



# WHAT IS CLEMENTINE'S NIGHTMARE?

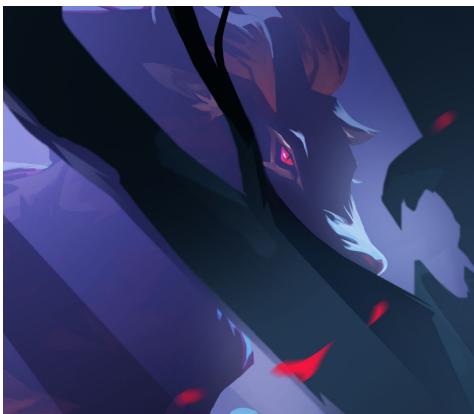
**"ONLY THE MOST POWERFUL DREAM CAN DEFEAT A NIGHTMARE"**

Clementine's Nightmare is an Entertainment Brand launching a gaming universe filled with fantastical creatures and nightmarish beasts. Set in the "Whimsical Macabre" world of Clementine's neighborhood, her world comes to life and transforms around her for the worse as she fights back against the darkness with her will, her heart and of course... her friends.



Once players arrive in our neighborhood, they will be immersed in multiplayer 3v3 matches and story missions to unlock Ink. Here, Ink is used for various purposes in-game, with the ability to convert it into \$INK tokens. This will create 1 aspect of our **Play & Earn** economy. The Play & Earn model will provide total ownership of all the assets purchased and earned to its players. All of this will be achieved with and for the community.

The primary goal of Clementine's Nightmare is to create a free to play AAA game for the NFT space, aiming to bridge the gap between NFT gaming and traditional gaming. Our pathway to success is rooted in 3.5 years of conceptual development and a passion for creating something that all ages can enjoy.



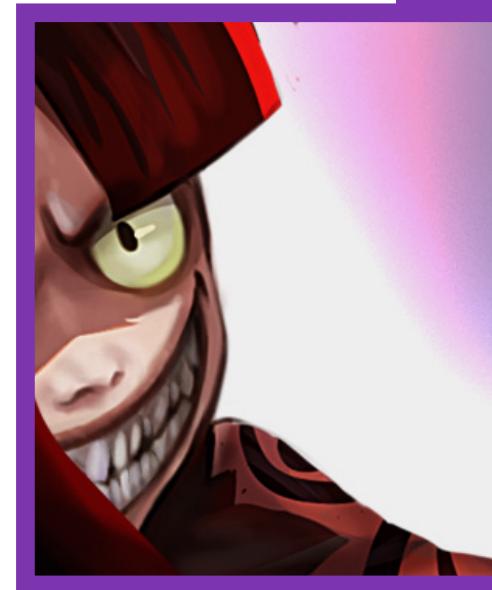
## COMMUNITY & ECONOMY

The economy of the game will have 3 ways for players to earn: The first way is by leveling up and customizing heroes, then converting them into NFTs. Each NFT is a representation of the hero they had in-game, with all attached customizations and in-game characteristics. Players can sell these heroes on the open marketplace. However, only high level heroes will have the ability to be exported as NFTs. The second way for players to earn will be by exporting high level items considered rare or legendary as NFTs. Lastly, players can earn Ink in-game through select gameplay. Players can then convert their Ink into \$INK tokens on any web3 enabled blockchain that we support.

The economy outside of the game will be player-driven and player-owned. Players can export their heroes onto any web3 blockchain we support, giving freedom to the market of their choosing.

Players will be able to compete against one another in ranked matches that will pair them with equally skilled opponents. Ranked mode will let players queue as solo or as a team. Ranked matches will grant additional Ink. Different ranks will unlock various rewards, from special customization to a spot on the community leaderboard.

The community will be able to team up with friends in more casual matches as well as single player missions. In-game matches will have limited communication and will rely on an emoji/alert based system to communicate with your team.

