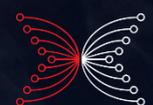




AdaQuest

WHITEPAPER

by the Red Potion Studios & Marcin Kugla 2022 – Version 1.01



INPUT | OUTPUT



CARDANO

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ADA – World Map



Early stage – by Michael & Thomas Fischer

AdaQuest

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INTRODUCTION

What is AdaQuest?

AdaQuest is a roleplay game project utilizing collectible NFT cards on the Cardano blockchain. Each card represents a unique character, allowing the owner to use it like in a classic pen & paper adventure. These adventures will take place in the fictional world of Ada.

Current NFT status

Since on 3rd May 2014 Kevin McCoy minted the world's first NFT the world changed and with it the NFT space. Artists come and go and so do projects. As for games the pattern is since the same:

Design an NFT → Put it into an absolute and low effort game idea → Let the game economy become not affordable for everyone and exclude everybody else not willing to spend thousands of cryptos →

What a bummer! At least for real gamers who are looking for a great game experience!

Where has the full game experience gone?

We, the team of Red Potion Studios have worked for several AAA game publishers in the last 20 years. From Ubisoft, THQ and Rockstar to City Interactive, Daedalic and Electronic Arts. What we are missing are games that will give you the chance to experience the deep dive, the immersion and the vibe of the world you are interacting with.

With AdaQuest and as an independent games studio we will bring this experience back. A fantasy world where our great hand drawn NFTs will not only have a use case, but also give the power back to the gamers to own, evolve and expand their estate. Without being afraid that someday a publisher - or even the game studio can take away the achievements they gain by spending all hours in the World of Ada.

AdaQuest

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PRODUCT

Overview

Imagine taking the best of different RPG game modes from the last 30 years and creating a new game experience. Imagine you also have 30 years of Pen & Paper experience!

This is AdaQuest! Because the AdaQuest team has this experience. Not only in the pure hobby and leisure segment, but also in the professional environment. Whether Ubisoft, THQ, EA or Rockstar. The members of the team have already worked for these AAA publishers. Even Ulisses Spiele, FASA Coop. or Asmondee are part of the CVs of our team Members. Every Pen & Paper fan knows at least one of these companies.

But enough of excerpts from the CVs of Dirk, Robert, Michael, Marcin, Christian or Anka. What makes AdaQuest as a product special?

What makes it special is the on-chain management of the entire player inventory on the Cardano Blockchain. This means that almost everything (except for the basic items) that a player earns within AdaQuest in terms of valuable items belongs to the player forever! No more fear of someone shutting down the servers or deciding to ban items forever. AdaQuest, at least in late development, is meant to be a modding-friendly project.

In addition to this uniqueness, the first three game modes are designed in such a way that they intertwine. Giving today's modern gamer/people the choice to play their favorite roleplay game or interact with the community at every opportunity. Anyway, each mode can of course be played independently. However, you get the best experience when you enjoy all three modes.

Each of the three development phases also focuses on a unique selling point and uses this to put the fun of the game at the forefront. The adventurers should not just participate in an "occupational therapy" for no real reason. They are supposed to experience it like the old



Dungeon & Dragons Pen & Paper stories. From 1-against-1 duels, to shared adventures in the dungeons, to skirmishes on the battlefield.

Real Free to Play Concept

We sat down and looked at many current so-called F2Play games. Especially those with blockchain technology in use. More than 90% of these successful titles are only "playable" with considerable financial effort by the player. We quickly came to the conclusion that we wanted to do things differently. We took Fortnite from Epic Games as our role model here. In this game, there are only cosmetic virtual items that do not make the player better or worse. Whether you play a superhero or an alien banana, the player's skill is crucial, not his wallet!

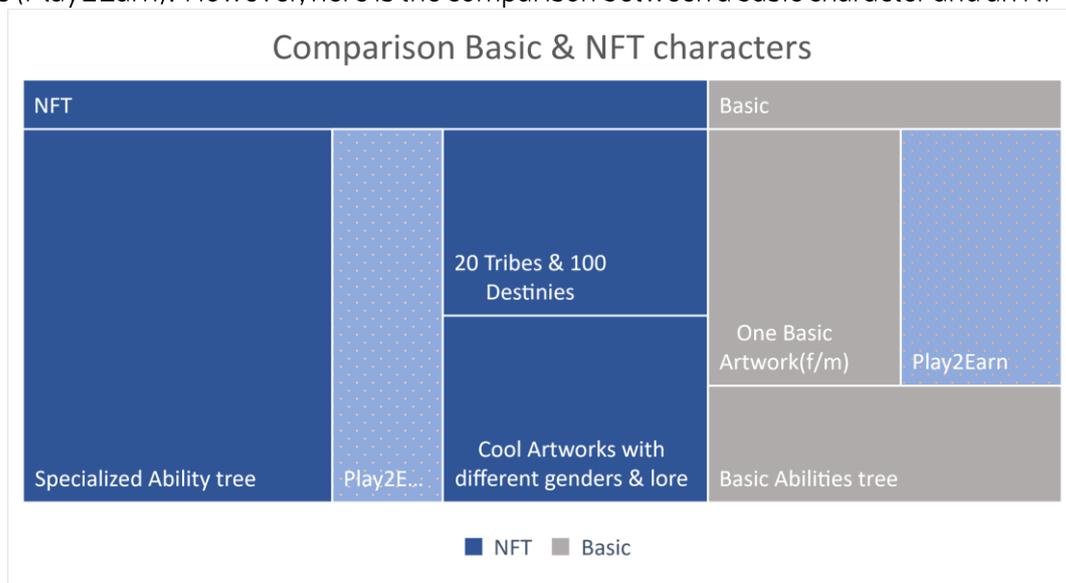


Basic Adventurer Concept by Ch.Hayungs

Now AdaQuest is not a Battle Royale shooter, and we don't have the resources of Epic Games, nevertheless Alex and Christian have worked out a mechanic with our whole team that constantly focuses on fairness.

