



BARRREN

**Citadel Labs SRL
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20097, Italy
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MEET THE TEAM

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LEGAL DISCLAIMER

Dear Readers,

we really want you to have a great time playing our game, and we really hope for this project to work BUT

IT IS OF OUTMOST IMPORTANCE THAT WE ADVISE YOU ON THE FOLLOWING:

- (a) the crypto-assets may lose their value in part or in full;
- (b) the crypto-assets may not always be transferable;
- (c) the crypto-assets may not be liquid;
- (d) our offer to the public concerns utility tokens, such utility tokens may not be exchangeable against the good or service promised in the crypto-asset white paper, especially in case of failure or discontinuation of the project.

To the best of our knowledge this white paper complies with the requirements of Markets in Crypto-assets, and amending Directive (EU) 2019/1937.

To the best knowledge of the management body, the information presented in the crypto-asset white paper is correct and that there is no significant omission.

Please also note that

The issuer of the crypto-assets is solely responsible for the content of this crypto-asset white paper. This crypto-asset white paper has not been reviewed or approved by any competent authority in any Member State of the European Union.

This page is a summary that is brief and non technical and aims to provide key information about the offer to the public in regards to the crypto assets related to the project - this is an introduction to the whitepaper, the prospective purchaser should base any decision to purchase a crypto-asset on the content of the whole crypto-asset white paper, **the offer to the public of crypto-assets does not constitute an offer or solicitation to sell financial instruments and that any such offer or solicitation to sell financial instruments can be made only by means of a prospectus or other offering documents pursuant to national laws**, furthermore the crypto-asset white paper does not constitute a prospectus as referred to in Regulation (EU) 2017/1129 or another offering document pursuant to Union legislation or national laws.

We aim to issue ownership tokens (NFT) for the following in game type objects - we reserve the right to amend this at any time to our sole discretion:

- a. Land - owning land lets you develop it and brings voting power on community game development proposals, owning Land also allows you to earn passive income of CLOUT utility token.
- b. Blueprints - blueprints let you build in game items that can be used in battle, in the world map to develop buildings or as upgrades for your Regent.
- c. We aim to develop a public marketplace where players will be able to exchange NFTs with the Utility tokens and other currencies via smart contract. We will levy a fee as Royalties on each transaction for 3.4% of the value.

We will issue utility tokens (CRYS/FUEL/CLOUT) for freemium, premium and special content.

RIGHT OF WITHDRAWAL FOR CONSUMERS

If the User is a consumer, he/she has a right of withdrawal for a period of 14 days conclusion of the contract. A consumer is a natural person who enters into a legal transaction for purposes that predominantly are outside his/her trade, business or profession. In the following, the User is instructed on his/her right of withdrawal with respect to the Platform Contract as well as any NFT (incl. the Content) purchased on the NFT-Platform:

Instruction on the right of withdrawal

Right of withdrawal

You have the right to withdraw from this contract within fourteen days without giving any reason.

The withdrawal period is fourteen days from the date of the conclusion of the contract (i.e. when you register on the NFT-Platform or purchase an NFT).

To exercise your right of withdrawal, you must inform us (Citadel Labs SRL, Via Della Libertà 20, San Donato Milanese, 20097, Italy, P.IVA 12401340968) of your decision to withdraw from this contract by an unequivocal statement (e.g. a letter sent by post or e-mail). You may use the provided model withdrawal form for this purpose, but it is not obligatory.

To meet the withdrawal period, it is sufficient for you to send your communication concerning your exercise of the right of withdrawal before the withdrawal period has expired.

Effects of withdrawal

If you withdraw from this contract, We shall reimburse to you all payments received from you, including the costs of delivery (with the exception of the supplementary costs resulting from your choice of a type of delivery other than the least expensive type of standard delivery offered by us), without undue delay and in any event not later than fourteen days from the day on which We are informed about your decision to withdraw from this contract. We will carry out such reimbursement using the same means of payment as you used for the initial transaction, unless you have expressly agreed otherwise; in any event, you will not incur any fees as a result of such reimbursement. If you requested to begin the performance of the services during the withdrawal period, you shall pay us a reasonable amount which is in proportion to what has been provided until you have communicated us your withdrawal from this contract, in comparison with the full coverage of the contract.

Information on the expiry of the right of withdrawal:

The right of withdrawal shall expire in the case of a contract for the provision of services (i.e. provision of the NFT-Platform) if We have provided the service in full and, if the contract places you under an obligation to pay, if We have only begun to perform the service after you have given your express consent to this and at the same time confirmed your knowledge that you will lose your right of withdrawal upon full performance of the contract by us. The right of withdrawal shall also expire in the case of a contract for the supply of digital content not on a tangible medium (ie. purchase of an NFT) if We have commenced performance of the contract and, if the contract places you under an obligation to pay, where you have expressly consented to our commencing performance of the contract prior to the expiry of the withdrawal period and have confirmed your knowledge that by giving your consent you lose your right of withdrawal upon commencement of performance of the contract and We have provided confirmation of the concluded contract.

Model withdrawal form

(Complete and return this form only if you wish to withdraw from the contract)

To Citadel Labs SRL
Via Della Libertà 20
San Donato Milanese
20097, Italy
P.IVA 12401340968

I/We (*) hereby give notice that I/we (*) withdraw from my/our (*) contract of sale of the following goods (*)/for the provision of the following service (*)
Ordered on (*)/received on (*)
Name of the consumer(s)
Address of the consumer(s)
Signature of the consumer(s) (only if this form is notified on paper)
Date

(*) Delete as appropriate



INTRODUCTION

Barren is a Play to Own (P2O), Blockchain based game made by players, for players. Our main focus as a team is creating an ever changing decentralized universe where users can choose their destiny and participate in the game's growth and Storyline.

