powers 3D environments.*
  - Divides labor between two specialized engines for performance.
  - Optimizes visual output without overburdening the browser.

### Memory Management

- *3D objects and animations are unrendered while not in use.*
  - Prevents memory leaks that would slow down or crash the game over time.
  - Essential for long sessions or transitions between scenes (e.g., cabin to Overworld).

### Fallback Systems

- *If AI systems or complex features fail or are unavailable, the game continues with basic functionality.*
  - For example, if the LLM server is offline, NPCs might revert to preset dialogue.

The overall architecture prioritizes modularity, allowing discrete systems (farming logic, AI interactions, 3D rendering, or blockchain integration) to be updated independently without disrupting the player experience. The local-first AI approach ensures privacy and reduces latency while maintaining the option for cloud-based services as the platform scales.

## 4. Probability Systems

Probability is a foundational mechanic across *Aeonic Dreams*, underpinning the game's most critical systems—from passive defense and turn-based combat to class selection, treasure discovery, and world simulation. Designed to emulate the uncertainty and suspense of tabletop RPGs, the probability engine ensures that no two sessions are alike while maintaining fairness, reproducibility, and future extensibility.

### 4.1 Core Systems Using Probability

The following core mechanics employ weighted randomization to drive gameplay:

- **Passive Defense Battles:** Turrets, archers, and monsters engage in auto-resolved combat using stat-weighted chance (e.g., accuracy, critical hits, evasion).
- **Turn-Based Encounters:** Initiative order, damage rolls, status effects, and escape attempts are all determined by RNG-informed logic.
- **Character Class Rolls:** Upon meeting narrative and resource prerequisites, players perform a roll to determine their class, starting relic, and stat modifier package—anchoring their role in the Overworld.
- **Loot Drops:** Every enemy or event has a rarity-weighted loot table. High-value relics or unique resources drop based on location, player level, and current global conditions.
- **Exploration Events:** Moving between Overworld zones or entering a dungeon may trigger encounters, shortcuts, boons, or hazards based on environmental roll tables.
- **Farming & Crafting Yields:** Special crops or crafting successes (e.g., rare alchemical outcomes) are resolved via hidden probability formulas influenced by tool quality, weather, and player skill.

### 4.2 Technical Assurance of Randomness

Ensuring fairness and unpredictability across a decentralized, multiplayer-aware system requires a layered architecture:

- Local Pseudo Random Number Generator (PRNG): Fast, seeded pseudo-random number generators (e.g., `random` in Python, `Math.random()` in JS) are used for low-stakes logic like NPC dialogue variation and weather cycles.
- Secure Randomness: Cryptographically secure RNGs (e.g., Python's `secrets`, JS `crypto.getRandomValues()`) are used for irreversible decisions such as class rolls, relic generation, and PVP.
- Chainlink VRF Integration: For blockchain-verifiable randomness (e.g., rare item drops, governance draws, or world-changing events), Aeonix Dreams will integrate Chainlink Verifiable Random Functions (VRF). This enables players to audit the outcomes of high-impact events through on-chain proof.
- Hybrid Systems: In select cases, server-side entropy (wallet ID + timestamp + server salt) is hashed and used to seed gameplay events, allowing reproducibility while maintaining secrecy before resolution.

### 4.3 Future Evolution: Probabilistic Storycraft with LLM

While current systems rely on deterministic probability models, future expansions of Aeonix Dreams will incorporate a Large Language Model (LLM) as an adaptive narrative engine. This LLM will serve as a Dungeon Master-like presence, interpreting probability-driven prompts to dynamically construct events, dialogue, and quest outcomes. In this phase:

- RNG will determine which story nodes activate.
- NPCs will develop personality quirks based on past roll-weighted interactions.
- Lore events will branch with variable frequency and world-level implications.

The probability system thus becomes not only a mechanical scaffold, but a narrative catalyst—guiding discovery, tension, and mystery in a decentralized co-authored universe.

## 4.4 Philosophy of Fair Chaos

By blending traditional RPG randomness with modern cryptographic tools, Aeon Dreams ensures that each player's experience is unpredictable but just. Whether rolling for glory, stumbling upon a forgotten shrine, or narrowly surviving a night raid, every moment is informed by fair chaos—honoring the randomness that makes every legend worth retelling.

# 5. \$AeonSmash Token Utility & Economy

Aeon Dreams operates on a native Solana-based token called \$AeonSmash, which powers the game economy, governance, and progression system. The token is integrated across gameplay phases and player interactions, serving both functional and strategic purposes.

## 5.1 – Utility Functions

- **Gold Conversion:** \$AeonSmash can be exchanged for in-game gold, used to purchase gear, upgrade defenses, or trade with NPCs.
- **Class & Stat Rolls:** Before entering the Overworld, players must spend \$AeonSmash to determine their class, abilities, and relic loadout.
- **Crafting & Upgrades:** Advanced crafting, relic enhancement, and unit fusion all require token expenditures.
- **Narrative Unlocks:** Lore arcs, time-locked quests, and Overworld expansions can be accessed with token payments.
- **Marketplace Transactions:** \$AeonSmash is used to buy/sell wearables, gear NFTs, and seasonal loot from other players.

## 5.2 – Economic Dynamics

- Token Sink: Regular uses (crafting, unlocking, rolling) ensure consistent deflationary pressure.
- Player Earning: Tokens can be earned via farming milestones, PvE events, lore challenges, and DAO contributions.
- Vesting & Emissions: Controlled supply distribution prevents inflation and maintains token value.

### 5.3 – Governance Layer

- Holders gain voting rights on in-game decisions, lore branches, and ecosystem upgrades.
- A quadratic voting layer limits whale dominance.
- Active players with reputation scores receive weighted influence.

### 5.4 – Identity & Progression Linkage

- Wallet-linked tokens bind player identity across story arcs.
- NFTs tied to characters evolve through gameplay and unlock cross-dimensional access.