Starting Character

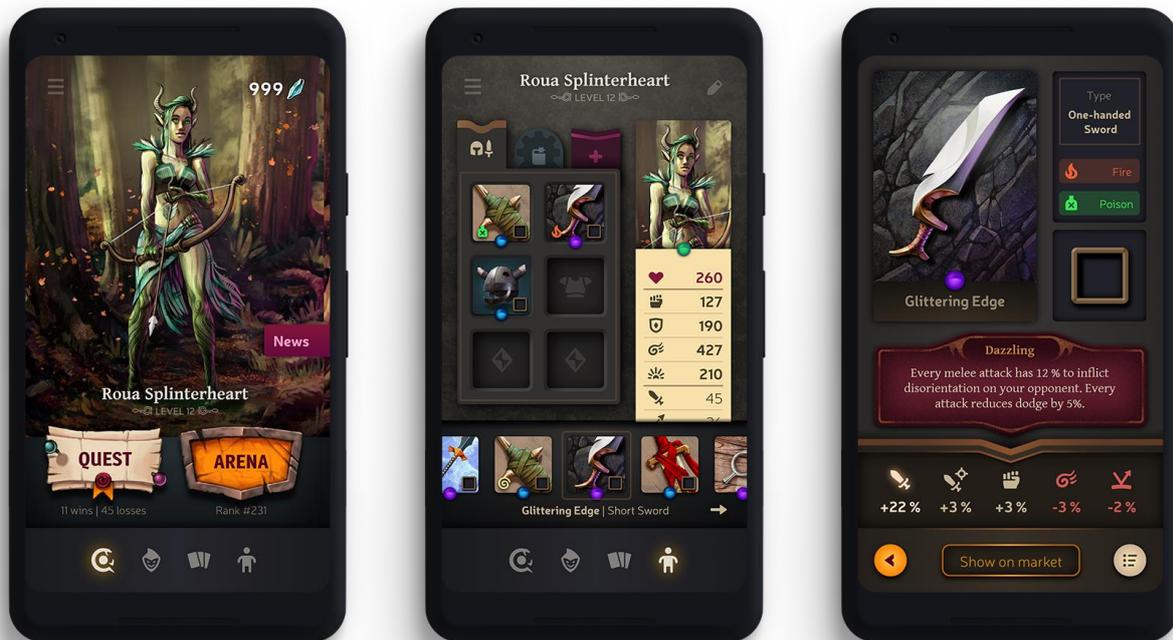
The adventuress or adventurer of AdaQuest can choose from a basic starting character, without the need to buy an NFT Hero ([Hero NFTs](#)) or an NFT item ([Items](#)). So, you can start right away to play without any level cap, content lock or a pay wall! You even will be able to collect NFT items (Play2Earn). However, here is the comparison between a basic character and an NFT hero:



We are absolutely aware that an independent game studio needs funds to be successful. However, we like and need to build up a high player base to make AdaQuest as enjoyable as possible for the gamers, for us! That's why we always will keep up to these both rules:

1st Rule: Game experience is king! // **2nd Rule:** Rule 1 will grant you success!

Phase 1 – Duel&Quest mode



Our first game mode is internally called Duel & Quest. This is also the first use case for our NFT hero cards. At the moment, this mode is displayed as follows:



At the start, the player chooses a hero, equips him with either NFT or Basic items, and enters the battle against a human opponent within a randomly determined arena. Later game modes will allow heroes to experience pre-made quest series and not only face monsters, but also learn about the demographics, history, and important personalities of AdaQuest.

When it comes to rewards, all adventures in these modes have one thing in common: the higher the challenge, the higher the reward.

The current Arena screen in development looks like this.

You see here one of the available Abilities (each destiny will have at least 6 of them, 2 from the Tribe, like the rootfinder here and 4 of them from the destiny itself).

To be more specific: This is what makes our destinies special, because a dwarven Bone Twister will offer other abilities than a Spade Walker! Keep always in mind that this do not mean that a higher rarity will offer stronger abilities! The Abilities will always have a disadvantage, to minimize pay2win, but it is clear that a mage apprentice will only summon a spark, when a mage master will cast a fire storm. Not only the effects will look

different, but the disadvantage from a higher damage spell can be devastating. That is why it is worth trying out different NFT heroes! That is why you always have to decide how you going to play!

Duel & Quest game mode features in a nutshell:

- Fast paced duel mode(timer, round-based)
- Player vs. Player and Player vs. Environment
- Matchmaking (different approaches will be tested, depends on player base)
- Web & mobile based (no native, because of NFT Appstore restrictions)
- Focused on Hero, skill and leveling
- Allows a first use case & foundation for the NFT Cards, items and play mechanics.

