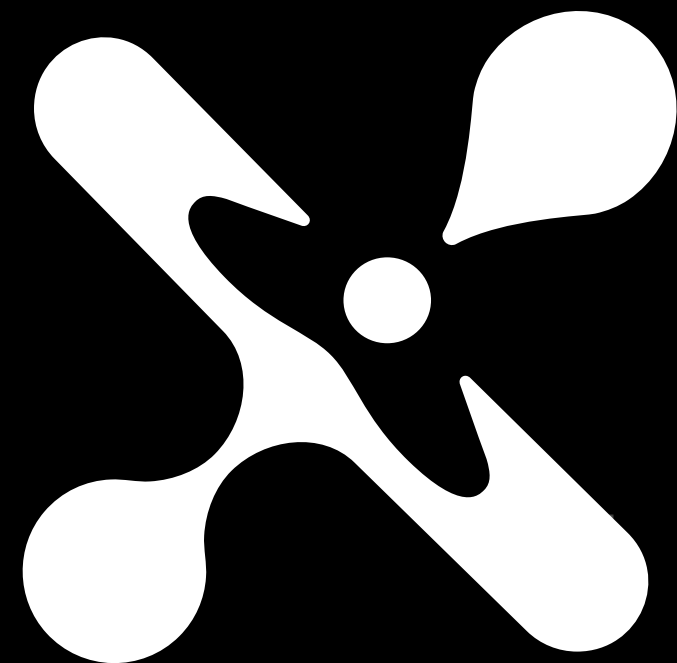
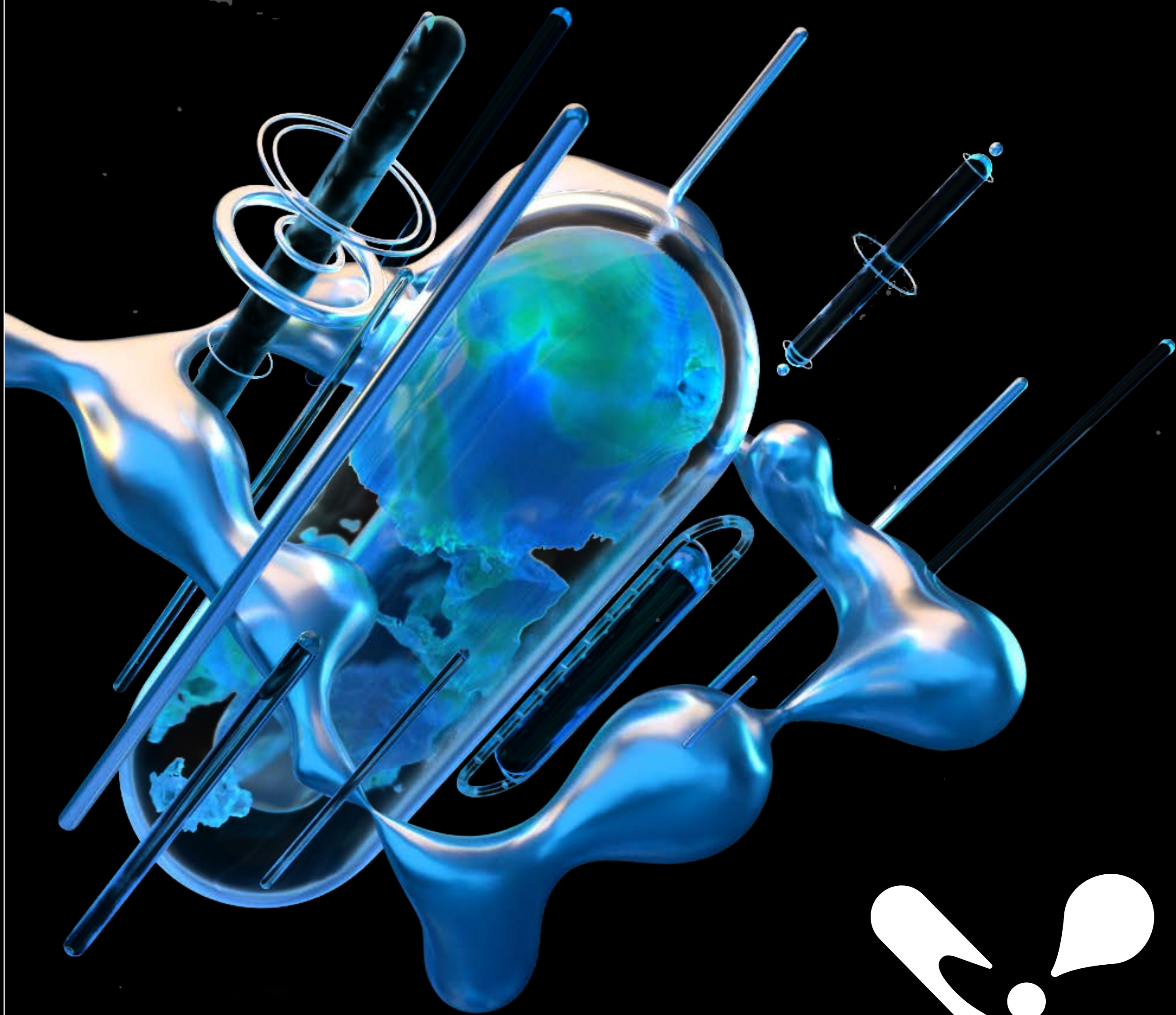


# ELYNXIR



ELYNXIR MOBILE LITEPAPER



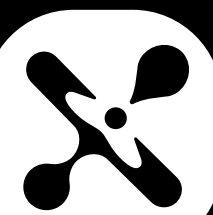
# ELYNXIR



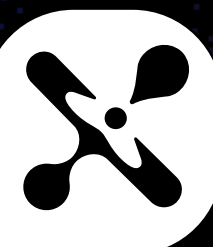


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# WELCOME TO ELYNXIR





In a parallel verse where the sound of our world forms shapes and has geometry, a material of liquid, light and audio is created known only as ELYNXIR.

Only a small few know the true origin of ELYNXIR. It's been described as nothing they have ever seen before, an immersive world that warps shapes, colors and sounds to give music an entirely new metaphysical form.

Until now only droplets of ELYNXIR have leaked into our world through the rifts created when the first portals opened. Nobody knows the exact date the world of ELYNXIR started to spill over into our reality, all we know is that these droplets hold the key to accessing ELYNXIR, and discovering the true origin of its Source.



# WHO IS ELYNXIR FOR?



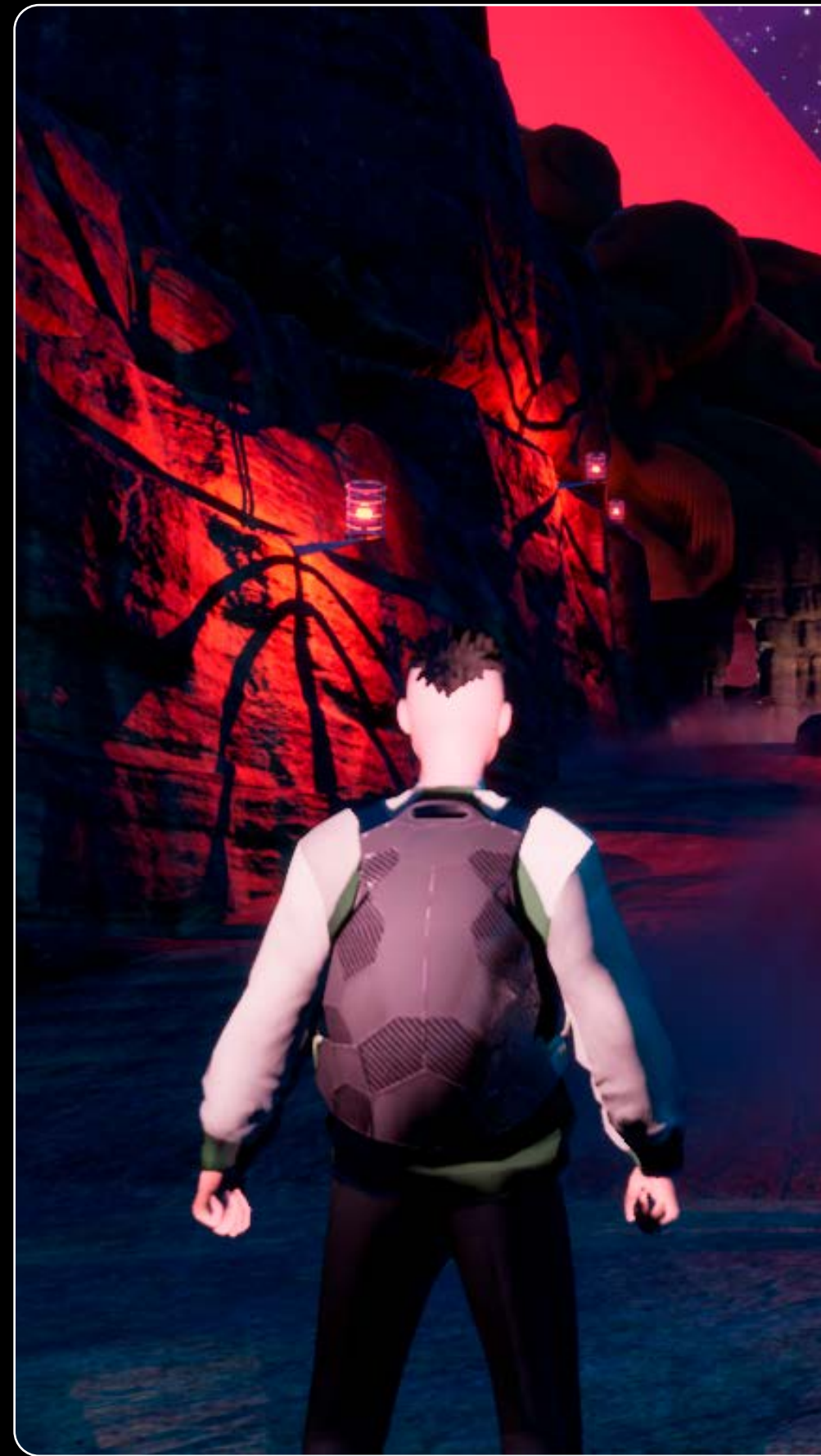


ELYNXIR is designed to appeal to a wide variety of people, from music fans, to gamers, token enthusiasts and more. By navigating the world and unlocking Points of Interest (POIs), ELYNXIR mobile encourages exploration, content discovery and social interaction, as well as offering rewards and creative tools guaranteed to fuel the imagination and passion of the casual music fan to the passionate gamer.





- **MUSIC FANS** can dive in and enjoy interactive content from their favorite artists through immersive experiences of new and classic tracks, digital wearables, exclusive collectibles, and IRL events.
- **CASUAL GAMERS** can pick up and play a diverse set of music powered games featuring eye-popping visuals that are quick, accessible and very rewarding to engage with.
- **NFT COLLECTORS** can find exclusive digital collectibles with different levels of rarity and utility, that can be upgraded in value through gameplay. These assets are the users to own or buy and sell on primary and secondary marketplaces.
- **ARTISTS AND CREATORS** can experiment with a set of easy-to-use tools to create and share content inside and outside of the app, including the opportunity to play and even iterate upon the music powered content found in the ELYNXIR app.
- **TOKEN ENTHUSIASTS** can play and engage with their community to discover and earn Token rewards, and increase Tokens utility to enhance gameplay and unlock higher quality content. Users can also invest their tokens to expand the ever growing ELYNXIR ecosystem.
- **CORE GAMERS** can get immersed in progression loops, upgradable paths for both their avatar and items, develop and master skills around a wide variety of fun gameplay mechanics, while also competing for higher status and ranking in the expansive gaming world ELYNXIR offers.