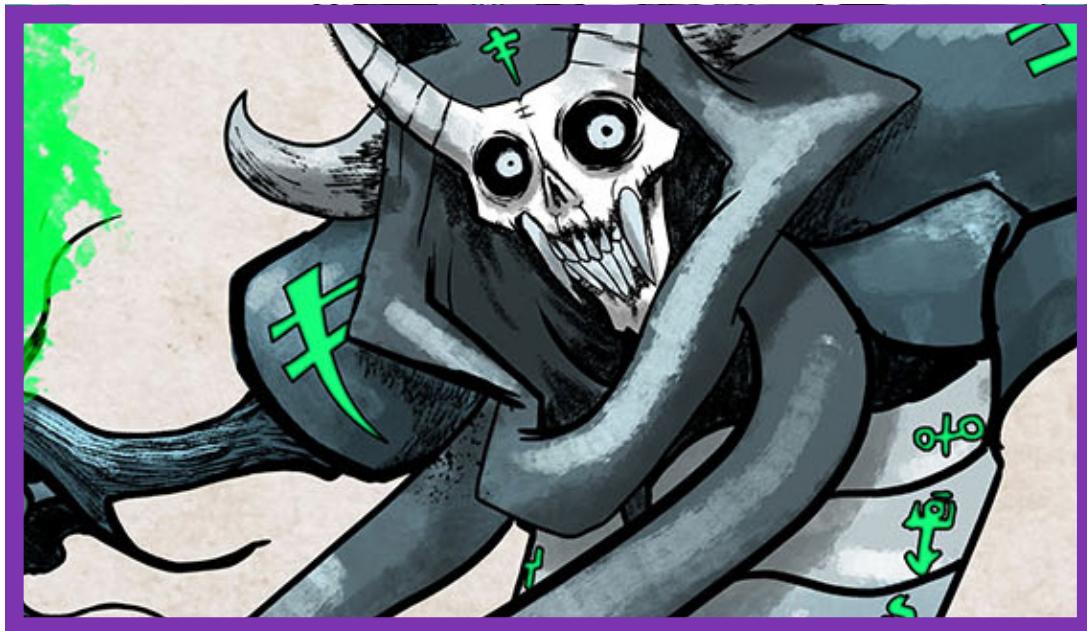


**Collect, learn and earn. We aim to create a game that is easy to play, hard to master, and fosters a competitive community. As we launch this game, we plan on releasing a constant stream of heroes and free updates to refresh the META - creating a platform for never-ending inspiration and interaction.**

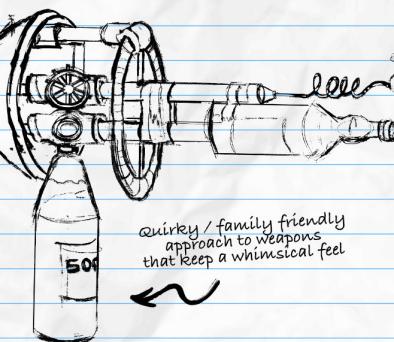
# WHAT KIND OF GAME IS CLEMENTINE'S NIGHTMARE?



Clementine's Nightmare will be a hero brawler style game. It is a 3v3 multiplayer focused game, with a story mode for single player. The game is split between card and hero brawler mechanics. Players craft decks that enhance and support their hero while the battle commences. Heroes are customized through stat, ability and team composition choices, while card/deck choice heavily affects micro level decisions. Players can customize their champions in a multitude of ways that makes every match unique.



## GAME DEVELOPMENT



Clementine's Nightmare is working with a well respected major game developer, along with multiple external partnered studios located around the world. They have also begun building out the framework of the game itself. This is an ongoing process with updates soon to come as the game progresses further into development.

**Estimated timeframe for Alpha testing for Pre-launch NFT holders will be EOY 2022 to Q1 of 2023.**



# INK & \$INK

**Ink is our in-game currency** that is generated through select gameplay modes. \$INK tokens are generated by converting your in-game Ink to supported web3 enabled blockchains. Once converted, \$INK tokens can not be converted back into in-game Ink. \$INK and Ink are used differently, with Ink being the primary in game currency and \$INK being our on-chain token.

## INK

- In-game purchases of heroes and cosmetics
- In-game purchases of card packs
- Augmenting your heroes
- Turning heroes and rare cosmetics into NFTs



## \$INK

- Purchasing hero and cosmetic NFTs from the outside market
- Used outside of the game by supporting markets as a currency

\$INK tokens will have unique mechanics behind them to help combat inflation, along with means to help back the token.

## NFT COLLECTION

Clementine's Nightmare is a NFT based property that has 2 different types of NFTs. The first are the pre-launch NFTs. The second are in-game NFTs. These 2 differ in their utility and what they offer the player/holder. Pre-launch NFTs are for the early adopters and are meant to reward holders before the game comes out. This is in the form of granting Ink and various other rewards. The in-game NFTs act as our 2nd and 3rd form of Play & Earn. These are hero NFTs and collectable NFTs. These are sold by the players, and is a player run economy.





# PRE-LAUNCH NFT COLLECTION

The **Genesis Collection** is the first phase of NFTs from the Clementine universe. It will have a supply of 5,000 NFTs, with 10 characters and 500 variants of each. The Genesis NFT Collection acts as a Master Key Pass that grants holders early access to the game, as well as additional rewards for being an early supporter. Being the Genesis collection, these NFTs will provide a slight bonus over the rest of the collection, with a 15% boost to all initial Ink rewards. These are NFTs that will never be released again and act as our foundational characters who are key to the main story.

