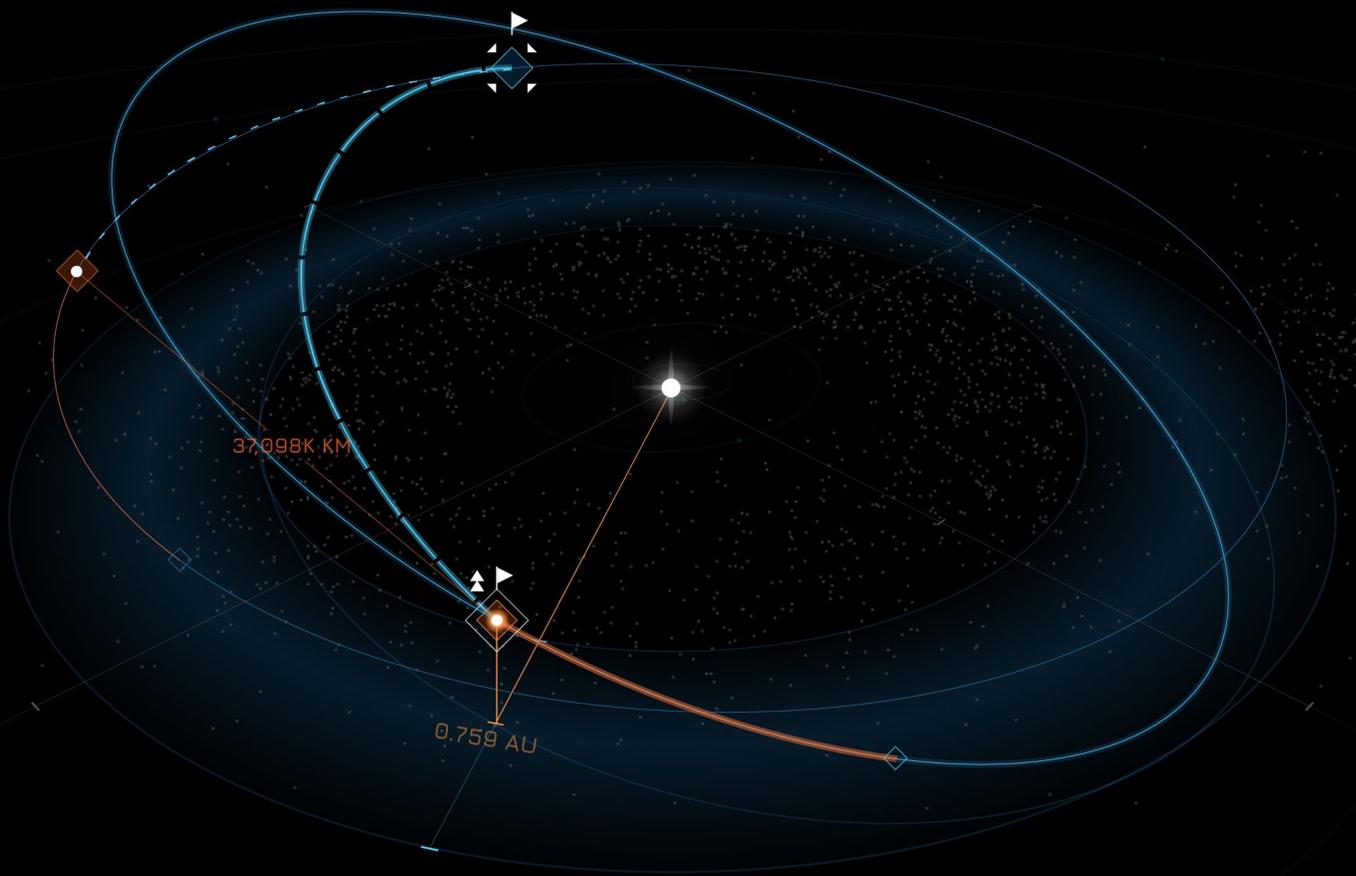




EXPLOITATION RELEASE

A PLAYER'S GUIDE





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OVERVIEW

Influence is a space strategy MMO set in the Adalia system's asteroid belt after an ill-fated journey aboard the Arvad, a multi-generational ship fleeing a dying Earth. The initial release of Arrival on Ethereum mainnet introduced players to the asteroid belt and the story of the first Adalians. "Exploitation" will launch on StarkNet and is heavily focused on the foundation of the fledgling Adalian economy. This guide addresses the concepts and core mechanics present in the "Exploitation" release to provide players insight into the available strategic and tactical decisions in Influence.¹

¹ Balancing efforts continuing through the release of Exploitation may result in modifications.

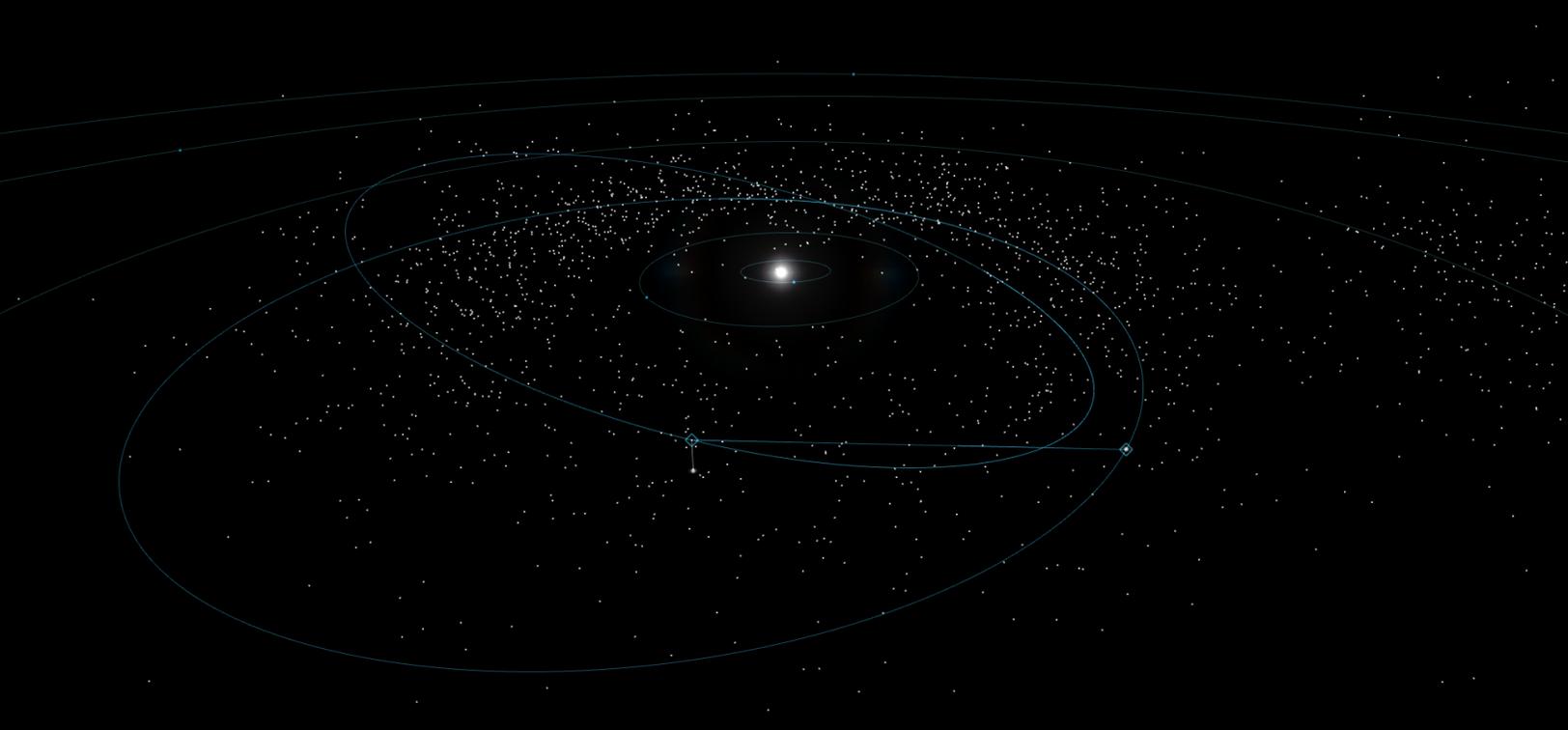


CORE CONCEPTS



ADALIAN SYSTEM

The Adalian asteroid belt consists of 250,000 realistically generated asteroids as well as five uninhabitable planets. Each asteroid orbits independently in real-time, can be owned by players², and provides the ability to extract raw materials, refine raw materials, produce finished goods, manage marketplaces, and lease space to others across a varying number of surface lots.