# WHAT IS ELYNXIR?



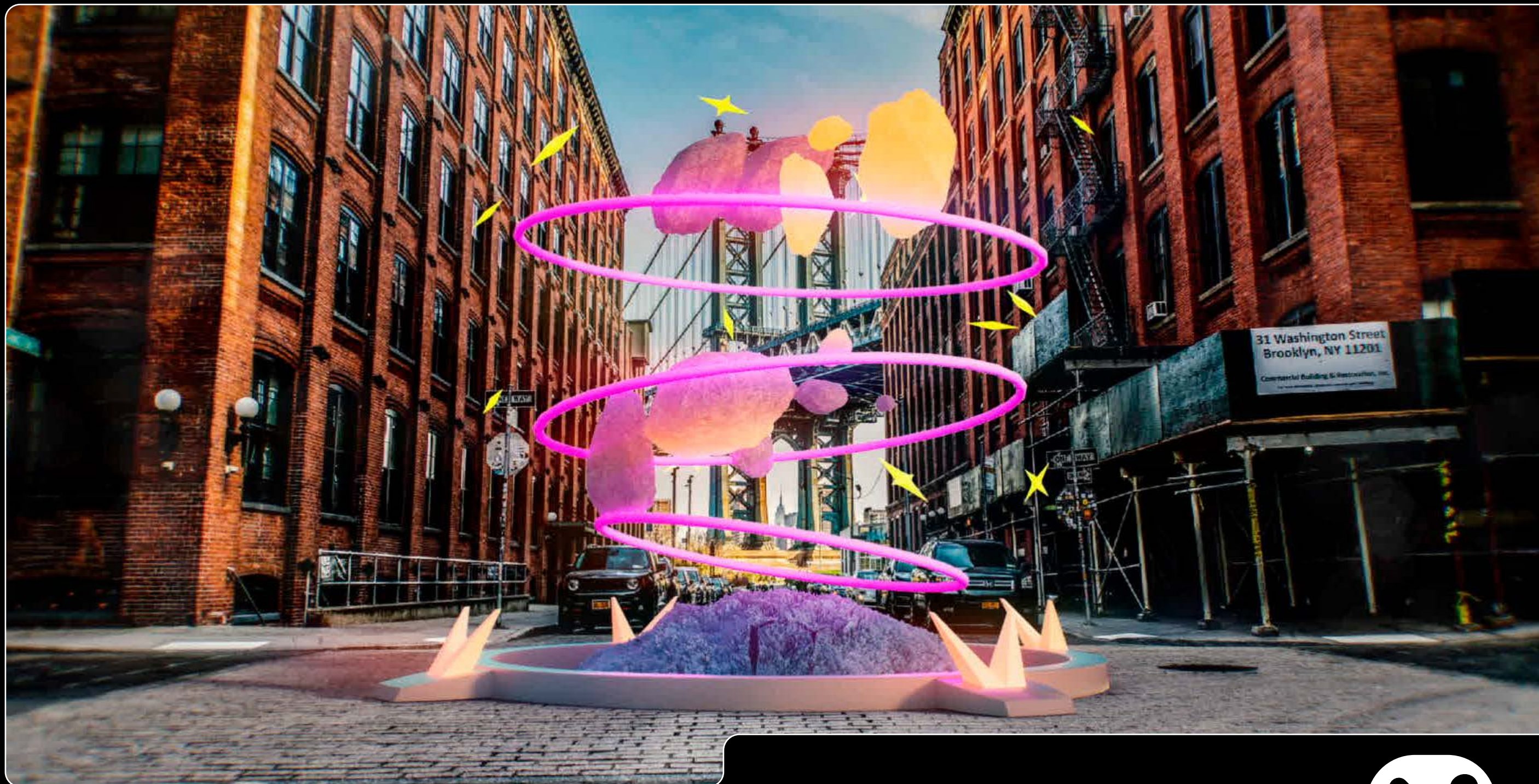


## ON PC

- Enter a parallel realm where sound and art blend together seamlessly
- Discover the origins of ELYNXIR by interacting with The Source
- Move through a world liquid, light and sound using the power of Striding

## ON MOBILE

- Portals have opened, the first ELYNXIR droplets have begun to seep through to our world from a parallel realm, and home of The Source
- Interact on a whole new level with sonic caches, sound sculptures, music and art

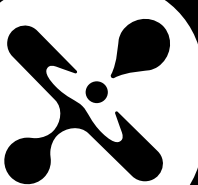






The ELYNXIR mobile app is the first step into a dynamic universe that merges music, gaming and immersive experiences like never before. ELYNXIR's goal is to empower artists, engage players, and grow continuously through the vision and power of creators.

ELYNXIR mobile app is built on the Niantic Lightship ARDK, leveraging thrilling augmented reality and geolocation to discover a world of games, music, artists, collectibles and amazing community created content, much of which delivers the opportunity for digital ownership, along with a marketplace to buy, sell and trade.





# HOW THE MOBILE GAME WORKS





## REGISTER

A new user sign-ins through their preferred social login, connects or creates an ELYNXIR account to gain access to collectibles, NFTs and Tokens outside of the app.

## AVATAR CREATION

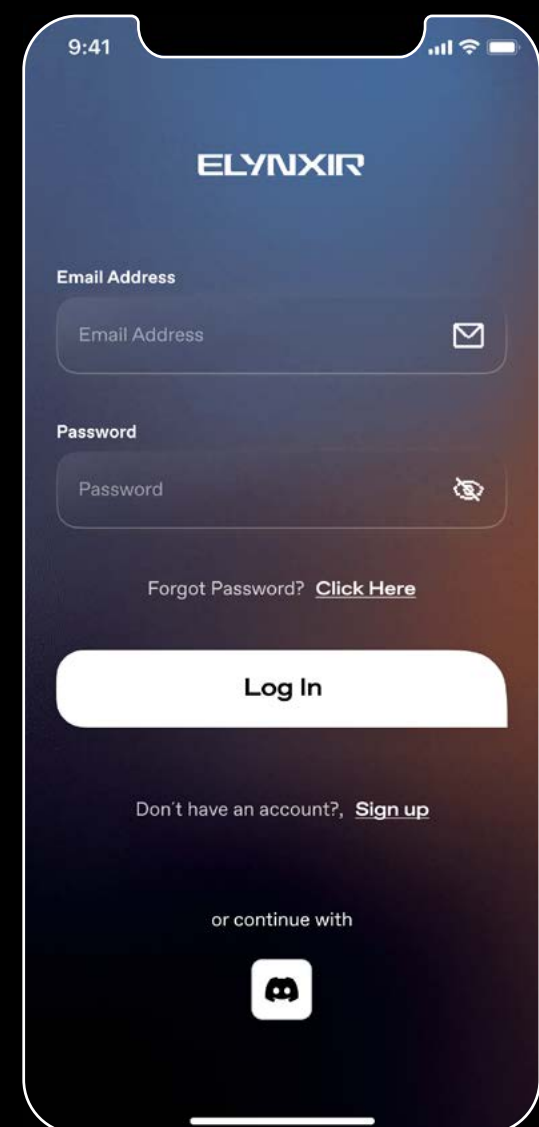
Players create a fully customisable avatar version of themselves. While the avatar is customizable during the first login, players can continue to evolve and style their avatar in numerous ways through digital cosmetics that are earned, unlocked or purchased during play.

## ARTIST SELECTION

Players can select artists or genres that they prefer, allowing the game to serve them content that syncs with their chosen preferences.

## THE MAP

Players travel in the real world to move their avatar across the real world map. They reach points of interest that must be engaged with to win rewards, purchase items and earn XP. Each player will be able to discover new POIs by using the Ping function to reveal additional interesting activities.

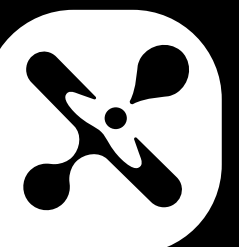
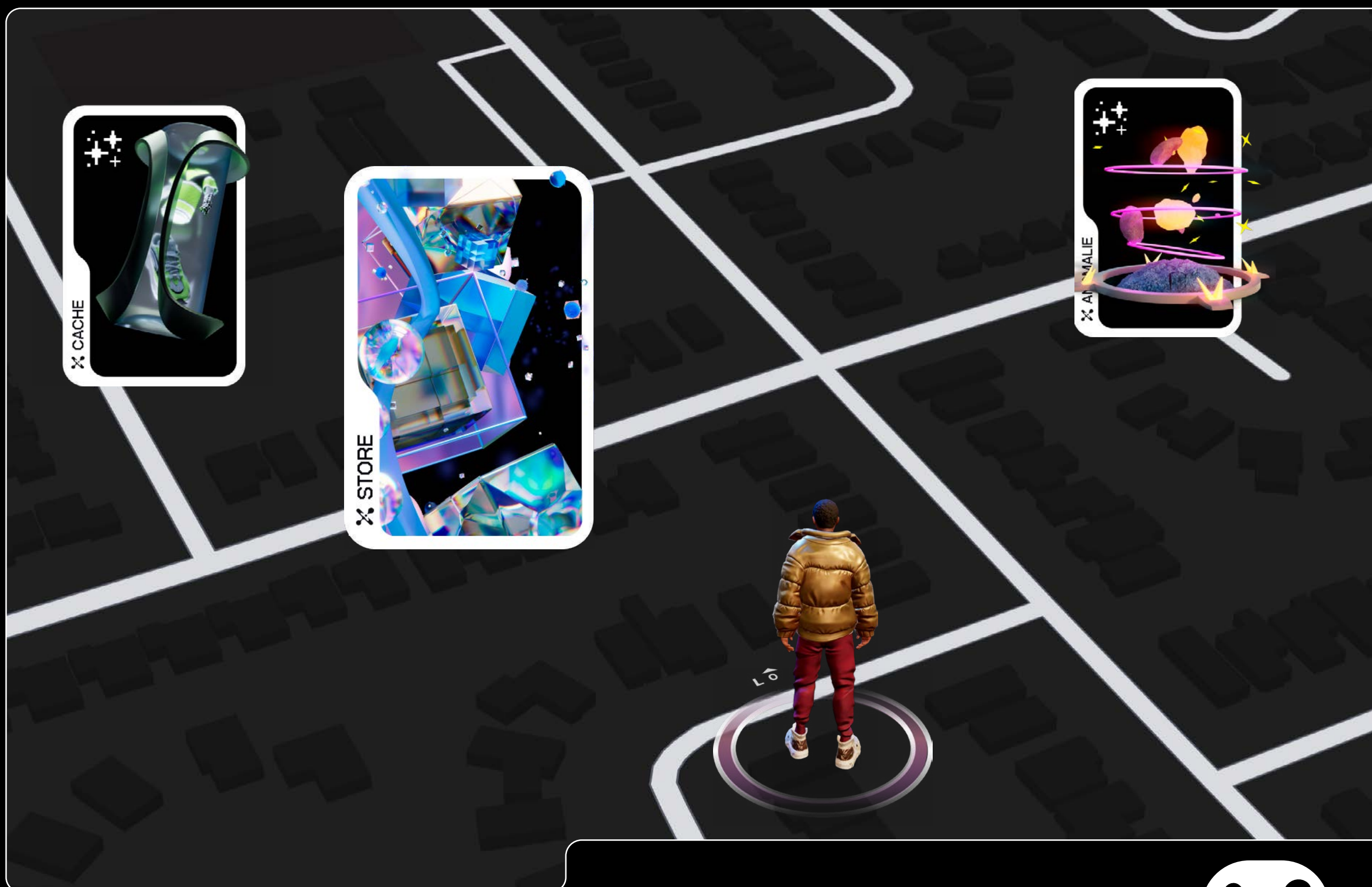




## WALKING

While on the move, players can:

- **PLAY MUSIC** – this supports an artist and increases both player and artist rankings.
- **REFINE MATERIALS** – Exposing Materials to music energy improves the material over time.
- **MAKE GRAFFITI** – add art to both your own map and other player's maps while supporting some of your favorite artists.
- **DISCOVER** – players can discover new POIs when they reach a new area.
- **RECOVER POINTS** – some items and abilities regenerate over time. Walking restores them faster, so be sure to get moving to get the most out of the ELYNXIR mobile app!





