

This is a transcript of the AMA that happened on December 28th, 2021 between World/game design with CinderVision#0769 (dev chief) and CinderCypher#6768 (creative director), for ease of navigation and anybody who may be banned.

Is the world going to have minigames and gathering or will it be more like just a place to chillout and show off?

Thank you

At launch, fae owners will be able to enter the world of Cinder, explore the environment, participate in airdrop events, and text/voice chat with like-minded crypto enthusiasts. We'll host live events and meetups, and hold contests and governance roundtables.

Shortly after launch, new avatars, features, areas, and gameplay will become available.

Will a cinder fae nft be pricey?

A: This first mint is all about community building and early access to a resource we believe will be huge in the future of cryptogaming and blockchain social networks. Our goal is to make the fae accessible and as affordable as possible. That being said, the fae are extremely exclusive genesis avatars and will have long-term benefits in Cinder.

With crypto price volatility being considered, we likely won't announce a price until 7-10 days out from the actual mint. Today all we can say is that it will be under 1.5 SOL.

I know Cinder draws assets from a prototype, but will the gameplay be significantly different from the prototype, or will it be completely different?

Great question, and one we're excited to talk about.

Cinder development started with the world and assets originally built for Feral, or what you're referring to as "the prototype."

We believe this is one of the project's strengths: we don't need to spend the first 18 months of Cinder dev on all the complex systems required to deliver a MMO experience, from account

management to chat to server architecture. All of our resources instead are going into building innovative blockchain architecture, P2E mechanics, and utility for NFT owners.

Do you plan to add other avatars to Cinder? If so, what are they?

Yes, there will be other avatars/characters. We have quite a few favorite ideas floating around the team. Starting with the Feral asset library has given us a big toolbox to start from, but we won't be using all of it and we'll definitely be adding. We've discussed a few that were developed for Feral (e.g. werewolves and shinigami) along with several new species.

Will there be a profession system for the faes? like cooking, leatherworking etc.

That's not on the roadmap right now, and Cinder isn't meant to be an RPG with traditional RPG progression or professions.

Think of it more like an overworld with characters, chatting, creating and decking out a home/hangout, and playing game experiences to earn and spend crypto.

What are you most excited to share with us about Cinder?

For me, I think what's most exciting is the fact that Cinder will focus on both "create to earn" features, while incorporating "play to earn" mechanics. We've been creating virtual worlds for quite some time now, but combining our expertise with one of our passions, and diving head first into blockchain gaming has me pumped!

Right now the team is in the honeymoon phase, developing new mechanics and gameplay that we are eager to release.

What will the gameplay be like? Will there be PvP, PvE, quests? Will there be anything to do in the game or will it be like VR chat just to hang out with friends?

This answer is similar to the question about professions. Within the minigames, we plan on having PvE and PvP. At launch the feature set will be closer to VR chat -- a place to hang out, make new friends that have a similar interest in the future of cryptogaming, and help shape the rest of the game and platform to come!

How are you going to make sure that the block chains and NFTs won't be used maliciously, or in some sort of illegal fashion?

This is a good question for Thursday's AMA with our tech crew.

Acknowledging the assets in which Cinder draws from, will there be new areas to explore later on?

Yes! Right now, our focus is on polishing the fae, getting the game up and running in a SINGLE in-game environment, and tying a bow on all the fancy blockchain tech that makes this possible.

The NFT will cost Cryptocurrency. You told us that already. What about other things, like microtransactions/season passes will the be charged with Crypto or other methods of payment?

here are no plans for Cinder to have a season pass, but there will be content and features that require a currency. This will take place through use of a token that is exclusive to Cinder - Think AXS in Axie Infinity or Gala in Townstar.

**Have many employees been involved in NFT's before?
And if they have / the company has can you state any
figures / information behind the NFT's?**

I'm jumping in on some biz questions to help out and because I can't shut up.

Several members of the Cinder team have been participants in other NFT projects, but as players/fans and not creators. Xorling has been studying smart contracts for a while, and we brought in several consultants with deep experience in coding them to guide us. We've also benefitted from great help and references from the Solana team, who are super supportive. As for technical figures behind the NFTs, I'll save that for Xorling on Thurs.

For phase 4, you talked about "In-game personal NFT galleries"

Does this mean like something like Pictures you can hang on your wall displaying NFTs that you purchased either inside Cinder / and also possibility showing NFTs that you bought outside the game?

Exactly - we think it will be really cool for NFT art collectors to be able to show off collections in an in-world gallery

What kind of social features will the game have? Just chat in vc seems kind of hard to build community. Anything like guilds, parties, or competitions planning to be implemented?

While there are currently no plans to add guilds to Cinder, there will be a mechanism for making friends, creating group chats, etc.. There are also plans to make areas of Cinder exclusive to a specific avatar class. These areas will host events, act as a clubhouse of sorts, and provide a space that is only accessible by a select few.

How will the in-game economy work? Will values shift up and down considering it's crypto based? Will you be able to trade Cinder Fae for SOL or other avatars?

