



Ashes of Mankind is a vast universe set in a dystopian future, featuring two interconnected games.

AoM: Empires focuses on creating and trading unique technologies and cosmetics that impact AoM: Citadels, an innovative PvP extraction MMO FPS.

Game Economy Litepaper

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Rising from the Ashes of Mankind

In a war-torn world dominated by opposing corporations, mercenaries arise from the Ashes of Mankind. These militants compete for rank and opportunity within the Citadel. This strategically vital fortress marks the epicenter of the Consortium, the governing body of the dystopian, futuristic world. Meanwhile, masterminds, with a keen eye for business, control the market of goods in the Empires, manufacturing and trading gear that fuel the fires of conflict within the Citadel.

The Citadel is the landscape of an immersive extraction-based, first-person shooter game. Players and teams battle their way up the colossal structure, engaging in combat, and taking what they can to survive amidst the ashes. Players of the Empires focus on building powerful Corporations, which extract resources and craft unique weapons, armor, and cosmetics for those within the Citadel.

The Ashes of Mankind universe bridges a traditional gaming experience with a web3-powered economy by featuring two interconnected games: “The Citadel” and “Empires”. The economy is owned and operated by users who compete in a market of natural resources and manufacturing. Strategy, influence, and rank drive their competition to provide these mercenaries with the weapons, armor, and equipment they need to rise to the top.

For Gamers

Experience a dark and immersive FPS adventure, where every decision matters. Scavenge for loot, trade resources, and customize your character, weapons, and gear to suit your unique playstyle. Climb leaderboards to stand out, form strategic alliances with other players, engage in cutthroat PvP combat, and join a growing community.

For Entrepreneurs

Discover an innovative web3 market where digital ownership grants influence over an entire gaming ecosystem. Mine and trade resources, build a powerful brand, and conquer the market. As part of the elites, your decision and voting rights will impact the future arising from the Ashes of Mankind.

For Creators

For those interested in showcasing their creativity, Ashes of Mankind invites users to submit their designs for in-game items, offering rewards and the chance to leave a personal mark on the world.

Core Game Mechanics

The Citadel, the once vibrant headquarters for the Consortium, lies at the center of intense conflict. Players must navigate through the expansive megastructure, where rival squads lurk on each floor. Survival is not just about combat skills, it is about outsmarting the competition and flourishing in a corrupt system.



To best equip themselves for survival, players can pick up gear from defeated enemies. With resources and credits extracted from the Citadel, players can visit the game's open marketplace where they can purchase these items to customize their loadout.

High-quality gear comes at a price, and in the relentless pursuit of survival, players fiercely compete to gain a competitive advantage. But where do these valuable items come from?

While players battle within The Citadel, a different game unfolds among the Empires. Corporations in the web3 economy control the production of weapons, gear, and essential consumables. Corporations require precious resources to manufacture these assets. While players provide some of the resources required, highly essential raw materials must be acquired from Land Owners, who extract them from the landscape among the Ashes of Mankind.



The various needs and motivations of different users intersect in the open marketplace, where these resources and assets are sold and traded, dictating the underlying power dynamics and political landscape of the ecosystem.

Ashes of Mankind offers user experiences catering to a wide range of playstyles and interests. Whether you aim to dominate the leaderboards, build your own production empire, or create and collect unique digital assets, there is a path for you.

Survive through tactical FPS gameplay



As players explore the expansive maps, collect loot, and face enemies in combat, the gear they equip can make or break their chances of survival. Strategy, skill, and resourcefulness are key - while players can gain valuable items through competitive gameplay, they can just as easily lose it all.

Fortunately, there are numerous paths to victory in Ashes of Mankind, however, not all are honorable. As players fight their way through the Citadel or take on missions for Corporations, they may face the temptation to betray allies for personal gain.

Establish your own Corporation



Corporations hold the reins of production. Players can establish their own Corporation, or join with others to strategically build a profitable business that manufactures weapons, armor, and other valuable in-game items. With the required resources and a Production License in hand, they influence and exert control over those fighting in the Citadel.

Fuel the in-game economy by mining resources



The world's economy is built on in-game land ownership. Lands can be acquired by users - officially making them "Land Owners" - and are key for mining and refining several different types of precious resources. With the help of Corporations, these users wield a great deal of power in the game, as they control the supply of resources that are essential to forge weapons, armor, and other consumables used within the game.

