XPLORE

Whitepaper - Version 1

A white paper is a report or guide that informs readers concisely about a complex issue and presents the issuing body's philosophy on the matter. It is meant to help readers understand an issue, solve a problem, or make a decision. A white paper is the first document researchers should read to better understand a core concept or an idea.

Sommaire

The idea, the origins

Travel, get rewarded

We are a team of passionate travelers, adventurers and explorers.

When we asked ourselves a question : how to enjoy life at its fullest? One answer felt obvious, travel! Imagine going on trips all around the world and being rewarded for discovering its wonders. Unless you are a traveling influencer or working for some traveling tour guide, the idea might look unreal.

Our project aims to provide you with such an experience, where you get rewarded for traveling.
Encounters with unpredictability is what we consider the most important in life. It seems essential for us to share them with you.

X'Plore brings together people with this common passion for adventure and self-transcendence.

3

The state of the play

The entertainment in France

Turnover of nearly 2.3 billion euros

more than 40 million people/year

The French spend around €600 per year in entertainment

Twice as much for households with incomes above €2000 per month

X'PLORE proposal

The entertainment : A fast-growing sector full of opportunities.

Demand in this sector has increased massively since the covid crisis. During this pandemic, many people found themselves locked up and isolated. Today, it appears as a necessity to go out, to have fun, to enjoy life.

The Escape Games market exists since 2013 in France and has been very successful, but it is now reaching its limits. It shows a need for innovation. Therefore, we see the emergence of concepts combining new technologies with original ideas.
Escape Games within virtual reality or augmented reality are being developed, but with little to no success. There is also an increasing number of outdoor Escape Games. It is from this idea that we wish to develop and revitalize the concept.

We want adventure game enthusiasts to be able to immerse themselves in our concept and be rewarded for it. More than just entertainment, we want to create an experience supported by a strong community.
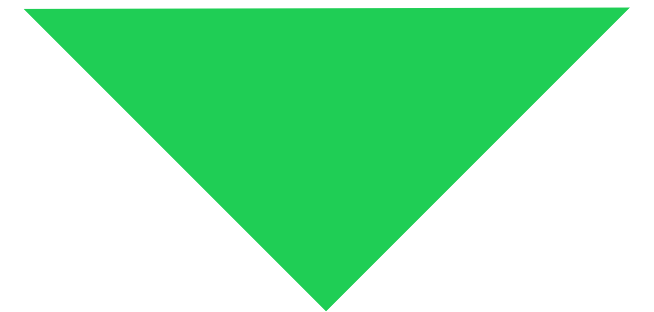
Activity area

| Treasure hunt | Touring | Escapes Games | Géocaching |

X'Plore is inspired by several types of entertainment. The idea is to offer a unique experience bringing together the best of these activities.

The sectors of Escape Games and Geocaching are the best known in the current context and are tested and validated concepts

On the other hand, there are only a few companies/entities carrying out **treasure hunts** on a **national**, **regional** and **local** scale. Even less are offering you **a real treasure** in the end.

Figures

Treasure hunt in France

5   The number of "long lasting" treasure hunts (several months) started in 2022.

9   The number of treasure hunts that can be carried out at all times.

13   The number of treasure hunts that ended in 2022.

1993   The beginning of the oldest known and uncompleted treasure hunt to date.

Source https://www.chasses-au-tresor.com/les-chasses-au-tresor

Figures

Escape Games inFrance

885   The number of brands (companies).

2550   The number of open rooms.

30%   The market share acquired by franchises within the French market.

50 000 €   The average cost for opening a room

Problem

Emerging issues

Some treasure hunts have been going on for more than 10 years but the treasure has never been found, so we can wonder if there really is a treasure.

The game is based on the trust from the players towards the authors/organizers.

There is no possibility of renewal until the game is over.

There is only one winner for the treasure hunt.

Escape Games are rarely achievable alone (no time to do everything, action that needs to be done by 2 persons).

A treasure hunt includes travel costs and only the winner can be compensated.

The blockchain solves these issues

Our system solves these issues

Our solution

Discovering unusual places

For the first edition, the adventure leads you to **unusual places** of the French cultural heritage. You would perhaps never have discovered these places without the challenge that we are offering you.

A unique adventure that can be rewarded

Within the competition, each ticket will offer a different adventure and experience. The best players will be **rewarded** for their efforts commensurate with their involvement.