ASTEROID CHARACTERISTICS

Each asteroid has uniquely generated orbital elements defining its orbit, rotation, a specific spectral-type defining its resource distribution, and a unique size which defines its total available surface “lots” for constructing buildings. Asteroid names can be changed by their current owner.

² With the sole exception of Adalia Prime.



TIME ACCELERATION

Asteroids orbit, and the game progresses, at an accelerated pace 24 times real time. Therefore one in-game day passes for every real hour. Given Influence’s focus on futuristic realism, this allows for in-game travel, production, and building construction to occur over realistic time frames while balancing playability.

ADALIA PRIME

Adalia Prime is the largest asteroid in the Adalia system. It is the first asteroid that was settled by the crew of the Arvad, and is the starting point for all players. Players are able to acquire a limited number of buildable lots on Adalia Prime for free and can make use of many public structures to ease their start in Influence.

CREW

A crew is required to play Influence and is made up of at least one, and a maximum of five, active individual Crewmates, one of which must be selected as the captain. Additionally, players may have more than five Crewmates, but they must be in “inactive” status and be stationed at a Habitat.





EXISTING CREWMATES

Prior to the launch of “Exploitation”, roughly 11,000 Crewmates already exist. These Crewmates represent the crew of the Arvad generational ship and were distributed to participants in previous asteroid sales or auctioned.



ARVAD DEPARTMENT HEADS

A limited set of 13 Crewmates representing the departments of the Arvad. Each Crewmate was auctioned over the course of 4 months. They include unique uniforms and the highest trait-related bonuses in-game.



ARVAD SPECIALISTS

A set of 1,859 Crewmates that were granted to holders of the asteroids purchased during the “Arrival” sale. Arvad Specialists have a higher chance of carrying a higher tier Arvad job role which in turn provides a department-aligned bonus trait.



ARVAD CITIZENS

A set of 9,241 Crewmates that were granted to holders of the asteroids purchased during the “Populate the Belt” sale. These Crewmates also carry a department-aligned bonus, but are more likely to carry a lower tier Arvad job role.

RECRUITMENT

For new players, and players who do not have a full crew of five individual Crewmates, in order to obtain a Crewmate they must “recruit” one. Initially, Crewmates may be recruited on Adalia Prime. Eventually, Crewmates may be recruited at any player-owned Habitat. When a Crewmate is first recruited, players can choose their appearance, choose one of five classes, and set a unique, immutable name.



CLASSES



Engineer



Merchant



Miner



Pilot



Scientist

When a Crewmate is recruited players choose to assign the Crewmate to one of five classes. This class assignment can not be changed. Crews can be formed with any arrangement of classes, ranging from one Crewmate per class, to five Crewmates all with the same class. There are benefits and drawbacks to each approach.

Each of the classes has a set of actions, which, when performed by a crew with that class represented, experiences no penalties. The same actions performed by a crew without the relevant class represented will be penalized in speed and / or efficiency. Crew which include multiple Crewmates with the same class will receive a bonus to that class's actions, but with diminishing returns for each additional duplicate. Class-aligned actions which are relevant in "Exploitation" include the following:

ENGINEER

- Refinery operation
- Factory operation
- Shipyard operation
- Building construction

MERCHANT

- Market trading
- Surface transport

MINER

- Core sampling
- Resource extraction

PILOT

- Ship flight

SCIENTIST

- Food production
- Food consumption

Impact on efficiency of each action, based on the number of class-aligned Crewmates present on a crew:

Number of Crewmates	% Baseline Efficiency	% Incremental Improvement
0	50%	-
1	100%	100%
2	125%	25%
3	138%	10%
4	144%	5%
5	147%	2%



TRAITS

Certain traits associated with Crewmates, granted during the initial recruitment process, or through crew assignments for Arvad Crewmates, provide for impactful bonuses. These bonuses further modify the actions above, and, prior to “Discovery”, are the source of variation amongst crew. The following traits are present in “Exploitation” and selectable as part of the Crewmate creation process (or earned during the Arvad crew assignments):



PILOT

- Buster** - increased ship maximum acceleration⁴
- Navigator** - increased ship propellant efficiency
- Operator** - reduced rate of wear during ship operation³



ENGINEER

- Builder** - reduced material requirements for building construction
- Mechanic** - decreased cost for ship repair³
- Refiner** - increased refining yield while refining raw materials



MERCHANT

- Hauler** - increased ship cargo capacity
- Logistician** - reduced surface transport fuel costs
- Mogul** - increased Marketplace fees to owner



MINER

- Prospector** - increased viability gain per core sample
- Recycler** - decreased loss when reprocessing materials
- Surveyor** - increased core sampling speed while surveying an asteroid



SCIENTIST

- Dietitian** - decreased Food consumption by Crewmates
- Experimenter** - decreased time to next invention⁴
- Scholar** - decreased time to next technology⁴

³ Traits which become impactful with the release of Durability & Repair during “Exploitation”

⁴ Traits which become impactful upon the release of “Discovery”



FOOD

Each Crewmate consumes one ton of Food per Adalian year (~15 real days). Food reserves will dwindle regardless of actions taken and once empty, will not allow the crew to: start an Extractor, Refinery, Factory, or Shipyard process, construct a building, start a flight, utilize instant surface transport or activate an inactive Crewmate. Manual surface transport and market orders are possible when Food reserves are empty. The rate of Food consumption can be reduced by the presence of a Crewmate with the Dietitian trait, as well as the stationing of the crew in a Habitat building.

Crewmates that do not take an action, or are inactive, for over one Adalian year (~15 real days) will have their Food cost capped at one ton per Crewmate upon their next action / activation. In cases in which Food is unobtainable, the crew is able to evacuate via their Hab Module at low speed to a nearby asteroid.

STORIES

Logs of each crewmate's actions are kept and visualized, and can be further embellished by the player. Any individual event can have additional context added which will be visible to all players when viewing the crewmate's profile. The content may be edited until such time the crewmate is transferred to another player, at which point all previously created content becomes immutable.

