

8 August 2022

# PLANET QUEST

Whitepaper

# Table Of Contents

1_ Introduction	3	5_ Economic Model	11
<hr/>		<b>PQX: The Currency Of PlanetQuest</b>	<b>11</b>
2_ Purpose Of This Paper	4	- PQX Utility & Purpose	11
<hr/>		- PQX Issuance & Distribution	11
3_ What Is PlanetQuest	5	<b>NFTs: The Assets Of PlanetQuest</b>	<b>13</b>
<b>A Universe Spanning Adventure</b>	<b>5</b>	- Guilds, Planets & Gear	13
<b>Backed By Powerful Technology</b>	<b>6</b>	- Understanding Asset Sales	14
- Genesis Engine	6	- Use Of The Marketplace	14
- Zero-Friction	6	<b>Native Yield Management</b>	<b>15</b>
- Immutable X	6	<b>Inflation &amp; Deflation</b>	<b>16</b>
<b>Owned By Its Community</b>	<b>7</b>	- Planets & Guilds	16
<hr/>		- Gear	16
4_ Gameplay Fundamentals	8	- PQX	16
<b>Planets &amp; Guilds</b>	<b>8</b>	<hr/>	
- Planets	8	6_ Governance	17
- Guilds	8	<hr/>	
<b>Finding A Home Among The Stars</b>	<b>9</b>	7_ Beyond Release	17
<b>Missions &amp; Survival</b>	<b>9</b>	<hr/>	
<b>Trading &amp; Constructing</b>	<b>10</b>	8_ Giving Back	17
<b>Earning By Playing</b>	<b>10</b>	<hr/>	
		9_ Conclusion	18

## 1\_Introduction

PlanetQuest is a cinematic gaming metaverse set in the 27th century. In a future where mankind has made its way to nearby stars and planets, the Universal Council maintains a careful equilibrium between the 3 major factions; The Empire with a rich honor-based culture and a single ruler, The Federation a republic rich in commerce, ruled by a senate and elected presidents and the Union a relatively new, but ambitious movement, based on communal ideals, with its own elected leadership.

In spite of having conquered the stars, much of the universe is still a mystery, traces of an ancient alien civilization far more advanced than our own dot the planets of neighboring systems and the powerful, planet altering artifacts they left behind present untold riches for the intrepid explorer.

As a member of one of these three proud factions, you will join humanity as it stands on the threshold of becoming a multi-galactic species, making your home, far away from the safety of council space, in undiscovered systems and constellations. As you strike first ground on unknown planets in search of artifacts and quantum, a substance left behind by their creators, you will play a vital role in creating a new direction for humanity, while earning rewards and making friends along the way.

PlanetQuest tells the story of its players through gameplay, but also through unique collectibles such as art and comic books, powered by the blockchain, eventually building towards a true cinematic multiverse that will see its tales brought to streaming services and the silver screen.

\_PlanetQuest\_Camera 1





## 2\_Purpose Of This Paper

This paper provides a high-level overview of PlanetQuest, a universe spanning, blockchain-based game of exploration, survival and discovery.

It shows how the gameplay of PlanetQuest and its unique, blockchain-based asset ownership and economics seamlessly blend together to create an experience that offers both a unique gaming adventure and true ownership and influence to its community.

As such, it is not intended to be a deeply technical whitepaper, but rather an introduction to the PlanetQuest universe, for business readers and aspiring explorers alike.

## 3\_What is PlanetQuest

### A UNIVERSE SPANNING ADVENTURE

In PlanetQuest, players take on the role of intergalactic explorer as they venture out onto uncharted planets in the search for Quantum, a rare energy that's left behind by an alien civilization that's presumed lost to history.

This journey will lead them to unique locations, exotic life forms and incredibly rare alien artifacts. Players can play in co-op or versus mode, where teams of players from different factions face off against each other in a battle for control over key locations and highly valuable artifacts.

Players will be transporting down to planets, exploring them in their search for quantum signatures and teaming up with other members of their faction to secure their finds.

The planets and challenges they encounter on their way are procedurally generated, so there's always new adventures and worlds to explore.

With each adventure they complete, players earn Quantum (\$PQX) and may even find parts that can be turned into new gear or artifacts to be sold to planet owners.