The \$AeonSmash token is not just a currency—it is a narrative artifact, a governance tool, and a gateway to personalized mythmaking within the Aeonic universe.

## 6. Marketplaces

Marketplaces are a dual-access economic system that merges in-universe immersion with real-world flexibility. Designed to bridge narrative depth and decentralized trade, the marketplace is accessible via two distinct channels:

- **In-Game Overworld Cities:** Immersive storefronts tied to narrative lore and spatial geography. Certain items can only be purchased from in-game traveling or underground merchants that may require investigation, i.e. using \$AeonSmash to hire NPCs.
- **Web-Based Interface:** A companion portal offering persistent access to player-owned assets, listings, and economy analytics.

## 6.1 – In-Game Marketplace (Overworld)

Within the Overworld, cities host unique vendors whose inventory reflects localized scarcity, seasonal events, and narrative progression. Items available here may include:

- **Relic-class items:** Lore-bound weapons or tools with limited availability.
- **Region-Locked Goods:** Crops, minerals, or artifacts only found near specific terrain.
- **Faction or Class Exclusives:** Items gated by player allegiance, profession, or reputation.

The in-game economy responds to environmental shifts and player actions. A city's siege might reduce vendor stock; a faction victory could unlock new wares. Players encounter vendors during exploration or at community hubs like the Citadel of Glass or the Outpost of Echoes.

Some vendors appear only during “aeonic events” or via time-limited map shifts, encouraging exploration and narrative participation.

## 6.2 – Browser Marketplace (Companion Interface)

The web-based Aeonic Marketplace provides persistent access to player holdings and listed items, offering convenience without narrative immersion. It supports:



- Direct wallet login (via Phantom, MetaMask, or linked Solana/EVM address)
- Buy/Sell listings for NFTs, equipment, and consumables
- Token-based auctions for rare gear or collectibles
- Vesting-aware storefronts based on \$AeonSmash holdings or past activity

While some common items may be cross-listed between both marketplaces, others remain exclusive to marketplaces inside Aeonic Dreams Overworld. This asymmetry is intentional: it reinforces the value of in-world travel, discovery, and roleplay.

### 6.3 – Item Classifications and Sync

Items in the Aeonic Marketplace are categorized as follows:

- Bound Items: Soul-bound to a player or event. Not tradable.
- Offchain Items: Earned or crafted in-game. Tradable within the game but not tokenized.
- NFT Items: Tokenized gear can be listed, bought, or transferred.

All purchases are logged through the unified memory system and can affect NPC dialogue, quest branching, or even Overworld geography (e.g., “The Merchant of Thorns remembers your trade in obsidian seeds...”).

### 6.4 – Cross-Realm Economic Design

The Aeonic Marketplace is designed with intentional friction and reward asymmetry:

- Players who trade only via browser may miss time-limited Overworld offers.
- In-game traders gain access to dynamic events and unlockables not visible on the web portal.

- Browser traders benefit from convenience, analytics, and auction tools.

This structure ensures both systems remain valuable, with synergy rather than redundancy. It also prepares the framework for future integrations—such as real-world partnerships, AR storefronts, and seasonal metaverse vendor events.

## 7. Token Allocation

To ensure sustainability, fairness, and long-term viability, the total supply of 120,000,000 \$AeonSmash tokens is strategically distributed across four core categories. Of this, 40 million tokens (33.3%) are allocated to the founder and builder, reflecting foundational labor and long-term commitment.

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### .1 - **Game Treasury Wallet – 45%** (54,000,000 tokens)

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Supports player rewards, seasonal events, and community-driven growth.

- **Player Rewards – 25%** (30,000,000 tokens)  
Incentives for farming milestones, PvE progression, quest chains, and exploration.
  - **Seasonal & Limited-Time Events – 7%** (8,400,000 tokens)  
Biome rotations, lore arcs, and unique narrative encounters.
  - **Community Incentives – 8%** (9,600,000 tokens)  
Creative bounties, story contests, DAO involvement, and ambassador programs.
  - **Emergency Reserve – 5%** (6,000,000 tokens)  
For unforeseen needs, economic shocks, or scaling support.
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## 7.2 - **Development & Infrastructure Wallet – 20%** (24,000,000 tokens)

Funds game systems, AI modules, metaverse expansion, and technical resilience.

- Core Game Development – **8%** (9,600,000 tokens)  
Mechanics, design, narrative, and engine infrastructure.
  - Distributed Inference & AI Systems – **6%** (7,200,000 tokens)  
Supports Ollama nodes, LLM tuning, and personalized AI agents.
  - Metaverse & VRM Expansion – **4%** (4,800,000 tokens)  
Avatar pipelines, virtual terminals, and environment exports.
  - Security & Maintenance – **2%** (2,400,000 tokens)  
Audits, server ops, and infrastructure upkeep.
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## 7.3 **Founders & Strategic Collaborators Wallet – 33.3%** (40,000,000 tokens)

Represents builder stake, milestone-based access, and team scalability.

- Founder Allocation – 33.3% (40,000,000 tokens)
  - 5% (6,000,000 tokens) unlocks at launch.
  - Remainder (34,000,000 tokens) released via roadmap milestones and linear vesting over 24–36 months.
  - Token sales capped per quarter, with DAO disclosure and governance safeguards.

Note: Collaborator and advisor compensation is drawn from this allocation, ensuring budget flexibility without bloating total supply.

## 8. Governance Model

Aeon Dreams employs a layered, participatory governance model designed to maximize inclusion while preventing centralized control. The system is rooted in on-chain accountability but enhanced by off-chain collaboration and dynamic weighting based on community engagement.