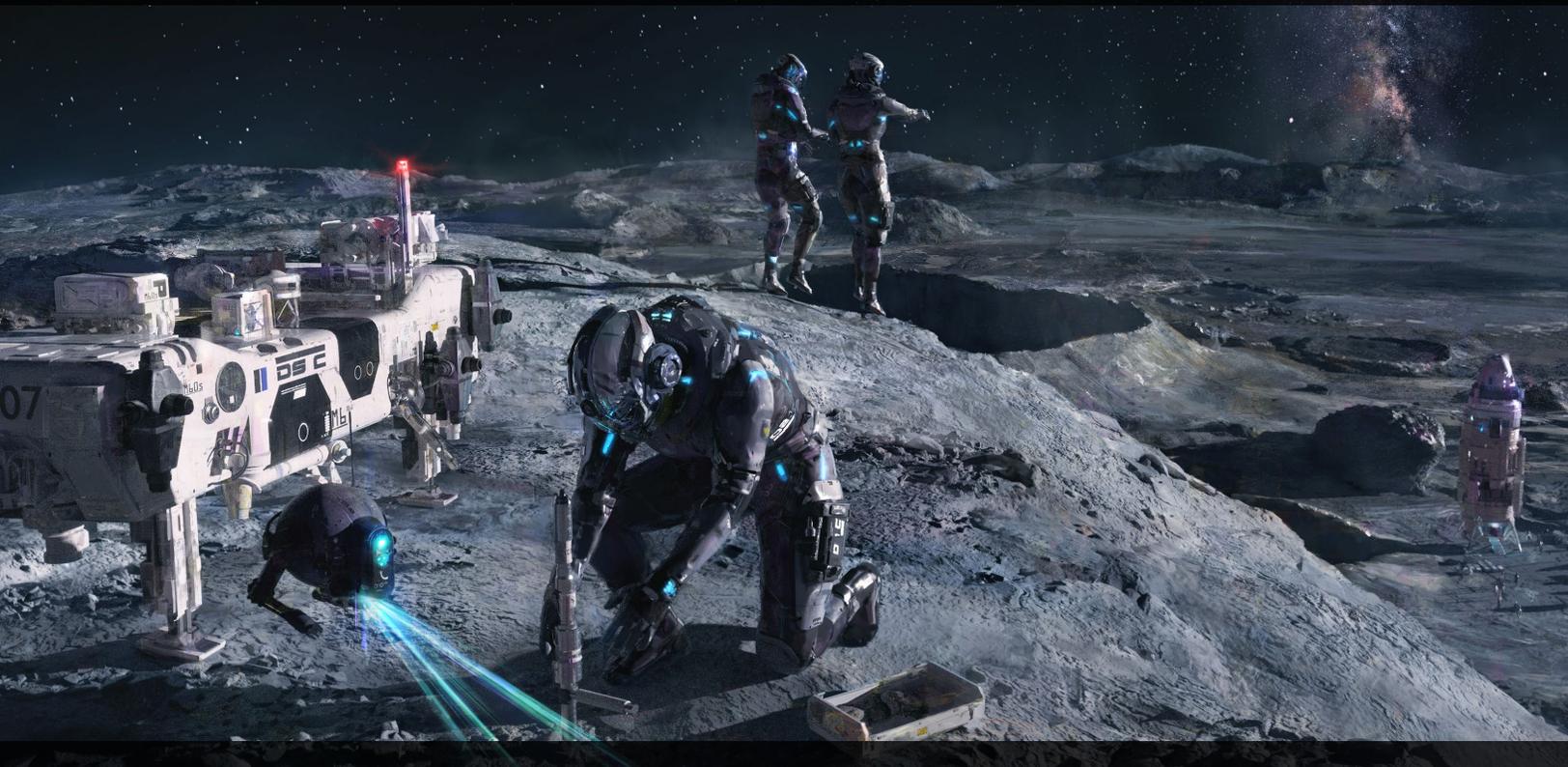
EVENTS

Crew events are short, branching storylines with meaningful decisions that impact the player's Crewmates. These events are integrated into the SWAY activity incentives, and allow for the continued distribution of SWAY in a targeted manner. Crew events may result in the assignment of new traits to Crewmates, or provide the option to switch between mutually exclusive traits. Events are pseudo-random, and can be triggered based on the presence of certain classes present in the crew, as well as on the completion of particular actions (ex. an event that is triggered by landing at an unexplored asteroid).

SKILLS

Each class has access to a class-specific skill tree, and although skills will not be introduced until "Discovery", experience related to skills will be tracked throughout "Exploitation". Upon the release of "Discovery", Crewmates with experience will start further along their relevant skill tree. Note: traits are distinct from, and may stack with, skills.





ECONOMY

RAW MATERIAL EXTRACTION

SCANNING

All asteroids begin with an unknown distribution of raw materials, and after being acquired, must be scanned. Scanning can be performed with long range scanners from anywhere in the Adalia system, which procedurally defines the distribution of raw materials distributed across the surface of the asteroid. Each 1 km² surface lot will have a set distribution of each raw material defined as a fraction between 0 and 1 which is modified by the asteroid's spectral-type composition. Single spectral-type asteroids will more frequently achieve higher concentrations than multi spectral-type asteroids.



CORE SAMPLING

To allow for extraction of a raw material, the player must make use of core samples while targeting a specific raw material. The first core sample will allow for extracting the raw material at the “background” rate. Each additional core sample will increase the concentration of the material by a diminishing amount thereby introducing a trade-off between time / cost of core sampling vs. yield. A chance-based component is included resulting in occasionally finding highly concentrated ore deposits with significant increase in extraction rates. Additionally, Crewmates with the Prospector trait receive a bonus to the extraction rate gain per core sample, and those with the Surveyor trait can complete core samples more quickly.

EXTRACTION

Extractors will extract a base amount at a base period of one Adalian week (7 real hours) which will start at the core-sampled value and immediately begin decreasing at a constant rate each additional cycle. This necessitates a repeat of the core-sampling process once the extraction rate falls below the player’s personal “economic viability” threshold.

BUILDING CONSTRUCTION

Every asteroid is divided into lots which are approximately 1km². Each of these lots is available as a potential location for the construction of one building per lot.

REQUIRED MATERIALS

Buildings are first placed in planning mode, without the required refined materials and finished goods present. Once the building is planned, the required items must be moved from their storage location to the building site. Only items needed for construction of the specific building, and only up to the total amount required, may be moved to the construction site.

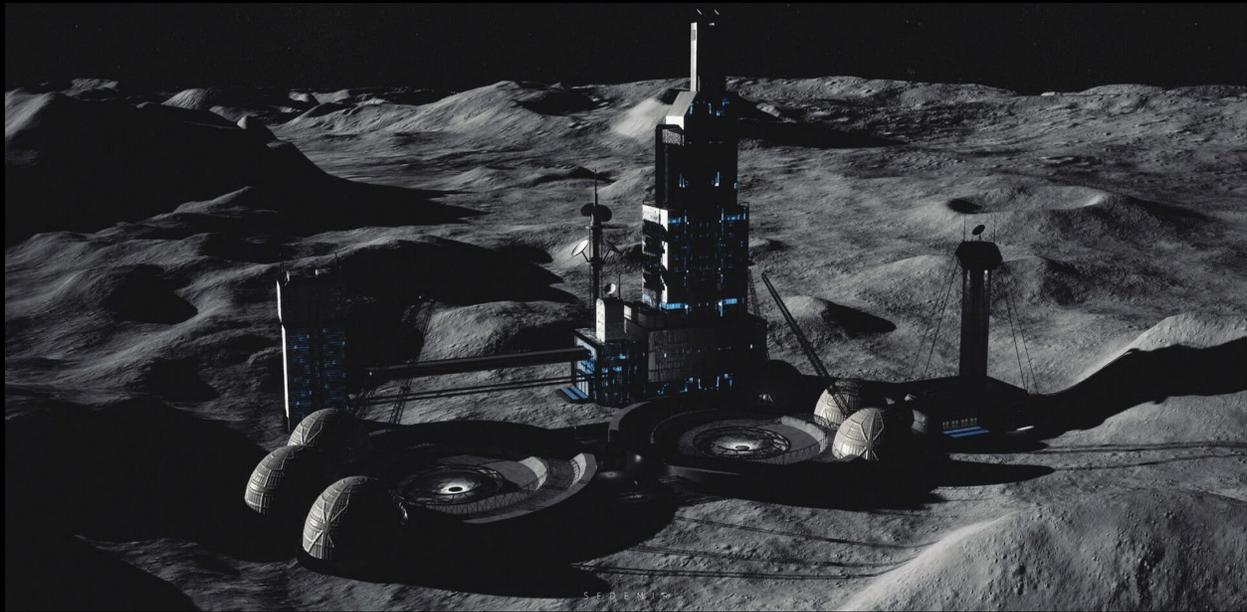
CONSTRUCTION

Once all items are on-site, the building can be constructed and will proceed over the course of a number of Adalian days (real hours) based on the complexity and item cost of the building. The item cost can be reduced by the presence of a Crewmate with the Builder trait.



DECONSTRUCTION

Buildings must be emptied completely prior to deconstruction after which the building is returned to its planning state with the returned items deposited on-site. The returned items are subject to a reprocessing loss which can be reduced by the presence of a Crewmate with the Recycler trait. The items must then be removed prior to canceling the building plan and returning the lot to its initial empty state.



REFINING & MANUFACTURING

Raw materials must be refined. Refined materials and raw materials may then be manufactured into finished goods. The yield of refined goods can be increased with the presence of a Crewmate with the Refiner trait.

PRODUCTION STORAGE

Refineries, Factories, and Shipyards include both input and output storage which are capable of holding (as a baseline) roughly one Adalian month (~30 real hours) worth of items. Production buildings can only be set to run as long as there are sufficient inputs and sufficient output storage capacity. No items may be placed into the output storage except for those items output by the production building itself.