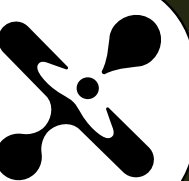
## PINGING

A Ping reveals mysterious hidden points of interest on the map, like legendary Sonic Caches. Players can improve Ping radius and cooldown by upgrading their Sonic Tool and Costumes.





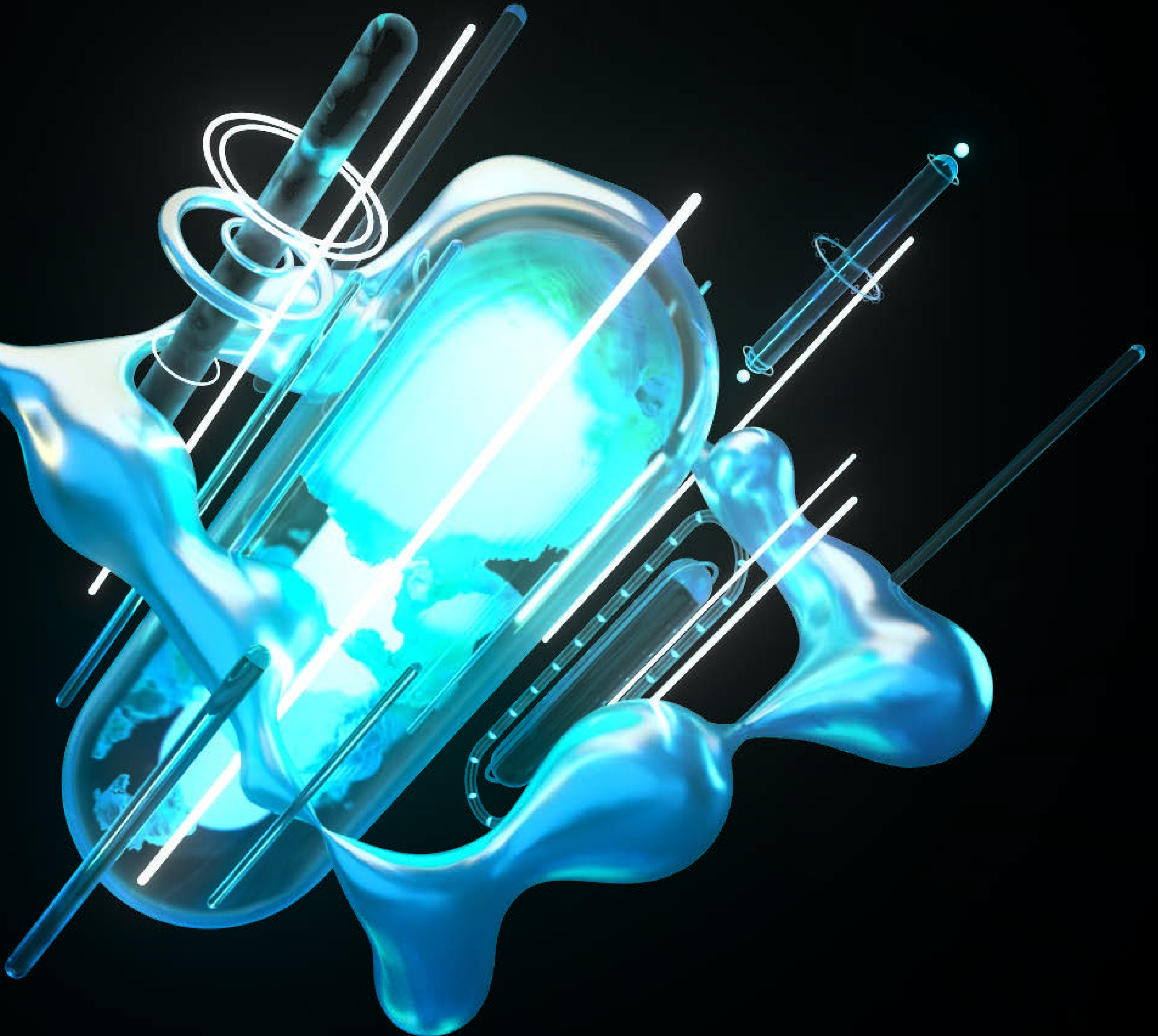
# DISCOVERY AND GAMEPLAY





## SOUND SCULPTURES

Sounds Sculptures are audio-visual creations. They are how the music from ELYNXIR emanates into the real world. They can be discovered at POIs and each sculpture relates to a music artist and a song track.





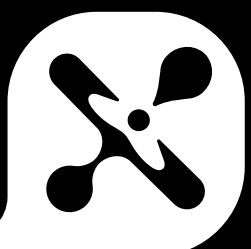
- Discover them at a geolocation on the map
- Freely listen to the music they contain and observe awesome visual effects
- Successfully complete a gameplay challenge to refresh your parameters
- Permanently collect if you choose to do so (purchase required, epic and legendary sound sculptures are NFTs)
- Each Sound Sculpture is unique and can be collected only one time.
- The song media obtained as part of a Sculpture can be played outside of the ELYNXIR App

Potential Rewards include:

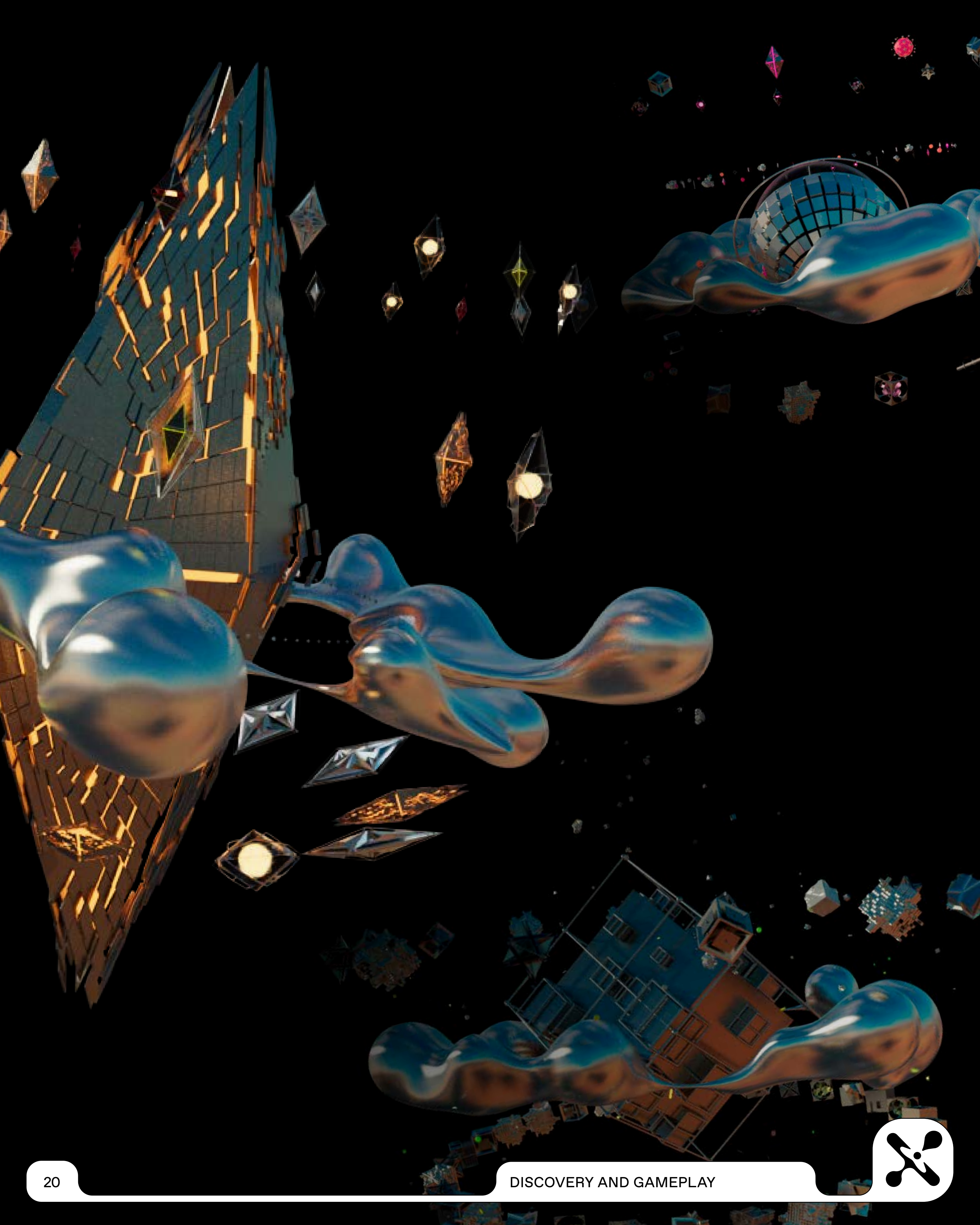
- **TEMPORAL BONUSES** (Examples only)
  - 30 min / +10% extra resources
  - 1h / -10 % energy consumption
  - 45 min / +20% better items
- **MUSIC NFTS**













# ANOMALIES

An Anomaly is a POI made up of Music and Materials that requires being filled by Vibe to be activated. It will require multiple hits to become active (these can come from the same player, or multiple players can provide it).

Once the Anomaly is activated, it delivers rewards according to the players' Vibe contribution (the more contributed, the better the rewards).

Vibe is delivered to the Anomaly through the Sonic Companion. If players can identify the **GENRE** and **MATERIALS COMPOSITION** of the Anomaly, their contribution will be much higher.

