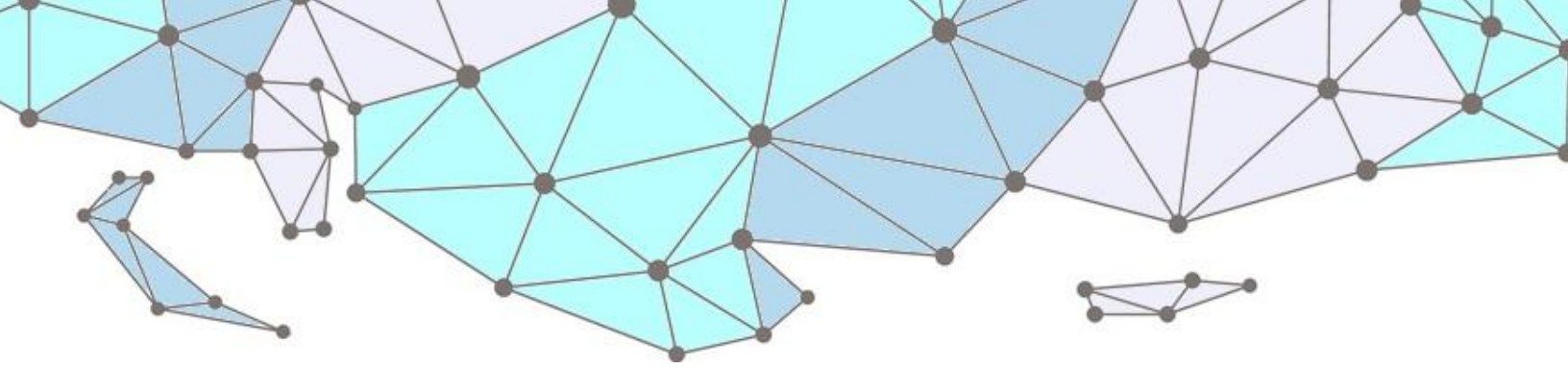


TOKENQUEST

WhitePaper v2.1



tokenquest.io



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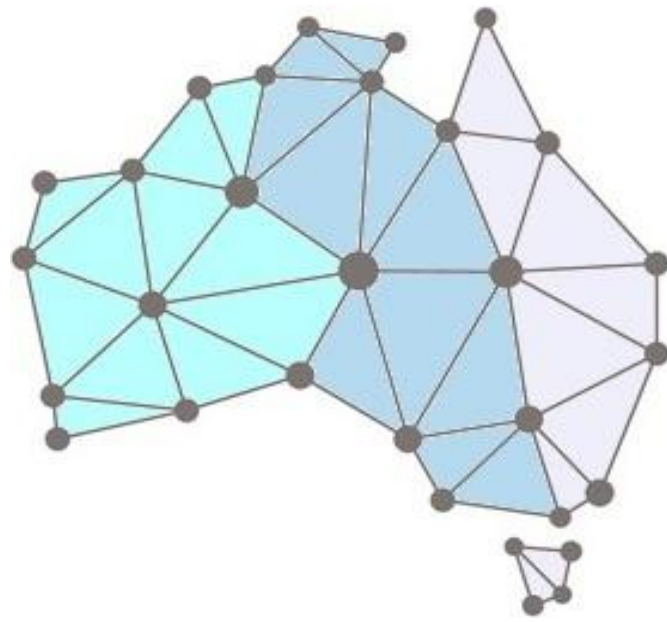


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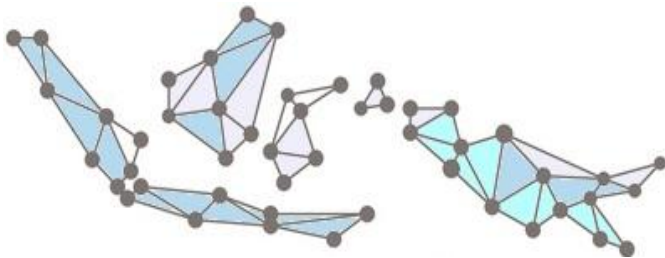
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1.0 TO OUR FELLOW SUPPORTERS

2018 has indeed been a tumultuous year for the cryptocurrency revolution, and has presented new innovations, challenges, technological prowess, as well as challenging obstacles to overcome.

Whether you are new to cryptocurrency, a passive enthusiast, researcher, or a long-term investor, there is something to be shared in common between us all: the use of electricity for mining operations is slowly dwindling our earth's power supply, and this cannot go on forever. In fact, many analysts are predicting Bitcoin mining operations will consume the entire world's electricity by 2020. Surely, we must act now, but in a way that will unite the world to work together for a common cause with renewed vigor and interest. So how does one do that? By making it fun to do!