Bringing participants out of their comfort zone

Participants in phases 3 and 4 will have to travel across France to solve puzzles involving **surpassing oneself**. Facing your fears is also an adventure!

Affordable entertainment

To participate in the adventure, you will have to pay a similar price than those charged in Escape Games, with the main difference being that **one ticket is enough for your whole team,** you don't have to buy one ticket per person

Team members can change throughout the adventure without any constraints!

A new experience in real life

Innovation for players

X'Plore is the first decentralized application that not only rewards the treasure hunt winner, but also a part of the participants.

An adventure open to everyone

We offer a concept in which a person who has purchased their ticket can play with anyone to solve the riddles.

A trustful environment

The use of the blockchain allows you to evolve in a **secure environment, without cheating possibilities.**The blockchain also allows us to ensure the **traceability** of each participants and X'Plore team actions.

Education on the blockchain tool

X'Plore uses blockchain as a tool, with **NFTs having a real utility** and not just a speculative interest.
We are adding our stone to the edifice in the digital transition currently in progress.

Founders

A human adventure like our treasure hunts

Alexandre Siguret

Chief Executive Officer

- Project lead
- Product owner

in **Alexandre Siguret**

Tom Orvain

Chief Product Officer

- Product designer
- UI/UX-designer

in **Tom Orvain**

Pierre Le Dez

Chief Technical Officer

- Technical lead
- Developer

in **Pierre Le Dez**

Lise

Chief Creative Officer

- 3D artist
- 2D/3D/Tattoo artist

@_globule

Collaborateurs

Une aventure humaine à l'image de nos chasses au trésor

Romain Martinot

Developer Full Stack

- Developer

Romain Martinot

Mathieu Brousset

In charge of communication

- Communication
- Social Network

Mathieu Brousset

Ines Zaïdi

In charge of marketing

- Marketing

Ines Zaïdi

How does the game work ?

Select your city

Buy your ticket

Wait for the beginning of the treasure hunt

X'Plore aims to become the biggest treasure hunt in the world. The game consists of several editions. Each editions will take place in a different country.
For the first edition, **20 cities in France** have been selected to serve as a starting point.

A limited number of tickets will be available for each city. There will be **7,350 tickets** on sale in this first edition, with each city having a set quota of tickets (approximately 1 per 1,000 inhabitants). In addition, **40 bonus tickets** will be offered to you.

Each ticket will be sold for the equivalent in EGLD of **100 euros** (at the time of the snapshot). This money will largely return to the players, in the form of **rewards** at the end of each phase for the fastest 10%.
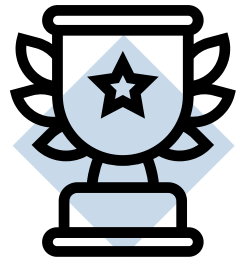
The game is organized into **4 phases**, each of which consists of **5 riddles**.
Each phase takes place in a different location, phase 1 in the city, phase 2 in the regions, phases 3 and 4 throughout France. These last two phases emphasize on surpassing oneself and getting out of one's comfort zone.

How does the game work ?

Solve up to 20 puzzles

Earn rewards

Become the winner of the game

The game is therefore punctuated by the puzzles of each phase. The player will have to solve them in order to discover the different interest points.

Near each interest point is a hidden **QR code** allowing you to validate the riddle and to move on to the next one.

For a QR code to deliver the next riddle, you will need to have in your inventory:

- an entry ticket or an NFT validating a phase ;
- the QR code corresponding to the riddle.

X'Plore is a **competitive game**, in each phase, only 10% of players will be able to move forward and be rewarded. This pattern is repeated 4 times to leave only 8 best players of the competition in the final phase (phase 4)

