
NANO COMMANDO

WHITEPAPER

THE SPIRE :: v3 :: MAY 2026

A Cyberpunk Solana Shooter – Play. Learn. Stay Rebel.

>> THREE-TIER PLAY MODEL – FREE · PREMIUM · BREACH PASS. Crypto layer is opt-in.

>> DUAL TOKEN – NO SWAP – OFFGRID earns in-run. ONGRID buys BRIBE + PERMA gear. No AMM.

>> PERMA GEAR ECONOMY – Drones, Biochips, Upgrades. Old gear sells for OFFGRID.

>> 100% ONGRID TO TREASURY – Every ONGRID spent on BRIBE or PERMA flows to player rewards.

>> Q4 2026 LAUNCH – All 4 floors complete. Public launch on Solana Seeker.

>> SELF-SUSTAINING TREASURY – Funded by Bribes, PERMA purchases, and Pass sales.

>> STAY REBEL – The game teaches privacy, self-custody, and digital sovereignty through play.

`$OFFGRID 12BDDhXhv3vZKY3HyZdbgbd9pTPekuXdHnJhQ6zN3sgh`

Solana mainnet :: 9 decimals

`$ONGRID DYLYyeclfe9mFpFR8RRdTDy1gVoKvmAiG8YdV23PBAGS`

Bags mainnet :: 9 decimals

[MILESTONE] Floor 1 (OUTSIDE) shipped as Colosseum Frontier Hackathon entry, May 2026.

X: @nanocommando :: WEB: nanocommando.app :: RUN. GUN. L-EARN.

EXECUTIVE SUMMARY

Nano Commando: The Spire is a cyberpunk arcade shooter where the entire economy runs on Solana. Built native for Solana Seeker, the game delivers two real on-chain tokens (\$OFFGRID and \$ONGRID), on-chain behavioral Bribes, permanent gear purchases, and proof-of-play minting that structurally prevents bot farming.

The core thesis: Web3 games have failed because they treat tokens as the product instead of the gameplay incentive. Nano Commando flips this. The game must be fun first. Tokens are the economic layer underneath, not the reason to play.

Beyond the economy: Nano Commando is a digital literacy tool. In a world where surveillance is the default and data leaks are routine, the game teaches players how to stay sovereign – through self-custody, privacy mechanics, and AI NPCs that explain real concepts through gameplay.

WHAT SEPARATES NANO COMMANDO

- >> Three-tier play model. FREE (on-ramp) · PREMIUM (\$2.99) · BREACH PASS (0.05 SOL, full economy).
- >> Free tier playable without a wallet. No commitment until the player chooses.
- >> Anti-bot tokenomics. \$OFFGRID only mints at boss CLAIM. Bots cannot farm what they cannot beat.
- >> Clean dual-token loop. Earn OFFGRID in-run · Spend ONGRID for gear + Bribes (treasury).
- >> Self-sustaining treasury. Bribes (100%), PERMA gear (100%), Pass sales fund player rewards.
- >> Adaptive difficulty. D.A.S scales enemies live based on player behavior.
- >> Skill-based D.A.S relief. 4 in-Spire arcade mini-games reduce signal without paying.
- >> Privacy education. NPCs teach custody, validators, transparency, privacy – by playing.
- >> 100% on-chain verifiable. Every treasury flow auditable on Solscan.
- >> BAGS holder utility. Holders pay 25% less on Bribes, forever.

THREE-TIER PLAY MODEL

Most Web3 games force the wallet on every player. We don't. The crypto layer is opt-in. Three tiers cover three player types: the curious, the gamer, and the Web3 native.

FREE :: RECRUIT — \$0

- >> Floor 1 OUTSIDE + Floor 2 LOBBY — full access, no run cap
- >> Final boss CHAIRMAN — locked
- >> AI NPCs in educational mode — teach custody, validators, transparency, privacy
- >> All 4 arcade mini-games — full access
- >> D.A.S signal system — active (so they feel the mechanic)
- >> No wallet required. No tokens. No crypto pressure.

PREMIUM :: OPERATIVE — \$2.99

- >> All 4 floors + final boss CHAIRMAN
- >> All AI NPCs in combat/banter mode (no crypto required)
- >> Full arsenal — chips, power-ups, weapons, grenades
- >> Full arcade access · D.A.S signal system · Cosmetic skins
- >> No wallet, no tokens, no CLAIM. Pure arcade shooter.

