

## **The Smol Age**

The modern day Smolverse as we know it is a complex society. With IQs upwards of 800, Smol Brains made space travel possible and even colonized the moon...

But Smol Brains weren't always this developed. They had to evolve into the advanced beings they are today.

In prehistoric Smolverse, times were much simpler.

They didn't have rocket ships, or even baseball caps. They had to learn how to live off the land, fight for themselves and explore new horizons.

The first civilized group of Smols in recorded history were called Neandersmols.

This underdeveloped tribe of Smols started out as a group of 5,678 Elder Neandersmols. And their conception was the beginning of the Smolverse story...

## **Vision & Project Overview**

The goal of Smol Age is to create a fully functioning economy in the Prehistoric Smolverse and beyond while also telling the story of how the modern day Smolverse came to be. Smol Age will tell this story through multiple perspectives throughout multiple periods of time.

A fully functioning economy does not have assets or players that have infinite utility. The first generation of Smol Age NFTs will be Neandersmols, and their utility in the Prehistoric Smolverse will be finite. They'll need to pass their assets down to future Smol generations to evolve as a species.

The initial economy will be based on 4 main components:

- **Neandersmols** - the first group of character that will develop skills
- **Tools** - capital assets needed to produce resources
- **Resources** - consumables needed for the players and assets to function
- **\$BONES** - prehistoric Smolverse's native currency

***\$BONES*** will be our native token in game token.

Neandersmols can earn ***\$BONES*** by staking. And then Neandersmol holders will need to stake their earned ***\$BONES*** to develop the skills of their Neandersmols.

Neandersmols will have the ability to develop and build upon their "skill sets" over time.

The skills they develop will determine the tools they can acquire for future use.

Tools will be limited in supply and only the quickest developing Neandersmols will be able to acquire them.

Tool owners will reap the benefits of larger production quantities if they choose to employ unskilled, skilled and specialized Neandersmols to help them.

The entire Neandersmol civilization will need to work together in order to prepare for unfavorable external threats to come. And the community will need to work together to fight off these threats. If the community doesn't come together and protect the Neandersmols, the civilization will face costly repercussions. If they can, they will set their kin up for massive success in the future.

# Phases

Over the next few weeks, we'll be breaking down our rough plan for the next year or so.

We'll break it into 4 phases:

**Phase 1** ~ Minting, Native Token Emission and Developing Common Sense.

**Phase 2** ~ Primary Attribute Development and Distribution of Tools.

**Phase 3** ~ Formation of Tribes, Resource Production and Preparation for What's to Come...

**Phase 4** ~ External Threats to the Civilization..

## **Meet the Smol Age team:**

**Dolor Vi** ~ Founder & Main Artist

**Dale Denton** ~ Product Lead

**Maaz** ~ Lead Solidity Developer

**Steven Shoaf** ~ Front End Developer

**Huisky** ~ Front End Developer

**Mac** ~ Business & Community Manager

**JC, Somnia, Sunshine Boy, Abarat, Jeezy** ~  
Community Mods