

// WHITEPAPER v2.0 — ATLAS EDITION

# NANO COMMANDO :: THE SPIRE

The bridge between the real world and crypto. Play first. Learn as you go. Get involved only when you're ready.

2D AI ARCADE SHOOTER · SOLANA MAINNET · SEEKER + PSG1 ·  
BUILDING IN PUBLIC

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## 1 Summary

If you read nothing else, read this.

**NANO COMMANDO :: THE SPIRE** is a 2D arcade shooter on Solana. Anyone can play it with zero crypto knowledge. While playing, the game quietly teaches the basics of owning your money — wallets, keys, self-custody, privacy — through the story, not through documents.

The player earns **\$OFFGRID** in a safe, off-chain practice economy. When they feel ready, they activate the **Breach Pass** and their earnings convert to **\$ONGRID** — a real token on Solana mainnet they can hold, trade, or spend.

**One sentence:** we turn non-crypto gamers into confident self-custody users — by making the lesson the gameplay.

## 2 The problem

Two problems, actually. They feed each other.

**Problem A — crypto is unreadable.** Most crypto products demand you understand before you can participate. Seed phrases, gas, bridges, jargon. Normal people bounce off the front door. The knowledge that protects people stays locked behind language that excludes them.

**Problem B — money is becoming permissioned.** Around the world, payments, identity, and access are merging into single digital systems. Accounts can be frozen with one click. The fewer people who understand self-custody and privacy, the easier that future becomes. Financial literacy is now a form of self-defense.

Education content exists — but nobody reads a PDF about private keys for fun.

**People do, however, play games for fun.**

## 3 The answer: play first

We flip the order. Play → learn → opt in.

STEP	WHAT HAPPENS
1 · JUST PLAY	Walk in knowing nothing. No wallet needed. It's just a fast arcade shooter.
2 · LEARN BY DOING	Wallets, keys, and on-chain ideas are taught through the story and hacking mini-games. Simple words. 30 seconds at a time. Never a wall of text.
3 · GET INVOLVED	Connect a Solana wallet only when <b>you</b> choose. Convert earnings to a real token. The door is always open — never forced.

## 4 The game

An arcade shooter with a brain.

PART	PLAIN EXPLANATION
<b>Core combat</b>	Fast 2D run-and-gun. 12 linear rooms per release. Always one clear objective on screen.
<b>D.A.S.</b> — the enemy AI	The Dynamic Adaptive System reads how you play and adapts: enemy difficulty, NPC dialogue, reward tiers. Not scripted. Not random. It learns you.
<b>4 hacking mini-games</b>	Breaker · Circuit · Feed the Server · Space Shooter. Beat one to hack down the D.A.S. signal — or pay an \$ONGRID bribe to clear it faster.
<b>ECHO</b> — your AI partner	A broken AI found in a dead engineer's hand-terminal. He guides every step, heals as you progress, and only ever gives you ONE next objective. Nobody gets lost.
<b>NPCs</b>	Three buttons, always: TALK (who they are) · LEARN (the lesson, human side) · MISSION (one clear order). Pre-written, instant, no waiting.
<b>Platforms</b>	Built for Solana Seeker mobile and the PSG1 console. Mobile-native from day one.

## 5 The story — ATLAS

Year 2226. The story in four beats.

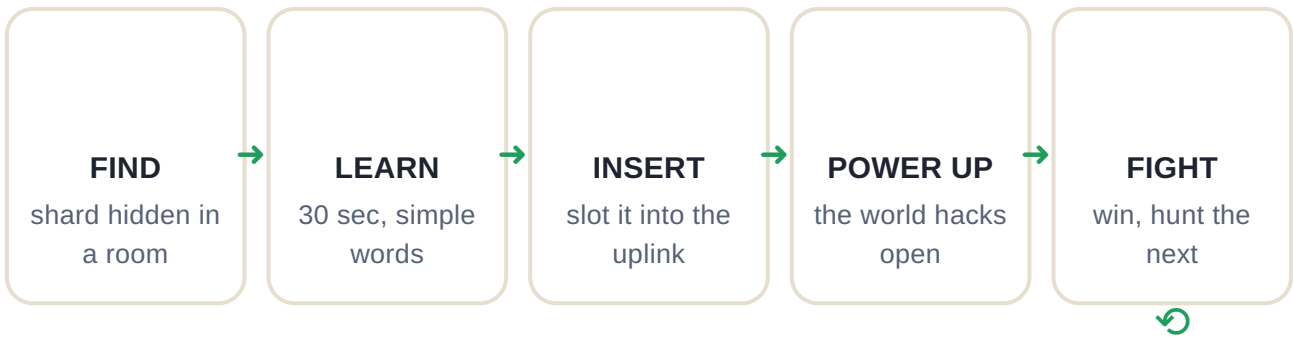
BEAT	WHAT HAPPENED
<b>01 · THE SILENCE</b>	The regime banned real money, outlawed encryption, took everyone's keys, and chipped the city. One ID per citizen. One switch to turn a life off. The Spire watches it all.
<b>02 · THE HAND</b>	Before the ban, engineers built ATLAS — seven hidden archive machines holding the forbidden knowledge. The hero, a kid from the unchipped ghetto, finds a dead engineer's terminal. Inside lives ECHO — a broken AI that remembers where the pieces are.
<b>03 · THE HUNT</b>	Seven retro-shards are hidden across 12 rooms. Each shard teaches one money lesson and unlocks one hack power. Every activation raises the alarm. The regime hunts the hero — and secretly follows him, because they lost ATLAS too.
<b>04 · WAKE ATLAS</b>	Insert all seven shards, break the vault's guardian — the Custodian — and wake ATLAS KEY: the first free archive in 40 years. It hands the hero a true self-custody wallet. Six ATLAS remain. Six more releases.