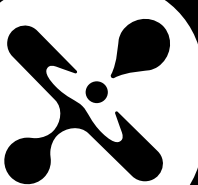




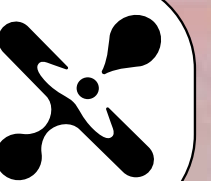
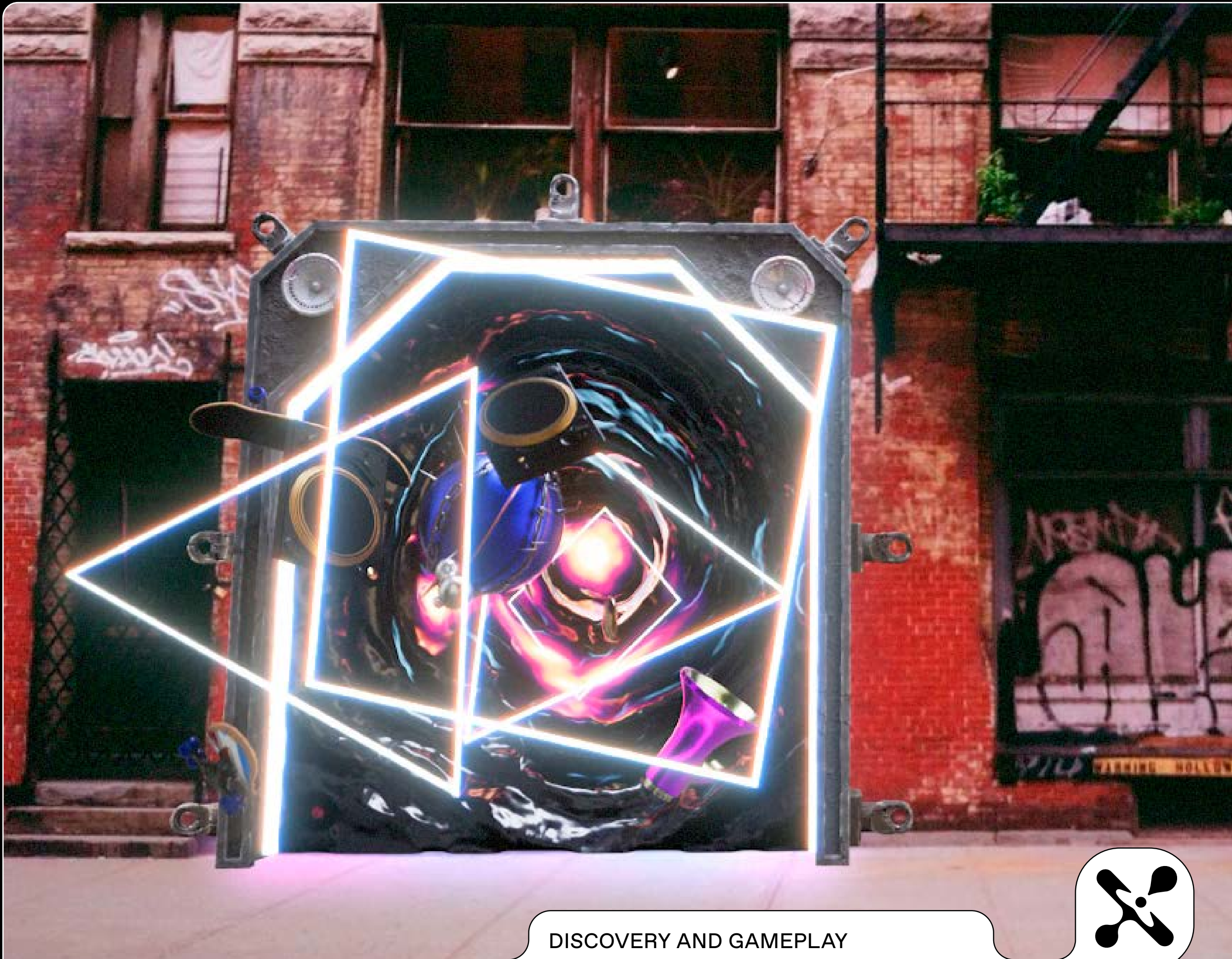


The Sonic Companion consumes Vibes for every effort. Players have limited Vibes so filling the anomaly with energy efficiently is key.

- Using Sonic Companions of higher **QUALITY, TIER AND LEVEL** increases the Vibes contribution and **GIVES A HIGHER CHANCE OF RECEIVING BETTER REWARDS.**





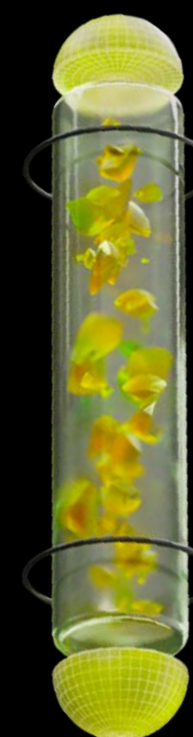
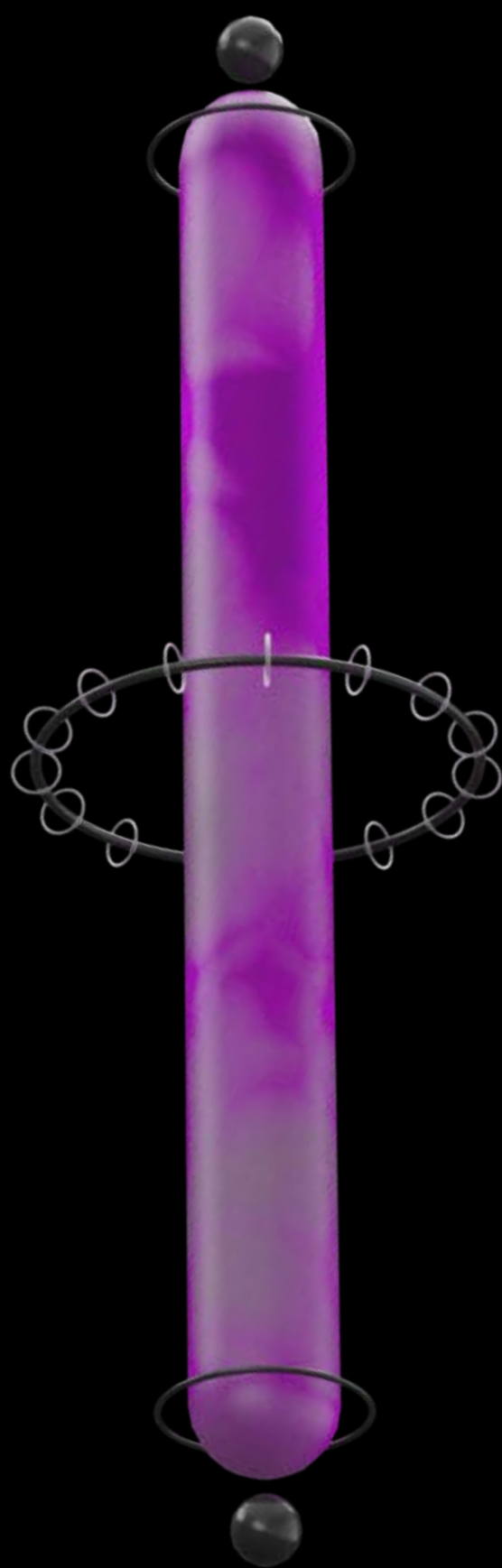
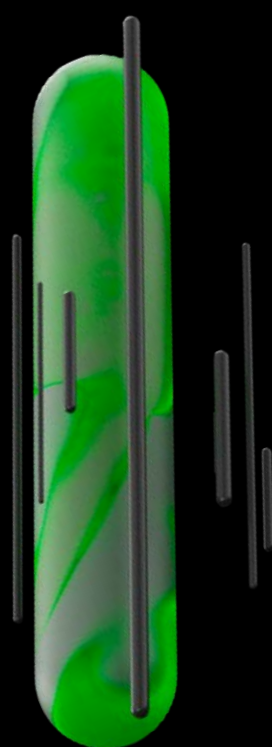




# BEACONS

A beacon is a persistent event on the map. Players interact with beacons using a signal through the Sonic Companion to take it over and have it represent a favorite **ARTIST** or **GENRE**.

Signals require Vibes consumption, but if the Beacon is successfully converted to the genre, then it can provide reward upgrades to both the Sonic Companion and the player.





## SONIC CACHE

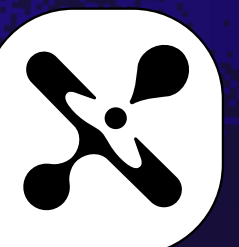
These POIs are all about collecting items and refreshing Vibes. Overcome a gameplay challenge and unlock the cache to reveal its rewards. Rewards can be boosted through use of harmonizing points or soft currency. Collecting primary resources can lead to the discovery of NFTs.

Sonic caches can be easier or harder to open depending on the type of Sonic Companion used.





# SOCIAL ACTIVITIES





A player's avatar has its own social level. This level does not make the player stronger, but provides social and access benefits. These include:

- **NEW CUSTOMIZABLE COSTUME AREAS.**
- **SPECIAL CLOTHES IN THE SHOP**
- **WIDER INTERACTION RADIUS WITH OTHER PLAYERS**
- **ICON AND NICKNAME VISIBILITY**
- **PRIORITY ACCESS TO NEW OR RESTRICTED EVENTS.**





## SOCIAL NETWORKS

If players link ELYNXIR to social networks like TikTok, Instagram, Facebook, Twitter, Twitch, etc. they are able to post on special boards or be highlighted according to their social level, and the media they share on each platform will have more visibility for more time.

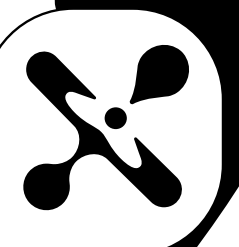


## RANKING

Several ranking systems with leaderboards allow players to compete with each other. A ranking includes demonstrating fan support for artists, and enables one to become a super fan. Higher rank increases the visibility and proximity of the artist to players.

Rankings can be filtered by:

- Global & Regions
- Proximity
- Genre
- Artist





## FAN CLUBS

Fan Clubs are communities usually developed around an artist or influencer. Players can fulfill two types of roles:

- **CREATORS** – A leader, artist, influencer, etc.
- **SUPPORTERS** – Help improve the club score.

Getting the best score will allow the leader:

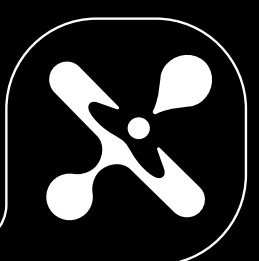
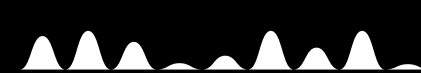
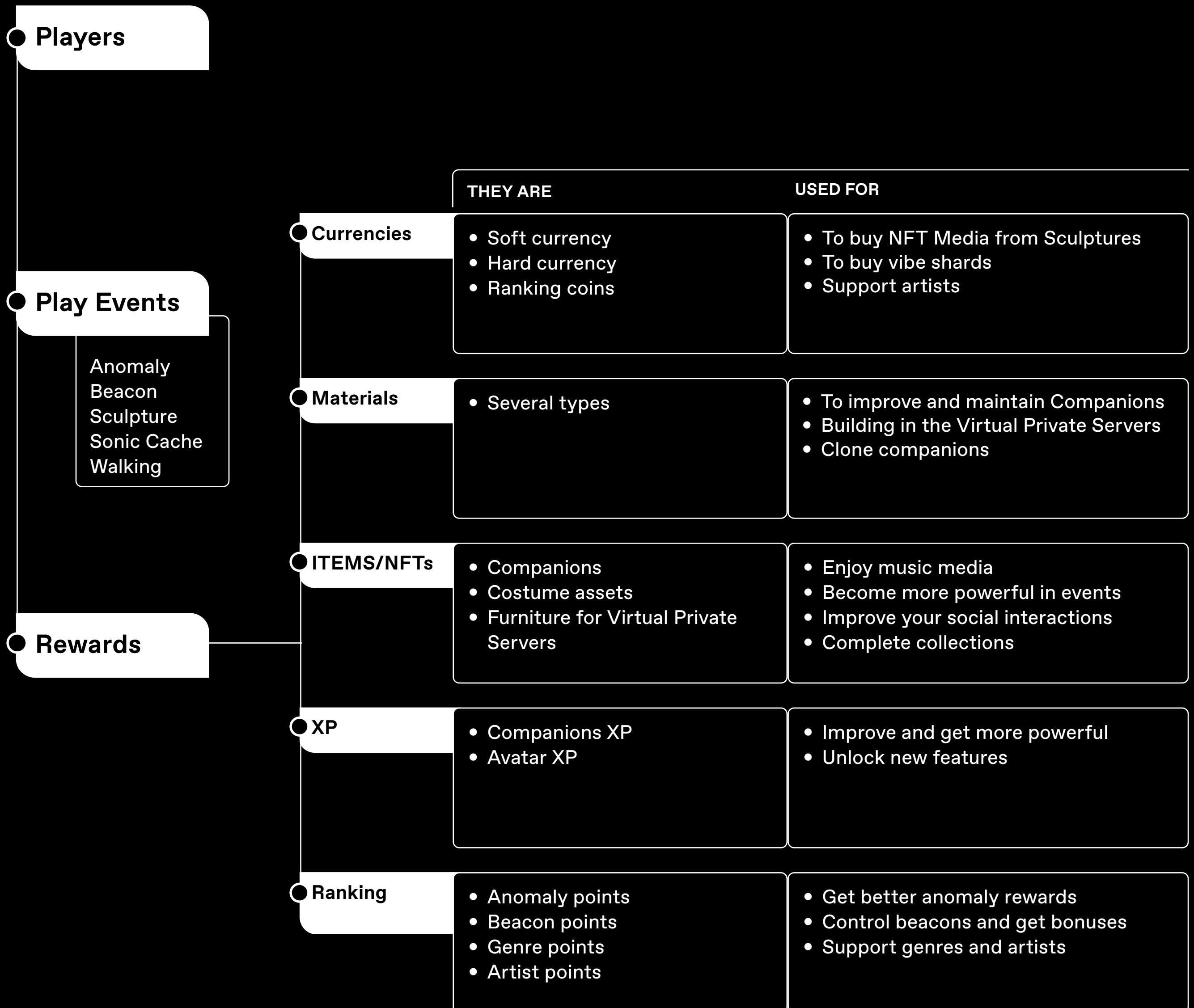
- To be known as the most supported person on the planet.
- To choose the best place in the world to place their AR stand.
  - These places will be limited so the best places in iconic locations will be competitive.
  - For example: everyone who visits Times Square will be able to see the place in AR that the ELYNXIR community has built there.





# REWARDS

In the following diagram, we illustrate the rewards for engaging in the various POIs and Events.



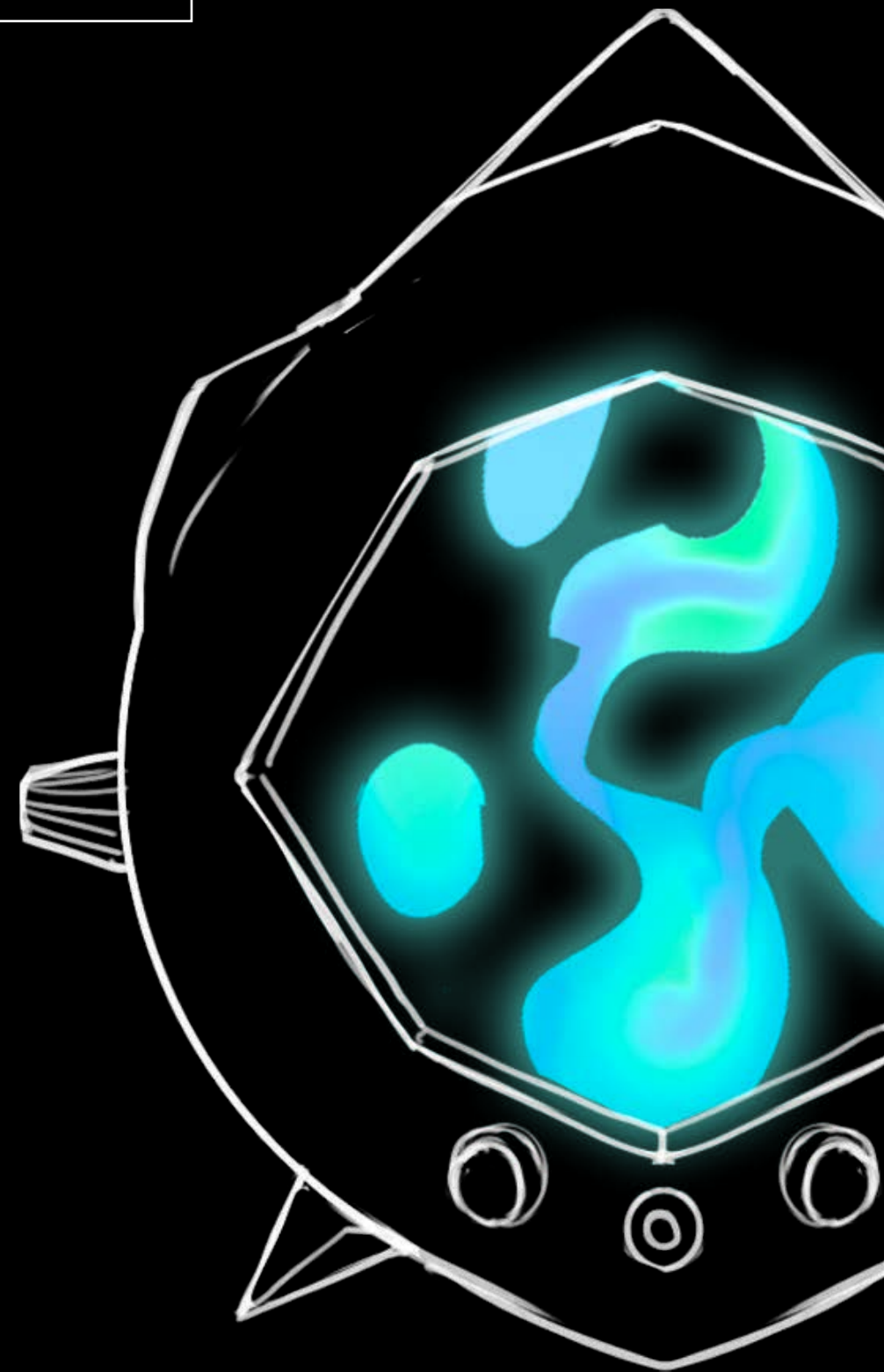


# SONIC COMPANIONS

The Player's primary tool which enables interactions with map events, often unlocking experiences and improving the base stats of the player.

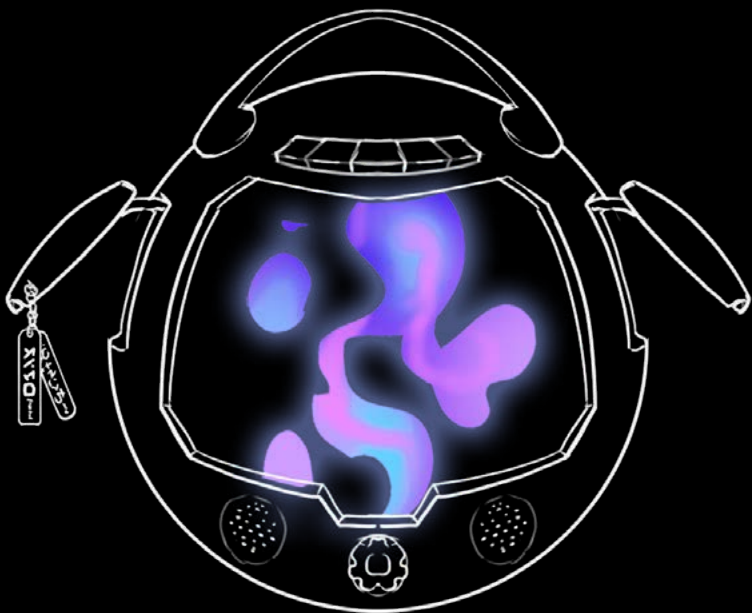
Players can collect various Sonic Companions, and then choose the best one for an event in order to maximize success and rewards. Sonic Companions can be upgraded and purchased, top two rarities (epic and legendary) are NFTs.

- Sonic tools come in 5 rarities and 5 music genres
- Each sonic tool has its own XP bar and level
- Sonic tools can be artist-themed
- Sonic tools have 4 main parameters and a key special bonus
- Gems inserted into sonic tools improve parameters or add new special bonuses.