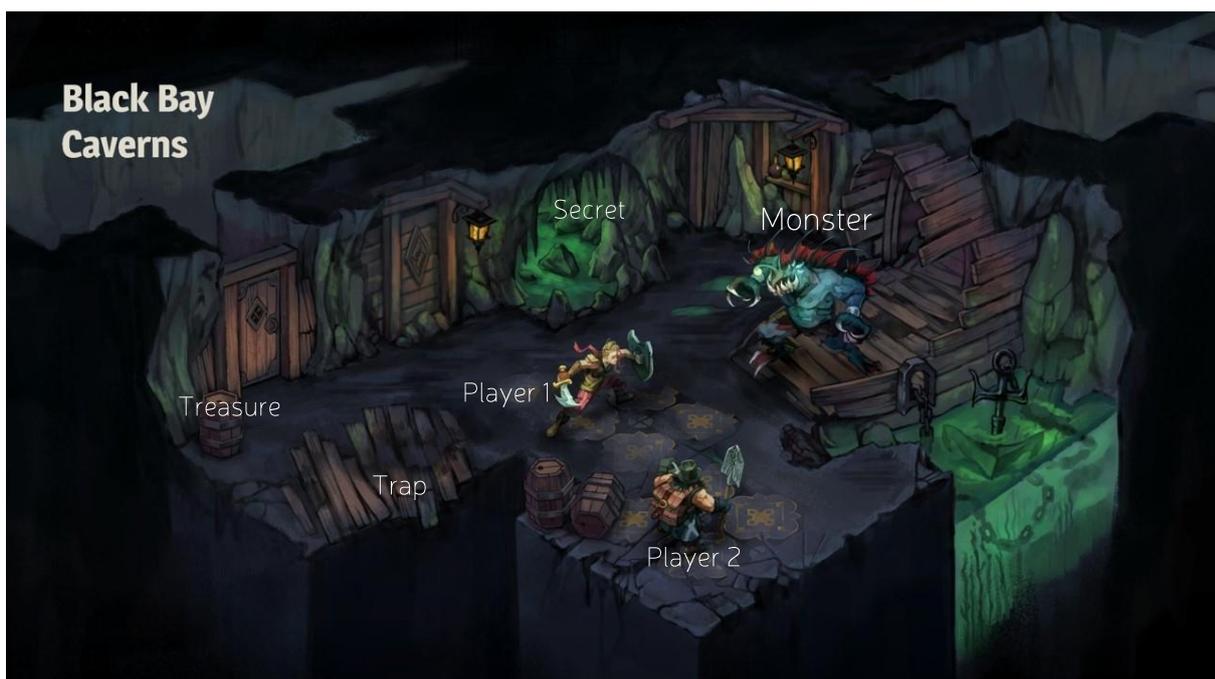
So, in the end we like to offer the player the chance to play this mode during Coffee breaks. Level the character, try out different items & abilities and socialize with the AdaQuest community. In the end this first use case will build the foundation in terms of balancing and future game modes.

Phase 2 – Dungeon mode

The Dungeon Mode - Overview

The heart of AdaQuest, as we like to call it. While the first mode - as just shown - is mainly about the single game character, the Dungeon mode is fully focused on cooperative play. Of course, it's also possible to play this mode 1 vs. 1, but you'll have the best experience with your friends and collect more points for your tribe.

So how does this mode work exactly? Well, we can't reveal all the special features at this point, but it can be said that the basic features should make the RPG fan want more.



Dungeon Mode - The Gameplay

As you can see from the concept artwork, two friends have decided to choose heroes from different tribes. This selection is essential for the Season gameplay, which we will present in a more detailed way elsewhere. It is also important which dungeon regions can be selected by the team. Just so you know, once you've chosen a tribe at the beginning of a season, you can't change it during the season.

However, what is NOT visible here is that two rivals have entered the dungeon at the same time (matchmaking). These players have also chosen corresponding NFT heroes. Here, those two teams get the opportunity to explore the dungeon in real time. Naturally, this vault offers hidden secrets, traps, monsters and of course treasures (NFTs - Play2Earn). Again, we do not like to make any further spoilers. Nevertheless, one thing is said, who think now to rush through and loot everything away, he/she/it has made the reckoning without one's host (us) 😊. Furthermore, it is planned to generate the dungeons procedurally, so that the replayability is increased.



Dungeon Mode - The Combat Mode

So, the exploration takes place in real-time mode. The combat, however, is turn-based. Why? Well, we started a survey within the community (more than 2000 members) and it quickly became clear that exactly this mix is desired by the user. Incidentally, this will not be the first and last time that we will ask our euphoric gamers about gameplay features. Again, AdaQuest is and will remain a crowdfunding project, where we are constructing the foundation to finish the building with the gamers.

Dungeon Mode - The Quests

During a season, the heroes and your allies will be able to complete lore-based quests. These quests immerse the player in the story of ADA. They take the adventurer and his companion to special places that may only exist at a special time during a Season. Numerous other missions are waiting to be mastered by players every day. All just to collect enough points for their own tribe in the end.

Finally, it should be said that many of the quests will of course be reminiscent of Pen & Paper adventures and especially in later levels no - "Get 10 rat tails from the tavern in Adakadabra" tasks should appear - At least not as main quests.

Dungeon Mode - The Season Gameplay

The Season Gameplay will be part of this whitepaper at a later date. We will make a corresponding announcement and go into detail about it. For now, we can give you a small preview in the form of a mini-FAQ.

Why is the Season Gameplay necessary at all?

1. Territorial contest on Ada - yes, your tribe's territory will be able to grow or shrink!
2. Seasonal Achievements and special skins

3. Seasonal events, quests, and dungeons

Will I be able to play the season with only one character?

No not only with one character, but with all characters of a possibly allied tribe. For example, the elves, who often have alliances among themselves that can last for years. Here you could use your Hero NFTs from both tribes for the entire season.