Blockchain technology allows us to produce a game in which, certain Game's assets are owned by players, instead of traditional games where in MMORPG the in game items are owned by the game publisher we give our players full property rights on any in game NFT asset they own.

Barren is a post apocalyptic world of futuristic decay and survival. The Game is, set in 2830 a.D. and starts after a global cataclysm called MEV Athena Incident.

The Player is a Regent, a ruler of a Citadel now surrounded by a thick impenetrable Fog.

The Regent can fight against NPCs or other Players in order to acquire resources and expand operations in order to solve the Mystery of what happened and what lies beyond the Fog.



GAME ECONOMY

The Game Economy will be built on two Utility Tokens:

- CRY - a premium purchasable token, also rarely generated by Volcano type Lands
- FUEL - a token earned by completing in game activities such as PVE/PVP duels or mining

A Third Utility Token, CLOUT is earned through Land ownership, it will be used for minting special Permit NFTs and vote on Game Storyline Development choices.

The NFTs will be primarily (and not limited to):

- Land
- Unit BluePrints
- Regent Implants
- Player owned Structures



THE SECTOR

Blockchain Technology is here to stay; the last few years have provided the sector with exponential growth in terms of use cases. But we firmly believe this is just the beginning.

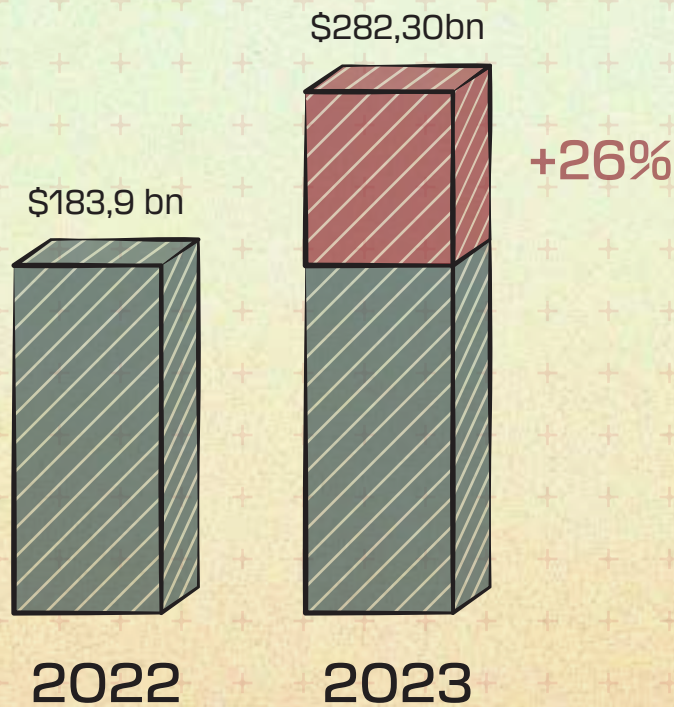
The gaming industry is also seeing explosive evolution; it is now more valuable than both the movie and music industry put together and especially during lockdown times we have seen significant interaction between the blockchain and gaming communities.

We hope to create a bridge between gamers and blockchain. Thanks to the blockchain and NFTs, users have ownership over their digital assets unlike traditional video games where usually all content is owned by the software house.

Blockchain-based gaming is becoming a compelling crypto use case that can upset the massive global gaming industry.

GAMING BUSINESS

- In 2024, the Video Games market is projected to reach a revenue of US\$282.30bn.



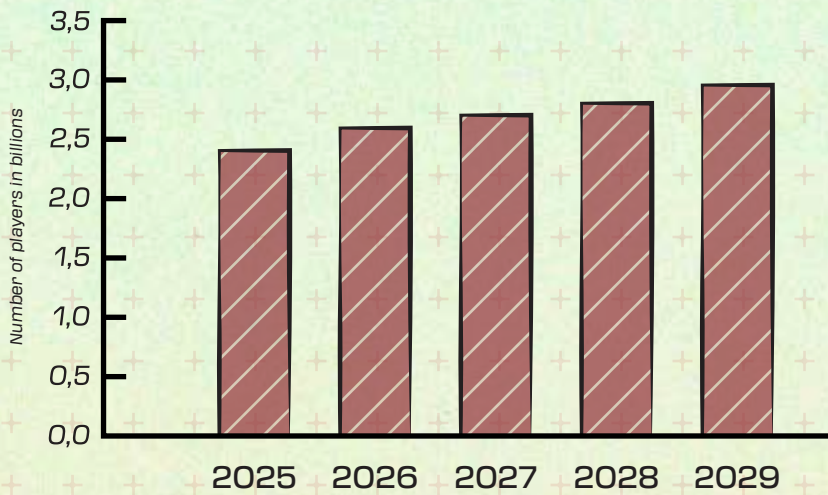
(<https://www.statista.com/outlook/dmo/digital-media/video-games/worldwide>)



It is expected to grow at an annual rate of 8.76% between 2024 and 2027, resulting in a projected market volume of US\$363.20bn by 2027.

- The global number of users in the 'Video Games' segment of the digital media market was forecast to continuously increase between 2024 and 2029 by in total 0.4 billion users (+15.15 percent). After the fifth consecutive increasing year, the indicator is estimated to reach 3.02 billion users and therefore a new peak in 2029.