# SONIC COMPANIONS



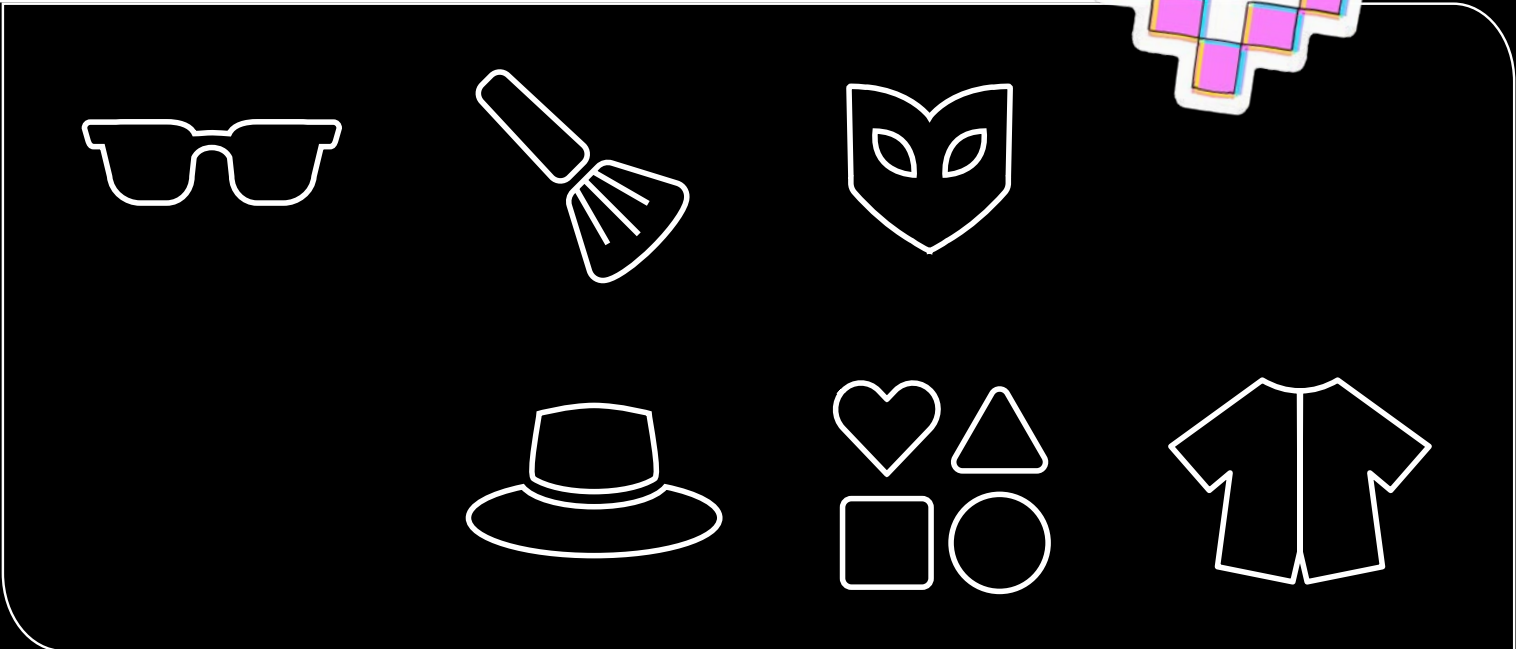
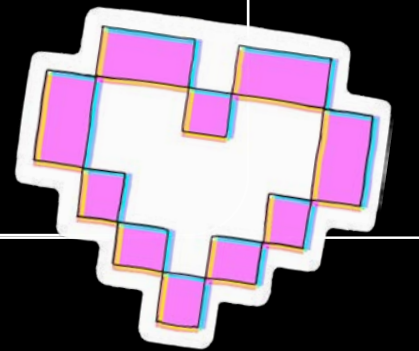
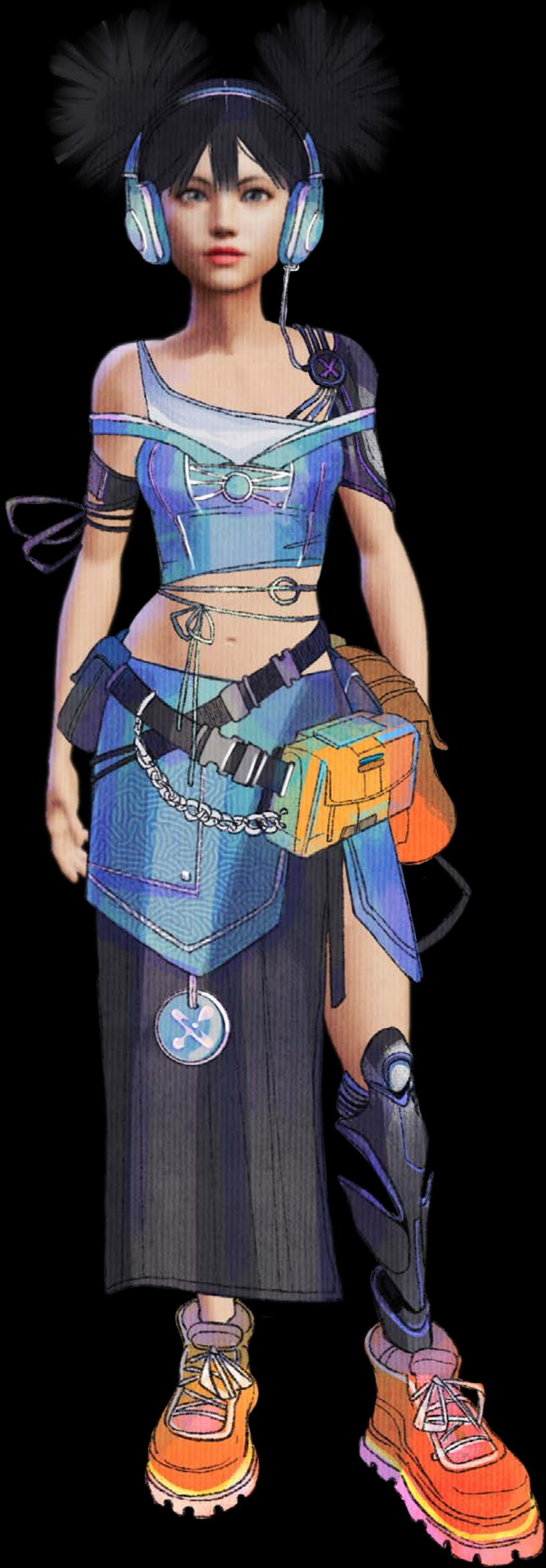


# COSTUME ASSETS





# COSTUME ASSETS

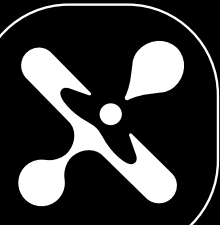
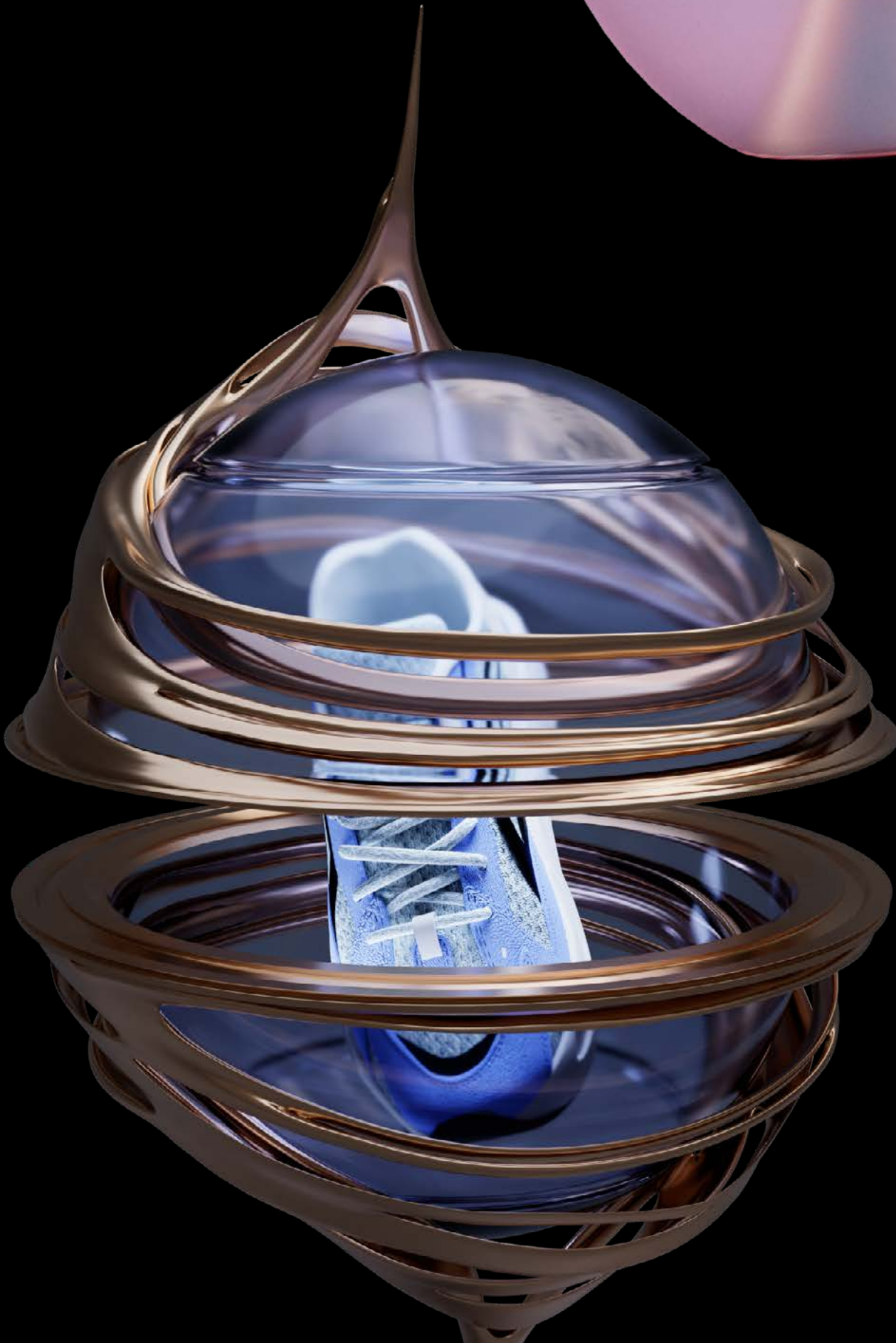
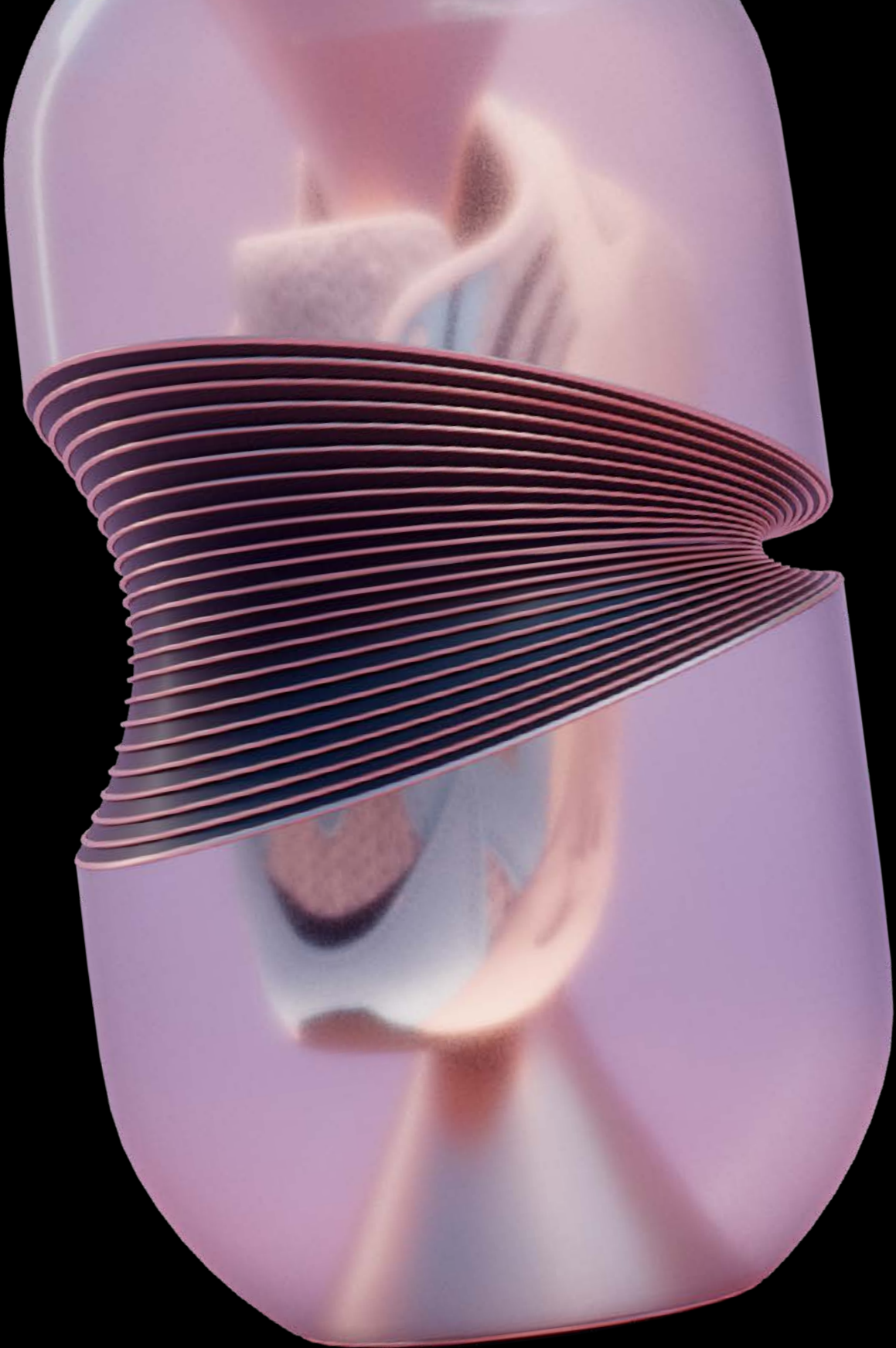
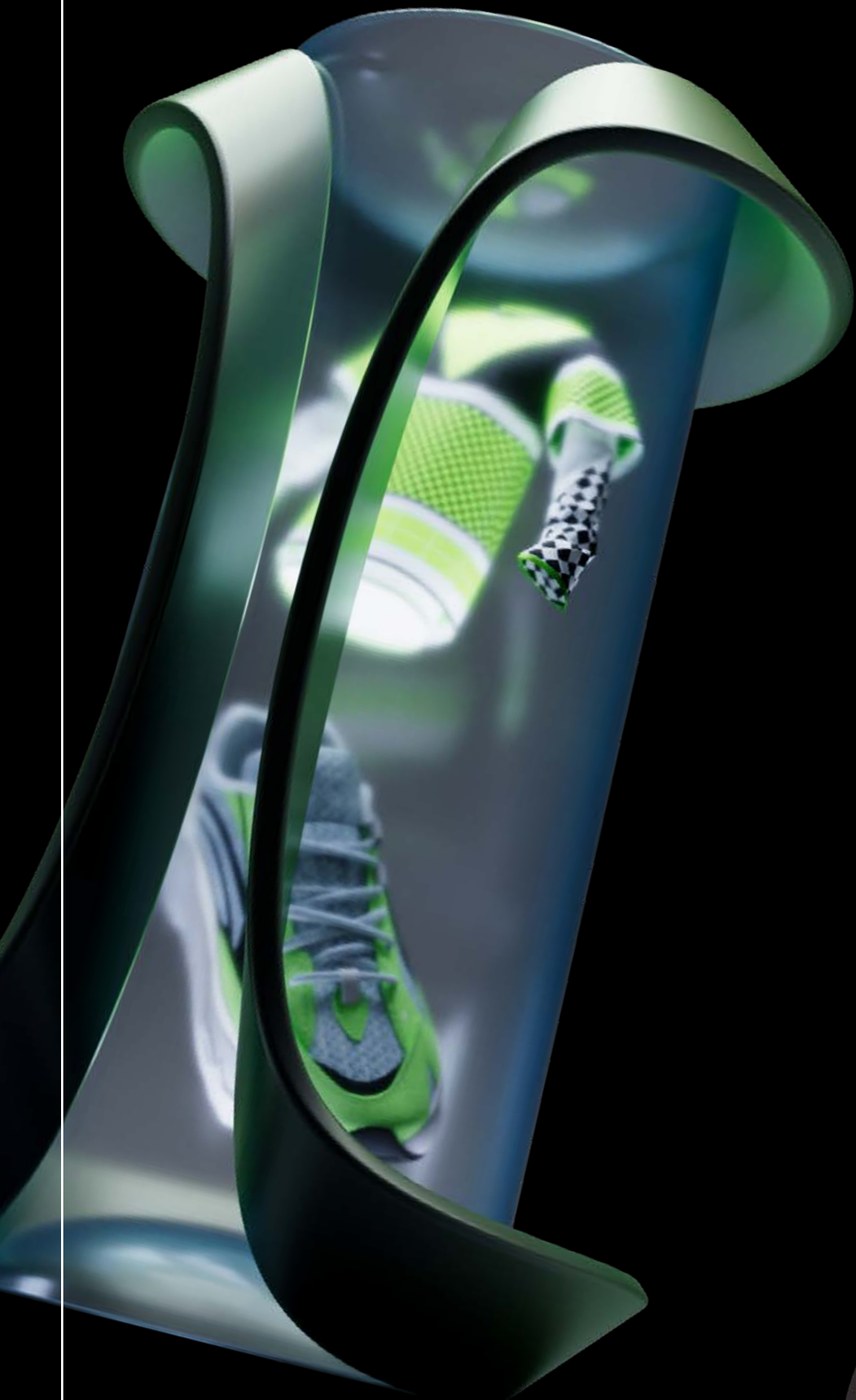