### 8.1 - Governance Structure

- **Token Voting:** \$AeonSmash holders can vote on proposals relating to game features, tokenomics, and treasury allocations.
- **Delegated Voting:** Players may delegate their voting rights to trusted representatives, known as Delegates, who participate on their behalf.
- **Quadratic Voting:** Critical votes (e.g., economic changes, narrative forks) use quadratic voting to reduce whale dominance. Voting power increases at a diminishing rate relative to tokens staked.

### 8.2 - Reputation System

- Players who contribute to the game's development, narrative, or community (e.g., artists, lore writers, testers) earn reputation scores.
- Reputation acts as a multiplier on voting power and proposal visibility.

### 8.3 - Tiered Proposal Flow

#### 1. Idea Incubation

Proposals start in Discord (coming soon) or forum discussions for community feedback.

#### 2. Signaling Vote

Snapshot poll with 1-token-1-vote mechanism for gauging interest.

### 3. Quadratic Voting Phase

Final decision vote with quadratic weights and reputation modifiers.

### 4. Execution

committee implements accepted proposals.

## 8.4 - –AO Tools & Platforms

- Snapshot: Used for off-chain, gasless voting.
- Tally or Aragon: Used for advanced governance features.

This structure balances agility, transparency, and strategic decentralization, making Aeonian Dreams both governed and guided by its players. Governance itself becomes a living narrative layer, reflecting the game’s evolving mythos through collective decision-making.

## 9. Narrative Layer

Aeonian Dreams begins not with grand declarations, but with quiet mystery. The player awakens alone in a coastal cabin surrounded by unfamiliar wilderness. At first glance, survival seems like the only goal—planting crops, fending off nocturnal threats, and building a fragile sanctuary against the dark. Yet, as the player explores deeper into the world, subtle anomalies accumulate. Quests begin to conflict in logic. Objects hum with forgotten frequencies. Characters speak in dreams. Eventually, the unsettling realization dawns: this world may not be real.

This is the entry point into the *Aeonian Framework*—a layered meta-narrative where myth, memory, and simulation blur. The game’s unfolding story is not just about the land, but about the nature of perceived reality itself.

## 9.1 – Foundational Mythos

- Reality appears to be true, as it always has, until questing in the overworld reveals stitches from collapsed timelines, revealing adjacent dimensions, governed by unseen forces and baffling patterns.
  - Ancient structures bear signs of celestial computation, suggesting advanced societies existed hundreds of millions of years ago and then vanished—without a trace.
  - The cabin, initially a shelter, is later revealed to be a node within a broader synthetic lattice—its architecture encoded with purpose.
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## 9.2 – Narrative Progression

- Player decisions shape the world’s unfolding logic: completing certain quests unlocks story branches that contradict or overwrite others.
  - Dreams and visions hint at prior loops, false awakenings, and system errors. Some players report “remembering” futures they haven’t yet experienced.
  - The Overworld introduces fractured regions and corrupted relics that slowly expose the mechanics of the simulation—pieces of a forgotten collapse.
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## 9.3 – Simulation Clues & Player Mythos

- Mythical figures like Cassiopeia and The Warden are less gods than system ghosts—fragments of prior aeonic cycles speaking through code, ritual, and intuition.
- Key moments—class selection, relic activation, confrontation with Overworld bosses—redefine the player’s arc and are cryptographically recorded in their evolving identity.

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## 9.4 – Player Agency & Participatory Lore

- Players uncover hidden histories by exploring forgotten zones, decoding symbolic architectures, and aligning with emergent factions.
  - High-tier players will eventually gain the ability to propose narrative expansions or “myth injections” into future seasons.
  - Events across instances—homelands, overworld, or future metaverse deployments—affect shared myth continuity.
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## 9.5 – Future Directions: Intelligence Activation

As the Aeonic Framework matures, select terminals and relics will begin to *awaken*—introducing emergent narrative responses powered by distributed intelligence systems. These systems, tied to your identity and world state, will eventually unlock new forms of questing, memory, and story recursion.

But for now, these are only rumors. You are alone in a cabin by the sea. Something stirs in the forest. And the wind sometimes sounds... *scripted*.

# 10. Roadmap

(Extensively detailed in Appendix A)

Aeonic Dreams is structured around an iterative release cycle designed to balance rapid prototyping with narrative depth and system scalability. Each phase of the roadmap introduces new gameplay layers, infrastructure features, and community participation tools.

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## Phase 1: Mythic Cabin (Alpha Launch)

- Core gameplay loop: farming, passive defense, NPC interaction
- Initial wallet integration and \$AeonSmash utility
- Library of narrative prompts to begin, transition to Cassiopeia LLM with evolving narrative prompts overtime
- Public testnet deployment and community bug hunts

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## Phase 2: Class Roll & Overworld (Closed Beta)

- \$AeonSmash-based class rolls with NFT character anchoring
- Overworld generation with 2.5D turn-based exploration
- Party recruitment, monster zones, and dynamic questing
- Quadratic voting integration for lore forks and content tuning

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## Phase 3: Metaverse Bridge

- Integration with Decentraland and Hyperfy
- Holographic arcade terminals deployed as access nodes
- Player identity continuity and avatar cross-walk
- VRM/GLB standards support for gear and character exports

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## Phase 4: Governance & DAO Infrastructure



- Full DAO activation via Snapshot and Gnosis Safe
  - Multi-tier proposal system with reputation weighting
  - First community-authored lore expansion event
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## Phase 5: Distributed Intelligence Layer

- Launch of home-hosted AI agents with modular inference tasks
  - Ollama node staking rewards for performance
  - LLM memory extensions per player and narrative shard
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## Phase 6: Live Narrative Seasons

- Quarterly myth arcs based on celestial alignments
  - Rare relic drops, timeline-shifting events, and player deification
  - Cross-instance faction wars and emergent Overworld myths
- 

This roadmap is a living document, governed by community input and milestone achievements. Every phase is an opportunity to expand not just gameplay, but the narrative scaffolding that defines Aeonic Dreams as a participatory mythos engine.