However, don't worry, an entry ticket will always give you the opportunity to try again in the following editions.
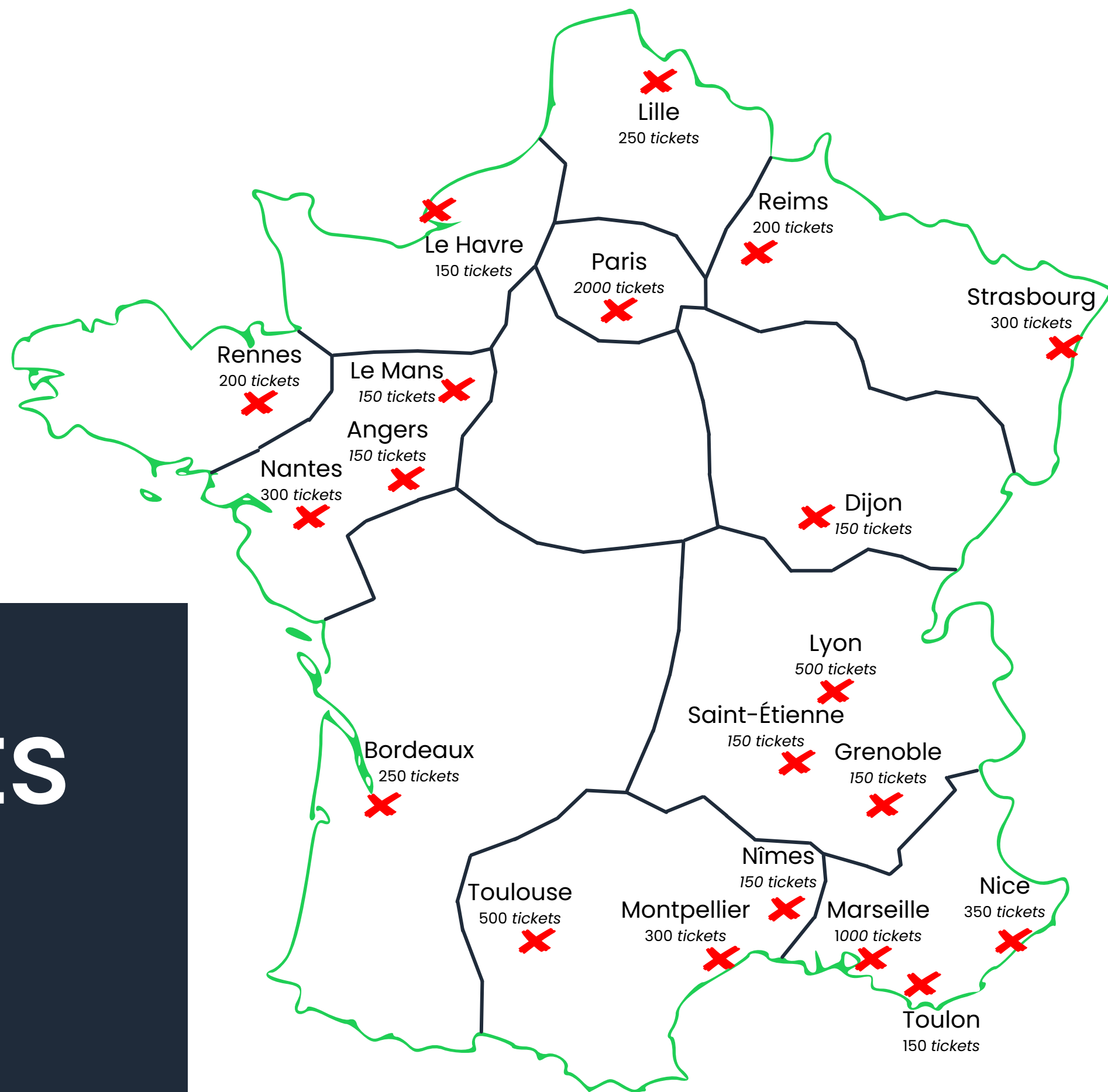
Here is our concept, the **Travel-To-Earn**. Good luck and have fun with your adventure!

Ticket breakdown in France (Phase 1)

7350 Tickets

+ 40 ultra-rare tickets giving the possibility to select his city

Lille
250 *tickets*

Le Havre
150 *tickets*

Reims
200 *tickets*

Paris
2000 *tickets*

Strasbourg
300 *tickets*

Rennes
200 *tickets*

Le Mans
150 *tickets*

Angers
150 *tickets*

Nantes
300 *tickets*

Dijon
150 *tickets*

Lyon
500 *tickets*

Saint-Étienne
150 *tickets*

Grenoble
150 *tickets*

Bordeaux
250 *tickets*

Nîmes
150 *tickets*

Nice
350 *tickets*

Toulouse
500 *tickets*

Montpellier
300 *tickets*

Marseille
1000 *tickets*

Toulon
150 *tickets*

Ticket breakdown in France (Phase 2)