The **Eclipse Collection** is the second phase of NFTs from the Clementine universe. It will have a supply of 10,010 NFTs, with 20 characters and 500 variants of each, and 10 special characters. The special characters are 1 of 1 and the rarest of all our characters. The Eclipse NFT Collection also serves as a Master Key Pass that grants holders early access to the game, as well as additional rewards for being an early supporter.



## GENESIS & ECLIPSE REWARDS

- Master Key Pass- Grants early access to the game.
- Increased Ink Airdrop - When Ink is released, reward bonuses will be determined by the amount of NFTs you hold, how long you've held them and their rarity. Each NFT will have its own multiplier based on rarity with the multiplier increasing with time held. When an NFT is traded, this timer resets and the accumulated Ink will be lost. Ink will not be transferred to the buyer unless the purchase was made post game launch. Holding a Genesis NFT grants an additional 15% bonus to the final multiplier when the Ink drops.
  - **Super Legendary 5x**
  - **Legendary 4.5x**
  - **Rare 3.5x** (*Top 500 Rank After Legendaries as determined by Rarity Sniper*)
  - **Common 3x** (*Everything Else*)
- Unlock in-game assets such as unique Clementine skin and badges.

- Access to our community alpha network - **Lucid Dreamers**
  - Pre-Sale spots for other projects
  - Connect with Josh, Norman and Sean regularly
  - Private AMA's
  - Access to IRL events that Clementine's Nightmare holds during NFT conference events
- Access to **Project Neighborhood**
  - Genesis holders get access to Project Neighborhood (Phase 3). Holders will get 1 free mint for every NFT they hold.
  - Eclipse holders get access to Project Neighborhood (Phase 4). Holders will get 1 free mint for every NFT they hold.
  - A separate 3D NFT Collection that will allow all supporters of the project an opportunity to join the neighborhood. More details about Project Neighborhood will be released soon.

# FAQ

## **What is Project Neighborhood?**

Project Neighborhood is a separate 3D NFT collection that will be created as a way to reward our NFT holders. These will be from the world of Clementine but differ greatly from the original Clementine's Nightmare collection.

## **Will Project Neighborhood be a free mint or an air drop and who gets them?**

Project Neighborhood will be a free mint that is broken up into 2 phases. Genesis holders for Phase 3 and Eclipse holders for Phase 4. You get 1 mint for each NFT you hold.

## **What is the utility of Project Neighborhood?**

This initiative takes us one step closer to bringing our supporters into the neighborhood. While it's a lot of work to introduce characters into the metaverse this is our first step getting there.

## **What happens if you transfer your NFT after the accumulation snapshot?**

As you all know, the snapshot began on Thursday, March 10, 2022 12:00 AM. That means your Genesis Collection has begun accumulating the In-Game Ink Currency. Remember that each independent NFT will continue accumulating up until the game launch, which is slated late 2022 or early 2023. You will be rewarded based on how long, how many, and how rare your NFTs are. This is on-going leading up to game launch, and not just a one time snapshot.

If you sell your NFT, the accumulated Ink will be lost, and the new owner will begin accumulating at the time of transfer to their wallet.

Some of you also have asked, "what if I transfer my NFT to a cold wallet?" We will allow up to 1 transfer to your cold wallet without penalty. In order for us to track this, you must create a ticket and tell us which wallet you will be transferring to BEFORE you transfer. We will then work with you to verify that both wallets are truly yours, and then you can transfer your NFT without penalty!

## **When will we receive our Ink and what happens to our NFTs after the game has launched?**

After the game has been deployed, we will integrate a system for you all to claim your Ink so that it can be loaded to your account. However, you do not have to claim if you do not wish to do so. In fact, we will allow you to sell the NFT post game launch with all its accumulated Ink attached to the NFT. This would allow the new owner to claim their rewards. Keep in mind, only one claim can happen per NFT after game launch. There will be a method to check on our website to see if a specific NFT has been claimed yet. This will allow your NFT to continue to gain value even post game launch in the event that you wish to bless a beautiful soul with all the rewards that you've accumulated within your NFT.

## **How can we keep track of our Ink accumulation?**

A Dashboard is currently being built out on our website to allow you to connect your wallet and see all the Clementine's Nightmare NFTs you own. They will also display the accumulated multiplier next to your NFT so you can track your rewards on a daily basis. We are going to provide a method to display two wallets if you have Clementine's Nightmare NFTs in separate places. The Dashboard will also have a dedicated section for you all to view our Community Vault without needing to check OpenSea.

## **What if all I want is \$INK token?**

We are rewarding Ink to all players in order to make sure they have access to everything Ink has to offer. If you are only interested in the token, you can immediately export to \$INK token as soon as your account is loaded.

## **Will the team be holding any \$INK token for themselves?**

No, the team will not be allocated any \$INK at game launch. The only way to earn \$INK token is to play the game, or by holding Genesis/Eclipse NFTs. The \$INK token has been designed to provide benefits for the community, not the creators.