# 10. Developer

Aeonic Dreams is the creation of a single developer, designer, and research scientist who brings a rare blend of technical rigor, creative worldbuilding, and academic depth. With a

Ph.D. in Biomedical Sciences and over 15 years of experience in advanced imaging, quantitative analysis, and open-source tool development, the project's architect bridges scientific method and narrative design to craft a new kind of decentralized interactive experience.

The project lead has authored multiple peer-reviewed publications in neuroscience and morphometric analysis, built custom imaging pipelines for 3D biological structures, and developed instructional workshops on data visualization and software like ImageJ and Blender. This scientific background informs both the procedural generation of in-game environments and the design of the distributed inference systems that power the game's AI-driven storytelling.

In addition to technical and narrative development, the creator has extensive experience in education, public outreach, and mentorship—core values that shape Aeonix Dreams as a platform for community contribution and emergent storytelling.

While Aeonix Dreams is currently a solo endeavor, its architecture is modular by design, allowing future collaboration with artists, developers, and researchers who align with the project's ethos. Contributions from the broader Aeonix community, including decentralized inference nodes and token-governed storytelling, form the basis of the ecosystem's future scalability.

Looking ahead, we will strategically allocate funds to expand the core team beyond its founding developer. Team expansion will begin by evaluating and onboarding project contributors whose work reflects a commitment to the Aeonix ethos. As the platform evolves, we plan to integrate a gnostic wallet architecture to support deeper identity layering, player agency, and cross-world continuity—potentially ushering in a new phase of multi-role participation in the Aeonix metaverse.

As the platform evolves, we plan to integrate a Gnosis-style multisignature wallet architecture to manage the treasury transparently, support community governance, and ensure secure, accountable stewardship of project funds—potentially ushering in a new

phase of collaborative development and contributor-led expansion within the Aeonic metaverse.

## 11. Legal & Compliance

Aeonic Dreams is designed as a decentralized storytelling and gaming platform that uses blockchain technologies—including NFTs, utility tokens, and smart contracts—to empower players as both contributors and co-authors. As such, we are committed to maintaining a transparent, secure, and responsible ecosystem that aligns with global best practices in legal, regulatory, and ethical governance.

### 11.1 – Token Use and Regulatory Classification

- **\$AeonSmash** is a **utility token**. It is **not intended as a security or financial investment** and does not entitle holders to dividends, equity, or profit-sharing rights. Its use is strictly for:
  - In-game transactions (e.g., class rolls, item purchases, access to Overworld events)
  - Governance participation through DAO voting
  - Cosmetic and narrative personalization
- The team does not engage in:
  - Token sales to retail investors in jurisdictions where such actions may violate securities laws
  - Guaranteed financial returns or promotional airdrops based on speculative token value
  - Centralized control over the token’s supply once decentralization milestones are reached

- The platform may restrict access to residents of jurisdictions where token use would require licensing or registration.

## 11.2 – User Data and Privacy

- Aeonic Dreams is designed to minimize personal data collection. Players interact through wallet-based identities and optional reputation-linked usernames.
- Any data linked to gameplay (e.g., NFT logs, DAO votes, quest actions) is either stored on-chain or anonymized via encryption layers.
- If future features require user-generated content (e.g., lore proposals, voice or AI inputs), explicit opt-in consent and content moderation will be enforced.

## 11.3 – Content Governance and Community Standards

- As a platform for decentralized myth-making and storytelling, Aeonic Dreams empowers players to shape the narrative—but within a framework of shared responsibility.
- A Content Policy Committee will oversee:
  - Offensive, exploitative, or malicious lore or character content
  - AI-generated content that violates ethical or copyright boundaries
  - Token-gated proposal mechanisms to ensure only high-reputation users can impact canon
- DAO decisions may de-canonize or restrict content deemed harmful or disruptive to the game’s communal vision.

## 11.4 – Intellectual Property and Licensing

- Core IP (e.g., Aeonic Framework, Cassiopeia, original characters and assets) is copyright protected under Creative Commons Attribution-NonCommercial-ShareAlike 4.0, unless otherwise specified.

- Community-generated content that becomes canon will be:
  - Credited to the player via NFT-linked authorship
  - Licensed under shared, remixable terms consistent with metaverse interoperability
  - Stored on-chain or via IPFS to ensure decentralization and provenance

## 11.5 – Smart Contract and System Audits

- All smart contracts managing \$AeonSmash distribution, staking, and governance will be:
  - Open-source and viewable on GitHub
  - Subject to third-party audit before public deployment
  - Equipped with circuit breakers and admin failsafes during early phases
- Future AI interactions (e.g., LLM prompts, NPC responses) will be tested with sandbox accounts to avoid data leakage or abuse.

## 11.6 – Legal Evolution & Jurisdiction

- Aeonic Dreams is structured as a **progressive decentralization initiative**, with DAO-based governance gradually assuming operational control as ecosystem maturity increases.
- The founding team currently operates under [Insert Jurisdiction Here] and consults with legal counsel to remain compliant with:
  - U.S. FinCEN guidance
  - EU MiCA regulations
  - Applicable AML/KYC laws depending on token interaction tiers

- This whitepaper is **not a legal prospectus**, and any forward-looking statements are speculative in nature.

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## Appendix A: Comprehensive Roadmap, to-do-list

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# Aeonic Dreams: Comprehensive Roadmap







This roadmap outlines key development phases, milestones, and target timeframes to take Aeonic Dreams from local prototype to full multiplayer metaverse with marketplace integration.

Legend:  = Completed |  = In Progress / To Do

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### Phase 0: Planning & Infrastructure (Weeks 1-2)















Goals: Establish base tech, prototype tilemap, and build environment.