The Fae exist outside Cinder as entries in the Solana blockchain. That means they can be exchanged/sold in secondary markets, and it means that owners do actually own them. Values won't shift because of changes in the value of SOL, they will change as the value and utility in the NFTs increases.

In regards to the answer to "do you plan to add more avatars" question. Do you feel that having more avatars will ultimately make the NFT's less valuable as there will be a lot larger amount of NFT's in Cinder the more avatars added?

Great question, and one we've discussed a lot! This is kind of a deep one, so here goes 🤔

Think of the original mint of the fae as "First Generation Fae". When first gen fae owners get a Creator Token, they'll be able to create a Second Gen fae. With these second gen fae, people will be able to enter the world of Cinder, but will not have all the benefits of the first gen fae.

Some of the benefits we're discussing and planning for first gen fae owners that second gen fae owners wouldn't have:

- earnings multipliers in games
- downstream royalties of second gen fae they created
- access to first-gen-only rooms/clubs

Now, what happens when we create a first gen werewolf, and why would I want a first gen fae instead?

Besides knowing that you have one of the original creatures ever, first gen fae will have a higher earnings multiplier than first gen werewolves.

Will cinder be on mobile or other devices?

No. Mobile marketplaces don't currently support crypto games or players transacting outside the app store marketplaces. We are looking at other platforms that will broaden access like WebGL,

which could provide mobile access, but that's far down the roadmap

How can we tell if a Cinder Fae has "bad attributes" etc. can affect its price in SOL? Say for example, let's use Axie Infinity since u brought it up. An Axie is "bad" because of its skills, breedability and overall purity/virginity. Usually, these axies have bad/cheap prices because they suck in Gameplay and cannot be used to breed other axies. How will we determine this in a Cinder Fae? Design-wise

On launch day, there will be one major differentiator between fae - Wings and no wings. Fae with wings will be able to take to the skies. In future releases, this will provide additional benefits in Cinder. There will also be some attributes that will impact elements of gameplay, and potentially even earning rates, but we aren't ready to talk about the specifics of these quite yet!

Are we still on schedule for January drop, and launch of Cinder?

Yes! The exact date will be announced here (and everywhere) as soon as we know it, but we are currently on track to go live in the latter part of January.

How are you planning on keeping the audience engaged and having them come back for more of Cinder's content?

As we develop and layer in play mechanics, it will be easy to find things to do in Cinder. At launch it will take some active community management on our part. People come to Discord because there are cool people here who share their interests. We will create topical interest groups, host roundtables, contests, and events, and look for ways for community members to interact with fellow NFT owners. In the beginning it's a social space with a roadmap to player's earning through interaction with the world. I think part of the attraction of being part of the Fae drop is getting involved with what Cinder will become.

Can we have an in-game mail box feature?, this would be cool to perhaps say a hello to a friend if they are offline.

Yes, please! It's not at the top of the feature list, but I can see it provides a lot of value'.

Are there any characters (NPCs) that are in Cinder and if so, could you tell us any info about any of them?

No, there are no NPCs in Cinder and there are no current plans to add them.

Does this mean no quests? Can you please explain further? Unclear

Correct - there are no plans for traditional RPG quests -- Cinder is not an RPG.

There may be things like "daily tasks" which you can complete for in-game rewards, but they aren't traditional RPG quests.

Would there be a way to give/buy wings for fae that don't have them? Since they are player avatars, I imagine people will form some kind of attachment to them and may not want to sell/trade for one with wings if they like the aesthetic look of one even if they don't have wings.

This is something we are interested in providing to players, but we are still deep in discussion about modifications to fae, both in-game and to the NFT itself. More to come on this.

Wouldn't it cause inequality and sort of fights among the Cinder community if some players would simply be "better" than others because of being able to fly/glide?

All of the attributes, including ramen hats, will differentiate players from each other. Flying is a mechanic purely for fun that provides no gameplay advantage for earning or playing PvP or PvE

mechanics.

Is there a general theme surrounding the game? What's the story? Are there any goals?

This is one of those things that's in development and we can't reveal much yet. In general we can say (as Vision did I think) that it isn't a traditional RPG. Different game mechanics will come with different narrative frameworks or none. More will be revealed.

Will the nfts have specific color palettes? Too many times nfts look ugly, and if I paid 1.5 SOL for one I'd want it to look nice

Yes, there are currently 14 color palettes for the body color that were hand-picked by the Cinder design and art crew. Any time things are randomly generated, there is a risk that things will get... messy 😊

The system we've created allows us to create exceptions -- if attribute A is chosen, don't allow any of the these attributes to be chosen with it.

This prevents things like a tattoo being underneath sunglasses, so the tattoo is completely hidden.

Things like werewolves are universal, but other creatures are sacred in some cultures and it doesn't feel right to use them purely for profit. Could you perhaps use more "universal" creatures, or create your own creatures, instead of using things like the shinigami?

We aren't interested in using cultural icons for profit. A shinigami model was part of the assets we inherited from Feral. That doesn't mean it will necessarily be added to Cinder. We'll certainly be listening to the community's thoughts on this, and it's a good example of the sort of question where input by founding early players will carry more weight than anything.