TokenQuest gamifies the token mining experience through our interactive mobile app, minimizing power costs associated with mining, and turning mining into a global mobile phone cryptohunt adventure, utilizing the blockchain for donation ledgers, retail purchases, and IRS deduction ledgers. Giving back to the world has never been as much fun!

With 2018 brings the opening of our TokenQuest Headquarters, the hiring of the best blockchain experts available, as well as the most innovative programming team we can find.

The TokenQuest platform is a daunting project, containing immense technological challenges every step of the way, as well as revolutionary stylistic approaches to its design.

As our team begins the development process from start to finish, we welcome you to keep tabs on us through Telegram, Twitter, and Facebook, as well as our webpage at tokenquest.io for all of the latest news and updates. We will be informing you, our audience, with updates every step toward our goals, and hope we will have your continued support and enthusiasm as we reach the beta testing stage, scheduled for the third quarter of 2018.

We also look forward to introducing you to our new retail partners as well as Green organizations supporting TokenQuest and giving us their official seal of approval and support.

But most importantly, we thank you for your continued support of our product and enthusiasm for the TokenQuest mission. Game On, for the world!

Best Regards,
Mark Ross
TokenQuest



2.0 PROBLEM: ENERGY WASTE

According to Digiconomist's Bitcoin Energy Consumption Index, as of November 20th, 2017, Bitcoin's current estimated annual electricity consumption is 29.05 billion kilowatt hours (kWh). The figure represents 0.13 percent of global electricity consumption.¹

According to the UK energy comparison site Power Compare, Bitcoin mining is currently using more electricity than 159 individual countries.²

If Bitcoin miners were one country, it would be ranked 61st in the world based on electricity consumption, comparable to Morocco or Slovakia.³

The economics of Bitcoin mining mean that most miners need access to reliable yet cheap power (2 or 3 cents per kilowatt hour). As a result, a lot are located near sources of hydro power, where it's cheap. Cryptocurrency mining in Iceland is using so much energy, the electricity may run out.⁵

Morgan Stanley has forecasted that Bitcoin mining could use up more than 125 terawatt hours of electricity this year, a level electric vehicles globally won't reach until 2025. The bank also estimates that it costs \$3,000 to \$7,000 to produce one Bitcoin, including both energy and hardware expenses.⁶

Bitcoin is now on pace to use just over 42TWh of electricity in a year, placing it ahead of New Zealand and Hungary and just behind Peru, according to estimates from Digiconomist.⁷

"If it keeps increasing at this rate, Bitcoin mining will consume the entire world's electricity by February 2020" - Power Compare Reports.⁴

2.1 PROBLEM: A MINING MINORITY

Is it worth it to mine cryptocurrencies? As reported by LifeWire.com. "...as a hobby venture, yes, cryptocurrency mining can generate a small income of perhaps a dollar or two per day. In particular, the digital currencies mentioned above are very accessible for regular people to mine, and a person can recoup \$1000 in hardware costs in about 18-24 months. As a second income, no, cryptocurrency mining is not a reliable way to make substantial money for most people. The profit from mining cryptocurrencies only becomes significant when someone is willing to invest \$3000-\$5000 in up-front hardware costs, at which time you could potentially earn \$50 per day or more."⁸

As an added obstacle on the path toward mining rewards, many cryptocurrencies require you to find and join up with a mining pool in order to get started, where you'd need the following at a minimum:

- a mining software package
- a reliable full-time internet connection (ideally 2 megabits per second or faster)
- a hardware setup location (cooled)
- a desktop or custom-built dedicated computer, designed for mining.
- an ATI graphics processing unit (GPU) or a specialized processing device called a mining ASIC chip, which can cost anywhere from \$90 used to \$3000 new for each GPU or ASIC chip.
- Personal curiosity and determination. You absolutely need a strong appetite for reading and constant learning, as there are ongoing technological changes and new techniques for optimizing coin mining results. The most successful coin miners spend hours every week studying the best ways to adjust and improve their coin mining performance.⁸