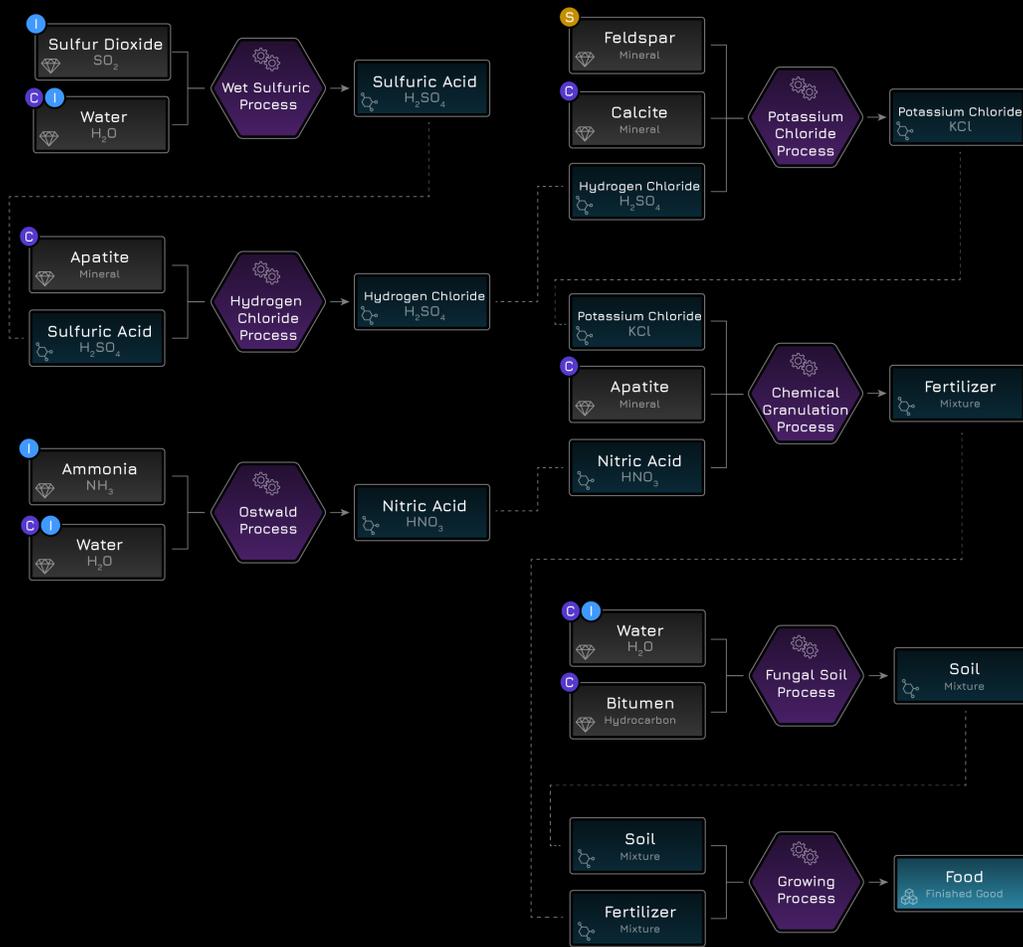


PROCESS MODULES

Every Refinery, Factory and Shipyard requires a process module with a limited number of “runs” to be installed which modifies the building to produce a specific end-product. These modules should be thought of as the particular process, related machinery, catalysts, etc. required for production. They are distinct from both the input materials, as well as the building itself, as they can be transported from building to building allowing for customization and re-tooling of production lines, and allowing for their sale and trade on the market.

Process modules can receive a variable number of inputs, but always output exactly one type of item. Once they are used, and no longer have a full number of runs, they are no longer trade-able on the market. Furthermore, whenever a process module is uninstalled from a building, there is a retooling cost related which reduces the remaining number of runs.

EXAMPLE PROCESS CHAIN: FOOD PRODUCTION





TRADE

Trading is the lifeblood of Adalia. With no NPCs (non-player characters), players will be responsible for the entirety of the supply chain and all market activity.

SELLING ITEMS

Sell orders can be placed by crew present on the same asteroid as the Marketplace. Sellable items include those present in any owned storage facility or ship cargo holds, provided the ship is landed. The items will remain in a “locked” state in the storage facility / ship cargo hold until they are sold. The seller is responsible for paying the surface transportation cost from storage to the Marketplace location. If the seller chooses not to utilize instant transport to the Marketplace location they will not be listed until they arrive via manual transport.

BUYING ITEMS

Buyers must reserve space in an available storage facility on the same asteroid as the Marketplace to successfully place a buy order. Additionally, the crew must be present on the same asteroid as the Marketplace. Any action that would remove access to that reserved storage space will result in the removal of the buy order. Once a buy order is filled, the items will begin being manually transported to the storage facility in which space was reserved. The buyer may then choose to speed up the transfer by spending fuel for instant transport. Finally, a fee of up to 5% in SWAY is assessed on the buy order, and is allocated as described below in the Token section regarding SWAY economics.

SYSTEM-WIDE MARKET DATA

All raw materials, refined materials, process modules, and finished goods in game are tied to a specific location, and can therefore only be traded when present on the same asteroid. This results in a highly dynamic set of markets, but requires an understanding of system-wide data to identify opportunities (ex. arbitrage). Weighted market data will be aggregated across all markets into a single system-wide index for each item on the market.



DURABILITY & REPAIR

Ships and publicly accessible buildings (Spaceports, Habitats, Marketplaces) will both experience wear, and therefore reduced durability as they are used, in proportion to their use.⁵

REPAIR MODULES

Repair modules are finished goods, produced from a set of items specific to either ships or buildings, and can be utilized directly to restore durability. Repair modules are less effective when repairing ships & buildings with lower durability, therefore repairing a ship from 50% to 100% durability requires fewer repair modules than from 0% to 50%. The presence of a Crewmate with the Mechanic trait helps to increase the efficiency of each Repair Module.