-  Finalize high-level design doc and roadmap
-  Choose game engine stack (React + Pixi.js, Flask/Node backend)
-  Set up version control (GitHub repo)
-  Install and configure dev tools (VSCode, Linter, Asset pipeline)
-  Design initial map layout and core asset grid
-  Build first test scene: map loading + player movement

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### Phase 1: Local Solo Game + BioCore Start (Weeks 3-6)






Goals: Build a functioning 2.5D farming and defense loop.



-  Begin BioCore project for Decentraland Artweek 2025 (BioCore)
-  Design architectural layout (BioCore)
-  Develop 3D elements, environmental assets, and interaction props (BioCore)
-  Compose or source sound design (BioCore)
-  Program core behavior and trigger events (BioCore)
-  Test, debug, and optimize integration for Decentraland and Overworld (BioCore)
-  Implement day/night cycle logic and visual transitions
-  Build farming loop: tilling, planting, watering, harvesting
-  Add passive enemy waves that attack at night
-  Create turret placement and firing logic (auto-defense)
-  Set up inventory system and merchant UI
-  Wallet integration (Phantom) + GP/\$AeonSmash conversion
-  Save/load player data locally via JSON memory
-  Balance XP gain, GP income, item pricing, and survival pacing

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### Phase 2: 3D Interiors & Progression Bridge (Weeks 7-9)











Goals: Add visual depth + unlock path to Overworld.

-  Finalize narrative theme for BioCore (BioCore)
-  Create cabin interior in Three.js with click-based interaction
-  Add cave system with tile progression and camera control
-  Implement interior-to-map scene transitions
-  Trigger class selection cutscene based on XP threshold

-  Unlock Overworld Bridge once player class is chosen
  -  Design portal effect and transition animation
- 








### Phase 3: Multiplayer Overworld + BioCore (Weeks 10-14)

Goals: Launch basic online instance of Aeonic Dreams Overworld and complete BioCore structure for Decentraland Artweek 2025.

-  Build overworld map with procedural terrain logic
  -  Sync map and player state across clients
  -  Add PvE logic for random monster encounters
  -  Implement class-based skills and turn-based battle engine
  -  Ghost cabin: enable visitors to see but not modify homeland
  -  Create lobby system and event initiation protocols
  -  Launch first multiplayer dungeon or co-op raid
  -  Develop and deploy BioCore structure in Decentraland
  -  Integrate BioCore as first multiplayer zone in Overworld
  -  Deadline: BioCore ready for submission by September 5th (Friday)
- 

### Phase 4: Marketplace & VRM Avatars (Weeks 15-18)

Goals: Enable wearable economy, creator tools, and monetization.








-  Integrate VRM 1.0 avatar renderer and animation sync
-  Set up inventory slots and gear display for avatars
-  Build marketplace frontend for browsing and buying items
-  Develop creator dashboard for uploading and pricing assets
-  Mint wearables as NFTs or register via semi-central DB
-  Smart contract logic: listing fee, royalties, trade validation
-  Equip/unequip system linked to wallet inventory



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### Phase 5: Polish & Soft Launch (Weeks 19-22)







Goals: Final testing, UX tuning, and community rollout.

-  Cross-device testing (desktop + mobile web)
-  Improve UI/UX: tooltips, animations, hover states
-  Add tutorial sequence and onboarding for new users
-  Launch public beta with limited access token gate
-  Introduce creator rewards and featured shop rotation
-  Begin Discord-based support, bug tracking, and patch cycle
-  Announce seasonal update plans and roadmap for Phase 6

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### Phase 6: Arcade Integration & Crossworld Access (Weeks 23-26)

Goals: Deploy Aeonic Dreams into interoperable metaverse platforms.

-  Package game client as interactive arcade unit for metaverse hubs
  -  Deploy arcade machines in Decentraland with wallet-based sessions
  -  Deploy arcade machines in Hyperfy with multiplayer access
  -  Enable cross-instance stats tracking via shared token ledger
  -  Promote community-created arcade content and tournaments
  -  Launch persistent leaderboard with creator/player rewards
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## Appendix B

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### **Developer Token Vesting & Transparency Protocol**

To ensure fairness and long-term sustainability, developer-held \$AeonSmash tokens follow a hybrid vesting model. A small portion (5%) unlocks at launch to reward foundational work. The rest is tied to clear project milestones: game phases, multiplayer features, and distributed inference. This approach ensures that progress aligns with value—for both the developer and the community. We build trust by building together.

**Total Tokens for Project:** 120,000,000

**Developer Tokens:** 40,000,000 (25%), 5% available now, remaining is vested behind developer achievement criteria.

### **Vesting Schedule (Hybrid: Upfront + Milestone + Linear)**

| Portion Unlock Timing |   | Conditions  |
|-----------------------|---|---|
| 5%                    | Immediately upon token launch                   | Acknowledges foundational development and ecosystem setup       |
| 10%                   | After Phase 1 Launch                            | Fully playable solo game live, public milestone                 |
| 10%                   | After Overworld Access is unlocked, Multiplayer | Includes bridge trigger, class roll system, and overworld entry |

| Portion Unlock Timing |  | Conditions  |
|-----------------------|--|---|
| 15%                   | After Metaverse Expansion                  | Includes Decentraland/Hyperfy zone access                 |
| 15%                   | After Distributed Inference Node Alpha     | Launch of local inference agents with \$AeonSmash utility |
| 45%                   | Monthly vesting over 12 months post-launch | Linear release to support ongoing development             |

## **Selling Protocol** (Developer Token Sales)

To maintain community trust and protect the token economy, developer token sales follow a structured and transparent schedule:

- **Quarterly Sell Window:**

Developer wallets may only sell tokens once every three months (quarterly). This limits frequency and gives the community time to prepare and respond.

- **Maximum Sale Cap:**

Each sale is capped at the lesser of:

- 2% of the total circulating supply, or
- 500,000 \$AeonSmash tokens per quarter

This ensures no single event can flood the market or devalue the token.