Will the season gameplay cost anything? Do I need a Battle Pass? Do I have to participate?

Okay three quick questions, three quick answers, no, no and no. However, if you don't want to join, the only downside is that you won't be able to earn points for your tribe.

Phase 3 – Skirmish Battlefield mode

The battlefield! This game mode, which is still far in the future, only exists today as a pure concept. The basic idea behind this mode follows the well-known "Endgame" principle. An NFT hero of a player reaches the current maximum level and proceeds to higher things. This is where the Skirmish Battlefield mode comes in.

The said hero will be promoted to the rank of a General, how this NFT will be usable after this is still unclear. The basic idea is that this mode follows the well-known "End-Game" principle. As one of the leaders of his tribe he gets the opportunity to participate in skirmishes with his small special unit. Here he will be able to collect the highest possible number of season points.

The battles will be reminiscent of Heroes of Might & Magic, Fantasy General or Warhammer Total War, but on a smaller scale. What is definitely already certain is that we will come up with very special features again to offer the players an appropriate experience.



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The concept of Leaders and Warlords

Preface:

The leader concept is mainly aimed at phase 3(battlefield mode) of game development. Nevertheless, it will also have a use in Phase 1 and Phase 2. These will be discussed here in the same way. The most important characteristic of a Leader card is and remains its **uniqueness** (worldwide (10) or single(1) rarity).

Function:

Leader cards are playable, have fixed non-randomly generated stats in addition to their uniqueness, and possess the legendary bonus. In addition, their action pool is a special one and focuses on the leader trait assigned to them. This is listed accordingly on the card and shown here in **bold** → **tenacity**.

Each tribe has at least one leader (leader). These leaders do not necessarily have to be a leader of the tribe. Example:

Baba is the leader of all barbarians → Aik Kahn, on the other hand, is the leader of the Wolf tribe and is purchasable as an NFT and thus playable. Baba, on the one hand, is a pure lore character and will not be available as an NFT.

So, we differentiate between lore leader characters and playable NFT leader characters!



Leader Traits:

Each leader is clearly assigned to one or even more tribes. By acquiring such a card (very expensive, maybe 1000 ADA), the owner grants some advantage to the entire tribe in the game world. The NFT must be purchased only once and assigned to an AdaQuest account. If it happens that the NFT was traded away and is no longer assigned to an AdaQuest account, the corresponding tribe will not receive any bonuses!

Example Rat King (special abilities / subject to change):

Strength -2% / Resistance +6% / Agility -5% / Intelligence +2%

Rule Text Tenacity within the game: All NFTs with the class "Rats" receive a +1% bonus to Resistance and +1% to Intelligence. Additionally, rats get the action "Toughness"(Once per duel you get life points equal to X, but your intelligence decreases by 2%).

Ability per turn:

- Crossbow Shot (The Rat King fires his heavy crossbow).
- Rats out of Nowhere (The Rat King summons his fellow rats. They charge at the opponent biting, scratching, and injuring the target.)

Ability per duel:

- Toughness (you gain health equal to X, but your intelligence decreases by 2%).

Action per week:

- Friend of rabbits (The rat king summons rabbits, they allow him to escape from a duel early, the duel is rated as a draw)

Advantages:

The idea of socializing/community is in the spotlight here. A player who "sacrifices" 1000ADA supports his whole tribe! The player also gets the profile title (as soon as available) → Leader, Warlord or something else decided by the community.

- The player gets the appropriate credibility within the community...
- ...” *Wow how awesome, you own a leader card?*” (Remember rarity 1/1)
- On Discord, leaders could get their own channels for their tribe (Guilds & Clans)
- Player could get the chance to communicate directly with the dev-team
- The player can still play with the NFT.

Disadvantages:

- The leader has to stay equipped for a certain time, if you want to change the leader prematurely it costs fragments.
- If the leader is traded outside the game, this bonus will not be awarded!

Guilds, Clans & Fellowships

Roleplay games and especially Pen & Paper titles like Dungeon & Dragons always foster the social aspect of gaming.

We, as developers of AdaQuest, have had our best times with friends during such game evenings. That is why we will always encourage such gatherings within the game. Many of our community members have already asked about the possibility of guilds, clans or communities. We can confirm that we are constantly pursuing this concept in our development.

We will start by integrating a friends list as soon as possible. After that, we will turn our attention to the guilds theme and provide this feature. We believe these options should be a part of this feature:

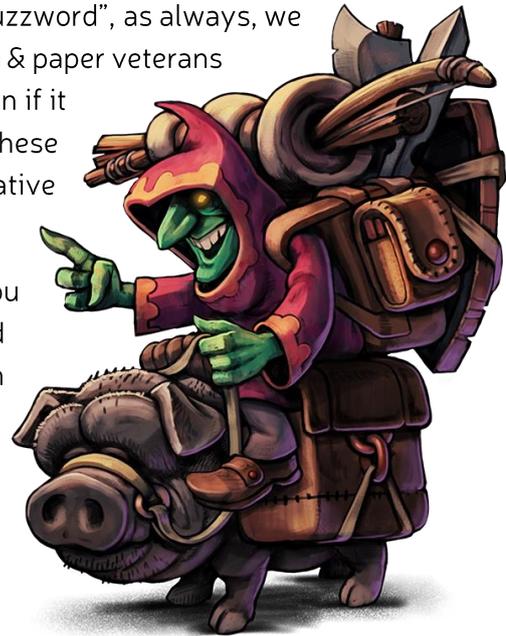
- Common Guild house incl. interior and its editability (furniture, crest, motto, etc.)
- Ranking system within the community
- Global overview and ranking of guild merits
- Small internal calendar to track the most important events
- Private Discord channel in our community
- Private chat option in the Guild house
- Placement within the metaverse