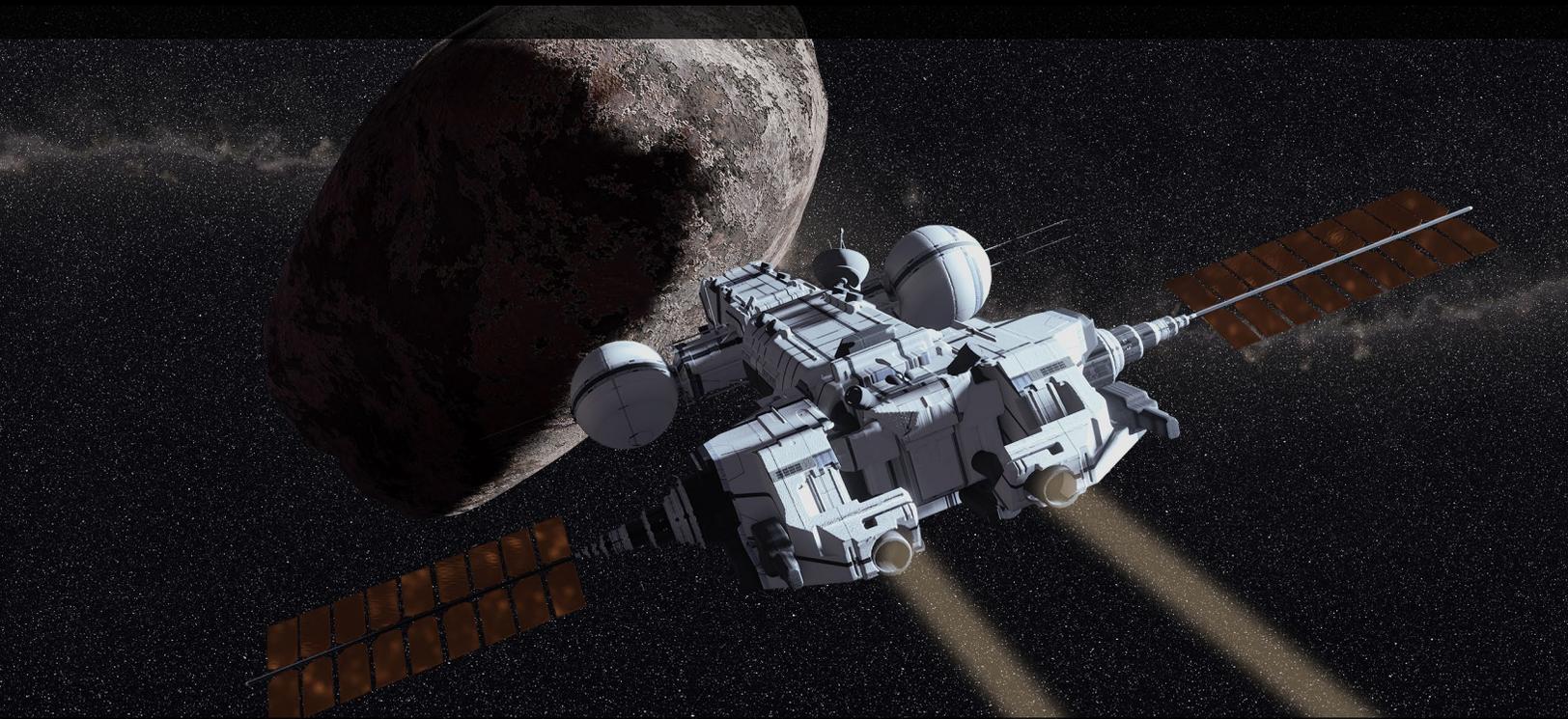
DERELICT BUILDINGS

Should the durability of a building drop to zero, the building will be inoperable, and will operate as if it had become restricted to all parties, including the owner. I.e. an inoperable Spaceport will only allow ships to leave, and will no longer allow for landing; an inoperable Habitat will no longer allow for recruiting or stationing crew and all crew present will need to be relocated to a functioning Habitat. Deconstruction of any building with less than 100% durability will additionally return a reduced set of materials.

INOPERABLE SHIPS

Should the durability of a ship drop to zero, the ship will no longer be able to take off and must be repaired first. Deconstruction of any ship with less than 100% durability will additionally return a reduced set of materials. Durability loss can be slowed with the presence of a Crewmate with the Operator trait.

⁵ Durability and repair will be introduced subsequent to the launch of "Exploitation" to allow for the establishment of a robust economy.



TRAVEL



TRAVELING THE BELT

Inter-asteroid travel within Influence is based roughly on the “torch ship” concept. Ships spend the first half of their journey accelerating towards the target and the second half decelerating. Adalia’s gravitational impact, and the acceleration due to it, is ever-present and does impact flight trajectories which will be elliptical (or hyperbolic) and, therefore, require appropriate planning. Flights are limited to one Adalian year (~15 real days) by the life support capabilities of the Hab Modules.

ASTEROID ORBIT

All ships will begin a journey by entering orbit around the origin asteroid and a journey will end in orbit around the destination asteroid. This allows players the choice of where they will ultimately land on an asteroid’s surface, whether at a Spaceport, or, if flying a Light Transport, directly on the surface of a lot.



PROPELLANT USAGE

Players are able to set how much propellant they wish to expend by adjusting the loading percentage of their ship. For example, choosing a 100% propellant loading would indicate that the journey starts with the propellant tanks entirely full, and therefore the maximum change in velocity (delta-V) for a given ship is available. This would result in the fastest possible journey at the expense of propellant consumption. Typically an efficient journey will involve a <100% propellant loading factor since, according to the rocket equation, each additional increase in speed / delta-V results in an exponential increase in propellant required. The presence of a Crewmate with the Navigator trait reduces the propellant consumption rate.

SHIP CARGO CAPACITY

Players will also need to consider and adjust the contents of their ships. If a player wants to minimize their travel time, they must also consider that any increase in the amount of cargo will require an increase in the amount of propellant required. Additionally, Crewmates with the Hauler trait will have increased ship cargo capacity.

EMERGENCY TRANSPORT

In any case in which a ship has run out of propellant, has zero durability, or the crew has run out of available Food, emergency transport is available. This allows for a ship to travel a maximum of 0.5 AU at slow speed, resulting in a travel time of one Adalian year (~15 real days). Additionally, if there is any durability remaining on the ship, it will drop to zero upon arrival and require repair.

SURFACE TRANSPORTATION

Items must be transported across the surface of the asteroids as they work their way through production chains and trade networks. Outputs from refining processes must be transported from the Refinery lot to the Factory lot to be further processed; finished goods must be transported into storage to be placed on the market; liquid hydrogen must be transported from the Extractor to the Spaceport to be placed in ships' propellant tanks. In each of these cases, there is a fuel⁶ cost incurred in relation to cargo mass and distance.

⁶ Fuel for surface transport, Hydrolox, is distinct from propellant used for inter-asteroid travel.



INSTANT TRANSPORT

Instant surface transportation entails expending enough hydrolox fuel to enable rapid transfer of items between lots. The amount of hydrolox fuel required scales linearly with the distance between origin and destination and the cargo mass. It is calculated based on the formula: $\text{fuel_constant} * \text{distance (km)} * \text{cargo mass (tons)}$ and can be reduced by the presence of a Crewmate with the Logistician trait.

STANDARD TRANSPORT

When there is no fuel available, items may still be transported, but progress is manual and slow at roughly 2.5 km / Adalian hour. This may incur significant time penalties, especially to traverse larger asteroids for which transport will take multiple Adalian days (real hours). At any time during the standard transport of items, players may elect to speed up the transfer by paying the instant transport fuel cost.

FREE TRANSPORT RADIUS

Any items transferred over distances less than or equal to 5km will be transferred instantly and at no fuel cost. The roughly 150,000 smallest asteroids in the belt (those with ~32 or fewer lots) will therefore benefit from free transport across their entire surface. Furthermore, this should heavily encourage settling contiguous lots on medium, large and huge asteroids.



TOKEN



DESIGN GOALS

The SWAY token is the base currency in Influence and is the denomination used for all fees and all buy-side transactions on the market.

SINGLE POINT OF ENTRY

The universe of crypto-currencies is already enormous with many thousands of listed tokens and all the concomitant complexity that brings. To simplify the onboarding experience, provide for a clear delineation, and to eliminate several tax implications for players SWAY will ultimately serve as the primary point to enter into (and exit out of) the Influence universe.⁷ Initially this entry point will be via automated market makers (AMM) such as Uniswap, exchanges like ZigZag, or others present on Starknet.

⁷ For a period of time after the launch of "Exploitation", asteroids and Crewmates will continue to be purchased primarily with ETH.



TRADE FACILITATION

All in-game markets, owned and operated by players on asteroids, will offer trading pairs denominated in SWAY. As the only system-wide, fungible currency in Influence, this results in a significant reduction in the friction of trade and a more straightforward understanding of the state of the market for traders looking to discover opportunities.

PARTICIPATION-BASED DISTRIBUTION

The distribution of SWAY will be explicitly tied to participation in the Influence community and in-game activity. There are no allocations to outside investors and there will be no private pre-sales or discounts provided to insiders. SWAY is Adalian money, and will be fairly distributed to active, productive Adalians.