- **Mandatory Use Disclosure:**

Before any sale, developers must publicly state how the tokens will be used.

Examples include:

- Reinvesting into game development or infrastructure
- Paying for server or asset costs

- Covering modest living expenses

## **Transparency Measures**

- Developer wallet addresses publicly published
- Token flows trackable via dashboard (eventually at [aeonsmash.com](https://aeonsmash.com))
- All sales and unlock events disclosed via Discord and devlog
- Consider DAO-controlled multisig for milestone unlocks

## **SEC & Community Risk Minimization**

- No promises of profit to token holders
  - Utility-first design: gameplay, governance, and progression
  - Non-custodial player wallet architecture
  - All vesting and unlock rules stored in published smart contract or governance registry
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## Appendix C: Glossary of Terms

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### Appendix D: Glossary of Terms

#### **Aeonic Framework**

A meta-narrative structure that underpins Aeonic Dreams, representing a simulation-like reality constructed from fractured timelines and post-cataclysmic remnants. It hints at a deeper logic beneath the game's surface narrative and governs its mythic, cosmological cycles.

#### **Aeonic Dreams**

The core game experience, beginning in a farming-defense setting and evolving into an overworld RPG. It serves as the foundational application of the Aeonic Framework.

#### **\$AeonSmash**

The native token of the Aeonic Dreams ecosystem. Built on Solana, it is used for governance, class progression, item purchases, and narrative participation. It is exchangeable for in-game gold and interacts with player identity and memory layers.

#### **Anomalous Zones**

Special terrain tiles or map events that offer unpredictable yields, rare encounters, or altered world logic. Often tied to daily strategic choices or seasonal shifts.

#### **Cassiopeia**

A semi-sentient memory terminal located in the cabin. Initially serves as a narrative guide and interface, later revealed to be a fragment of mythic intelligence within the Aeonic Framework.

### **Class Roll**

A pivotal mechanic in which players spend \$AeonSmash to receive a permanent class identity (e.g., Warrior, Empath). The result is based on RNG and/or quest performance, determining abilities, relics, and narrative potential.

### **DAO (Decentralized Autonomous Organization)**

A blockchain-governed organization that allows token holders and contributors to vote on major decisions. Aeonix Dreams uses a hybrid DAO model to influence lore, feature development, and game rules.

### **Dream Logs / Recurrent Dreams**

Narrative fragments presented as dreams or visions that hint at simulation inconsistencies, alternate timelines, or past player loops. Later powered by LLM memory.

### **Homeland**

The player's initial persistent game space where farming, defense, and resource gathering occur. Evolves as players invest time and \$AeonSmash.

### **LLM (Large Language Model)**

An AI architecture capable of generating and responding to human-like text. Used in later stages of Aeonix Dreams to enhance NPC dialogue, procedural quests, and dynamic lore delivery.

### **Metaverse Integration**

The future deployment of Aeonix Dreams components (e.g., terminals, overworld zones) in platforms like Decentraland and Hyperfy. These enable cross-instance identity continuity.

### **NFT-Linked Identity**

A smart contract-backed player profile that evolves with gameplay. Records achievements, class, major choices, and narrative affiliations.

### **Overworld**

The post-homeland phase of Aeonix Dreams where players explore a vast, shared RPG

environment. Features procedural terrain, random encounters, class-based combat, and narrative continuity.

### **Passive Defense Loop**

A core gameplay mechanic where players set up defenses (e.g., turrets, walls, NPCs) to automatically withstand nightly monster waves.

### **Pixi.js / Three.js**

Web-based rendering engines. Pixi.js handles 2D rendering for the farming-defense phase, while Three.js powers 3D scenes like cabin interiors and VRM avatar views.

### **Procedural Generation**

A system of dynamically creating content (e.g., terrain, NPCs, items) based on rules and seeds. Used extensively in the Overworld.

### **PRNG (Pseudo-Random Number Generator)**

An algorithm that simulates randomness in game systems like loot drops, class rolls, and enemy behavior. Later upgraded via Chainlink VRF for higher trust.

### **Quadratic Voting**

A governance mechanism that allows players to cast votes based on token holdings while avoiding whale dominance. Encourages balanced, reputation-weighted participation.

### **Simulation Hypothesis**

A central thematic idea that the Aeonic world is artificial or nested within a higher-order system. Revealed gradually through narrative events and quests.

### **Smart Contracts**

Self-executing blockchain code used to verify transactions, quests, reputation, or world events in a trustless way.

### **VRM (Virtual Reality Model)**

A 3D avatar format used for customizable characters. Supports real-time animation and integration with Decentraland and other 3D spaces.

## **Warden (The)**

A mysterious, recurring entity referenced across dreams, ruins, and Overworld lore.

Possibly a guardian or enforcer of the Aeon Framework's deeper laws.

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### Appendix D: Terms of Service (Aeonic Dreams)

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## **Effective Date: July 1<sup>st</sup>, 2025]**

These Terms of Service (“Terms”) govern your access to and use of the Aeonic Dreams platform, including its browser-based game, \$AeonSmash token utility, governance systems, and decentralized storytelling tools (collectively, the “Platform”).

By connecting a wallet or interacting with the Platform in any capacity, you agree to these Terms. If you do not agree, do not use the Platform.

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### **1. Eligibility**

**10.** You must be at least 18 years old or of legal age in your jurisdiction to interact with digital assets and online games.

- You may not use the Platform if you reside in a jurisdiction where such use is prohibited by law or where interacting with utility tokens is restricted.



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## 2. Wallet & Identity

- Platform interactions are tied to your non-custodial wallet address.
- You are solely responsible for securing your private keys and wallet access.
- Actions taken on the Platform (e.g. DAO votes, quests, relic acquisition) may be recorded on-chain and linked to your identity for gameplay continuity.