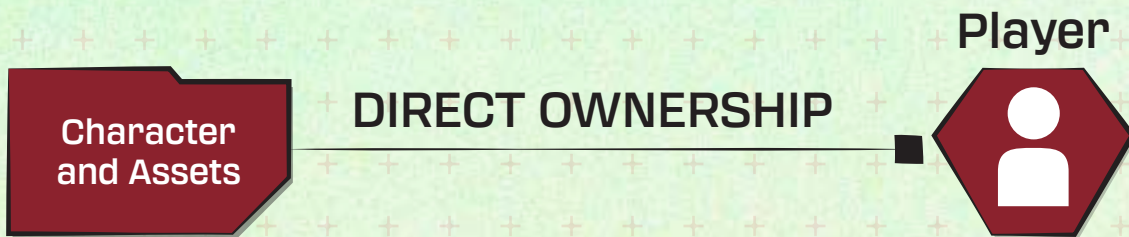
(<https://www.statista.com/statistics/748044/number-video-gamers-world/>)





OUR KEY FEATURES

By making use of existing technologies and new innovative ideas we hope to create enjoyable playable content and give value to the time spent by players by giving them direct ownership over their character and assets, that is what Barren plans to do.



USER EXPERIENCE

By making use of existing technologies and new innovative ideas we hope to create enjoyable playable content and give value to the time spent by players by giving them direct ownership over their character and assets, that is what Barren plans to do. While we prefer to focus on short term objectives to ensure a safe launch, the team has already built an ever growing universe in Lore and Mechanics to develop around our players, storyline and gameplay. Evolution is key to success and long term balance, and Barren is designed in a way that allows it to constantly grow while giving an engaging experience to our users.

Our goal is to create a product that is more than just a game you play, it is a world to explore and conquer, alone or with friends the various characters you may encounter and the Living Story of the game itself.

Through special keys Regents may participate in quests that may change the World permanently known as Storyline Development Quests, SDQ



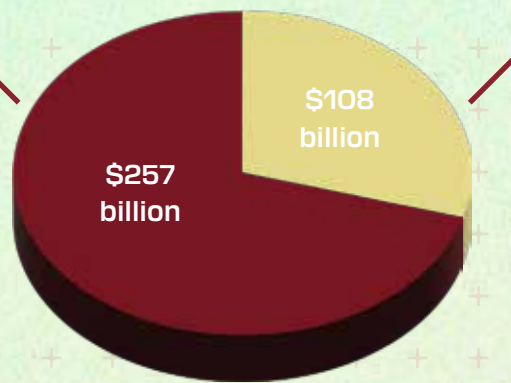


SHIFT FROM P2E TO P2O

The gaming industry is constantly increasing its audience across the world, surpassing both the music and movie industries combined in terms of revenue.

GAMING INDUSTRY REVENUE IN 2022

MUSIC AND MOVIE INDUSTRIES REVENUE IN 2022



On the other hand, blockchain products saw an astonishing increase in their adoption rate in the last few years giving birth to new systems such as Utility Tokens and Play To Own. Instead of the traditional model where any and all content is locked behind a EULA that gives all rights to the game producers and/or rights holders in Barren the Players take an active role in developing a game, owning a part of it thanks to NFT technology, once you acquire and mint a Land or an Item it is **YOURS**. This is why we call our game model “**Play to Own**”





UTILITY TOKENS

Our game economic structure revolves around three main utility tokens, which are respectively named **Crystal** (CRYS), the premium one, **Fuel** (FUEL), the freemium one, and **Clout** (CLOUT):

FUEL

- Is needed to power in-game basic activities, asset fusion, land mining and other many activities.
- It will be constantly balanced with a minting and burning mechanism, set in order to control its emission.

CRYS

- Has premium use cases, such as the purchase of aesthetics, as currency on the in game and out game Marketplace, purchase of participation tickets to unique events in game and Real Life.

CLOUT

- Is earned passively based on Land possession and used to Vote on Global Policies.

Our utility tokens will not be for sale before the release of the game Phase00 , BEWARE OF SCAMS

Both Crystal, Fuel and Clout do not represent any type of equity or debt which the players are in possession of. Barren relies its production on an independent and self-funded company which is Citadel Labs SRL registered in Italy.

Our Utility Tokens are the main tools that drive our in-game economy and can only be used within the game itself or it's marketplace, there are no other use cases.

None of the Utility Tokens are tied to an underlying asset or a basket of them, which means that their value is purely determined by the market. Citadel Labs does not incentive any type of speculative action and does not promise any type of profitable return related to CRYS, FUEL, CLOUT or NFT trading which may happen on our exchange or on 3rd party platforms.



THE STORY SO FAR

Earth, year 2835.

After several very turbulent centuries, including war and friction that have repeatedly brought humanity to the brink of extinction, the world seemed to have found a precarious balance.

The substantial reduction of land area and human population, its concentration in a few self-sufficient mega-cities with the abandonment of intensive exploitation of land and constant appropriation of natural resources, had given new life to the planet, which however bore the signs of conflict and past soil consumption.

The advanced development of subatomic cold fusion as a source of energy and the discovery of ways to implement anti-gravity devices, had made possible the realization of "shields" able to protect cities from electromagnetic/radioactive events, as well as a "subatomic AG engine" thanks to which it could be lifted and moved for short distances.

The remaining humanity, under the guidance of "enlightened" corporations that had reduced competition and conflict among themselves for the sake of self-preservation, was well aware that the planet would not be able to sustain it much longer, so set out to find a way among the stars to colonize planets in other solar systems.



