# Phase 1 – Minting, Native Token Emission and Common Sense

*Mid-Late Q2 Launch*

The first phase of our project will be broken down into 3 parts and will take between 3-4 months.

1. Minting Neandersmols

2. Utility and Emission of $BONES

3. Developing the Neandersmols'

"Common Sense"

## Minting 5,678 Neandersmols

The first generation of Neandermols will mint in mid-late quarter 2. The mint is more likely to take place in June than May, but as soon as we have a hard date, you'll know.

It's our priority to have fully functioning staking, emissions and development mechanics ready to go as soon as we reveal. We believe that when projects mint, take a week+ for reveal, then also delay their game, it causes unnecessary FUD in the community.

We'd rather make sure everything is fully ready to go at mint and that's why we can't give a specific mint date.

Neandersmols will be both male and female, born with some static attributes and will also have attributes that develop throughout their time in the Prehistoric Smolverse.

# Utility and Emission of $BONES

In order to create our own sustainable economy, we need our own centralized token, $BONES. Having our own token will give us full governance over the tokenomics and allow us to do what's best for the longevity of the project.

The main LP pairing will be with Magic. And there may potentially be a future Eth pairing.

Our plan for sustainable liquidity is still in progress and will be dropped in a full Liquidity Litepaper soon.

Bones utility will fall under 2 main categories:

1.  Staking benefits
2.  In-game purchases

The total supply of $BONES will be 500M. $BONES will become more scarce over time and emissions will decrease as Smol Age progresses. The first year of Smol Age will emit roughly half of the total supply of $BONES.

After minting your Neandersmols, staking will be immediately available to emit $BONES.

TLDR: Bones are used for staking, purchasing in-game. Magic:Bones LP. LP Incentives released soon. Bones emissions begin post mint.

The length of time that a Neandersmol is locked into the staking contract will determine the amount of $BONES that a Neandersmol earns. And will also come with other perks that we're still working through.

| Length of time Staked | Share of $BONES emissions |
|---|---|
| 100 Days | 200 Bones / day |
| 50 Days | 80 Bones / day |
| 30 Days | 30 Bones / day |
| 15 Days | 15 Bones / day |
| No lock in time | 2 Bones / day |

This initial Bones staking contract will be the only way to passively earn Bones in phase 1. Once phase 1 is finished, there will be a new emissions schedule for Bones.

TLDR: Stake your Neandersmol longer, earn more Bones and receive other perks

# Developing Common Sense

All Neandersmols will need to go through an initial development stage in order to increase their value in the Prehistoric Smolverse.

This core attribute that they'll need to develop will be called Common Sense.

Common Sense is the foundational skill set that all Neandersmols will need to develop before they can move on to learning primary skills.

The rate at which Neandersmol's Common Sense develops will be dependent on 2 things:

1. How many Bones they stake
2. How long those Bones are staked

TLDR: Stake more Bones, for longer, and you'll have a higher value Neandersmol.

A level 100 in Common Sense level will be required to open up the doors for primary skill development. *Neandersmols that are locked for 100 days will need to stake roughly 90% of the Bones that they earn in order to reach a level 100.*

Neandersmols that are not locked for 100 days will be required to purchase Bones on secondary if they want to fully develop their Common Sense.

Not all Neandersmols will reach a level 100 in Common Sense, but all Neandersmols will have utility in the future. If your Neandersmol is below a level 100 in Common Sense when the Common Sense School closes, then it will be classified as "unskilled" and will not be able to develop a primary skill.

*PS: there is NO time lock when staking Bones. But unstake them too quickly and you'll potentially pay an expensive tax.*