Costume and wearable cosmetics can also boost stats.



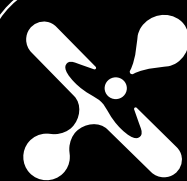


COSTUME ASSETS



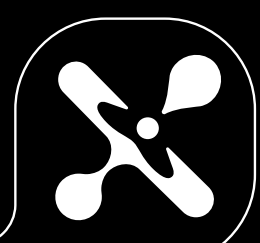


# COSTUME ASSETS





# COSTUME ASSETS





# BOOSTING PLAYER STATS

A player base stats are boosted by a combination of what a player is wearing and which Sonic Companions they are using.

## STATS AND TYPES

- Level (1-50)
- Music genre
- Rarity
- Durability
- Vibe consumption
- Power
- Genre bonus
- Extra bonus
- Tier (1-5)

## STATS AND EVENTS

When a player arrives at a POI and initiates an Event, using the best Sonic Companion can enable better gameplay and rewards. Sonic Companions can be changed easily, and are upgradeable through different means.

## LEVELING UP

Tools can be leveled the following ways:

- Using them in the Events
- By using Harmonizing Points
- Adding Gems
- Fusing





# RESOURCES

There are 3 types of resources that can be consumed and replenished. The maximum cap on these can be increased by Backstage Pass tiers or Costume Elements:

## MATERIALS

They can be collected in the Sonic Caches and Events, and used to level up Sonic Tools.

## HARMONIZING POINTS

These are collected through walking and time, can level up the Sonic Tool, and add bonuses in Sonic Caches. Their main purpose is to boost players' inventories. These points encourage players to move because they get extra points for walking.

## VIBEPOINTS

Players restore Vibeover time and by interacting with Sonic Caches and Sound Sculptures. Vibe is used to interact with events. Controlling the Vibeflow is key to predicting how many event interactions the players can do. Players can get, buy and stock Vibe Shards to get a boost if it is needed.





# MATERIALS

These are collected mostly from Primary sources.

They can also be rewards from Secondary sources.

- These materials can be fused to increase their quality.

## WHERE DO THE PLAYERS GET THE MATERIALS?

- Sonic caches (Primary source).
- Events rewards (Secondary source).

## WHAT ARE THEY FOR?

- Improving the contribution to Anomalies
- Leveling up Sonic Companions
- Repairing Companions

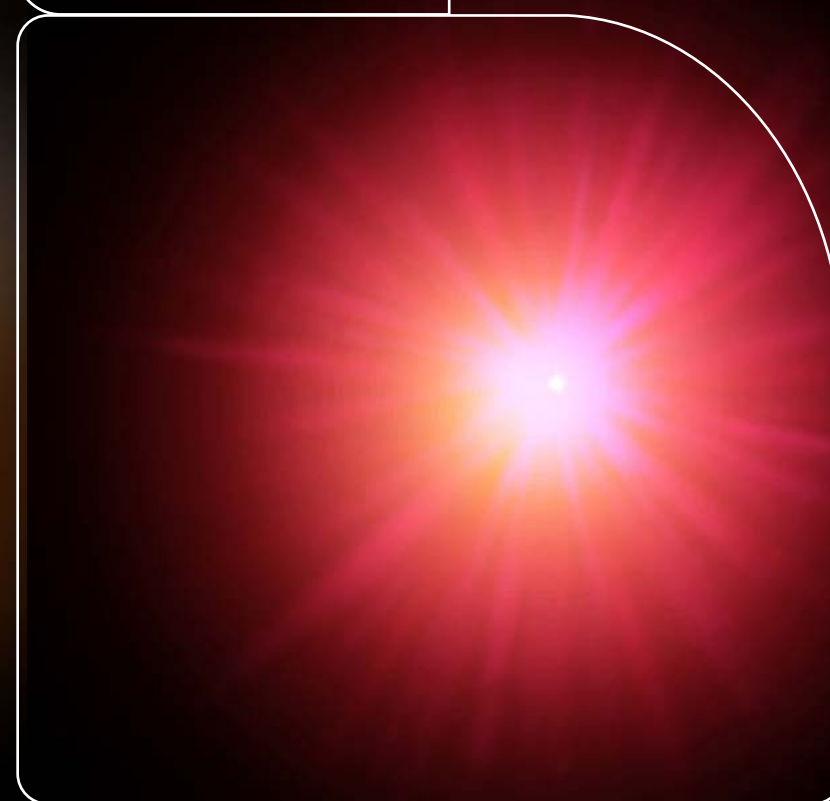
CRYSTAL



LIQUID



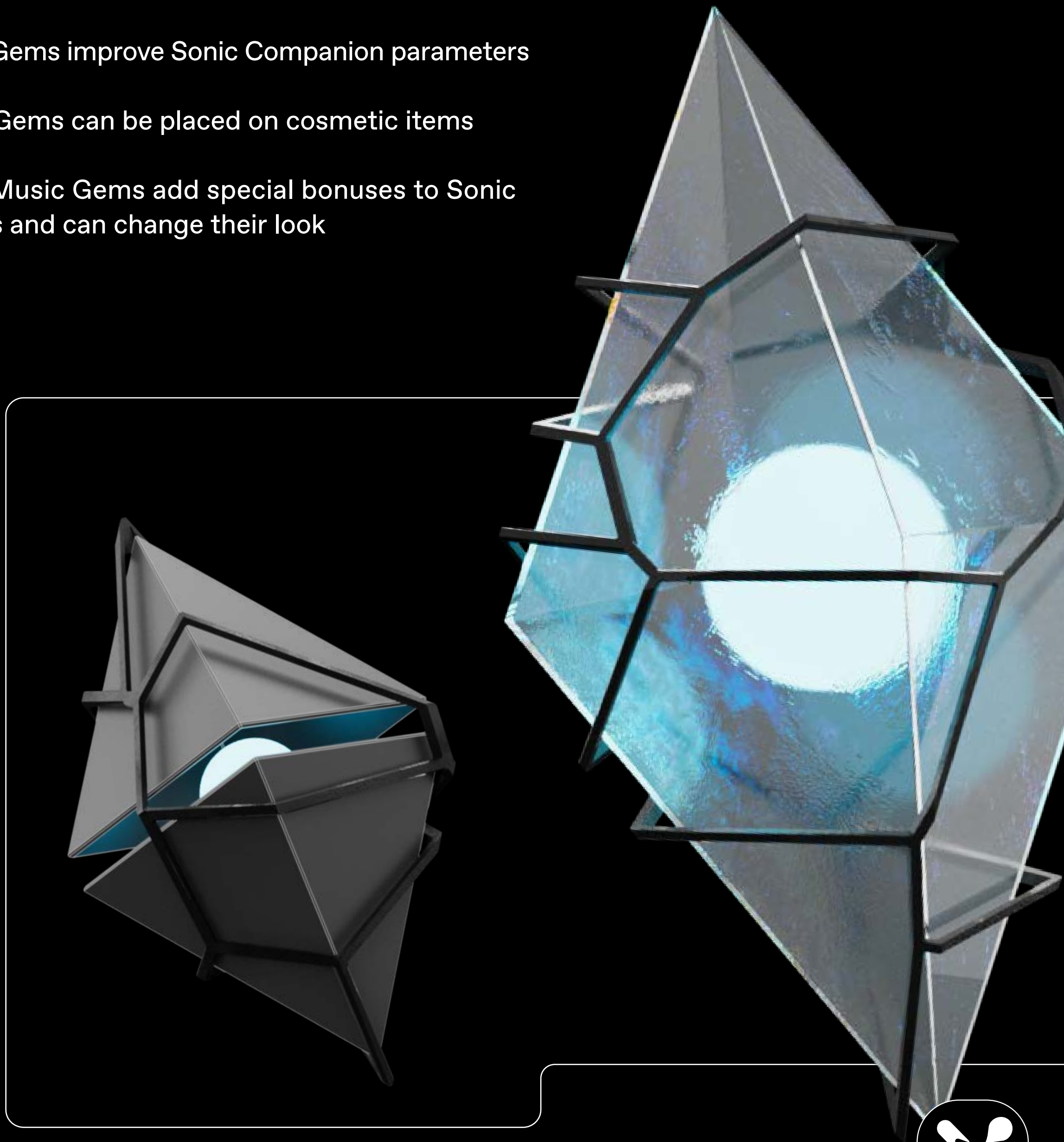
LIGHT





# GEMS

- Sonic Companions can be enhanced with Music Gems
- Music Gems come in two types - Rare and Legendary
- All Music Gems can be leveled up
- Rare Music Gems improve Sonic Companion parameters
- Rare Music Gems can be placed on cosmetic items
- Legendary Music Gems add special bonuses to Sonic Companions and can change their look





# ECONOMY





The game base economy is based on Primary and Secondary resources.