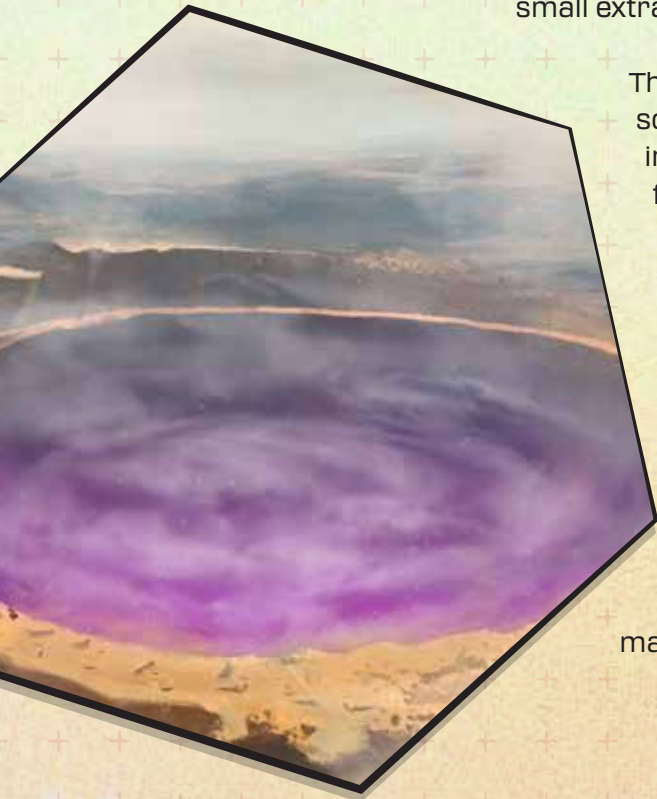
After the substantial failure of Mars terraforming attempts, as the exploitation of the planet's resources and the mining of rocks in the Asteroid Belt had proved to be excessively expensive and unsustainable in the long term, despite the contribution of cyborgs and AI, it was understood that the only way for survival was through the search of an extra-system planet, very similar to Earth, where terraforming would not be necessary and colonisations would be feasible in a more rapid and effective way.

To this end, the research had gone towards the exploration of deep space and the development of a source of energy that would allow hyper-light travel (HLT), necessary for the implementation of the soliton warp. The MEV Athena, born both as an orbital



station and a scientific ship originated from the collaboration of the largest city-states on Earth, was then converted to this purpose.

The first studies looked promising and the discovery of a planet similar to Earth about 120 light years away, in the GOY-789 system, had given new impetus to the pursuit of the source of energy necessary to activate the "soliton impulse" needed for the HLT warp to work. However, one day, something went terribly awry, as the MEV Athena experiment collapsed, generating a devastating explosion. For humanity, it was the Catastrophe, but at the same time the seeds were planted for a possible rebirth, thanks to the accidental discovery of the energy of the Crystal. On the day of the MEV Athena Incident, only the cities that activated in time the anti-EMP/radiation shield managed to get away with little damage; the others were wiped out, as well as the entire planetary satellite network and most of the small extra-planetary settlements.



The shield also managed to contain the atmosphere, so as to preserve life within the cities, through an ingenious system of filtering and recycling, learned from the experience with Mars terraforming.

Alas, the planet had suffered a mortal blow, and the electromagnetic shock in a few weeks led to the evaporation of a large part of the atmosphere and oceans. Little by little, the Earth's magnetic field and magnetosphere stabilized, but the planet, mainly reduced to a lifeless desert, swept by winds, and covered by a thick dusty fog almost perennial, had its fate sealed.

In such desperate times, what future lies ahead for mankind?



THE GAME

Barren aims to have a living economy embedded in it: players will have to gather their own resources in order to produce units and buildings, and as the game progresses players will have the ability to engage with the world market...

As opportunities grow you will be able to choose many options to specialize in to in order to enhance your Citadel and your army. We envision the game to be suited to every type of Player.

The game aims to cater to players of all sorts, from the **PVPer** looking for glory and conquest, to the **Trader** profiting from arming both sides of a conflict...

To **Explorers** searching the Barren Lands for secret Encounters, to the **RPGer** will be able to solve the puzzles and advance the storyline through all kinds of quests (more on this to follow...).

The possibility of forming **Alliances** will shape the World in the most exciting ways!

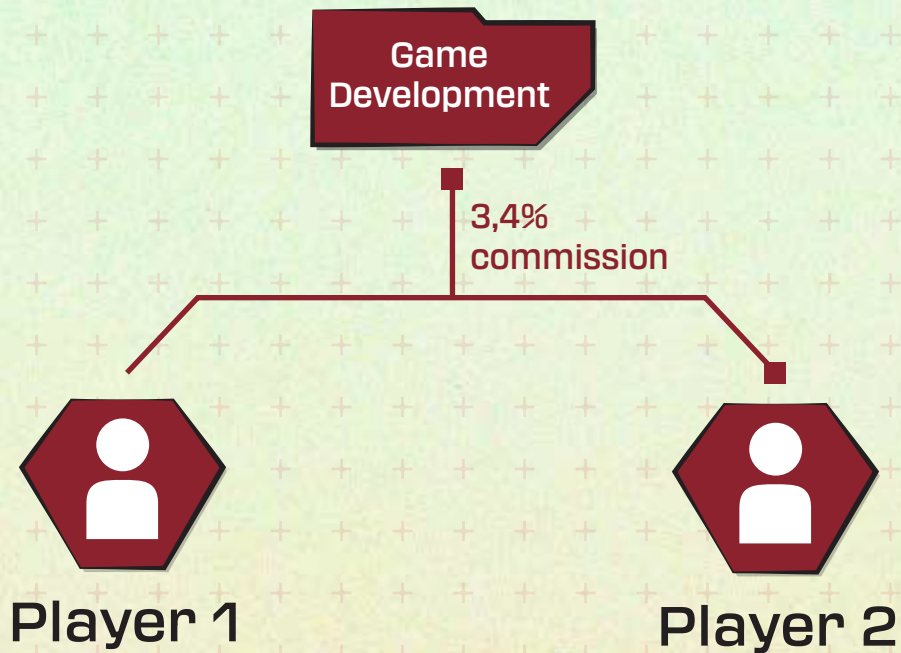


We hope to regularly add content and expand the horizons of our players based on their feedback.