Will WildWorks staff be working on other project simultaneously while also building Cinder, or is the focus completely on Cinder?

Many WildWorks folk continue working on other projects.

If I trade a NFT Cinder Fae, with someone who doesn't own one, will they gain the right to create in Cinder the game?

Owners of Cinder Fae will be airdropped creator tokens used to generate new Fae. If someone sells their NFT, and we subsequently do an airdrop, the new owner will receive the token, allowing them to create a new Fae.

You said earlier that "Fae with wings will be able to take to the skies. In future releases, this will provide additional benefits in Cinder."

In future releases there will be areas that require wings to reach.

When it comes to creating new fae or the play-to-earn mechanics, having wings on your character won't matter.

I personally want a Ramen Only Club where only people with ramen on their head can enter. You can think of wings like that.

Will there be any form of mini-games in Cinder?

There will be play to earn games accessible from the main hub of Cinder. These are being developed now, and will be accessible later in 2022.

Wouldn't making exclusive clubs in your community breed a toxic environment?

Cinder is an exclusive club to begin with -- only owners of Fae NFTs will be able to enter it at launch. Ultimately other exclusive clubs / guilds / partnerships / short duration marriages will emerge that are also exclusive. We don't expect that to breed a toxic environment -- quite the opposite.

Marriage? I read Marriage, so will there be a partnership system where you can do things and earn (maybe) extra with your choice-of-SO?

That was a joke, but now that you mention it, it would be an interesting use of player-to-player smart contracts. Something we'll have to consider for sure...

If there are players that act in an inappropriate way, will there be moderation in place to remove those sort of players from the game?

Moderating free-to-play games is extremely challenging because there is no barrier to entry. In most F2P games, you can create new accounts repeatedly.

With Cinder having an up-front cost, moderation becomes significantly easier because there's a much bigger incentive to NOT get yourself banned.

will there be customization tho

Yes. Exactly how customization works and what you'll be customizing will be answered later

This is more related to the server I guess but: If this is a game meant for those 18+, why isn't that part of the rules of this server and/or on the game's page?

Not sure exactly what the concern is here. This seems to be more about Discord's terms of use. The Cinder terms of use haven't been published yet. Are you concerned that underage participants in the Cinder Discord are going to encounter inappropriate content? Or that would-be underage players of Cinder will circumvent banking laws and the terms of use of NFT wallets to play a game not intended for them? I may be misunderstanding the question.

Genuine question. Why do you want Cinder to be a game, when it's so focused on being an NFT marketplace? Your answers about the actual gameplay are being vague so far.

At its release, Cinder will not necessarily be a game, but rather a social space where fae owners can meet up. Throughout 2022 we have plans to layer in game experiences that provide meaningful ways to play and earn, as we expand the Cinder universe. Any vagueness in these answers is intentional, as development is underway but also incomplete. There will be more details forthcoming in future AMAs.

If werewolves are a creature that's being considered, don't you think this might drive away some potential players with how animalistic werewolves are? They might consider this a furry game.

every choice we make will either encourage or deter players. If we decided to make werewolves next, and they aren't your cup of tea, then we don't expect you to buy one. The same can be said if we choose the next avatar to be penguins.

: Is Cinder going to have voice chat? If so, how will the team go about moderating it?

Yes, Cinder will have voice chat. Moderating voice chat is a challenge for not only games, but chat platforms like Discord.

Discord has a pretty good guide on how they recommend Discord communities moderate voice channels, and we follow a lot of the same ideas for Cinder.

<https://discord.com/moderation/4405269299351-313:-How-to-Moderate-Voice-Channels>

I saw you guys are hiring a build-and-release engineer, dont you guys have one of those already since the game is being released next month?

Yup, we have one. We also have positions open for QA, engineers, etc. and we have all of those too. It takes a lot more than one person per role to make a game.

Proximity Voice Chat? Or invite to party Voice Chat?

Invite to party, intentionally. This makes toxicity a lot less likely, and thus moderation less of a nightmare.

alot of the promises being made about cinder sound a lot like the promises that were being made for "the prototype" that were never delivered

WildWorks made a game that didn't find an audience to sustain it and now that team is deciding where it goes next. This happens in the games industry; every game publisher has had projects that worked immediately, some that took longer, and some that didn't work at all. It sucks and some players will be so mad they won't support that publisher's next project.

The Cinder team is focused on Cinder and a vision we have for giving players more power in a virtual world. Early adopters of Cinder will see a lot of value and utility. That's pretty much the only answer.

Is there a mini game where penguins can get married?

I don't want to step on Cypher's toes here but I'm super tempted to just say yes

If Cinder is a success, will we see the money generated go to new/previous projects?

The revenue generated by Cinder will go to develop Cinder and provide utility to NFT owners.
Full stop.

Next ama:

https://docs.google.com/document/d/1QqpLg_RjTjxMG3hhqchmtcUBCXMo7wH7a1Oq8fszvn0/edit?usp=sharing