739 Tickets

Haut de France
25 tickets

Grand Est
50 tickets

Normandie
15 tickets

île de France
201 tickets

Bretagne
20 tickets

Pays de la Loire
60 tickets

Bourgogne-Franche-Comté
15 tickets

Nouvelle Aquitaine
25 tickets

Auvergne-Rhone-Alpes
81 tickets

Occitanie
96 tickets

PACA
151 tickets
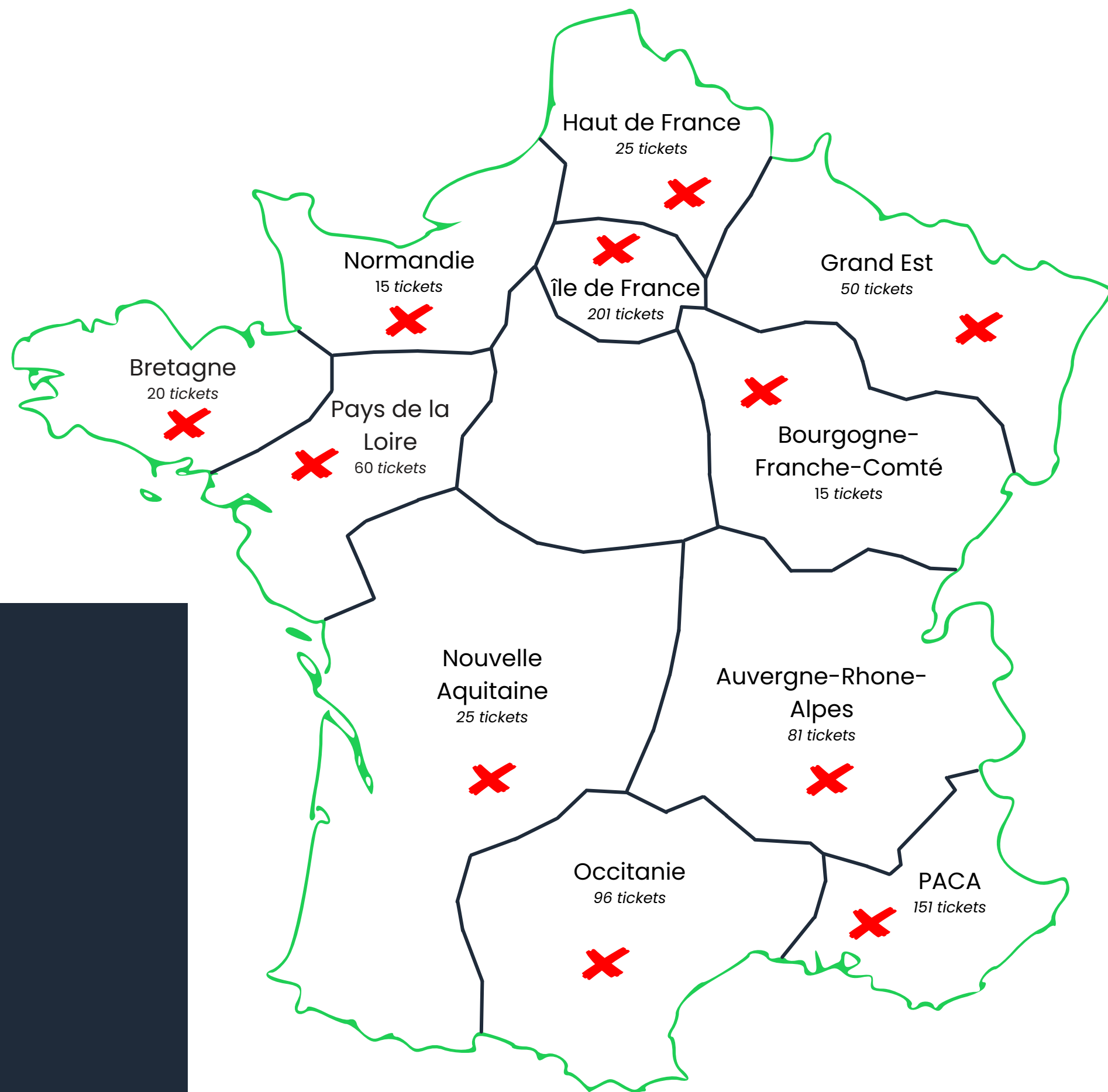
Rewards

Reminder: theoretical price (at the snapshot) 1 EGLD = €100

Price of 1 entry ticket: 1 EGLD

Reaching phase 2 means winning **1,24 EGLD**   **5 riddles**

Reaching phase 3 means winning **12,4 EGLD**   **5 riddles**