TRADING

Trading in game will be implemented at a later stage and will be regulated and managed through the in game World Market Tool, incentivizing p2p trading. It will be an economy based on supply and demand, there will be a commission of 3.4% on every trade, we hope that this income stream will be enough to support us and enable us to continue to provide content without having to charge a subscription or to charge for paid expansions.



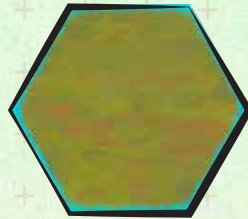


GAME ECONOMY

The world is divided in 3 zones: Central Area (the safe zone), Protected, and the Barren Wastelands (complete anarchy reigns here).



WASTELANDS



CENTRAL AREA



PROTECTED

Venturing in the most dangerous areas will be difficult but it will yield the best outcomes, if you manage to come back alive.

RELEASE PHASES

The release of the game will happen in two phases:

1. Phase 00

In Phase00 (**Alpha**) it will be possible to participate in PVP and PVE matches.

2. Phase 01

Phase01 (**Vanilla release**) the World Map will become exploreable and will have 4 Basic resources, these will be granted from passive mining or by winning PVP battles. In the near future we intend to expand the production chains and resources used.

Players need to own Unit Blueprints (BP) to manufacture Units

In Phase00 ownership of a BP will generate units over time, in Phase01 they will need to be built by farming resources (units can be bought and sold via the World Market).

SKILL TREES

Additionally, Skill Trees will be present: you will have to decide what to upgrade first, which path to choose according to the Skills you will develop first. Your Regent will have a plethora of skills that give special bonuses, choose wisely. The skills are many, and we intend to expand them even more as the game goes on. They won't take the usual resources but will take the most important and scarce one: **Time**.

Apart from the 4 Basic Resources there will also be a Freemium resource (FUEL) and a Premium one (CRYS).



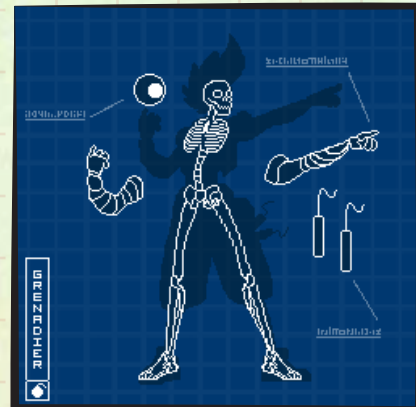
THE TOKENS

CRYS

- a premium purchasable token, also rarely generated by Volcano type Lands and by winning encounters.
- CRYs will not be premined, all CRYs in game have either been generated by owning a Volcano type Land or by winning encounters.
- CRYs is the currency of the World Market, a 3.4% fee is levied by the system on every purchase.
- the amount of CRYs generated by Volcanoes and Battles will vary based on a series of factors, we reserve the right to amend this at any time.

FUEL

- FUEL is earned by completing in game activities such as PVE/PVP duels or mining.
- FUEL is needed for most basic activities such as Unit Creation from Blueprints, Citadel Upgrades, etc.
- FUEL can be earned passively by extracting it from most types of LAND (see Land, page 7.6).



Blueprint Example

CLOUT

- Land Owners will earn CLOUT in the measure of 1 unit every hour.
- CLOUT is used to Vote on Global Policies and to print Permits:
 - Permits are special NFTs that regulate certain in game mechanics:
 - **War Declaration Permit** - needed to declare and wage war in “protected area”.
 - **Prospecting Claim Permit** - needed to mine in protected area.
 - **Building Permit** - needed to build Land Structures in protected area.