The Goblinverse

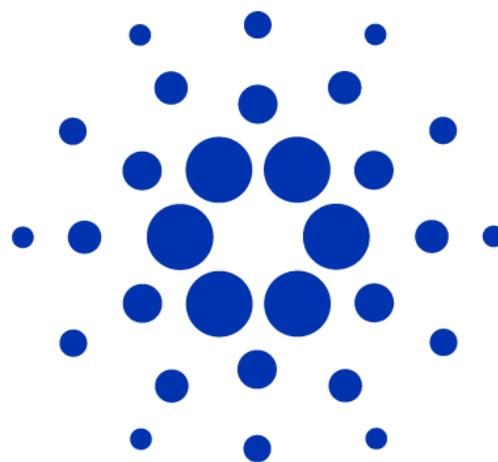
With the Goblinverse we like to introduce the Metaverse to the players of AdaQuest. Since we realize that currently over 500 Apps are using this “buzzword”, as always, we decided to do it different. As old-school gamers and pen & paper veterans we like the idea to owning a piece of your territory. Even if it is just to place there a tavern for business. For now, these options will be available and accessible with our native Quest Token:

- Enables the housing-feature for your tribe or you
- Setup options within the buildings or compound
- Acquiring land parcels and placing property in select areas within Ada
- Properties like shops, houses, mage towers, resources, caves or even temples, etc.
- Building communal families



Going Wild – The MMO future of AdaQuest

Beside combining all three modes into a whole game experience we are aiming for nothing less than an Open World experience. Where all the available modes will be accessible through a fluent passage, so the user immersion will be not interrupted by the hard cut and exit from a game mode. As an example, just imaging you will travel on Ada like in World of Warcraft visit places like Arenas (Conflict & Quest), Dungeons (Crawler mode) and join Skirmishes or even huge Battles. And this all within one big World. This can only be accomplished by successfully delivering all the features you find within this Whitepaper, creating with each step a bigger user base for further development and mass adoption within the Cardano blockchain.



CARDANO

AdaQuest

Developed by

RED POTION
STUDIOS

TOKENOMICS

What are Tokenomics?

Definition:

The study of the economics of crypto tokens or cryptocurrency

Why Cardano?

Staking

The staking mechanism in Cardano allows us to interact with the community and supporters of AdaQuest. Proof of Stake is absolutely secure and we as a Single Stake Pool Operator will never lock your ADA like the big exchanges out there. So, by supporting the decentralization you will in return be rewarded by receiving ADA & QuestToken. Further with a low fee & margin (0.9%) we ensure that the rewards will distribute 99.1% to you. Around 350 ADA per epoch will flow directly into the development of AdaQuest. No other Crypto ecosystem comes close to Cardano in terms of staking and community.

Native Tokens

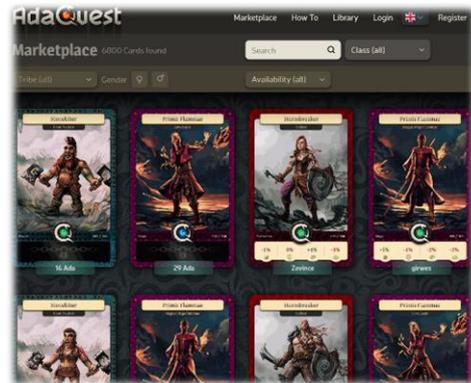
In order to take full advantage of the Cardano Blockchain, the introduction of our own native token was only a matter of time. Before AdaQuest saw the light of day, we already determined as a Stake Pool Operator (SPO) that we would definitely need a reward system for our long-term supporters.

We knew that if we wanted to exist as a stake pool, such a system would be inevitable. We can already see how wonderfully this mechanism we invented will also affect AdaQuest. People seem to like our NO Pay2Win approach. Therefore, the QuestToken will not only be a reward system for long-term supporters but will also consider each of our supporters. The QuestToken will never affect game mechanics. However, if you want to dive a little deeper into