Let your creativity shine and design in-game assets



For those who prefer creativity over combat, Ashes of Mankind offers the opportunity to shape the game world without the need for bloodshed. Community members can participate in campaigns that call for unique designs for weapons, skins, armor kits, and other assets. Users can submit their best works to be evaluated and voted on by

community members, with the winning designs integrated into the game. This ensures that Ashes of Mankind continuously evolves with the imagination of its users.

Asset Economy and Token Ecosystem

The Ashes of Mankind economy is a dynamic, user-driven machine. Users can earn, spend, and trade digital assets, such as resources, weapons, and mods. Market prices are manipulated by the boldest participants from the Ashes of Mankind, with supply and demand reflecting the activities of the player base. As the game's community grows, so does the economy, creating new avenues for those willing to seize them. The game features various tokens that work together to create an immersive and seamless gaming experience.

Token Economy Overview

The token economy is deeply integrated into every aspect of the game's framework, using both on-chain and off-chain digital assets that serve different roles within the game and the digital asset economy.

On-chain tokens mean true ownership, monetization, and autonomy in trading outside of the game's ecosystem. Users are granted the freedom to control their assets and choose the markets to buy and sell them in.

Off-chain tokens, on the other hand, are part of the game's internal system and can be earned, spent, or traded without relying on any blockchain technology - making it ideal for those who want to focus purely on the combat and survival elements of The Citadel.

For those who want the best of both worlds, certain items exist both on- and off-chain, granting more flexibility in how users engage with the game's economy.

Credits, Resources, and Tokens

Credits

The Credit is the money of the masses. An inflationary, government-owned currency that must be earned through skill and effort in gameplay. This currency is managed by the Consortium and given as a reward to players who appease the council and show potential in combat. Players need Credits to buy in-game items in the marketplace. The more they earn, the better gear they can buy, increasing the chances of survival in combat.

These Credits also have a place in the web3 economy. Land Owners and Corporations need them to pay workers to upgrade their infrastructure. Additionally, they can be offered to players in bounties to complete missions. Credits are off-chain until they are paid to Corporations for items. Once exchanged, they will be minted and live on-chain, allowing them to be traded outside of the in-game market.

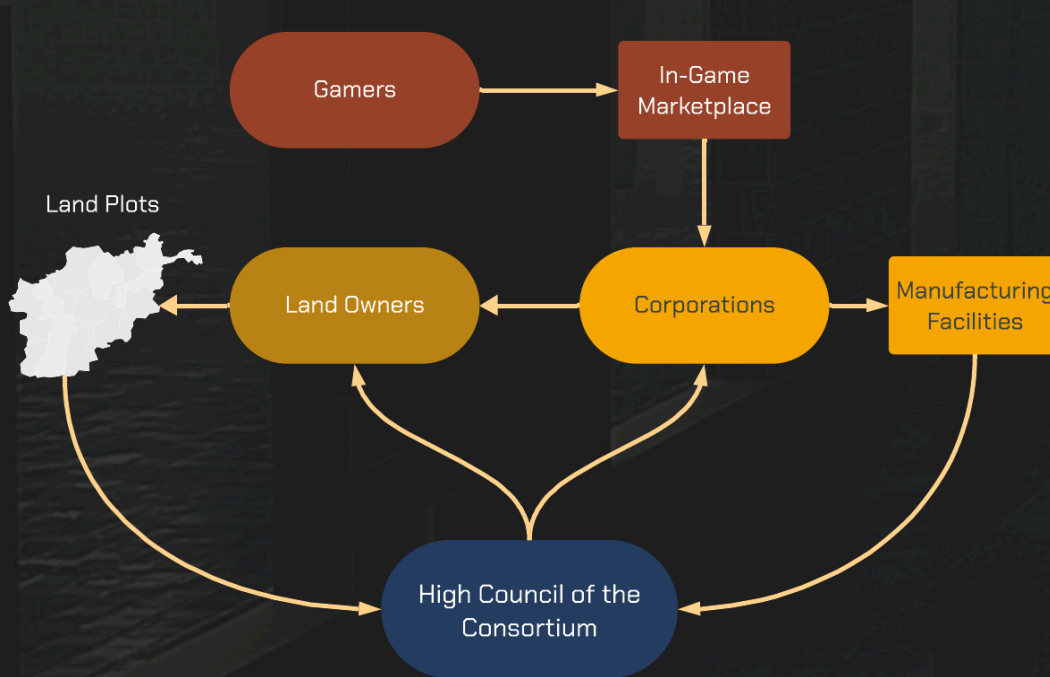
Resources

Almost every in-game item in Ashes of Mankind is crafted from resources. Found within Land Plots, materials like oil, steel, titanium, gold, and others, are essential to produce items such as weapons and armor, or build improvements. Land Owners with a Corporation on their lands can mine resources from their land plots, trade them on the open market, or grant them to other players.