\_PlanetQuest\_Camera 2



## Backed By Powerful Technology

### GENESIS ENGINE

Until now one of the better kept secrets in the industry, Galactic Entertainment's Genesis Engine is capable of procedurally generating and rendering entire planets from orbit. Our technology is powerful enough to allow us to terraform entire planets with the ease of pulling a slider and will soon allow players to descend to a similarly generated planet surface.

### ZERO-FRICTION

Despite the massive size of our generated assets, our technology runs directly in the browser, even on low-end hardware, allowing us to offer a true zero-friction experience. We expect to deliver both the orbit views of our planet NFTs, as well as surface level gameplay, as an experience that can run entirely in the browser, on just about any device, making showing off or inviting your friends as easy as sharing a link.

With an enormous audience in underserved markets such as the Philippines, Brazil and Vietnam, which rely on affordable android tablets to play games such as Axie Infinity, we'll be able to serve a truly global and inclusive audience.



To complement our seamless NFT and gameplay experience, we've partnered with Immutable X and Starkware. Thanks to their powerful technology and integrations we'll be able to count on a frictionless blockchain experience, where even players without a crypto wallet can start playing right away and make purchases with their credit card just as easily as with crypto.



## Owned By Its Community

Taking NFT based ownership to its extreme, PlanetQuest allows players to own the guilds and planets that make up the universe, letting them share in the value being generated. But our commitment to giving the community agency in the PlanetQuest universe stretches beyond just asset ownership.

From day one the decisions that drive the storyline of PlanetQuest will themselves be decentralized. In a grand, gamified, universe spanning epic, the players are able to vote on critical decisions that move the story forward and evolve the game and receive rewards for doing so.

As the story progresses past chapters will be worked out into more detailed lore, art and comics, forming the basis for future series and movies and forever enshrining the choices of the player base in the history books of our universe.

## 4\_Gameplay Fundamentals

### Planets & Guilds

#### PLANETS

The core gameplay in PlanetQuest takes place on the surface of both owned and unowned planets, all uniquely generated based on cutting edge procedural technology. Planets have different traits and rarities, which gives them each their own identity and unique value.

Owned planets are represented by an NFT and always belong to a specific faction, they offer a great opportunity for cooperative gameplay as only members of that faction are allowed to make their way to the planet surface.

Unowned planets, on the other hand, set the stage for versus gameplay. With no recognized sovereignty of any faction, players from all factions can take on missions on these planets, risking an all-out confrontation with one, or two of the other factions, but in turn offering them greater rewards for their efforts.

With players needing a home planet to play the game, planet owners quite literally hold the key to our universe and the community selects its own players.

#### GUILDS

Each faction has their own kind of guilds in the form of Houses (Empire), Corporations (Federation) and Coalitions (Union), each guild unites a number of planets under one banner. Guilds come at different rarity levels, each offering more benefits to the guild owner and the planets that are part of guild.



## Finding A Home Among The Stars

Although PlanetQuest is entirely free to play, players do need a home planet in order to experience the game fully. As additional planets are made available for purchase as the active player count grows this shouldn't usually be a challenge. During their onboarding, new players will typically find several common planets ready to take aboard new explorers.

This initial home planet is also where players will experience their first taste of PlanetQuest, as they learn to follow quantum signatures to uncover hidden riches, while staying safe from the dangerous wildlife that roams the planet.

As players progress through the game and earn more quantum, more opportunities will open up to them, allowing them to make their home on rare planets, offering interesting bonuses and access to countless different constellations, filled with brand new planets to explore.

## Missions & Survival

Once accustomed to exploration and survival on their home planet, intrepid explorers will quickly find their faction offering them a steady stream of missions. Missions see players teaming up to explore uncharted planets in search of rare resources, quantum deposits and even artifacts.

While some missions are purely cooperative, as they take place on sovereign planets belonging to one of the factions, others will see your team facing off against explorers from one or even two other factions. Successfully completing a mission will earn players quantum rewards, as well as parts, gear or even artifacts that may be found on the way.

\_PlanetQuest\_Camera 3



## Trading & Constructing

Of course, exploration and combat are not the only ways to succeed in PlanetQuest. Clever explorers will find the galactic exchange offers ample opportunity for making profitable trades. Additionally, parts bought on the exchange, or found during missions can be used to construct rare and valuable gear, which can be sold to other players, or put to good use for combat or exploration.