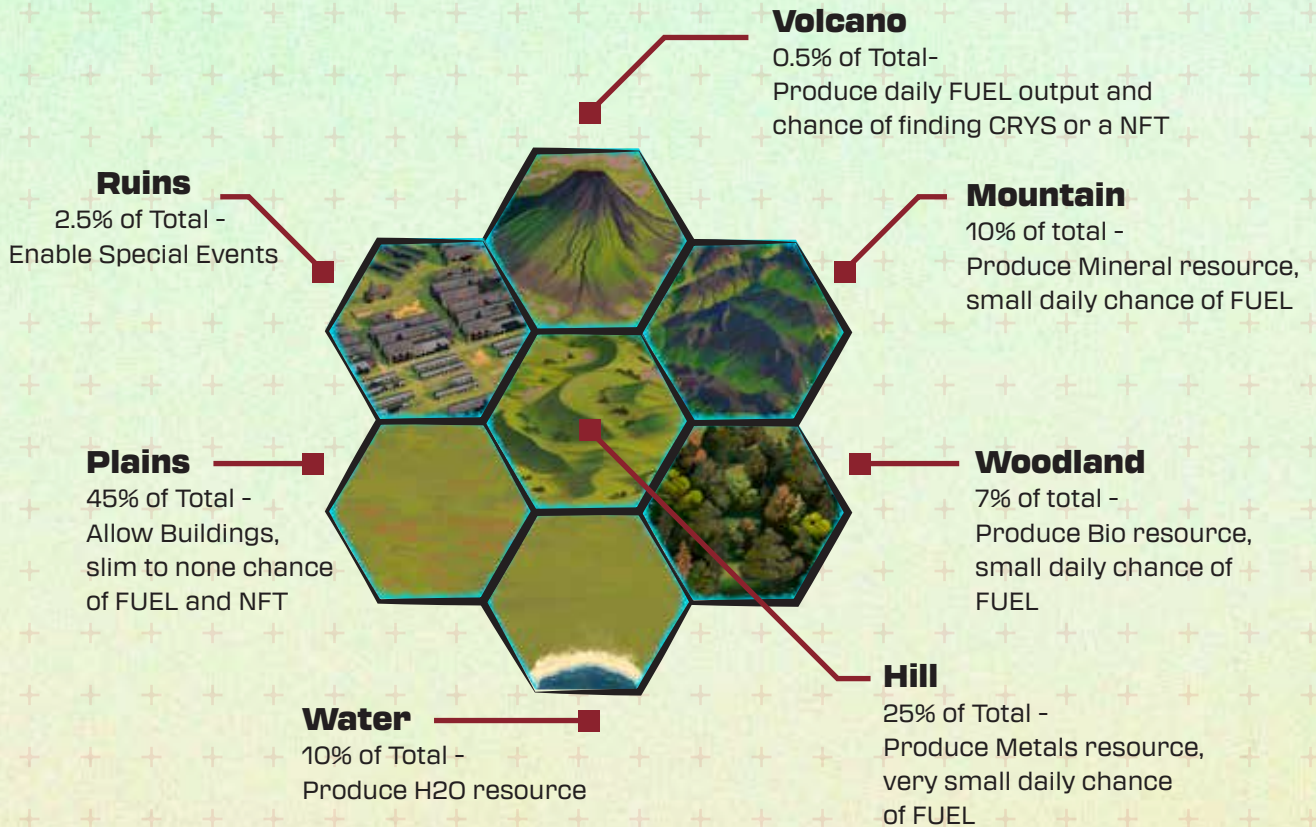


THE WORLD

The World of Barren is composed of Lands, players may own land in Central and Protected.

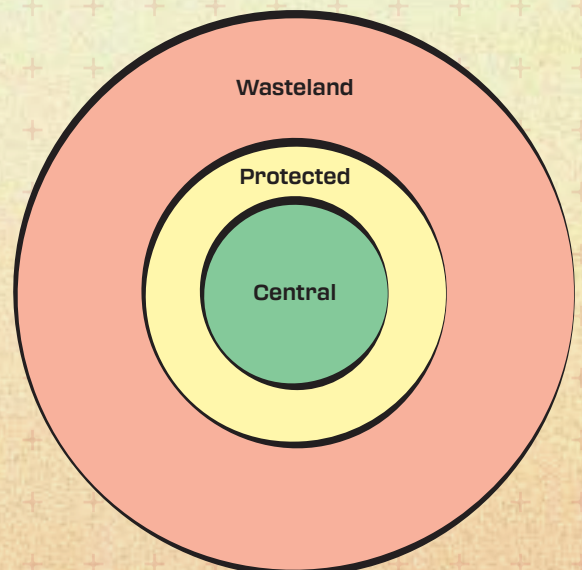
Land is owned with "Ownership Certificates" NFT

Each Land is composed of 7 plots, as shown below:



If the land is not owned by the player a structure will have to be built in order to extract resources, if the land is owned the structure will give more output than just the basic land.

The three zones are: Central, 7'825 Lands, Protected 9'894 Lands, Barren 53'268 Lands





THE LANDS

The core item of our in-game NFT collection will be our Lands.

There will be 17719 lands available for sale in total between protected and central, and each one of them will have different features that will vary according to the land's plot composition / rarity.

You don't need lands to play the game, but in case you do own lands you have:

- Daily resources + Tokens extracted from Lands without having to build Mining Structures.
- Passive Income of CLOUT for Central Lands.
- Users can build different buildings only if they own the land and/or have a specific permit. Buildings like Factory, Mining Rig and City Services help boosting lands' stats, increased rewards for Land owners with buildings.

Lands in Protected can be developed and built on by anyone, the land must be empty and player must be in possession of a Building or Prospecting Permit - owner of the Land earns 10% Royalty regardless of who owns the structures on it.

CENTRAL

This is the "safe area" from here the players can participate in tournaments and battle each other, stand to lose near to nothing but could win big.

Alternatively they can duel "honourably"/"lawfully" other cities.

They can build and prospect their own lands or leave them accessible to others to prospect onto (for a fee)... eventually once they have a good set up they could grow courage and explore:

- This is the safe area, you cannot be attacked against your will.
- The inhabitants of the safe central land have increased bonuses for minting items and higher success probability when fusing units.
- You can build on it.
- You can prospect / mine on it.
- You can choose who to let prospect or build on it / rent it.
- No one can take away what you build on it by force, and you can evict a tenant at end of contract.
- Players that own land in "central" earn CLOUT needed to mint unique NFTs (at the beginning the game also makes a small number of these available every day on central market) these NFTs are: "Building Permit", "Prospecting Claim Permit" and "War Declaration Permit").
- All the above would be "casual" low intensity VVP - you can't lose anything in the safe area and players can't take anything from you (unless maybe you stake something on a duel and lose fair).





PROTECTED

Players can own Protected land NFTs like in Central but any Player/Citadel that has a Building Permit or a Prospecting Claim Permit (not necessarily the owner of the land) can anchor his city to it and stake some FUEL in order to extract Resources whilst paying a 10% fee to the Land owner- there is a grace period of one week then the city can be attacked by the Land Owner without the latter having to issue a War Declaration.

Land in Protected Area is better yielding in rewards/prospecting than Central. In order for a player (or group of) to attack another player (or group of players) or their buildings a "War Declaration Permit" NFT must be owned and burned through the appropriate Bureaucracy Menu (they could mint one if they have land in Central or they must acquire a War Declaration NFT through the market).

A War Declaration becomes active after 10 days, then the Citadels involved can attack each other at will, after a loss a Citadel is teleported to the center of the World Map. There are no losses of upgrades or damage to the Citadel itself but all Units within are lost, War Declarations are used to remove Land Owners from a Land.

WASTELAND

The Barren wasteland is full PVP, hardcore, this location is the outer ring of the map farthest from central where unique items can be found, players that venture here must use an Outpost, a smaller expendable satellite city. Citadels cannot travel the Barren Wasteland.