Reaching phase 4 means winning **119,43 EGLD**   **5 riddles**

Reaching the final treasure means winning **735 EGLD**   **5 riddles**

For 7350 tickets sold : 3524.16 EGLD are redistributed

Phase 1
Riddle 1

Phase 1
7390 tickets
20 cities

Phase 2
739 tickets
Regional

Phase 3
74 tickets
National

Phase 4
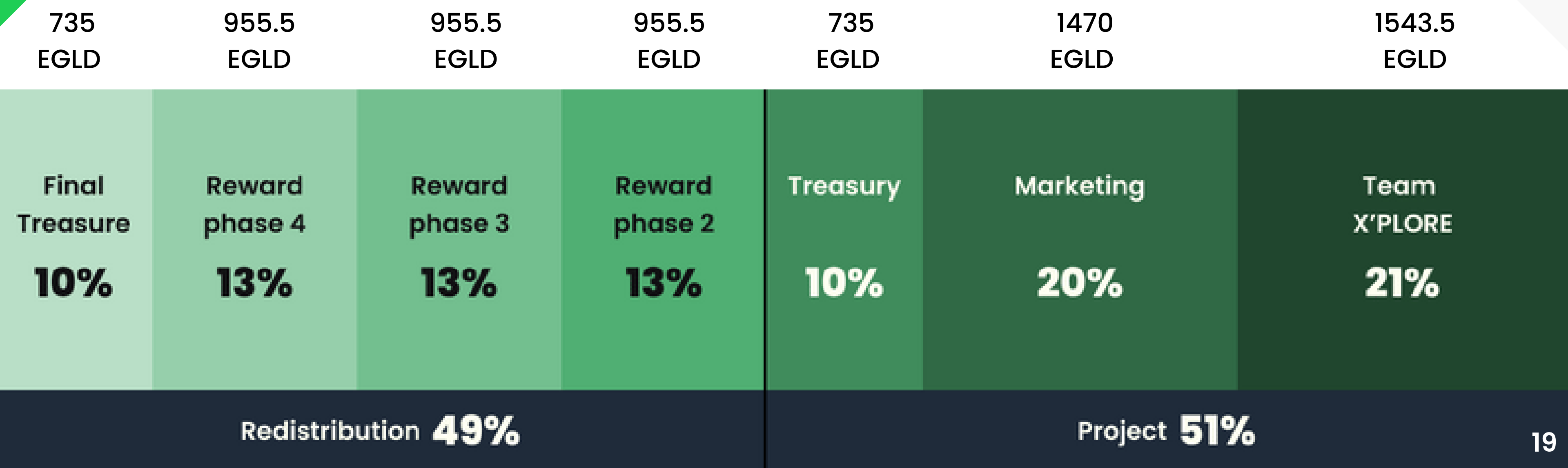8 tickets
National

FIN
1 Treasure
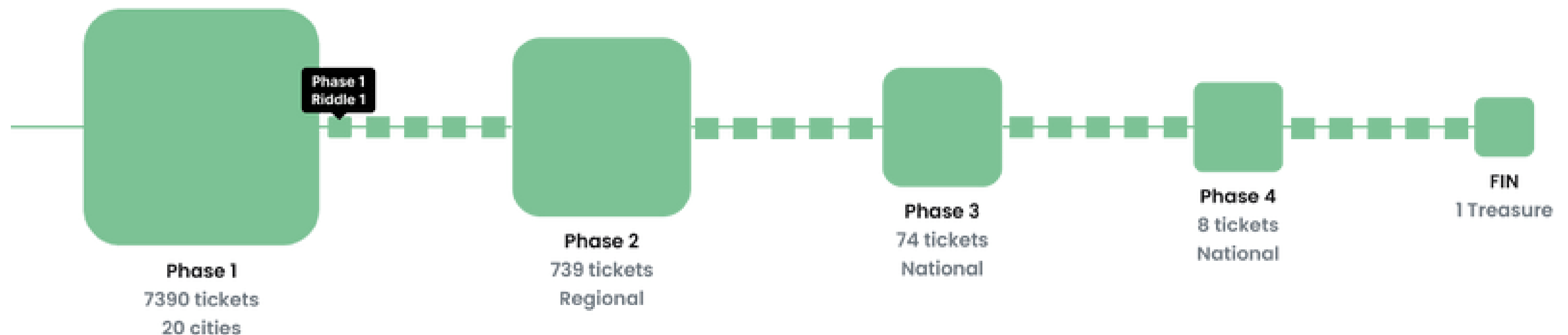
Tokenomics

7350 NFT sold

Reminder: theoretical price (at the snapshot) 1 EGLD = €100

1 NFT = 1 EGLD

We are calling NFT that we are selling : tickets,They give you access to the game.