## Earning By Playing

Unlike traditional publisher-based games, PlanetQuest allows players earn a real- world income, sharing the proceeds of the game between the developers that are actually creating the product| and the countless players and asset owners that are helping to make the game a great experience for so many.

From rewarding great individual play with Quantum rewards, to allowing players to lend out their gear for a Quantum fee, to planet and guild owners earning a Quantum bonus depending on how well their players do, PlanetQuest puts ownership and earning potential in the hands of its community. Thanks to the power of exchanges, in-game assets can be freely bought and sold, and in-game earnings can be turned into fiat currency.

Going forward this will finally create a world where not just a few Twitch and YouTube streamers can make a living off playing their favorite game, but tens of thousands of skilled players, planet owners and guild owners can finally earn their keep, doing what they love best.

## 5\_Economic Model

### PQX: The Currency Of PlanetQuest

#### PQX UTILITY & PURPOSE

Used to buy, trade and construct gear and supplies, as well as for interplanetary transport, activation of artifacts and naming of planets, PQX (also known as Quantum) is at the center of the PlanetQuest economy. PQX is obtained by players from an exchange or earned as a reward for their in-game achievements and managing your PQX wisely is one of the key factors to success in PlanetQuest.

#### PQX ISSUANCE & DISTRIBUTION

Distribution of in-game currency to the community will take place in two phases, first a portion of the tokens will be offered as part of private and public token sales. After the public sale PQX can only be earned by in-game activity, staking, or by buying it from others on an exchange.

In-game earnings bring in by far the largest amount of PQX. Which is highly valuable to both other players and asset owners, such as planet owners, who need access to a sizeable supply of PQX to activate artifacts and upgrade their planets. This allows successful players to make a pretty penny by taking their earnings to the market.

Group	Allocation (%)	Token Allocation	TGE Unlock (%)	Vesting Period (Weeks)
Private Token Sales	12,0%	300.000.000	0%	208
Pre-Public Token Sale	3,0%	75.000.000	0%	208
Public Token Sale	5,0%	125.000.000	100%	0
Listings / Liquidity Pools	4,0%	100.000.000	100%	0
Rewards / Emission	46,0%	1.150.000.000	0%	312
Reserve	5,0%	125.000.000	0%	208
Advisors	2,5%	62.500.000	0%	208
Team	22,5%	562.500.000	0%	208
<b>Total</b>	<b>100.0%</b>	<b>2,500,000,000</b>		

*NOTE: Despite the 4-year vesting period, team and reserve tokens will be unlocked for staking and governance on TGE*