\$ASH Token

A measure of political influence, \$ASH grants true power among the Ashes of Mankind. These on-chain tokens serve as a 'liquid influence' for the elite and the powerful. For Corporations, Mega Corporations, and Land Owners, \$ASH is the key to controlling the economy and dominating the market.

Having only a limited supply of one billion tokens, only the most strategic players can rise to the top as the community grows and demand increases. \$ASH drives the economy by incentivizing resource extraction, the creation of in-game items, and player interactions.



Digital Assets, Items, and Equipment

Much like their fungible counterpart, Non-Fungible Assets can exist both on-chain and off-chain. Non-fungible assets include weapons, wearable clothing and armor, cosmetic items, consumables, Corporate Deeds, Land Plots, Production Licenses, and more. These items are more than just digital assets in this game, they represent status and power.

These unique tokens shape the gameplay and grant a true sense of ownership to users.

In-Game Items

The gear players wear during combat is crucial for success. In-game items, ranging from weapons and accessories to player characteristics, are mostly on-chain assets that provide high levels of customizability. Players should equip their loadout wisely before entering a battle, as defeat on the battlefield means losing these valuable assets.

Land Plots

Land Plots are sold within the web3 digital economy, and are the source of various resources. Each plot contains a certain amount of materials, such as oil, steel, gold, and titanium among others, waiting to be mined and traded on the marketplace. However, to access these, Land Owners must build their own Corporation or lend their Land Plots to other Corporations first. Strategic players can also gain a competitive advantage by making use of land improvements that boost extraction rates, setting missions for other players to obtain certain items, or uncovering additional hidden reservoirs.

Corporate Deeds

To build a production empire, players must acquire a Corporate Deed - an official document granted by the Consortium. This deed allows individuals and communities to establish a Corporation. With strategic planning and growth, Corporations can serve larger Mega Corporations, or potentially evolve into Mega Corporations themselves, creating a partnership with the Consortium.