The story **is** the curriculum. The villain is financial control. The weapon is knowledge. The player never reads a lecture — they live the argument.

## **6** The education engine — 7 shards

One shard = one lesson in plain words = one in-game power.

Learning is literally how you win.



SHARD	THE LESSON (exactly as the player hears it)	POWER UNLOCKED
1 · Frozen Credits	If others hold your money, they control it.	District doors unlock
2 · Real Money	Real money can't be printed forever or switched off.	Shop + credits open
3 · The Secret Key	One secret owns the wallet. Never share it.	See enemies through walls
4 · Write It Down	Your 12 words: paper, hidden, offline. Never on a screen.	Drones jammed
5 · Cold Storage	Offline secrets can't be stolen online.	Cameras go blind
6 · The Chip	One ID for everything = one off switch for your life.	Turrets fight for you
7 · Take It Back	Your keys, your money. Their vault, their rules.	Boss shields break

By the time a player finishes Release 1, they understand self-custody better than most crypto holders — and they never once felt taught.

7

## The economy — \$OFFGRID and \$ONGRID

Two tokens. One bridge. Zero pressure.

### \$OFFGRID

- › In-game earnings — practice money
- › Earned in runs via D.A.S. signal events
- › Off-chain, private devnet rollup — zero risk
- › Spent on temporary gear, per run
- › Split: 70% play rewards · 30% ecosystem/treasury

↓ BREACH PASS

0.05 SOL

activates the crypto layer

### \$ONGRID

- › Real token — live on Solana mainnet
- › Claim at end of run · hold · trade · spend
- › Used for permanent gear and D.A.S. bribes
- › Split: 60% community + players · 40% team + treasury

**Why two tokens?** Because beginners should never learn with real money.

\$OFFGRID is the training ground — mistakes cost nothing. \$ONGRID is the real world — entered by choice, with knowledge already earned. The Breach Pass is the moment a player says "I'm ready." That moment is the entire mission of this project.

REVENUE IN	VALUE OUT
Premium unlock — \$2.99	Claim rewards pool (player earnings)
Breach Pass mints — 0.05 SOL	Airdrops + spins pool
In-game sales · cosmetics · jackpot machines	Music pool (NanoAMP artists)
D.A.S. bribes (\$ONGRID)	Next mission development
Swap fees	Treasury → funds the next ATLAS release

**The money flywheel:** players play → players earn → players spend → treasury grows → treasury funds the next ATLAS release → players come back. Each release restarts the loop bigger.

## 8 Technology

Invisible to casual players. Powerful for those who go deeper.

LAYER	WHAT IT DOES
<b>Solana mainnet</b>	All real rewards, ownership, and progression live on-chain. Fast and cheap enough for arcade pacing.
<b>Devnet rollup</b>	The \$OFFGRID practice economy runs off-chain — instant, free, safe for beginners.
<b>D.A.S. AI</b>	Adaptive difficulty, dialogue, and reward tiers — every run reacts to the player.
<b>Hardware</b>	Solana Seeker mobile native. PSG1 console support.
<b>Opt-in wallet</b>	Crypto never blocks gameplay. The wallet appears when the player asks for it — and by then, the game has already taught them how to use it safely.

## 9 Roadmap — 7 releases, 7 ATLAS

One mission = one game release = one ATLAS awakened. Each release is a complete game: 12 rooms, 7 shards, 1 boss.

1

## **ATLAS KEY — Release 1 · target: end of 2026**

Own your money. Keys, self-custody, cold storage. Boss: The Custodian.  
← WE ARE HERE

2

## **ATLAS IDENTITY**

Who owns "you" — digital ID, biometrics, social scores.

3

## **ATLAS CHAIN**

The notebook no one can erase — what a blockchain really is.

4

## **ATLAS NODE**

Many small copies beat one big tower — decentralization.

5

## **ATLAS PROOF**

Don't trust — verify. Deepfakes, propaganda, signatures.

6

## **ATLAS FREEDOM**

Trade person to person. No permission needed.

7

## **ATLAS GENESIS**

The full truth of the Great Silence. The final choice.



## Community

Building in public, with music in the walls.

**Building openly.** Development happens in public — progress, mistakes, and all — on X and Discord. The community sees the game grow release by release.

**NanoAMP.** The in-game radio. Independent artists get their tracks into the game and a share of the music pool. The resistance has a soundtrack.

**Colosseum.** NANO COMMANDO is a Solana Colosseum hackathon entry — built natively for the Solana ecosystem from day one.



## 11 Risks and honesty

A whitepaper should say this part clearly too.

**Game first.** If the shooter isn't fun, nothing else matters. That's why crypto is optional and the fun is free.

**Token risk.** \$ONGRID is a real on-chain token. Its value can go up or down, and nothing in this document is financial advice or a promise of profit. Players should never spend money they can't afford to lose — that rule is also one of the game's own lessons.

**Regulation.** Crypto rules differ by country and change over time. The opt-in design — play free, choose the on-chain layer deliberately — exists partly for this reason.

**Scope.** Seven releases is a long road. Each release is built to stand alone: a complete story, a complete game. If you only ever play Release 1, you got a full game and a real education.

**Disclaimer.** This document describes a game and its in-game economy. It is not an offer to sell securities, not investment advice, and not a guarantee of future features, dates, or token value. Details may change as development continues — the latest version of this whitepaper supersedes all previous versions. NANO COMMANDO :: THE SPIRE — Whitepaper v2.0, ATLAS Edition.