SPIRE BREACH PASS :: GHOST — 0.05 SOL

- >> Everything in PREMIUM tier
- >> \$OFFGRID earn during runs + CLAIM mint at boss kill
- >> BRIBE panel — pay \$ONGRID to reduce SIGNAL fines
- >> PERMA gear tab — Drones, Biochips, Upgrades that persist across runs
- >> Treasury rewards eligible — daily wheel, first-clear-of-day
- >> Tournament prize pools + global leaderboards
- >> BAGS holder discount on Bribes (25% off)
- >> MagicBlock private rollup access (planned post-launch)

TREASURY & FAIRNESS POLICY

The treasury is self-sustaining – funded by multiple in-game flows that already happen as part of normal play. No additional asks from players. No hidden studio cut on ONGRID spend.

TREASURY FUNDING SOURCES

- >> BRIBES – 100% of all \$ONGRID Bribe payments route directly to the treasury wallet.
- >> PERMA GEAR – 100% of all \$ONGRID PERMA tab purchases route to the treasury wallet.
- >> PASS SALES – a portion of every SPIRE BREACH PASS sale flows to the treasury wallet.

Note: No swap fees. We removed the AMM. Players earn OFFGRID in-run and spend ONGRID for permanent progression and BRIBE fines. Every ONGRID spent funds player rewards.

WHAT THE TREASURY PAYS OUT

- >> Tournament prize pools
- >> Daily wheel spin rewards
- >> First-clear-of-day bonuses
- >> Leaderboard rewards
- >> Player airdrops

TRANSPARENCY COMMITMENTS

- >> 0% hidden allocations – every flow is documented in this whitepaper.
- >> 100% on-chain verifiable – audit treasury inflows and outflows on Solscan.
- >> Multi-sig migration scheduled for post-launch update.

PERMA GEAR ECONOMY

The PERMA tab inside the NPC shop gives players gear that persists across runs. Unlike consumable items (paid in OFFGRID), PERMA items are paid in ONGRID and become part of the permanent loadout.

PERMA ITEM TYPES

- >> DRONES – Aerial support units. Different models, different attack patterns. One active per run. Swap at any NPC PERMA tab.
- >> BIOCHIPS – Passive stat buffs. Stack with other biochip types. Armor, regen, grenade capacity, movement speed.
- >> PERMANENT UPGRADES – Core stat increases. Once unlocked, always active. Cannot be unequipped.

EQUIP / UNEQUIP / SELL MECHANIC

When you buy a new PERMA item replacing an old one, the old item enters inventory for resale. Selling a used PERMA item returns OFFGRID – fair salvage value, not a full refund. This creates a secondary market loop.

PERMA TAB FLOW

ACTION	PAYMENT	RESULT	NEXT STEP	TREASURY
BUY PERMA	Pay ONGRID	Item equipped	Persists runs	100% ONGRID in
UNEQUIP	Old item stored	Slot open	Buy replacement	–
SELL OLD	–	OFFGRID back	Use in shop	Consumable loop

OFFGRID consumables: chips, health packs, grenades, ammo. One-run items – do not persist on death.

THE ARCADE — SKILL-BASED D.A.S RELIEF

Inside the Spire, players find 4 retro arcade machines. Each plays a fully-functional retro mini-game. Beating any one of them reduces your D.A.S signal – without paying a single \$ONGRID in BRIBE. Third path: SKILL.

GAME	GENRE	OBJECTIVE	SIGNAL
NANO COMMANDO	Bootleg Arcade	Feed the server. Route signals through the conduit before time runs out.	-2 to -3
VOIDBREAKER	Arcade 1979	Asteroids-style. Thrust through waves. Boss at 39/50 kills. 3 waves.	-2 to -3
CIRCUIT BREACH	Net Intrusion	Trace the circuit path. Two junction traps per level. 3 circuits.	-2 to -3
SPACEDOG	Signal Conduit	Galaga-style shooter. Survive waves of alien enemies. HI-SCORE run.	-2 to -3

TWO WAYS TO CLEAN YOUR RECORD

>> Pay BRIBE (costs \$ONGRID, instant) OR Beat ARCADE (skill-based, free, ~2 min per game).