Production Licenses

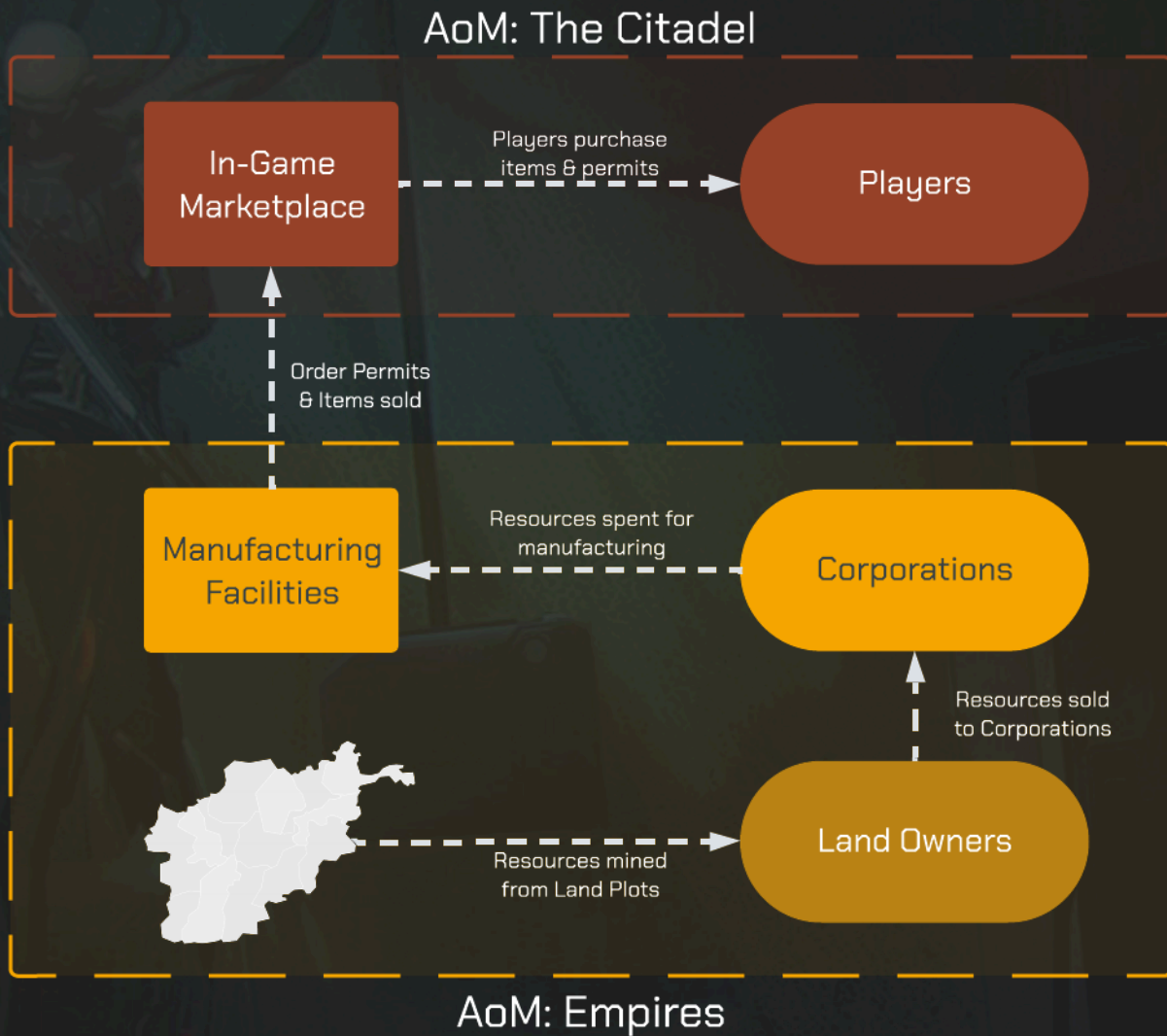
Production Licenses give the right to Corporations to manufacture in-game items, such as weapons, armor, and consumables. The Consortium controls these licenses, ensuring that there is a consistent flow of new and unique in-game items on the market. As part of the design campaigns, some of these items may originate from user-generated content or sponsored collaborations.

Order Permits

Even if players lose their loadout in combat, they can recover their items as long as they have an Order Permit from a Corporation. These permits allow players to replace their gear using Credits and Resources, promoting a pay-to-access experience over pay-to-win. Permits may be unlimited or limited, with rarer assets requiring additional permits if lost after a certain number of uses.

Land and Facility Improvements

To maintain a competitive edge, Land Owners and Corporations must take every available advantage they can. Improvement assets are valuable off-chain items that can enhance operations. These include building permits, survey maps, and deeds of land ownership. Such improvements can help increase resource extraction rates or uncover additional reservoirs. While these assets are traditionally granted by the Consortium, they can be extracted during gameplay by hacking consoles or accessing secure lockboxes.



Incentives and Rewards

“You reap what you sow” is a saying that rings especially true in Ashes of Mankind. Play wisely, and power and wealth will follow. Whatever the strategy, users who combine their resources and assets, take advantage of market opportunities, or actively collaborate with others will earn their rewards. Missions completed, milestones reached, or battles fought all bring players closer to rising through the ranks and amassing influence within the ecosystem.

Players who survive battles in The Citadel, complete missions, or participate in special events are rewarded with loot, bounties, or tokens. Rewards may be in Credits, Resources, or Order Permits to immediately equip them with an upgraded loadout.

Land Owners and Corporations within the Empires who contribute to a thriving economy are rewarded with \$ASH tokens, which they can use to upgrade their infrastructure. \$ASH will also be rewarded to those contributing creatively to the ecosystem. Design campaigns allow winning users to earn \$ASH royalties for their work. Furthermore, creators will be able to build their reputation and branding within the community. This incentive ensures that the Ashes of Mankind landscape continuously evolves with its user base, as new and unique user-generated content enters the game.

Let The Games Begin

Ashes of Mankind offers an innovative blend of traditional gaming features and web3 technology. It is more than just a game, it is a dynamic ecosystem where users can shape the world around them.

Whether you're a seasoned gamer, a tech-savvy web3 entrepreneur, or just enjoy the art of creation, there is a place for you within the Ashes of Mankind universe.