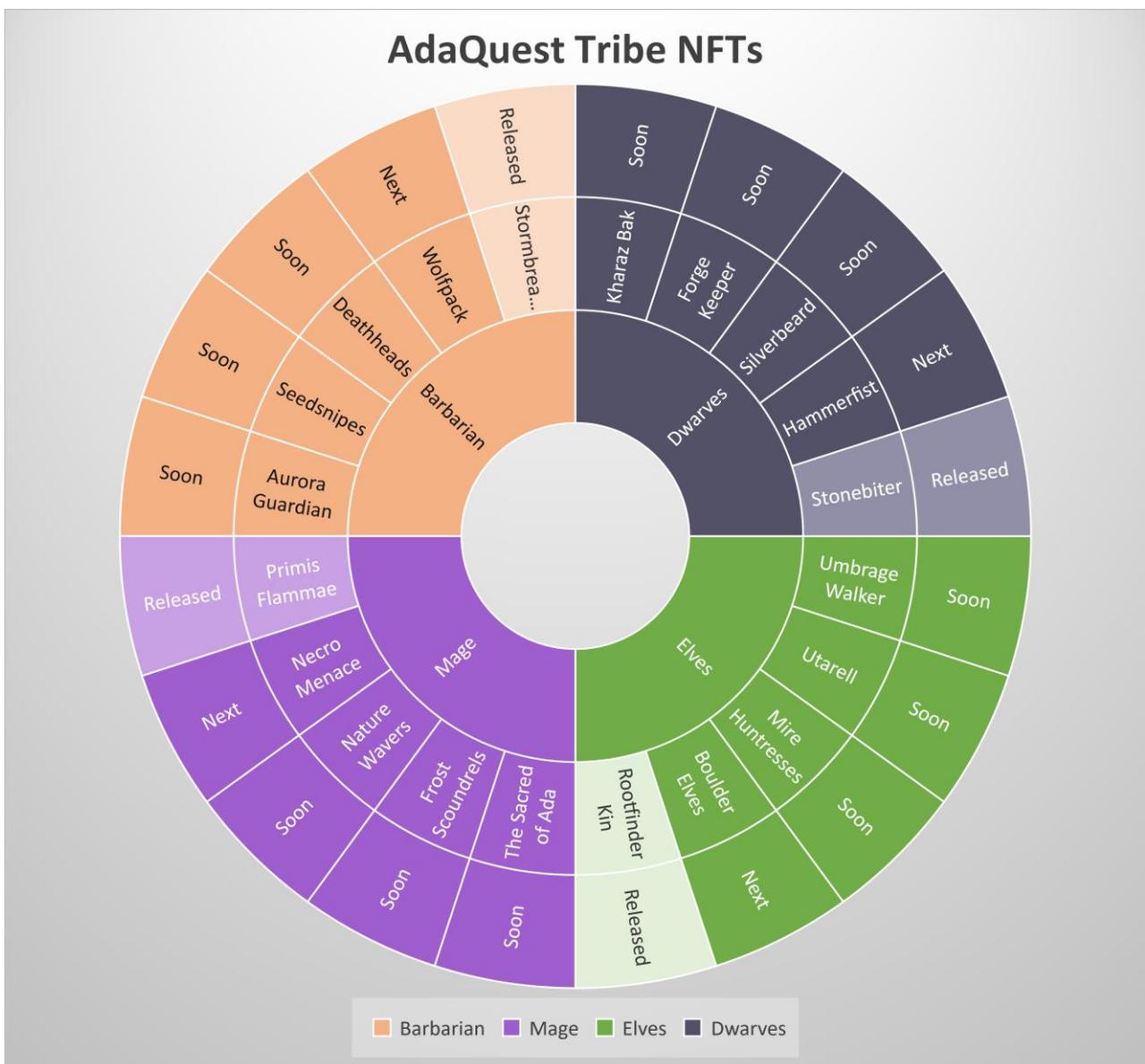
the world of Ada and our so-called "Goblinverse" ([Metaverse](#)), you will not be able to avoid the QuestToken.

Our user account-based Marketplace

Right from the start we have decided to offer our own solution in terms of user management (register, login) and account service. Using the experience we gain working in the game biz, we think the offering the gamer a trustworthy, transparent, and open-minded experience is the best way to get loyalty. We are also very proud of our secure & safe marketplace concept. Please check out <https://ada-quest.com/> for more info



AdaQuest Tribe NFTs Overview



Initial 20 Tribes (more to come, starting marked with different color)

Folk Name	Tribe Name	Status
Barbarian	Stormbreaker(*)	Released
Barbarian	Wolfpack	Next
Barbarian	Deathheads	Soon
Barbarian	Seedsnipes	Soon
Barbarian	Aurora Guardian	Soon
Mages	Primis Flammae(*)	Released
Mages	Necro Menace	Next
Mages	Nature Waevers	Soon
Mages	Frost Scoundrels	Soon
Mages	The Sacred of Ada	Soon
Dwarves	Stonebiters(*)	Released
Dwarves	Hammerfists	Next
Dwarves	Silverbeard	Soon
Dwarves	Forge Keeper	Soon
Dwarves	Kharaz Bak	Soon
Elves	Rootfinder Kin(*)	Released
Elves	Boulder Elves	Next
Elves	Mire Huntresses	Soon
Elves	Utarell	Soon
Elves	Umbrage Walker	Soon

- Starting with 4 Folks
 - Barbarian, Mages, Dwarfs, Elves
- Offering 5 Rarities (+1 Basic)
 - Basic (F2P, FT, Playable without any wallet connection)
 - Common, Uncommon, Rare, Epic, Legendary
 - Plus, special rarities like Leader, Warchiefs, unique characters
- Over 100 different Destinies
 - A characters Destiny can be compared to a “profession”
- Current Level cap
 - 1-40 in mobile & dungeon mode

AdaQuest Hero NFTs

The most important element of our project are the collectible NFT-hero cards you can buy and trade on the AdaQuest marketplace. In the upcoming phases of our project, you will be able to use these cards to build and play your own role-play character within different game-modes. All of this always under the Rule:

" Collectible & Nice never Pay2Win! "

Each Tribe contains different Heroes which are represented by different Destinies. Each Destiny is like a profession. As an example, you see down below two female characters. A member of The Stormbreaker tribe with the Cutlass profession and the elvish Grove Archer destiny from the Rootfinder Kin tribe. Currently every of our four starting tribes offers 5 destinies within the 5 rarities. Every destiny will offer a special set of unique abilities, depending on the lore of each tribe. The destinies can range from a simple farmer to a powerful elemental.