Both paths are valid. Skilled players can keep signal clean without ever spending a token.

PRIVACY LAYER — ONGRID PUBLIC :: OFFGRID PRIVATE

The two-token architecture is designed around a public/private split. Players choose which side they prefer to operate on.

	\$ONGRID — PUBLIC	\$OFFGRID — PRIVATE
NETWORK	Solana mainnet (Bags)	MagicBlock rollup (planned)
VISIBILITY	Public balance + spend	Hidden balance + spend
EARNED VIA	External buy + drops	Boss CLAIM + in-run
SPENT ON	Bribes, PERMA gear	Consumable shop items
HOLDER CHECK	Live via Helius RPC	In-rollup state (planned)
BOT RISK	Visible — yes risk	Hidden — no risk

THE FLOW

- >> 1. PLAY WITH OFFGRID. Earn in-run. Spend on consumables. Claim at boss.
- >> 2. HOLD ONGRID. Buy externally on BAGS. Use for BRIBE + PERMA gear.
- >> 3. CLAIM PUBLIC. Beat boss → \$OFFGRID mints to mainnet. Withdraw from MagicBlock.

MAGICBLOCK — PLANNED POST-LAUNCH

- >> Ephemeral Solana rollup · sub-50ms latency
- >> Verifiable settlement back to mainnet
- >> Player-controlled deposit and withdraw (only those are public)
- >> In-rollup transactions hidden from public Solana indexers

At launch, OFFGRID operates on Solana mainnet. MagicBlock private layer is post-launch.

FLOOR STRUCTURE — 1 MISSION :: 4 FLOORS :: 1 FINAL BOSS

The Spire is a single mission with four ascending floors. Each floor introduces an AI-powered NPC who teaches a Solana concept through gameplay. The mission ends at the top with the final boss: THE CHAIRMAN.

FLOOR	NPC	THEME	STATUS
FLOOR 01 OUTSIDE	DISPENSO	Bribes, PERMA gear, vending machine economy	[SHIPPED]
FLOOR 02 LOBBY	RUG	Custody, ATM, self-custody themes	[IN PROGRESS]
FLOOR 03 ELEVATOR	BLINK	Validators, security cameras, network themes	[IN PROGRESS]
FLOOR 04 TOP	PRINIO	Transparency, printer, on-chain audit themes	[IN PROGRESS]

BOSS :: THE CHAIRMAN — 3-phase encounter. Defeat triggers \$OFFGRID CLAIM mint (Breach Pass holders only).

REBOLIAN — REBEL FLYING CAR

The REBOLIAN is a rebel flying vehicle encountered across the Spire – a named NPC encounter, not just an enemy type.

>> FLUX WEAPON – onboard energy cannon that overheats at full charge. Manage heat or lose the weapon mid-run.

>> GROUND DETECTION SYSTEM – detects player position on lower terrain. Forces vertical play.

>> WRECKABLE – permanently damaged in a run. Crashed state changes attack patterns.

WHY 4 FLOORS, NOT 40

One tight mission. Four focused floors. One memorable boss. Every system is locked. Every NPC has a purpose. Every floor teaches something.

Mission 02 and 03 ship as expansion content after launch – once Mission 01 is polished, balanced, and proven fun.

STAY REBEL — THE DIGITAL FRONTIER

Nano Commando is more than a shooter. It is a survival guide for the coming digital world. The Spire is a surveillance state. The D.A.S is your social credit score. NEXUS is the system. You are the rebel.

THE REALITY — DATA IN 2025

- >> 22 billion records leaked in 2023 alone. A new breach hits every 39 seconds.
- >> Your data is bought and sold over 1,000 times per year without your knowledge.
- >> 86% of people say they have lost control of their personal data.
- >> Only 1 in 10 breaches are ever reported publicly.
- >> Your location, purchases, social graph, sleep pattern – all traded as product.
- >> The default setting for every app and service is: share everything.