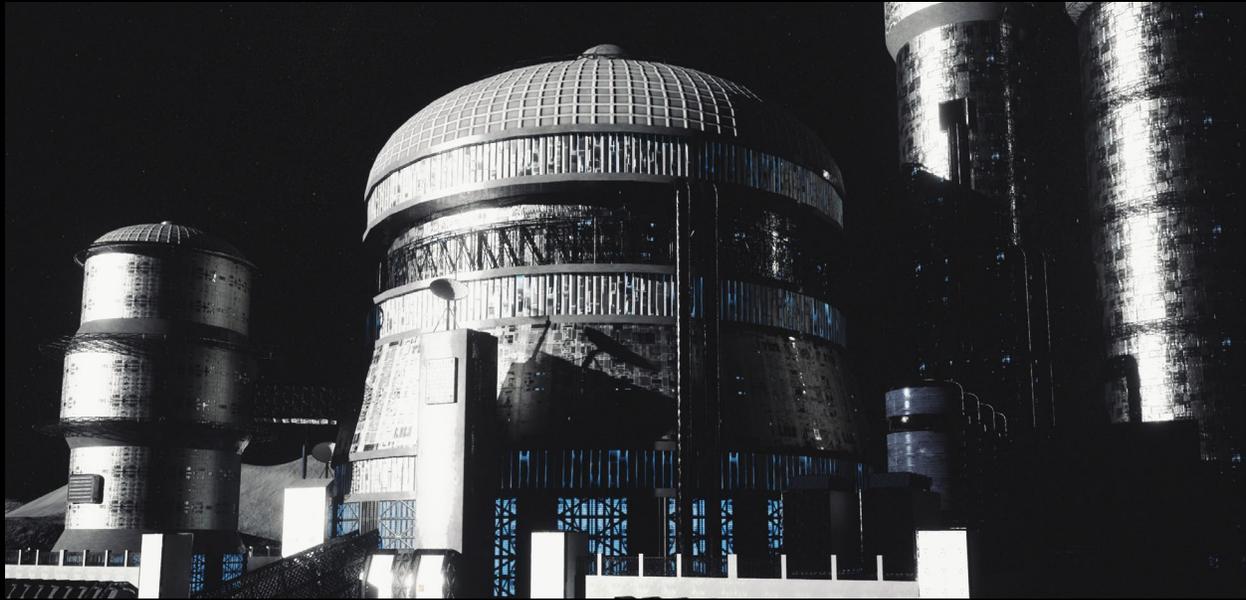
SPECULATION AND VOLATILITY LIMITATIONS

First and foremost, games should be fun. Influence aims to be a fun and immersive universe enabled by blockchain technology, rather than a project primarily driven by speculation with a thin “game” wrapper around it. As such, it would be self-defeating to design SWAY in a way that would encourage speculation and high volatility (i.e. hard caps, aggressive burn mechanics, hard-coded inflation schedules substantially lower than player-base growth, etc.).

ECONOMICS

TRANSACTION FEE

1. Upon the completion of every transaction occurring within an in-game Marketplace, a maximum Transaction Fee of 5% is assessed on the sell side of the transaction.
2. A portion of the SWAY Transaction Fee accrues to the owner of the specific Marketplace in which the transaction occurred. This portion can be increased with the presence of a Crewmate with the Mogul trait.
3. The Marketplace owner is then able to define a percentage of accrued fees that may flow back to the market’s liquidity providers as incentives to encourage market participation, volume, and depth.
4. A separate portion of the SWAY Transaction Fee accrues to the Development Fund to support the ongoing development and maintenance of Influence. These funds will be converted to ETH / DAI via decentralized exchange (DEX) on a regular basis with utmost care taken to avoid creating substantial volatility in the market.



COMMUNITY TREASURY

In addition to the Transaction Fee described above, a small percentage of each transaction will result in newly issued / minted SWAY which will accrue to the Community Treasury. This is a dynamic rate which aims to achieve a specific velocity of money (VoM) target on a periodic basis (i.e. bi-weekly). Effectively, when the trailing VoM is higher than targeted, indicating a higher demand for SWAY and the likelihood of rapid price inflation, the issuance rate will rise increasing the supply of SWAY. The reverse is also true, and when VoM falls below target, the issuance rate will fall ensuring that supply of SWAY isn't increasing while demand / price is falling. When SWAY is newly issued it is imperative for it to be actively moved into the economy which is supported by distribution from the Community Treasury.

SWAY in the Community Treasury will be distributed via in-game activity incentives, contests, and ecosystem development grants.

To aid in dampening the price volatility out-of-game (i.e. denominated in ETH / DAI), a portion of SWAY will be automatically swapped when the VoM target is exceeded. This will result in the buildup of non-SWAY assets (ETH / DAI) in the Community Treasury which will subsequently be available to be swapped back for SWAY when the VoM is below target.



ACQUIRING SWAY

SWAY can be acquired in the following ways:

- Purchasing via decentralized exchanges where available
- Extracting raw materials, refining materials, or manufacturing goods to sell at a Marketplace.
- Managing a Marketplace and collecting fees from each trade that takes place.
- A player leasing lots of an asteroid they own to other players.
- Providing liquidity at Marketplaces to earn incentives set by Marketplace owners.
- Trading and taking advantage of arbitrage opportunities.

INITIAL DISTRIBUTION

The initial distribution of SWAY, prior to transaction fee based emission, will be as follows:

1. ARRIVAL SALE STARTER PACKS

Amount: 15%

Eligible: Owners of "Arrival" sale asteroids

Activity Required: Complete asteroid scan

4. DECENTRALIZED EXCHANGE LIQUIDITY

Amount: 20%

Eligible: All players

Activity Required: Purchase via decentralized exchanges

2. ARVAD CREW ASSIGNMENT REWARDS

Amount: 20%

Eligible: Owners of "Arrival" and "Populate the Belt" sale crewmates

Activity Required: Completion of Genesis crew assignments

5. ADALIA PRIME MARKETPLACE SEEDING

Amount: 20%

Eligible: All players

Activity Required: Buy and sell items on Adalia Prime

3. RECRUITMENT REWARDS

Amount: 10%

Eligible: All asteroid or crewmate owners

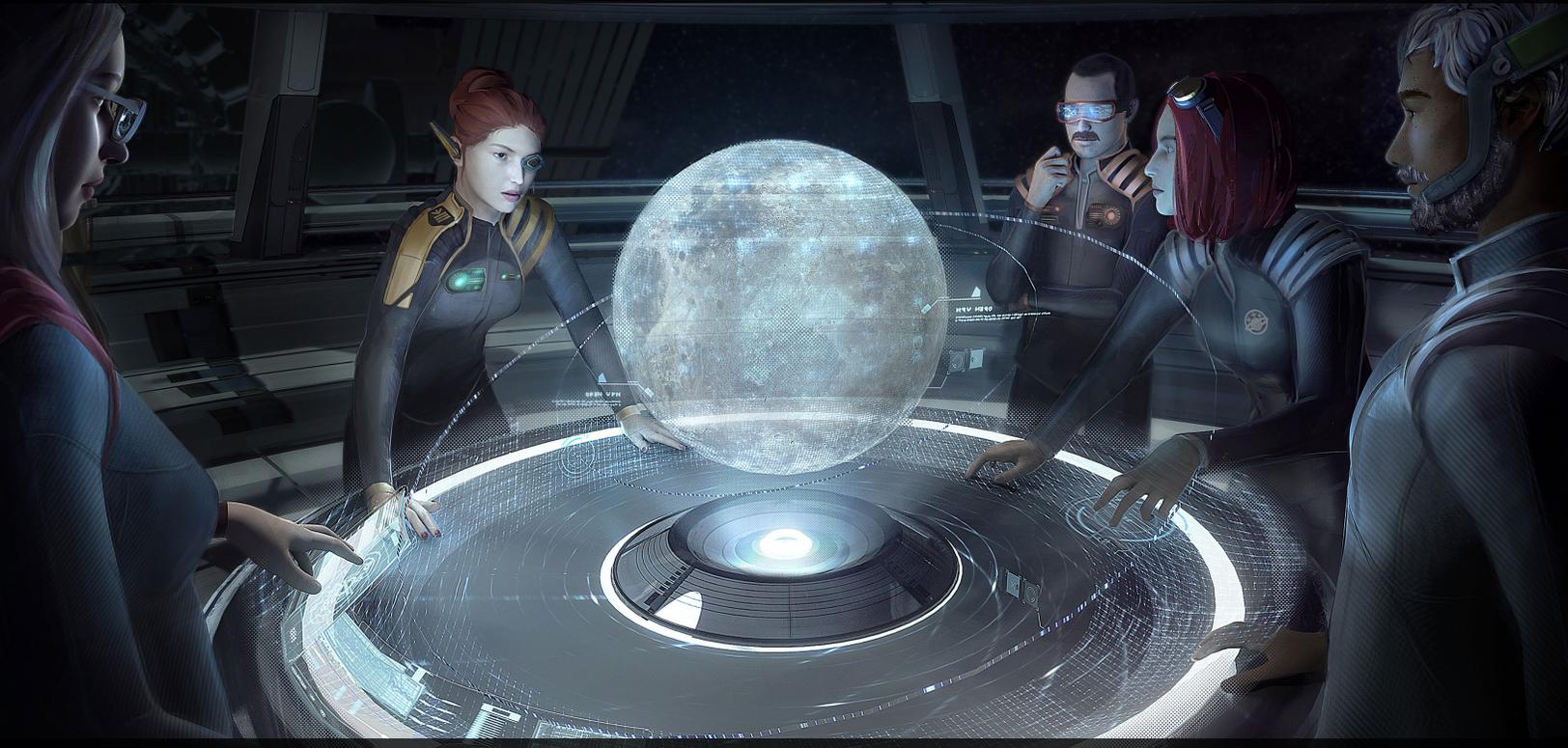
Activity Required: acquisition of asteroid or crewmate by recruited player