## TOKEN DISTRIBUTION

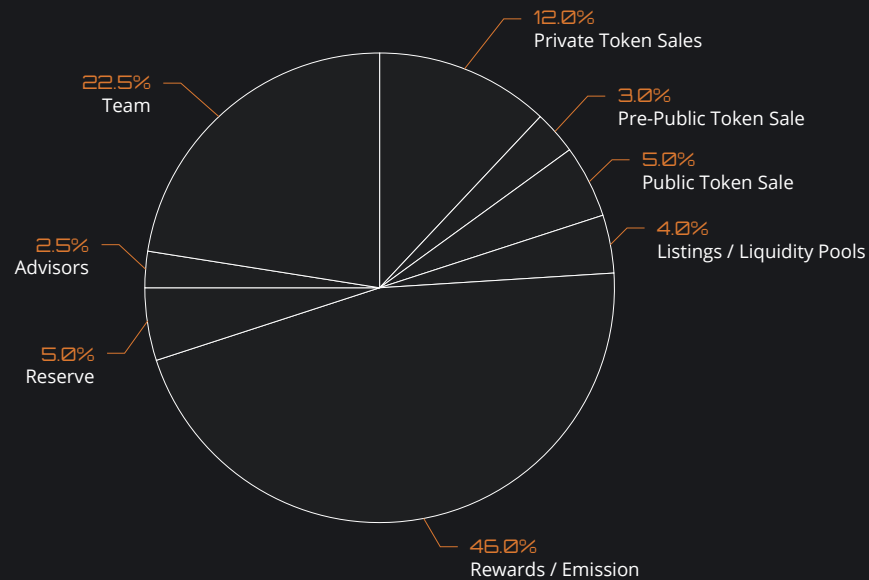


IMAGE: Token Distribution

## PQX IN CIRCULATION

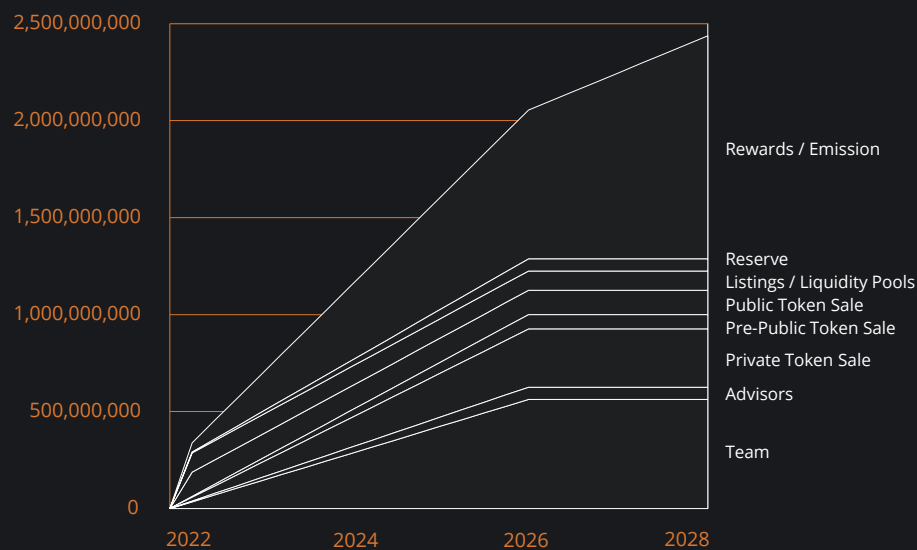


IMAGE: PQX in circulation

NOTE: The rewards/emission pool is the primary source of player rewards and other community incentives, although it vests over a period of 6 years, it may take longer before all reward pool tokens are emitted depending on community growth figures, as well as the rate at which community spending subsidizes the pool, conversely once all rewards are emitted an automated inflation algorithm will ensure long term viability of gameplay rewards.

## NFTs: The Assets Of PlanetQuest

### GUILDS, PLANETS & GEAR



PlanetQuest embraces the fact that it is, in fact, players who bring other players into great games and make sure they have a fun time. To reward these pillars of the community PlanetQuest introduces Guild and Planet NFTs that generate a steady stream of PQX for their owners. For planet owners, this income depends on the activity and success of the players they offer a home on their planet, along with the rarity of their planet. For guild owners it depends on the success of the planet owners they can convince to join their organization, along with the rarity of their guild. This means, no matter the exact number of active players, that guild and planet owners who are doing a great job, will always be able to count on a steady stream of income.

Much like guild and planet owners, even regular players can earn additional PQX by lending out their unused gear to other players and collecting a percentage of the PQX they earn with it as a fee. As players earn more PQX they can work their way up the ladder from borrowing gear to owning gear and lending it out to others, from living on a common planet to living on more rare planets, and finally working all the way up to planet, or even guild ownership, offering every player massive potential for progression, far beyond just gameplay skills.