WHAT THE GAME TEACHES

- >> CUSTODY – RUG teaches self-custody. Your keys, your data. Not your keys – not your identity.
- >> VALIDATORS – BLINK teaches network trust. Not all nodes are neutral.
- >> TRANSPARENCY – PRINIO teaches on-chain auditing. Verify power, don't just trust it.
- >> PRIVACY – \$OFFGRID moves without a public trace. Invisible value is rebel value.
- >> BRIBES – D.A.S fines are the surveillance tax. The system charges you for existing visibly.

THE SYMBOLISM

GAME ELEMENT	REAL WORLD PARALLEL
D.A.S SIGNAL	Social credit score – behavioral profile built from your every action

ROADMAP

PRE-LAUNCH :: NOW → Q4 2026

- >> Floors 2, 3, 4 build-out
- >> RUG + BLINK NPCs (DISPENSO + PRINIO live)
- >> Wallet HUD [DONE]
- >> End-of-run summary screen [DONE]
- >> Three-tier payment system (FREE / PREMIUM / BREACH PASS)
- >> PERMA tab fully wired (drones, biochips, permanent upgrades)
- >> BRIBE panel wired to ONGRID (100% treasury)
- >> Tokenomics flywheel fully on-chain – no swap, clean dual token
- >> 4 arcade mini-games (NANO COMMANDO · VOIDBREAKER · CIRCUIT BREACH · SPACEDOG)
- >> REBOLIAN vehicle encounters wired across floors
- >> Daily wheel spin UI
- >> Economic balance audit + third-party security audit

POST-LAUNCH :: Q1 2027

- >> DRONES – new aerial enemy class across all floors
- >> MINI-BOSESSES – mid-floor encounters in LOBBY + ELEVATOR
- >> Daily login streaks + streak rewards
- >> Daily tournaments + global leaderboards
- >> Multi-sig treasury migration
- >> MagicBlock private rollup integration (OFFGRID private layer)

EXPANSIONS :: 2027+

- >> MECHA – heavy enemy variants, new boss patterns
- >> ENDLESS MODE – post-Chairman survival mode
- >> NG+ – harder difficulty with drone/mecha density
- >> PSg1 / EchOS console port · SvalGuard hardware wallet integration
- >> Cross-game \$OFFGRID utility (companion games)

ECONOMIC FLYWHEEL

The dual-token economy is a closed flywheel. Every action feeds back into the system – sustaining treasury growth and player rewards without inflationary pressure.

STEP	ACTION	TOKEN	WHERE IT GOES
1	Kill enemies	\$OFFGRID earned	Player wallet (in-run)
2	Buy consumables	\$OFFGRID spent	Shop (consumable – gone)
3	Beat boss → CLAIM	\$OFFGRID minted	Solana mainnet (MagicBlock planned)
4	Hold \$ONGRID	External purchase	Player wallet (persistent)
5	Pay BRIBE	\$ONGRID spent	100% → Treasury
6	Buy PERMA gear	\$ONGRID spent	100% → Treasury
7	Sell old PERMA	\$OFFGRID returned	Back to consumable loop
8	Treasury distributes	Rewards paid out	Players earn back via contests

WHY NO SWAP?

Swaps create an arbitrage loop that lets players extract value without playing. With no swap, OFFGRID stays earned-only (boss CLAIM), ONGRID stays purchase-only. Simpler, cleaner, harder to exploit.

KEY ADDRESSES

MAINNET TOKENS

\$OFFGRID

12BDDhXhv3vZKY3HyZdbgbd9pTPekuXdHnJhQ6zN3sgh

Solana mainnet :: 9 decimals

\$ONGRID

DYLYyec1fe9mFpfR8RRdTdy1gVoKvmAiG8YdV23PBAGS

Bags mainnet :: 9 decimals

WALLETS

DEV (mint authority)

FbV63BZ3QFjNdvdK7a1R3Xoix1d7jV84My2U2QmJJWoc

TREASURY (receives 100% of ONGRID spend)

GpHpwAsEZLS1NexyqE4dnTgY7y5gyopmsuTNn6JWiQbB

CLOUDFLARE WORKER

URL

<https://offgrid-mint-relay.hiurbanprism.workers.dev>

HEALTH

<https://offgrid-mint-relay.hiurbanprism.workers.dev/health>

DEVNET (EDUCATIONAL)

\$OFFGRID DEVNET

DKsc3t8ecFJjtw2L79zUXiKmDdkiHCs94KYccVAaMgc8

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