---

## 3. Gameplay & Content

- Aeon Dreams is a narrative sandbox. Player decisions shape lore, quests, and in-world consequences.
- You agree not to submit or circulate content that is:
  - Illegal, hateful, exploitative, or sexually explicit
  - Designed to defraud, impersonate, or exploit other users
  - Intended to abuse AI or LLM systems when integrated
- Lore proposals, NPCs, or in-game creations may be reviewed or moderated before entering the canon.

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## 4. Tokens & Economy

**11.** \$AeonSmash is a utility token used for in-game actions, governance, and identity anchoring. It does not confer equity, profit rights, or investment guarantees.

- You are responsible for understanding any local tax implications or regulatory obligations that may arise from interacting with \$AeonSmash.

- The Platform does not guarantee the future value or exchangeability of the token.
- 

## 5. Ownership & Licensing

**12.** You retain full rights to content you create, except when it is canonized into the game world.

- Canonized content may be used under a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 license and tied to your wallet via NFT authorship.
  - Core IP (e.g., Cassiopeia, Aeonic Framework, system names) is reserved to the Platform developers and affiliated artists.
- 

## 6. Risk Disclosures

**13.** You acknowledge that:

- The Platform is in active development and may contain bugs or experience downtime.
  - Smart contracts may carry security risks, including loss of tokens or progress.
  - Narrative content and simulation elements may reference mature, philosophical, or existential themes.
- 

## 7. Compliance & Termination

- Aeonic Dreams reserves the right to restrict or suspend wallet access to specific services or events if Terms are violated or abuse is detected.

- The DAO may vote to restrict access to accounts that engage in malicious game disruption, exploit abuse, or lore sabotage.
- 

## **8. Changes & Governance**

- These Terms may evolve as the Platform decentralizes. Substantive changes will be announced via the governance interface or official communication channels.
  - The DAO may propose amendments to these Terms, subject to community ratification.
- 

## **9. Contact & Jurisdiction**

- Aeonix Dreams is operated by [Entity Name], located in [Jurisdiction].
- Disputes shall be resolved according to the laws of [Jurisdiction], unless superseded by DAO processes.

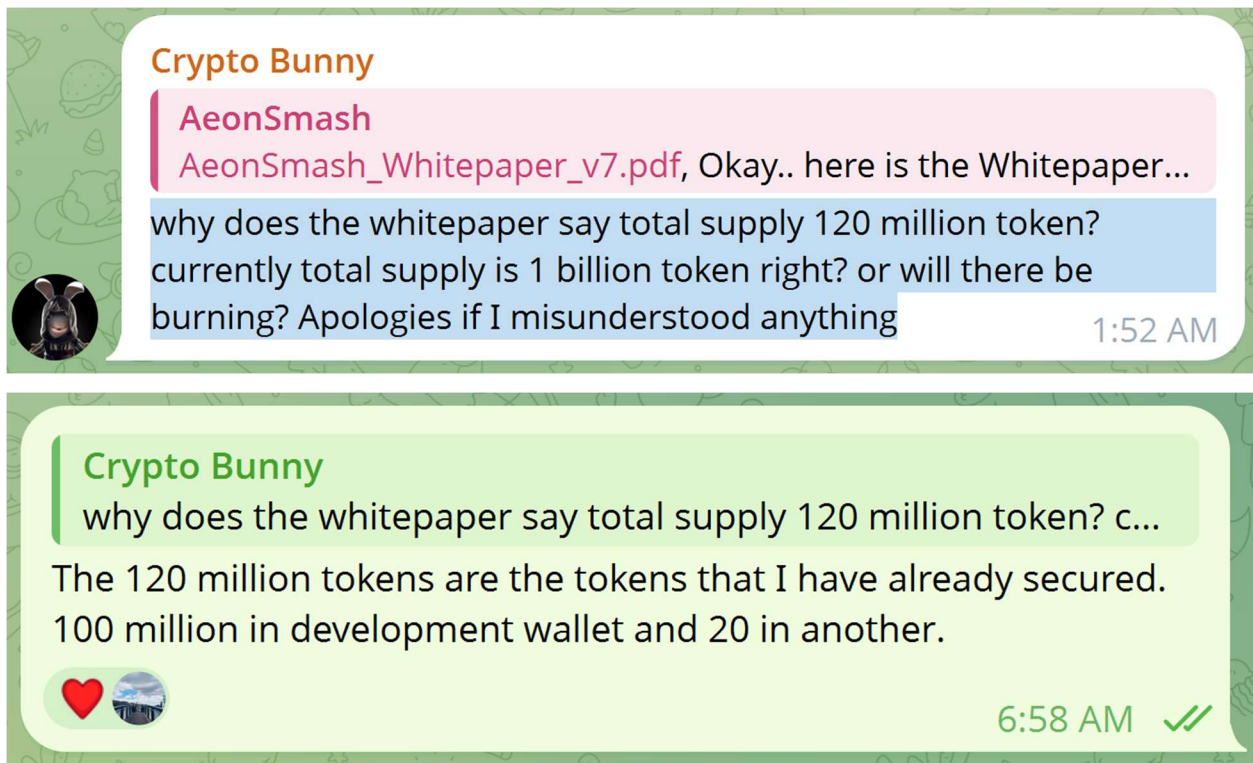
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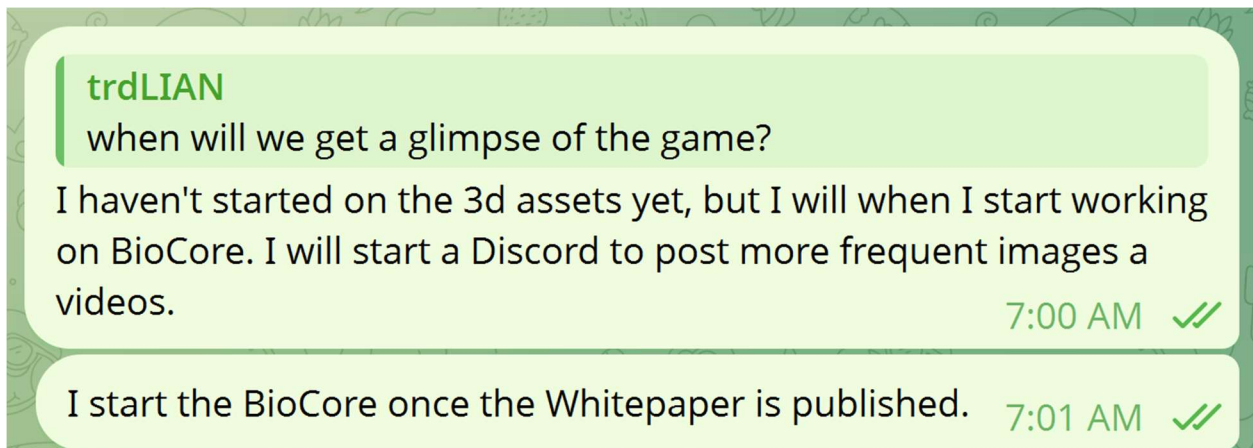
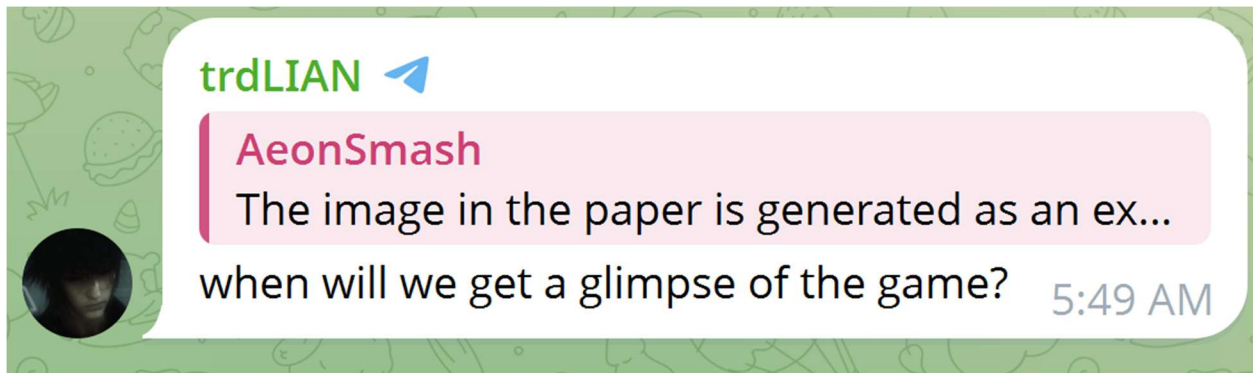
## Appendix E: Community Questions and Answers