- **PRIMARY** resources allow players to unlock and play Events
- **SECONDARY** resources are used during play to maximize the players' success or rewards

Players need to find and unlock Sonic Caches and collect primary resources to play continuously or else they'll run out. Alternatively, resources can be purchased in the Shop.



## IN-APP MARKETPLACE

This In-App Marketplace is used to get:

- Soft currency
- Hard currency
- Bundles
- Backstage Pass  
(mechanics are similar to a Battle Pass functionality)
- Item Trading

In-game Items that are also a NFT will appear in the player's wallet when they login to the Web Marketplace.

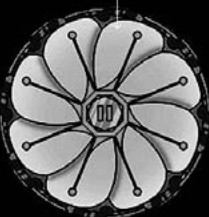


Animated "coin-flower" vibe  

Glow effect

Gradient colours: blue/pink/purple/gold  
(to reference the coin colours)

Sharpen the shapes 



Elynxir logo here?

Use texture like this (colour: gold)

Merging details from all three sketches

Centered with some inclination



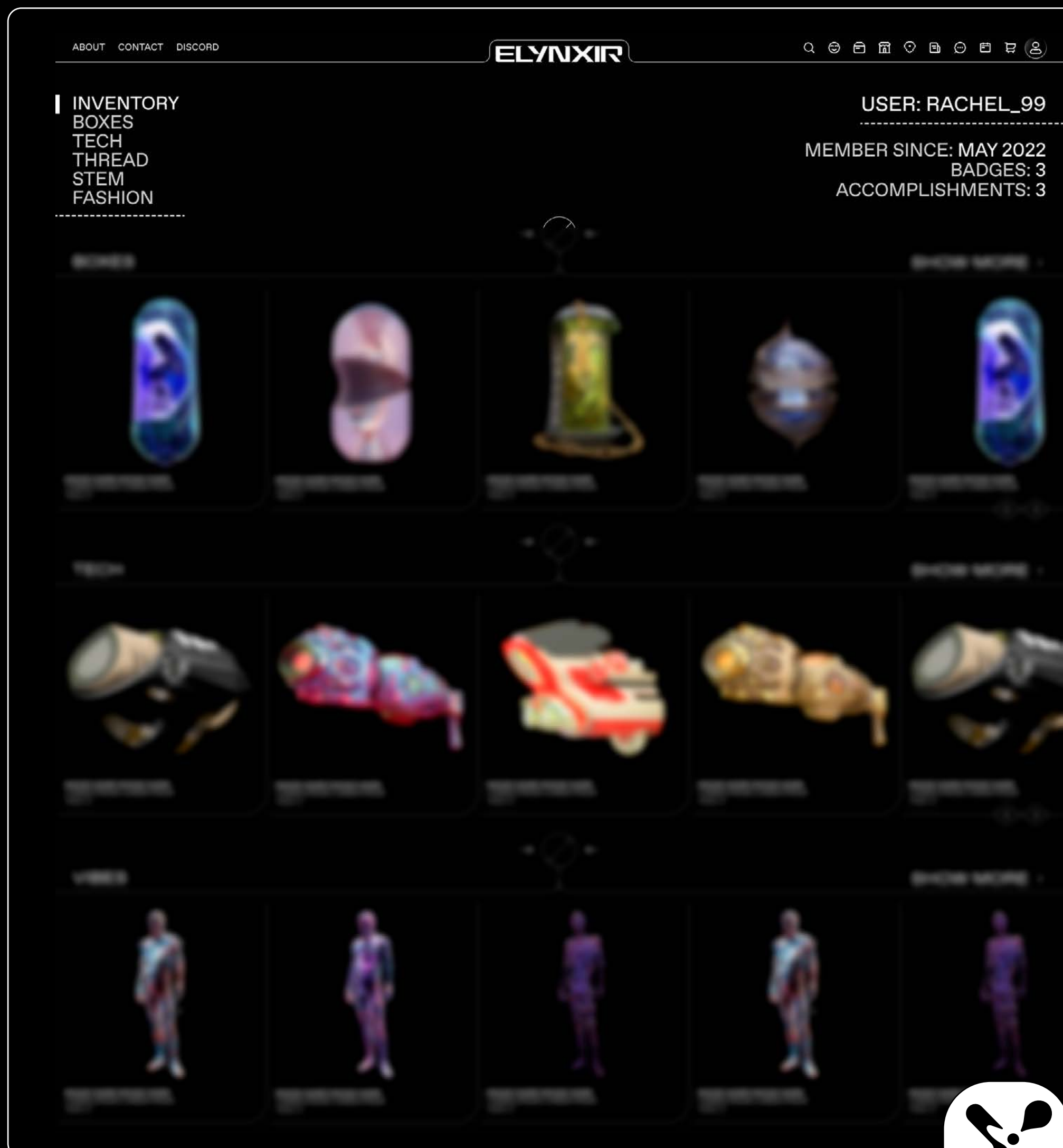


# WEB MARKETPLACE

This is where players buy or sell NFTs and digital collectibles.

- Primary marketplace allows for purchase of new release NFTs
- Secondary marketplace allows for the resale of purchased or found NFTs

NFTs purchased in the marketplace appear in a Player's inventory once they log into the game. Players must have their web login activated in the game to see items purchased on the Web.





# THE DROPLET

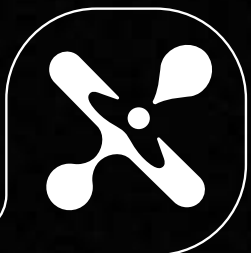




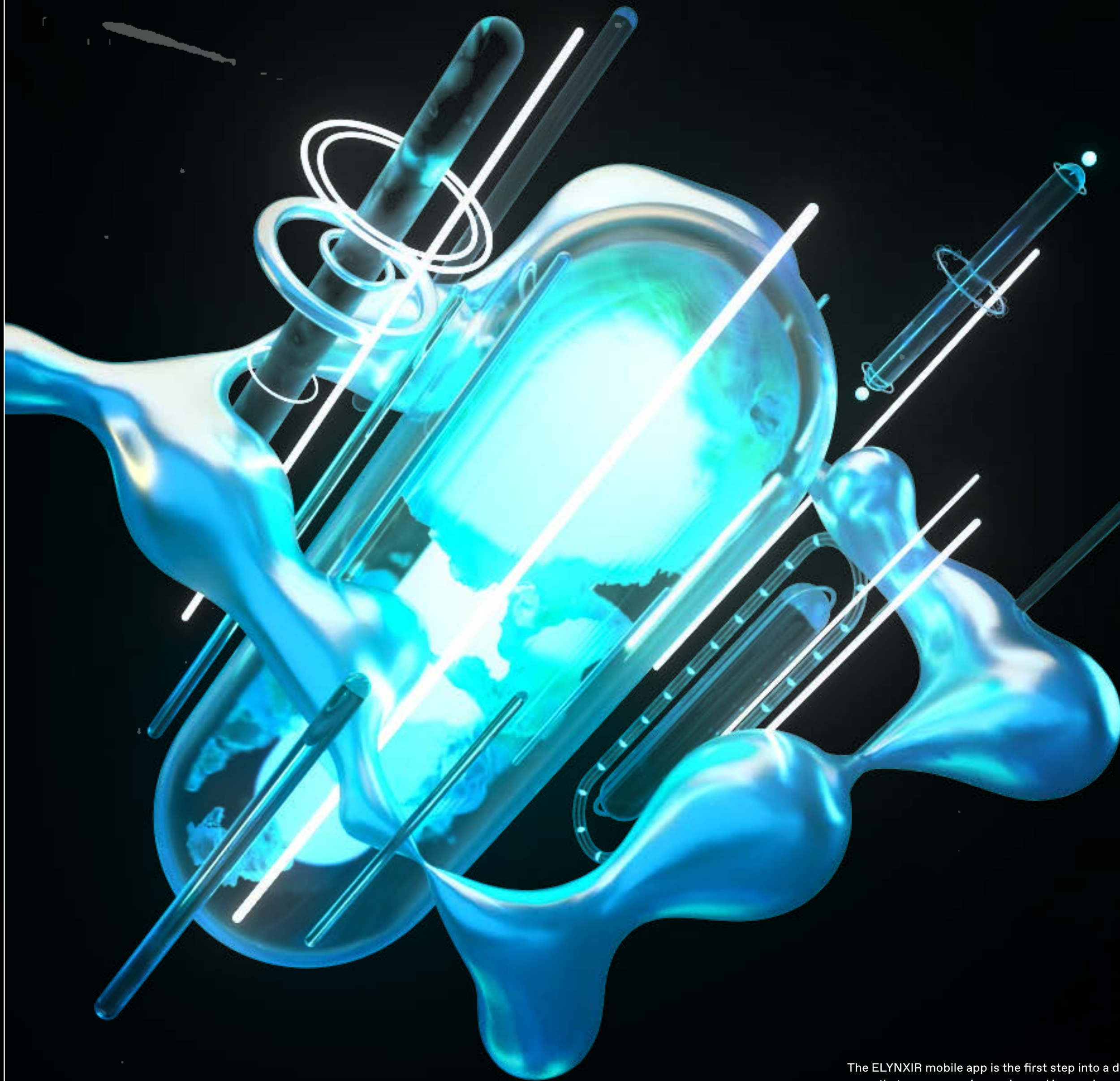
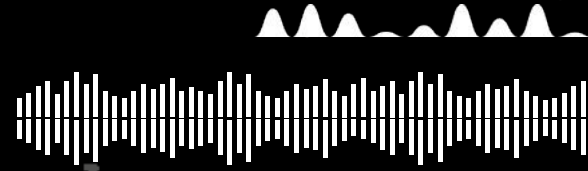
*The Droplet* is a limited founder's edition NFT from ELYNXIR. In addition to offering holders early access to ELYNXIR, *The Droplet* continually rewards holders with exclusive experiences. Including in-game and IRL opportunities, exclusive drops, and fans' first bonus rewards and opportunities.











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**ELYNXIR.GAME**