DEEP ASCENT

$DAS

Dig. Loot. Ascend.

A blocky full-loot survival world, built on Solana. Build a life above bedrock, then descend into a richer, deadlier endgame and make it back with your loot.

DESIGN BRIEF

Why this exists

Games keep popping up in the Solana space, and most of them are bad. They look vibecoded in a day and shipped for a quick grab. I looked at them and thought: *I can build something better. But what?*

Minecraft came to mind.

Most people in this space are roughly 15–45 years old. Almost all of them know Minecraft, most have played it at least once, and a real chunk of them actually like the genre. Several Minecraft-likes, among them Miniworld and Hytale, have huge audiences of their own. Call it the **cubeworld genre**. Games like this succeed when they're well made and not abandoned.

Deep Ascent sits exactly where those two facts overlap: a real cubeworld game, built on Solana.

The game

Above bedrock: a survival sandbox. Explore the wilderness, gather resources, build, craft, meet wildlife, face PvE threats. Everything you expect from a cubeworld game. This is the foundation.

Below bedrock: the endgame. Progress far enough and the familiar world gives way. Expeditions beneath bedrock, where greater depth means richer treasure, harsher threats and a longer climb home. Loot is only yours if you make it back alive.

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Dig. Loot. Ascend. That's the loop the whole game is built around, and it's what makes this more than a Minecraft clone with a token attached: full-loot risk gives every descent stakes, and gives every item on your back a price.

How Solana fits

1. Token-gated access

Playing requires holding at least **50,000 $DAS**. Tokens stay in the wallet. Holding is the gate, and nothing is spent or burned to get in.

2. Rentable zones

Land can be rented, paid in $DAS. A zone lets you do things like block other players from building on your land, or stop them from extracting resources you're sitting on. Zones on strategic ground, next to an ore reservoir or next to an enemy base, will be fought over.

To avoid a first-come, first-served land grab, land is **never permanently owned**. Zones run on a Harberger model, or "always for sale":

1. **You set your own price** when you claim a zone.
2. **Anyone can buy it at that price, at any time**, and the money goes to you, not the treasury.

Weekly rent is a percentage of the price *you* declared. That's the whole tension: declare low to keep rent cheap and someone takes your zone for pocket change; declare high to scare them off and you bleed rent every week. Nobody appraises anything, nobody runs an auction. The map prices itself.

A few guardrails on top: a public countdown before any takeover completes (no sniping while you sleep), separate valuation for what you've built, and progressive rent so one wallet can't quietly buy half the map.

Land stays contested, strategic ground stays expensive, and nobody locks up the map on day one.

3. Gated tools and items

Some content can only be reached with specific tools, and those tools need specific crafting items. Those items come from exactly two places:

- **Buy them** from the in-game store for $DAS
- **Take them** off another player who didn't make it back

The resource pulled from below bedrock feeds the same system: it can be swapped for $DAS or used to craft the gear that gets you deeper next time.

4. The treasury rule

The game will never spawn more token-redeemable items than the treasury actually holds. No promises the project can't cover. No path to insolvency.

Between the gate, the zone rents and the store, the token has a genuine reason to exist inside the game, and value flows back into the project for supply control and for the point above.

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Money, and who it's allowed to beat

Deep Ascent is pay-to-win on purpose. There has to be a reason to put capital into this. But there's a version of pay-to-win that keeps a game alive and a version that kills it in six weeks, and the difference is a single rule:

A whale's money should end up in a casual player's pocket, not in a vending machine. Harberger already works this way: the person who takes your zone pays *you*. Everything else follows that shape.

Worth remembering: the real monetisation already happened at the door. Everyone playing holds 50,000 $DAS. There's no free-to-play crowd to protect. Every player is an investor, so the job isn't to squeeze them harder, it's to give the ones with capital something to do with it.

Sell scale, never power. More zones, more storage, bigger claims, faster logistics, teleports between your own points. A casual with one zone plays the exact same game, just smaller. Nothing on sale ever touches damage, health or mining speed.

Sell safety, never force. In a full-loot game, demand for vaults, locks and protected slots appears on its own. Paying not to lose things doesn't make you stronger than anyone, it makes you less punishable. And whales care enormously, because they have the most to lose.

Turn whales into employers. Zone owners post contracts: *500 units of this ore, paying X*. Anyone can fill them. A casual logs in, mines quietly, gets paid. Suddenly having rich players on your server is good news. That's the whole line between a toxic economy and a working one: in the toxic one the rich player beats you, in the working one he hires you.

Tenants. Zones have members, not just an owner. One player pays the rent, ten get access and protection. One person's spending becomes a public good, and casuals reach expensive content without spending a thing.

Cosmetics, seriously. In a multiplayer block game, visual identity is worth more than in most genres: skins, exclusive block palettes, banners, your zone name on the world map. Pure revenue, zero balance impact.

Two roads to everything. Buy the item or take it off someone. It's a rule, not an exception: no content ever has a single purchasable key. Buying is the shortcut, never the only door. The player who grinds gets there too, just slower. That asymmetry is the one people actually tolerate.

Seasonal territory. If the map is carved up in month one, the player who arrives in month six finds a closed world and leaves. Territory resets each season, with progress and items carrying over, which keeps the door open and hands us a recurring event to market around.

Two things that would break this

Full loot is a bigger threat to casual players than any price tag. Someone joins, gathers materials for three hours, loses everything to a better-equipped player, and never comes back. Safe zones, clear limits on what's at risk, and protection for new accounts need to be settled before PvP goes live. The whole appeal of full loot is that the risk is *chosen*, so it has to be possible to opt out of it early on.

And the real pay-to-win isn't the store, it's the time gap. A player with six hours a day will out-earn a casual whale without spending anything, and that has to stay true. Respect it and players forgive almost any shop. Break it, by letting money erase the advantage of time, and they forgive nothing.

Why the browser

The game runs in a browser. That's deliberate: nobody in their right mind downloads an `.exe` from a Solana project.

Once there's trust, a track record and funding, porting to a native Windows build and launching on Steam is straightforward. Steam doesn't like crypto games, so that version simply ships without the crypto layer.

That's far out and plans can change, but one idea on the table: price it around $10 and use half of the revenue to buy and burn tokens.

Roadmap

Short term

1. Release the game as a **tech demo**, not a finished game yet
2. Launch the token
3. Put token-gated entry in place
4. Polish the game with player feedback, with heavy focus on visuals
5. Produce real media for marketing: videos, streams, screenshots
6. Introduce a game loop, so there's something to do beyond free-building
7. Settle the theft rules before PvP goes live: safe zones, what's stealable, new-player protection
8. Ship the contract board, so capital has somewhere to go that pays other players

Long term

Zones, the store, the sub-bedrock endgame, and eventually a crypto-free Steam release.

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