6. ADDITIONAL INCENTIVES

Amount: 15%

Eligible: All existing asteroid and crewmate owners

Activity Required: To be announced



OWNERSHIP & ORGANIZATIONS

ASTEROID OWNERSHIP

ASTEROID ACCESS

Although any player can enter orbit around an asteroid, the asteroid surface is accessed via Spaceports which must be built by ships capable of landing on the undeveloped surface of asteroids. During “Exploitation”, this role is filled by the Light Transport ship. Once Spaceports are present, the Spaceports themselves can be set to allow all parties, allow only the owner, or can include a whitelist to restrict access to specific addresses. Spaceport access will be evaluated at the initiation of each journey allowing those who are already in flight to land even if their access had subsequently been barred.



LEASE AGREEMENTS

Asteroid owners are able to create leases for any or all of their lots by setting several standard parameters. Additionally, leases can include a whitelist which allows lots to be restricted to a specific set of addresses. Leased lots come with no explicit limitations, but can include implicit restrictions communicated by the asteroid owner which may result in non-renewal of lease terms. Leases may also be modified with the agreement of both parties.

- **Rent** - denominated in SWAY per Adalian year (~15 real days).
- **Term** - in Adalian years which defines the initial length of the lease term.
- **Renewal Option** in Adalian years which allows the tenant to renew their lease without intervention by the asteroid owner.
- **Notice Period** - in Adalian years which identifies how much advance notice is required from the asteroid owner to terminate a lease contract. This period is set to a minimum of one Adalian year and is only valid after the completion of a term and / or renewal option period when the tenant has begun paying on a year-to-year basis.
- **Eviction Period** - in Adalian years which is set to a minimum of one Adalian year. This gives tenants that have stopped paying an opportunity to catch up on payments, or arrange to move their assets off-asteroid.

PLAYER ORGANIZATIONS

Organizations of all types and sizes are encouraged and expected to form in Influence. Rather than limit organizational creativity with a one-size-fits-all, hierarchical approach, organizations in Influence will be able to use flexible permissioning from the start. Inspiration for this approach are the `approve` and `setApprovalForAll` methods found on ERC-721 tokens (NFTs).

APPROVALS

Any address is capable of operating as an organization (wallet or contract) by approving other addresses for specific actions on specific assets. For example, an organization address can grant approval to a logistics manager to transfer into and out of specific Warehouses owned by the organization. Approval could also be granted to a leasing manager to create lease terms for a specific organization-owned asteroid.

EXTENSIBILITY

The expectation is that the community (potentially supported by grants) will independently develop organization contracts which take advantage of the granular nature of the approvals system. This will ultimately allow for custom roles and groups, as well as custom logic which may be utilized to, for example, automatically grant new members basic organization permissions.



SHIPS



During “Exploitation” three ships with varying roles are available to travel around the belt. Additionally, the Hab Modules, designed to support five Crewmates during their flights, are capable of emergency flight when required.

HAB MODULE

Crew life support and Habitation modules designed to attach to each ship. They are only used in case of emergency and can use their integrated engine and minimal propellant reserves to reach nearby asteroids with available Habitats or owned & un-crewed ships. Hab Modules are capable of providing life support for Crewmates for up to 2 Adalian years (~1 real month) therefore placing an upper limit on the range of all ships.



SHUTTLE

A small ship designed to transport Crewmates around the belt. It has minimal cargo capacity, but can carry two full crew complements. It requires a Spaceport to land on the surface.

Crew Capacity	10 Crewmates (2 Hab Modules)
Empty Mass	100 tons
Max Cargo Capacity	10 tons / 10 m ³
Max Propellant	950 tons
Engines	1 gas-core reactor rocket

LIGHT TRANSPORT

A small cargo ship that is uniquely capable of landing on any surface lot, without the use of a Spaceport.

Crew Capacity	5 Crewmates (1 Hab Module)
Empty Mass	185 tons
Max Cargo Capacity	2,000 tons / 1,000 m ³
Max Propellant	1,900 tons
Engines	2 gas-core reactor rocket

HEAVY TRANSPORT

A cargo ship capable of carrying roughly six times that of the Light Transport. It requires the usage of a Spaceport and carries a single crew complement of five.

Crew Capacity	5 Crewmates (1 Hab Module)
Empty Mass	975 tons
Max Cargo Capacity	12,000 tons / 6,000 m ³
Max Propellant	11,400 tons
Engines	9 gas-core reactor rocket





BUILDINGS



SPACEPORT

A Spaceport allows for the landing of all ship classes on an asteroid's surface, not just those capable of performing all-terrain landings like the Light Transport. Spaceports provide for unlimited space to land ships and the only facilities on the asteroid capable of loading and unloading those ships. Although they have unlimited space, landing is subject to a queue with one landing occurring every 4 Adalian hours (10 real minutes).

ACCESS RESTRICTIONS

- Owner-only (default)
- Whitelist
- Public

FEES

- Optional SWAY fee, set by the owner, to be charged upon landing

LOSS OF ACCESS

- If a player's access to a Spaceport is restricted while their ship is present, the ship will remain capable of un-docking, but may not re-dock.
- If a player's ship is present when a Spaceport is deconstructed, the ship will be forcibly ejected into orbit.





HABITAT

A Habitat is the only location which allows recruiting of new Crewmates and is required to support any Hab Modules not attached to ships. Additionally, Habitats are required for the storage of inactive crew, and therefore grant the ability to switch out / modify crew loadouts. Finally, active crew can be stationed at Habitats resulting in a bonus to their Food consumption rate vs. crew stationed on their ship at Spaceports or in flight. Although there are no limits on the number of Crewmates stationed at a Habitat, the Food consumption bonus diminishes when Habitats become overcrowded and ultimately disappears as the level of overcrowding increases.

ACCESS RESTRICTIONS

- Owner-only (default)
- Whitelist
- Public

FEES

- Optional SWAY fee, set by the owner, to be charged upon stationing a Crewmate
- Optional SWAY fee, set by the owner, to be charged upon recruiting a new Crewmate
- SWAY fee, set by Influence, to be charged upon recruiting a new Crewmate

LOSS OF ACCESS

- Any Crewmate present when a Habitat is deconstructed or when access is lost at the end of a lease term (assuming it is not set to public access) will remain present on the asteroid until the owner selects another accessible Habitat for the Crewmate to travel to. If on the same asteroid, they will be moved instantly. Otherwise, they will then travel at the base speed of the Hab Modules to the selected destination.





MARKETPLACE

Marketplaces serve as the central point of the Adalian economy. Once they are built on an asteroid they allow for the exchange of all local raw materials, refined materials, process modules, and finished goods. Items are placed on the Marketplace by the seller, and once purchased by the buyer generate fees that accrue to the owner of the Marketplace. The Marketplace owner is further able to provide incentives to sellers to encourage their use of a particular Marketplace. Buyers are able to access a single, asteroid-wide market interface displaying items for sale, but any explicit buy-orders must be placed at a specific Marketplace.

Similar to Spaceports, Marketplaces also experience congestion resulting in a delay for new market orders becoming effective.

ACCESS RESTRICTIONS

- Owner-only
- Whitelist
- Public (default)

FEES

- A 5% SWAY fee is assessed on all transactions of which a portion is returned to the Marketplace owner.

LOSS OF ACCESS

- All active buy and sell orders will be canceled when a Marketplace is deconstructed and any items related to sell orders returned to their respective Warehouses / ships.
- When a player loses access to a Marketplace via access restriction changes, all of their active buy and sell orders will be canceled and any items related to sell orders returned to their respective Warehouses / ships.