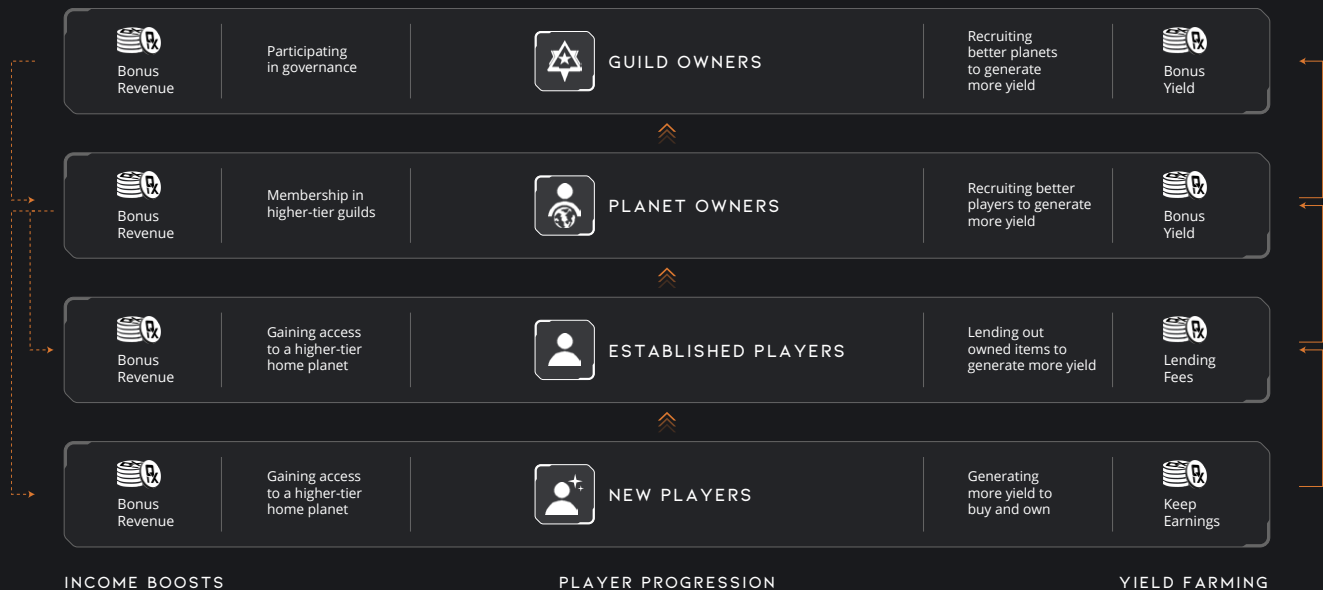


IMAGE: Value Progression

## UNDERSTANDING ASSET SALES

After the initial sale of Guilds, Planets and Gear, new assets will continue to be released into the game periodically, either through sales, or as in-game rewards that can be found and claimed by explorers. Naturally this will be done with careful consideration of the inflationary impact of such releases. Thanks to the deflationary nature of all in-game assets in PlanetQuest, we can count on a steady increase of the value of assets sold in previous rounds, as their rarity increases.

## USE OF THE MARKETPLACE

The PlanetQuest marketplace connects all players in-game to buy and sell assets. The majority of assets traded on the Marketplace will be earned as in-game rewards. However, it is also a place to list assets purchased during initial or periodic sales. Other players can bid on your assets or buy them directly for the asking price. Thanks to the use of NFTs and natural deflationary mechanics that exist for each asset class, the goods being sold are all unique and limited in supply, unlike those in traditional games.

	FINDING	PURCHASING	TRADING	CONSTRUCTING	STRIPPING
WHAT?	<ul style="list-style-type: none"> <li>› Artifacts (EXTREMELY RARE)</li> <li>› Gear (VERY RARE)</li> <li>› Parts (RARE)</li> <li>› Consumables (COMMON)</li> <li>› \$PQX (COMMON)</li> </ul>	<ul style="list-style-type: none"> <li>› Artifacts</li> <li>› Gear</li> <li>› Consumables</li> </ul>	<ul style="list-style-type: none"> <li>› Artifacts</li> <li>› Gear</li> <li>› Parts</li> </ul>	<ul style="list-style-type: none"> <li>› Artifacts</li> <li>› Gear</li> </ul>	<ul style="list-style-type: none"> <li>› Gear</li> </ul>
WHEN & WHERE?	Found while exploring or dropped by enemies	A selection of these will be available in store, with an absolute supply limit.  New items will be sold in the store periodically	On any supported trading platforms such as Immutable X, Opensea and TokenTrove	Once a player has the right parts and enough \$PQX, they can order the construction of new gear, or even the assembly of an artifact at a forge	Gear that's no longer considered useful, or in demand, can be stripped down for parts of a higher rarity
IMPACT	TOKEN ▲ NFTS ▲	TOKEN ▼ NFTS ▲	TOKEN ▼ NFTS =	TOKEN ▼ NFTS ▼	TOKEN = NFTS =
REVENUE	FREE value added to the player's collection	REVENUE = 100% PRICE › 50% Community › 50% Company	REVENUE = 10% FEE › 5% Community › 5% Company	REVENUE = 100% PRICE › 50% Community › 50% Company	FREE

IMAGE: Economic Interactions



## Native Yield Management

Successful blockchain games such as Axie Infinity offer huge potential for lending out NFTs to other players in order to generate a passive income. Often this is a laborious process done through scholarship programs, that see people going through an application process to lend NFTs, managers (the owners of NFTs) manually creating accounts and assigning the NFTs to them and then painstakingly, and manually, checking if each of their scholars is generating enough yield.