In order to claim the loot, the Outpost must arrive safely in Protected Area. If another outpost or event destroys you before reaching Protected then a % of your loot is dropped, a % is destroyed and a % is returned to your Citadel thanks to Safe Item Slots.

- You do not need a Prospecting Claim to mine in Wasteland
- You do not need a Building Permit to build in Wasteland
- You do not need a War declaration to attack anyone

Outposts are player built and tradable in game Special Units, they are a mini Citadel of sorts and can be configured as a Mining Scout, or Transport for Units or Resources

GAME MECHANICS

Barren is a mix of RPG (Regent and Citadel development) and Real-time Strategy (Citadel and Outpost movement on World Map) and Turn Based Strategy (PVP/PVE encounters).

In Phase 01 Players will be able to travel around the World Map, exploring the land, collecting resources (and sometimes activating unique PVE encounters), questing and encountering other players.

The World Map will contain all players, simultaneously, in a single sharded universe. In the Barren Wastelands You will never know if a player will be friend or foe, so you will always have to be ready for defense (or attack!).



The PVP side is Turn-Based, players field units on their side of the battlefield, simple to learn and difficult to master.

Units that have been created or bought by the player that are available at the moment of engagement will be used in Combat. In Combat at beginning of turn, if there are any Units available the player may choose if/where to place one or more on the Green Placement line, at end of turn Units advance and fight based on their stats. Choose carefully where to place your units, you could fill all possible 8 lanes at once if you wanted, or wait and see what your opponent does! Also, the combo of which units are placed where, will have a great impact on the result of the skirmish...

Remember: losing a Unit is a permanent loss. You will have to either craft or buy more



GAME UNITS

Units are built by players who possess a Unit Blueprint NFT, they are tradable in game items

Every unit has different stats, different movement speed and attack patterns, and in some cases unique abilities!

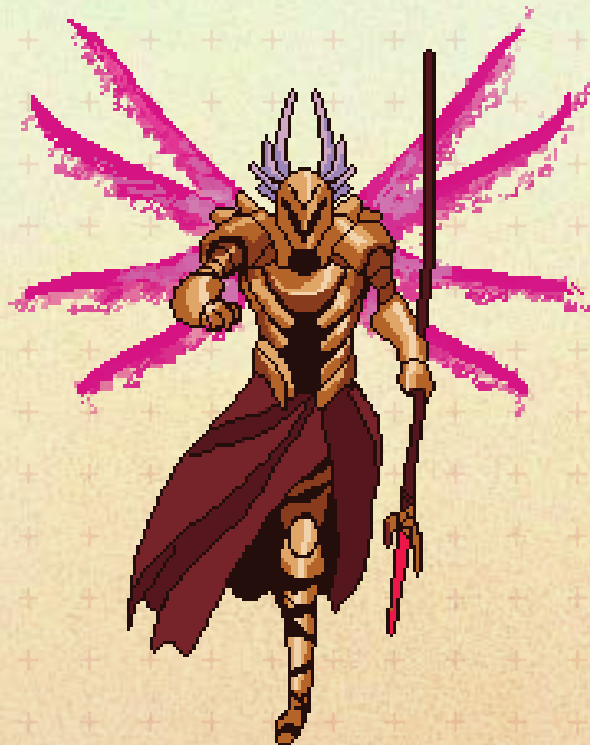
To defeat the enemy you will have to reach the enemy Outpost or Citadel walls with your troops and, by attacking them you will bring down their HP, whoever reaches 0 or has the lowest HP at the end of the maximum time will lose: defeated Citadels will get "raided" from the victorious ones, and Outposts destroyed.

Don't worry! you won't lose everything.

To avoid the frustration of having to deal with loot loss, we thought of an inventory system that allows the player to "protect" certain items/resources avoiding them to be lost.

The victorious player will be able to choose which resources/items to loot from the defeated player, with the exception of the "protected" resources/items.

The "defeated" Citadel will then acquire a temporary protection against enemy attacks for 8h.





GAME ASSETS

THALIA

We needed a pivotal character, primarily to act as a storyteller (for stories in comics, blog, adventures, etc.) but also as a reference for users, to begin building the distinctive identity of Barren's society. The idea of Thalia came out of a brainstorming and is the result of the contribution of the whole development team.

Thalia (type human advanced learning interactive android), is both an advanced cyber-android of Alpha class (i.e. an artificial organism also built with the use of biological components and equipped with primary biological functions) and a refined AI; endowed with advanced human characteristics (self-consciousness, autonomous thinking, abstraction and learning capacity, elementary personality and "feelings", etc.), presents itself with a humanoid physical body, nearly-feminine in aspect and personality (the android identifies itself as she), yet androgynous, with a visage that can be "hidden" to reveal an interface similar to a holographic screen. She also has the ability to appear as a holographic projection, with an ethereal "body".

She differs from "cyborgs" (which in the new era are called "integrated"), she is not a human being enhanced with cyber implants but, on the contrary, a cybernetic being integrated with biological implants and functions.

The android's main body is equipped with a "core" that simulates the functions of a human brain and heart, where the consciousness is installed as well as a 5D quantum memory, capable of storing 80/90 times the information of an average human brain.





GAME LORE

Thalia can move within the Citadel once her conscience is downloaded into her physical body (multiple instances are allowed, so she can have different bodies for as many specific tasks); she is able to fight if needed (in her main body, she has no "built-in" weapons but is trained to use almost any kind of weapon; she can also use basic self-defense techniques) and is not subject to the three laws of robotics, being an Alpha Class v-android and therefore assimilated to biological life.