Absolutely unique

After buying a newly minted card in our store, each NFT-card will reveal unique random modifiers. No other will have exactly the same values. The modifiers are always distributed fairly within a class. For example, if you draw a Dwarf with +5% strength, the Dwarf will have 5% subtracted from his resistance, agility, and intelligence stats. This happens according to a sophisticated system. This way we ensure the necessary fairness when collecting our cards. Collectors can choose from any available **serial number!**



Every destiny will have multiple variants with different emphasis of their attributes. So, **YOU** will have more choices regarding the character-build. The more rare a card is, the more specialized abilities it will get, but this will come with a downside.

More info: https://ada-quest.com/howto#about_cards



Nine Rarities

Most people love to collect things. That's why NFT cards are so popular! Rarities are for collectors very important.

Each rarity offers a different number of NFTs, divided into genders (male/female/divers) and Destinies. A serial number will be also displayed on the card.

- Basic (no NFTs)
- Common (each 500 NFTs, overall, 1000 NFTs)
- Uncommon (each 350 NFTs, overall, 750 NFTs)
- Rare (each 250 NFTs, overall, 500 NFTs)
- Epic (each 100 NFTs, overall, 200 NFTs)
- Legendary (each 50 NFTs, overall, 100)

Further the system is developed in a sustainable way to allow us implementing additional rarities with 25, 10, 5 and even 1 NFTs overall.



Currencies

As for now these are the currencies available in the ADAQuest eco-system:



Fragments – Collected through gameplay, not tradeable, used for basic items and gadgets.



Quest Token – Our native token. Used for cosmetics, discounts and the Goblinverse.



ADA – Is the native crypto currency of the Cardano blockchain. Users need ADA to buy our NFTs and other services within the Cardano eco system.

Beside ADA as a crypto currency and our own native Quest Token, we have decided not to use any pseudo premium currencies like other games. For example, the use case for Fragments will always be focused on supportive items within the game. These items are only for the players and not tradeable. We do this to promote the Free2Play mechanic, since the Fragments will be collected through gameplay.

On the other hand, we are offering the Quest Token to support our project. But this is always a free choice option for every user. For more info, please check out the Quest Token [section here](#).

NFT items

NFT Items are endowed with rarities, similar to the Hero NFTs, but vary in quantity as followed:



- Common (1950 NFTs) additional 650 NFTs will be minted & reserved as ingame drops
- Uncommon (1500 NFTs) additional 500 NFTs will be minted & reserved as ingame drops
- Rare (1200 NFTs) additional 400 NFTs will be minted & reserved as ingame drops
- Epic (975 NFTs) additional 325 NFTs will be minted & reserved as ingame drops
- Legendary (750 NFTs) additional 250 NFTs will be minted & reserved as ingame drops

NFT items comes with **unique stats, random abilities & style. Some offer even a gem-socket!** Gems can be collected through gameplay and will boost the players equipment. More on this mechanic later in 2022.

Basic items



The idea behind the basic items is to provide the same combo-potential as NFTs already does. With this we ensure that our anti-pay-to-win policy offers another benefit for players who do not like to invest a lot into an NFT game. The basic items are available without any limit and can be bought with Fragments.

Maybe some investors will see here a weakness within our project. However, as mentioned before we take up the cause bringing back the enjoyment of videogaming with AdaQuest. Especially in terms of NFT “games” that focus around being a marketplace first and a game second. We think that this will also lead to a bigger player base, which will endorse this strategy and reward our studio by supporting us in the upcoming years.

Gadgets

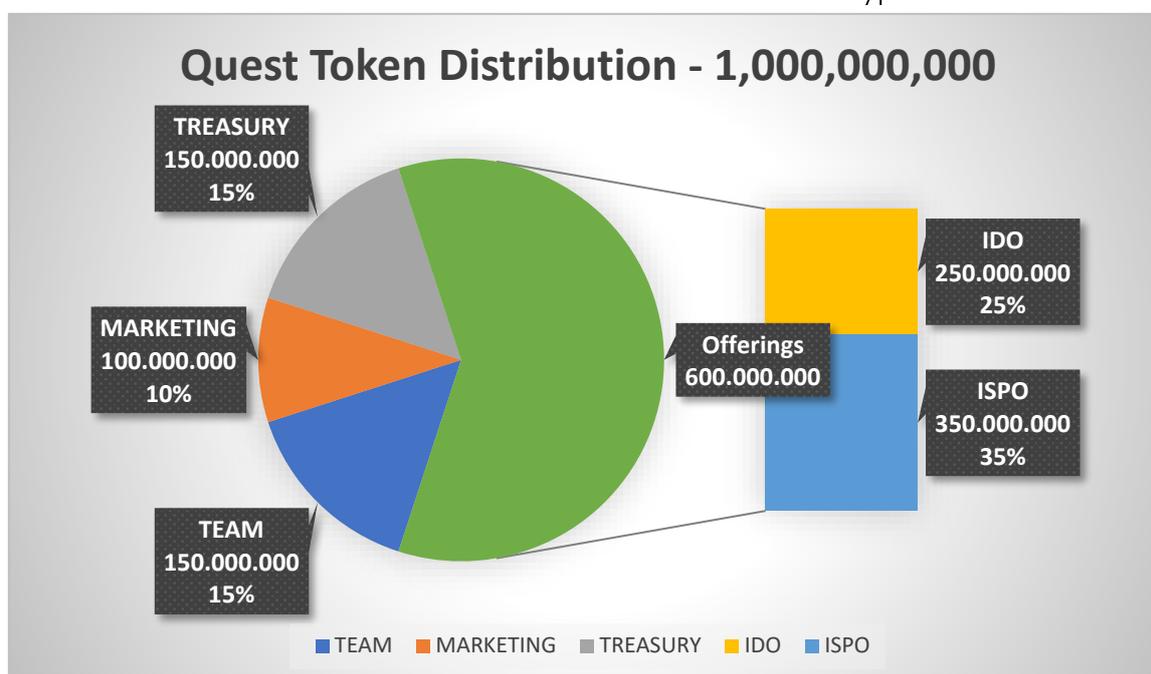
Last but not least we like to talk about Gadgets. Same as basic items, Gadgets will support the player within her/his/it adventures. Heal potions, magic crayon or even Biera beer can be bought with Fragments from our trustworthy Goblins Tingle & Tangle. Both traders will offer different commodities on a daily basis. Players should visit this shop before going on a quest.