735 EGLD	955.5 EGLD	955.5 EGLD	955.5 EGLD	735 EGLD	1470 EGLD	1543.5 EGLD
Final Treasure	Reward phase 4	Reward phase 3	Reward phase 2	Treasury	Marketing	Team X'PLORE
10%	**13%**	**13%**	**13%**	**10%**	**20%**	**21%**

Redistribution **49%**   Project **51%**

Tickets breakdown over editions

Ultra-rare NFT = bonus tickets that can be used in the city of your choice (among those available)

13 editions

This is the forecast number of countries in which an edition will take place.
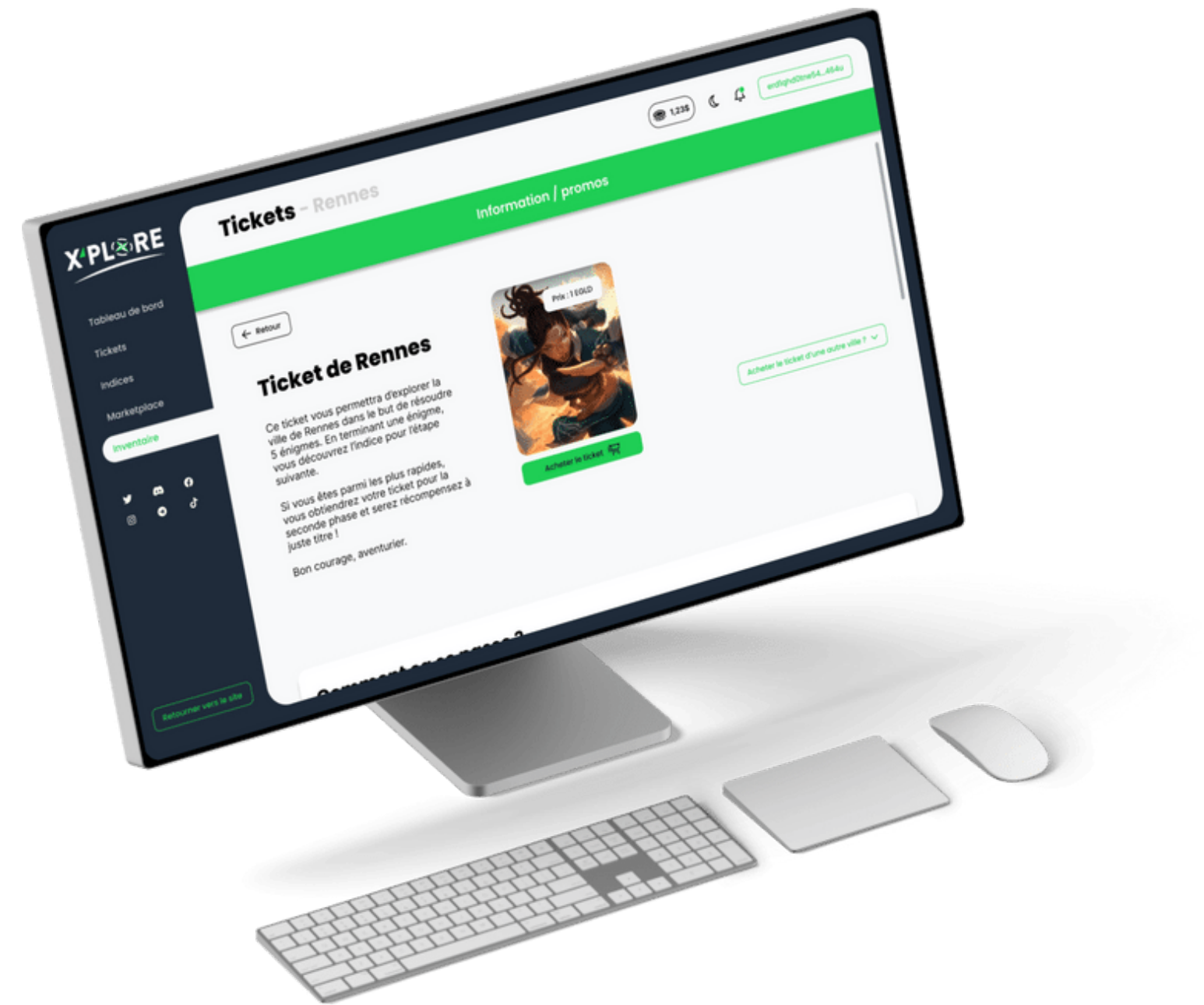
7350 NFTs will be released with each edition