With PlanetQuest we want to empower anyone holding an asset to easily and quickly ensure that asset is generating value for them. To do so PlanetQuest will feature a Native Yield Management System, built right into the game. This system will allow asset owners to set simple earning criteria for the use of their gear, or indeed for players making a home on their planet, or planets joining their guild.

This ensures that players, or planet owners that meet the requirements can immediately borrow gear, join a planet, or even become part of a guild, both increasing their own income potential and generating extra yield for the asset owner.



## Inflation & Deflation

All assets in PlanetQuest come with a both an inflationary and deflationary mechanic, which ensures there is ways to meet excess demand, as well as ways to deal with excess supply in such a way that even when these fluctuations occur, the economic system will rapidly rebalance itself.

## PLANETS & GUILDS



New planets and guilds are offered for sale as existing ones fill up with players, making sure there is always enough planets and guilds for new players to find a home. Should player count drop, planet owners are incentivized to recruit new players to shore up their earnings, or may (in future), be given the option to crack empty planets, or dissolve empty guilds, for a one-time lump sum of Quantum, burning the NFT in the process.

## GEAR



New gear (as well as parts) can be found as in-game rewards or bought as part of a periodical gear sale, the total supply of gear sold or dropped is balanced for the number of active players to provide a steady influx of new rewards and acquisitions without flooding the market. As players strive to improve their gear, they are constantly incentivized to strip down existing gear for parts and use those to construct new gear of a higher rarity. This ensures any excess supply of gear is quickly snapped up and stripped down, drastically reducing the supply.

## PQX



Sales of NFTs and supplies, trading fees, construction costs, artifact activation and other in-game transactions provide the treasury and rewards / emissions pool with a constant flow of PQX. This, along with detailed information on in-game activity and transactions, allows us to set an economic policy, which may include the burning of PQX to deflate the currency, or the emission of additional rewards to ensure sufficient PQX stays in circulation to provide a great game experience.

## 6\_Governance

---

After an initial period of developer control, during the alpha and beta of the game, we aim to transition to a governance model that allows all stakeholders to have a say in key decisions about the economic policy, asset release schedules and the further evolution of the game itself.

## 7\_Beyond Release

---

After the release of the initial game, we expect to expand the PlanetQuest universe with additional experiences, allowing players to explore the depths of space, engage in the construction of massive fleets and even harvest the power of entire stars, all powered by PQX.

Next to this we will continue to expand the audience of PlanetQuest by telling its story in writing, comics, art, as well as series and movies, as demonstrated by the success of series such as Dragon's Blood and Arcane, both of which are based on hit games (Dota 2 and League of Legends respectively).

## 8\_Giving Back

---

Thanks to its uniquely visual nature, PlanetQuest is an excellent tool to help people better understand the workings of our universe, as well as our own planet. Because of this we aim to set up an educational program to help children around the world appreciate the vastness and beauty of our galaxy and earth itself, to be rolled out to schools around the world.

In addition to using a carbon neutral blockchain solution in Immutable X, we strive to dedicate a portion of the profits of PlanetQuest to initiatives dedicated to preserving our planet for the upcoming generations, helping to rid the oceans of plastic, keep our forests strong and healthy and preserving the biodiversity our planet needs.



## 9\_Conclusion

PlanetQuest offers its players and community members the ability to own a piece of history. Opening up a space of limitless opportunities, where players control planets, guilds and even the fate of our universe with the decisions they make. In an adventure that takes democratizing access to Play&Earn opportunities to the next level, doing away with massive game downloads and heavyweight engines, that throw up massive barrier to entry, and instead offering unfettered access to players all over the world, even in countries where mobile hardware is often the only option.

\_PlanetQuest\_Camera 4



We hope you'll join us on the  
forefront of this journey!