Our native token - Quest Token - Earn & Use

Overview Token Distribution

The token distribution is the most asked information within crypto communities:



As you can see the majority of our tokens will be reserved for offerings (e.g., ISPO/IDO). 600M tokens or 60% of the total supply:

(1 Billion // policyID 9d86482511c8a49f21d5c83ee58a49e2926f70ac57dd73ed20404269)

First announced IDO happened on kick.io → Overall supply was 35,000,000 at 0.01\$

Additional offerings with different partners can happen at any time. This will always be announced through our social media, telegram and discord channels.

Team vesting period:

Tokens allocated to the team will be locked for six months at the start of our first kick.io IDO! After which a twelve-month vesting process will begin at 8.33% for **each month** filled. This ensures two important issues. First, every core team member commits to a locked wallet, which our company is overseeing. This is also secured by a contract every team member has to sign. Second it will hopefully keep the core team together until our main release happens (estimate 2023).

IMPORTANT: Please keep in mind that an IDO can be a risk for your investment. A financial advice will be not communicated through any team member of Red Potion Studios. Please do your own research!

Earn

Here you can see briefly and specifically listed how you can get our QuestToken:

QuestToken earning:

- Receive **100QT** for every **1000 staked of Cardano ADA** in our **QUEST** pool.
 - *Remember: Staking brings you every epoch also ADA as a reward*
 - *It is necessary that our pool verifies (minted) at least one transaction block.*
- Get the tokens through service like **DripDropz.io** (staking is necessary for this as well)
 - *Currently you will incur additional costs of approx. 1.7ADA/transaction/epoch.*
 - *With the introduction of Hydra you will be able to pick up the tokens collected at any point in time*
- Buy our tokens in advance **via Kick.io** and other services
 - *Notice: The actions will be announced beforehand via social media*
- Receives our tokens via **Airdrop** (AdaQuest account required)
 - *This usually happens by surprise and is meant for our long-term supporters*
 - *Airdrops will be announced shortly. You don't have to do anything else, the QTS will land in your AdaQuest account **automatically!***

Use

Here you can find a list of possible use cases of our QuestToken. Please note that we reserve the right to change certain parameters for the good of the project. This will hopefully be as rarely as possible the case 😊

QuestToken Use Cases:

- 1. QuestToken give you a 20% discount on all available NFTs on our marketplace**
 - a. *A certain number is needed per purchase, since we do not use decimal numbers, we will always round up from 0.5 to the next value.*
 - i. *Example: Uncommon NFT cost == 29ADA - 20% (5.8 ADA) == final price 23 ADA (effective ~%20,69) + 200QTS*
 - ii. *Example: Common NFT cost == 16ADA - 20% (3,2 ADA) == final price 13 ADA (effective 18,75%) + 100QTS*
 - b. *Again, this ensures a certain degree of fairness!*
- 2. QuestToken will allow you to buy cosmetics. These include, among others:**
 - a. *Emblems, special tribal insignia, cosmetic artifacts, decorations*
 - b. *Skins for any kind of virtual items*
 - c. *Profile pictures for social media channels, discord, AdaQuest portal etc.*
- 3. QuestToken, give you access to the metaverse. This will offer the following features:**
 - a. *Housing for your tribe or you personally*
 - i. *More setup options within the buildings*
 - b. *Acquiring land parcels and placing property in select areas within AdaQuest*
 - i. *Property == Shops, houses, resource sources and temples.*

QuestToken "Burning":

To maintain a certain value and economic balance within AdaQuest, **WE** burn QuestToken every time they are used, according to the following formula. Thus, a symbiosis between development, crypto-staking and game is created!

Here's how it works:

When tokens are burned, typically tokens end up in an inaccessible wallet. On Cardano this works even better. Because when we **burn** a token, this token is irretrievable gone. No hidden wallets, no backdoors, no scam. So here you go:

33% of the token amount collected is burned immediately (marketplace transactions e.g.)

33% tokens remain freely further acquirable

33% will be moved to Staking rewards (fees may apply here).

In this case, the amount of QTS spent on the discount of an NFT always keeps the same ratio.

Example:

- 100 QTS = 20% discounts on a 20 ADA NFT
- 200 QTS = 20% discounts on a 40 ADA NFT



Not enough?

Don't worry, we are constantly developing AdaQuest. As always, we emphasize that we first create a foundation for the community. Then we will test it with you and improve, add, or remove certain elements. All with the focus on fun and lore. Stay tuned for updates!

Shout out!!!

We like to take the chance to thank everyone who accompanied us on this journey, especially the Cardano Foundation, IOG and our lovely community. Thank you, 1000 times, for this possibility! And now let's create something great together. Back to work now and cu you guys on the other side!

THIS WHITEPAPER IS UNDER FULL DEVELOPMENT

AdaQuest

Developed by
**RED POTION
STUDIOS**

TEAM

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