40 NFT-ultra rare bonuses will be released with each edition

There will be a total of 100,000 NFTs at most.

They will be used for the World editions

Roadmap – Completed part

March 2022

Project creation

April – May 2022

Team recruitment

Project prototyping

Tokenomics NFT

Designing the game rules

June – July – August 2022

Marketing strategy

Showcase website creation

First visual creation of NFT

Social network opening

Business Model & Business Plan

Riddles creation

Smart contracts development

Whitepaper

Roadmap - Forecast

November 2022

First Proof of Concept

Beta game -
Location : Rennes

Only for 40 X'Plorers

February 2023

Second Proof of Concept

Alpha game -
Location: Nantes

Only for 70 X'Plorers

April 2023

Ticket (NFT) and riddles finalization

Riddles and ticket visuals finalization

May - September 2023

QR code installation

QR code installation on interest points

Roadmap - Forecast

October 2023

Tickets sale

Opening of private ticket sales (Whitelist)

Followed through by the public sale a few days later

December 2023

Departure date announcement

Announcement of departure date (decided by the community)

January-... 2024

X'Plore first edition

X'Plore release
Location : France

October 2024

Coming soon

Preparation of the follow-up (edition 2, ticket borrowing, ...)

Why NFTs? (Non-Fungible Token)

We use this tool to certify that players are indeed participating in the game. Only a person in possession of an NFT (entry or phase ticket) is able to scan the QR codes. Other NFTs (riddle nfts) will be distributed at the end of each riddle to confirm that the user has found the QR code linked to it.

NFT

A non-fungible token (NFT) is a unique digital identifier that cannot be copied, substituted, or subdivided, that is recorded in a blockchain, and that is used to certify authenticity and ownership. The ownership of an NFT is recorded in the blockchain and can be transferred by the owner, allowing NFTs to be sold and traded.

The NFT are not only used to control a person's membership in the adventure, but also to track players progress in the game as well as their eligibility for rewards.

All of this data is available on the blockchain. Therefore this model guarantees total transparency for the players and the X'Plore team.

Warning and information

The X'Plore project was developed for the sole purpose of entertaining and offering a unique experience to its users.Entrance tickets are distributed in the form of NFTs from the Elrond blockchain. These non-fungible tokens do not constitute financial instruments within the meaning of Article L.211-1 of the french Monetary and Financial Code and do not confer any rights other than those described in the Whitepaper.

All of the rewards set out in the whitepaper will be distributed in the form of EGLD token and NFT tokens from the Elrond blockchain. These rewards are subject to the volatility as well as the risks of loss (partial or total) related to this market.

No guarantee is given regarding the liquidity of the NFT tokens and EGLD tokens acquired during the offer, the existence of a secondary market for these tokens (NFT or EGLD) and the value of these as well as their equivalent in currency.

In addition, the regulatory framework applicable to those tokens (NFT and EGLD), as well as the tax regime applicable for holding these are not currently defined in some jurisdictions. This offer has not been approved by the "Autorité des Marchés Financiers" (AMF) and relates only to the offer that is the subject of this whitepaper.

The organization team is allowed to own tokens (NFT) but is not allowed to take part in the game.

Contacts

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