In the Citadel, Thalia acts as a counselor to the Regent and as the Guardian of the access to the **Conservatorium**, allowing and facilitating access to the knowledge stored there (both in the form of artifacts/relics from the Old Age and as a huge digital archive called the Directory). Artifacts and data are classified with various levels of access and are therefore not freely accessible to all.

The Citadel hosts a virtual version of The Conservatorium (sort of a scaled-down holographic copy, one could say), which is in fact a physical place located elsewhere, under the supervision of an independent higher-level AI named "the Overseer".

The Conservatorium also physically hosts some real artifacts that are unique to the player's Citadel.

Thalia is also in charge of the local Conservatorium's access security, for which she has access to drones and surveillance bots, as well as to cyber security resources.





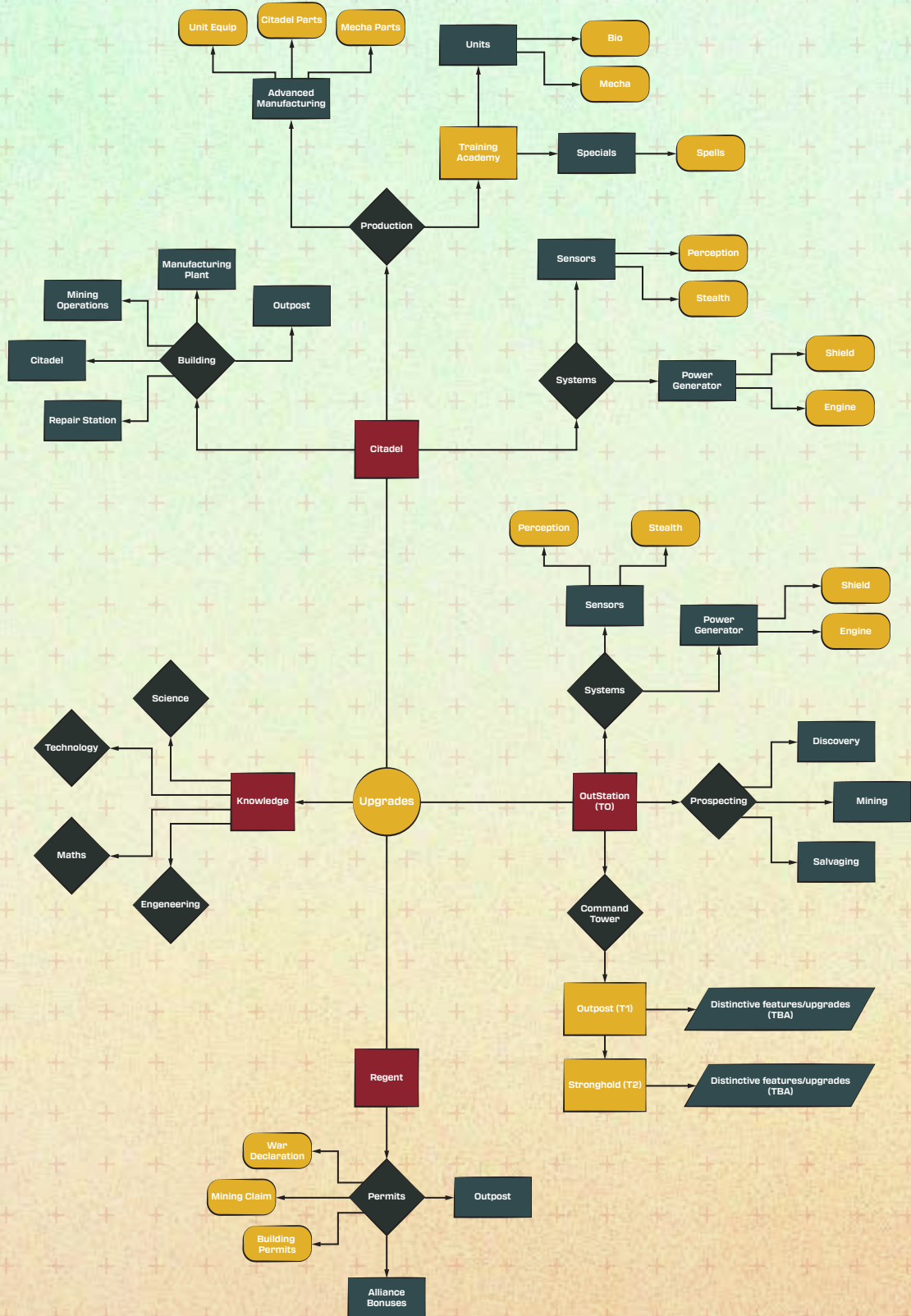
THE REGENT

The Regent is an NFT that comes in the Starter Pack and is needed to play the game. The Regent can learn skills and have Computer-Human Interface Program systems installed (CHIP) that give him bonuses to learning speed or other abilities. As the Regent's Citadel explores the world map, **Survey Records** (map-related informations) are imprinted on the Regent's Map Data.

CHIPS (Skills) are permanent upgrades that the Regent installs (burn on use items) and can drop randomly during various activities. Once a Skill CHIP is burnt on the Regent it is unlocked for "Learning", the player must select the skill through the skill menu and assign the background processor to assimilate the knowledge package, once it is 100% assimilated the skill is unlocked and the content it refers to becomes active/usable.



THE SKILL TREE





BARREN

Barren is a Play to Own blockchain game

**What will YOU do?
What kind of Regent will YOU be?**

Will you favor diplomacy and trade and cooperation? Will you choose to go dark side and be a cutthroat pirate citadel ganking players in the Barren Lands? Will you ignore everyone and go on a research expedition to find the next piece of the puzzle?

**The choices you make as Regent can and will affect the whole world of Barren, unlocking special event tickets
Regents will participate in mini adventures during which the choices made will have permanent impact on the world of Barren.**