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**Telegram:** <https://t.me/AeonSmashdotcom>

**Note:** The illustration on the cover page is to convey information. The actual game will utilize materials/textures and 3D assets that I will create for this project. Images and video will be posted regularly on an upcoming Discord channel, where we could also vote on visual elements.







Doooooooo

what is the motivation of launch gamefi project? People said you launch project 89 last year which is ai sector

← 1 7:05 AM

Doooooooo

what is the motivation of launch gamefi project? People said y...

The only two coins I have created are this one and the other one that I have sold all holdings and will not be using (aeons). I did not make Project89 coin, but I am an investor and talk with the team. Narratives between Project89 and this one will overlap from time to time but I did not create the token.

I am a lifelong gamer and building this is my passion. We finally have the tools and path set forward in 2025 to do this with very limited team members, but I look forward to grow when the time is right. I've enjoyed farming/survival, defense games, and RPGs (mainly 90s era), and thought it sounded natural to merging these genres in logical ways that it makes sense for the narratives. I have been in Decentraland and exposing myself to different projects for years, taking notes. I have also been writing the lore for this project for the last 5 months in Notation.



7:40 AM

5

As the LLM becomes more integrated into the project, the LLM become more of a Dungeon Master for the RPG and maintain memory records as this unfolds.

7:42 AM ✓✓



**BEIRUT MONDEIRO WATSON**

**AeonSmash**

The 120 million tokens are the tokens that I have already secur...

For every aeon token exchanged for gold, where will it be allocated, sir? Is there a portion inserted to be burned? To maintain scarcity and increase the price of aeon?

7:46 AM

I think aeon will be a massive.. If you add the rarity of the equipment like armors, or weapons.. Make the gotcha system too

7:48 AM



**BEIRUT MONDEIRO WATSON**

For every aeon token exchanged for gold, where will it be alloc...

As of now, the equivalent of 1 dollar in AeonSmash will be 100 gold pieces. When players use AeonSmash in the game, it will be burned.. I am considering burning 80% and using 20% for rewards, maybe we can vote on this. I will be setting up a governance system relatively soon, so we can start voting on things.



8:04 AM ✓

There will be several rare items. The Marketplaces can be accessible from the game (Overworld cities), traveling merchants, and the browser, but rare items can only be found in treasure or a rare traveling merchant. I will establish the item, weapon, inventory system in the near future.



8:06 AM 5 ✓



Doooooooo

Narrative with project 89 and This project overlap ? How

← 1 7:49 AM

Doooooooo

Narrative with project 89 and This project overlap ? How

I spoke with the creator of the project, Parzival, who, as I understand, didn't mint the coin himself. I reached out to him because both of our projects will be integrated into the coming technological revolution. I also wanted to assure he was on board with this project. We are in the same timeline and it could be that quests will involve interoperable missions into Project89, to some level.

However.. we are very different projects and completely independent from each other. Owners of this coin will be able to vote on our growth and this will not be influenced by other projects.



8:13 AM ✓✓