WAREHOUSE

Allows for storage of all items (raw materials, refined materials, process modules, or finished goods).

ACCESS RESTRICTIONS

- Owner-only

LOSS OF ACCESS

- Warehouses must be completely emptied prior to deconstruction.
- If a player loses access to a Warehouse due to the expiration of a lease, the building and any goods in storage will be forfeit to the asteroid owner.

EXTRACTOR

Extractors are responsible for extracting the raw materials from an asteroid. They are tied closely to the core sampling process, and rely on the availability of a core sample to be able to operate efficiently.

STORAGE

- 1x Core sample slot
- Outputs storage

ACCESS RESTRICTIONS

- Owner-only

LOSS OF ACCESS

- Extractors must be completely emptied prior to deconstruction.
- If a player loses access to an Extractor due to the expiration of a lease, the building and any items in storage will be forfeit to the asteroid owner.





REFINERY

Refineries allow for the refining of raw materials into their constituent products. Effectively they are responsible for all intermediate and un-finished goods. They utilize process modules to modify the targeted output which defines the recipe, and therefore required inputs.

STORAGE

- 1x Refining process module slot
- Inputs storage
- Outputs storage

ACCESS RESTRICTIONS

- Owner-only

LOSS OF ACCESS

- Refineries must be completely emptied prior to deconstruction.
- If a player loses access to a Refinery due to the expiration of a lease, the building and any items in storage will be forfeit to the asteroid owner.

FACTORY

All finished goods, except for ships, are produced in Factories based on their installed assembly process modules. The finished goods produced in Factories primarily serve to be assembled as new buildings, or new ships.

STORAGE

- 1x Assembly process module slot
- Inputs storage
- Outputs storage

ACCESS RESTRICTIONS

- Owner-only

LOSS OF ACCESS

- Factories must be completely emptied prior to deconstruction.
- If a player loses access to a Factory due to the expiration of a lease, the building and any items in storage will be forfeit to the asteroid owner.



SHIPYARD

Shipyards are specialized Factories that are required for the final construction and deconstruction of ships.

STORAGE

- 1x Shipbuilding process module slot
- Inputs storage
- Outputs storage

ACCESS RESTRICTIONS

- Owner-only

LOSS OF ACCESS

- Shipyards must be completely emptied prior to deconstruction.
- If a player loses access to a Shipyard due to the expiration of a lease, the building and any items in storage will be forfeit to the asteroid owner.





RESOURCES



SPECTRAL TYPES

Each asteroid is classified by its spectral type of which there are 11 total made up of four base types, C, S, M, and I. Each base type includes a set of distinct raw materials. Multispectral asteroids, or those with multiple base types (i.e. Cis, Cms), include a variable composition of their underlying base types.



C C-TYPE

The carbonaceous asteroids include volatile and organic materials which primarily allow for the production of finished goods that maintain life, construction materials, and polymers:

- Water (V)
- Carbon Dioxide (V)
- Carbon Monoxide (V)
- Methane (V)
- Bitumen (O)
- Apatite (O)
- Calcite (O)

S S-TYPE

The stony asteroids include materials from the metal, rare earth, and fissile categories allowing for production of structural materials, construction materials, energy storage and energy production goods:

- Olivine (M)
- Feldspar (M)
- Pyroxene (M)
- Merrillite (R)
- Xenotime (R)
- Coffinite (F)

M M-TYPE

The metal asteroids include materials from the metal, and fissile categories allowing for production of structural and construction materials and energy production goods:

- Taenite (M)
- Troilite (M)
- Graphite (M)
- Rhabdite (M)
- Uraninite (F)

I I-TYPE

The icy asteroids include materials from the volatile category which primarily allow for the production of propellant, fuel, solvents, and life supporting goods:

- Ammonia (V)
- Carbon Dioxide (V)
- Carbon Monoxide (V)
- Hydrogen (V)
- Methane (V)
- Nitrogen (V)
- Sulfur Dioxide (V)
- Water (V)





MATERIALS AVAILABILITY BY SPECTRAL TYPE



Volatile

I

Ammonia
Ice

C I

Carbon Dioxide
CO₂

C I

Carbon Monoxide
CO

I

Hydrogen
H

C I

Methane
CH₄

I

Nitrogen
N

I

Sulfur Dioxide
SO₂

C I

Water
H₂O



Metal

M

Rhabdite
Mineral

S

Feldspar
Mineral

M

Graphite
Mineral

M

Taenite
Mineral

S

Olivine
Mineral

S

Pyroxene
Mineral

M

Troilite
Mineral



Organic

C

Apatite
Mineral

C

Bitumen
Hydrocarbon

C

Calcite
Mineral



Rare-Earth

S

Merrillite
Mineral

S

Xenotime
Mineral



Fissile

S

Coffinite
Mineral

M

Uranite
Mineral



RAW MATERIALS

Raw materials are classified into one of five categories, with each asteroid having the possibility of gaining bonuses to the yield of each. Additionally, overall yield bonuses of 3%, 6%, or 15% can apply.

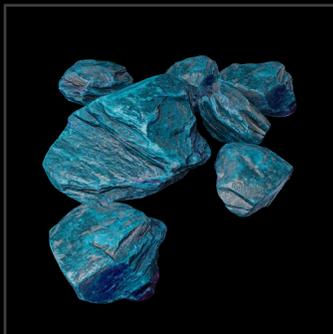


Hydrogen

VOLATILE

Volatile materials may be modified by a 10%, 20%, or 50% bonus to yield.

- Ammonia
- Carbon Dioxide
- Carbon Monoxide
- Hydrogen
- Methane
- Nitrogen
- Sulfur Dioxide
- Water



Apatite

ORGANIC

Organic materials may be modified by a 10%, 20%, or 50% bonus to yield.

- Apatite
- Bitumen
- Calcite

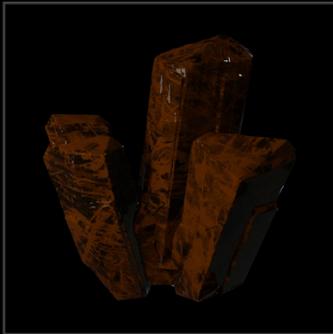


Taenite

METAL

Metal materials may be modified by a 10%, 20%, or 50% bonus to yield.

- Rhabdite
- Feldspar
- Graphite
- Taenite
- Olivine
- Pyroxene
- Troilite



Xenotime

RARE EARTH

Rare earth materials may be modified by a 30% bonus to yield.

- Merrillite
- Xenotime



Uraninite

FISSILE

Fissile materials may be modified by a 30% bonus to yield.

- Coffinite
- Uraninite



REFINED MATERIALS

Refined materials (including some raw materials which can be refined from other raw materials) are produced via Refineries, and require the inclusion of refining modules. Refining modules define the inputs, outputs and their proportions. There are a large number of refined materials with a small selection categorized below:

ACIDS & BASES

- Sulfuric Acid
- Nitric Acid
- Phosphoric Acid
- Hydrochloric Acid
- Hydrofluoric Acid
- Sodium Hydroxide

POLYMERS

- Alkenes
- Silicone
- Polyacrylonitrile

OXIDES & SALTS

- Magnesium Oxide
- Potassium Chloride
- Sodium Chloride
- Vanadium Oxide

METALS

- Iron
- Zinc
- Nickel
- Platinum



FINISHED GOODS

Finished goods are typically produced by Factories and include consumables, the inputs into shipyards for the production of ships, and building construction materials.

CONSUMABLES

- Hydrogen Propellant - rocket fuel for use with gas core reactor rockets
- Hydrolox Fuel - surface transport fuel required for instant transport
- Food - required for performing actions with crew and during flight
- Core Samples - identify mineral and ice deposits on asteroids

PROCESS MODULES

- Refining modules
- Assembly modules
- Shipbuilding modules

BUILDING CONSTRUCTION

- Structural Steel
- Steel Sheets
- Concrete
- Glass
- Photovoltaic Panels

SHIP ASSEMBLY

- Propellant Tank
- Shielding
- Gas Core Reactor Rocket
- Hab Module

REPAIR

- Ship Repair Module
- Building Repair Module



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