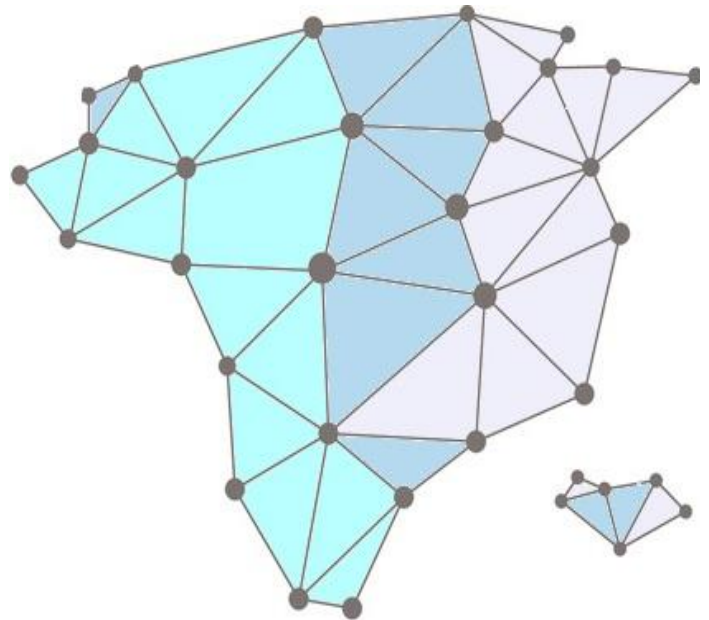
2.2 THE BOTTOM LINE

The tens of thousands of actual crypto-miners who are participating in the mining process are slowly draining away the world's supply of electricity. The entire mining process, up to now, is cumbersome, confusing to many, expensive, and is debatably not worth the end result of having a currency rely on it.

The average cryptocurrency user has to spend hours scouring the Internet for articles containing tips and advice on how to get started. Many ultimately give up, and pursue other interests.

The New York Times Online has said, "If you find the concept of Bitcoin confusing, you are not alone. The virtual currency has been a constant source of controversy, but it is still not well understood".⁹

The same can be said for the over 1500 new alt coins which have sprouted up since Bitcoin's debut: To understand what these coins are all about, and how to mine them, you practically need a PhD degree. **Those that do, are exponentially draining our overall electricity usage, which will be tapped out by 2020.**



3.0 THE SOLUTION: TOKENQUEST

3.1 SEARCH. DISCOVER. SPEND.

Let this be your mantra as you download the TokenQuest app, and prepare for some fun and excitement – the coins are coming to you! The only mining skill required is a sense of adventure – do you qualify?



3.2 SEARCH.

Our vision, from the beginning, has been to protect our Earth by staying “green”, removing the need for token discovery via high electrical consumption rates, and in the same process make mining irresistibly fun, exciting, and feasible for the non-technical consumer. Instead of using expensive, energy-consuming computers to mine coins, the TQ (TokenQuest) mobile app will bring the coins to you!

The TQ Mobile app (see next page) is all that is needed to mine coins, and available for preview at tokenquest.io. Only your cell phone battery is used, and like Facebook, or Instagram, the usage intensity of the app is always minimal. And like these apps, the average User will most likely be going into the TQ App dozens or more times per day when stationary – and unlimited times per day if they happen to be traveling, given the increased odds of TQ coin discovery.

3.3 DISCOVER.

Why will Users be going into the TQ App this many times? Because TokenQuest will be "digitally" inserting coins (aka TQs) randomly around the globe, adding them at an exponential rate, as more TQs are discovered.


TQs may spawn in oceans, deep within the Serengeti, or in the streets of New York City. Two new TQs spawn globally for each single TQ discovered. TQs not discovered within 1 hour are "teleported" to new, random locations across the globe.

3.3 DISCOVER. (CON'T)

To keep with our Green mission, we have chosen 197,000,000 (the total square miles on our planet) as the hard cap on total TQs that will be made discoverable: 98,500,000 allowed for individual discovery, and 98,500,000 allowed for the TQ Group Proximity Bonus (explained later).

TQ "scarcity" will start (on opening day) as Phase 1, or "no difficulty", to generate public interest, and as more and more TQs are discovered over time, become increasingly more difficult to discover. Given the fact that 71% of the Earth is covered in water, 71% of the total TQs in the later stages could be out at sea, with a level of discovery near impossible.

Gamifying the Mining Experience Through the TQ App



TQ App showing 1 TQ available for discovery within 3 miles of the User. Each red ring represents a radius of one mile.

The TQ App shows rings of distance to the TQ based on your current satellite location. The app is not a compass, and cannot be used in that matter. Rather, your overall proximity to the TQ is shown.

Your goal is to move in the direction that brings the TQ coin image closer to the bullseye. When it lands inside the bullseye, you can claim the TQ coin!

★ TQ TIP

The TQ App will also allow you to:

- View your current account profile and TQ Balance
- Transfer TQs to/from your wallet
- Shop within the TQ Mall
- Find Social Media friends to TQ Hunt with
- Mine TQ Minis while you wait for real TQs to spawn, allowing you to earn game wide power-ups at the Power-Up Palace.



3.4 SPEND

Collecting TQs wouldn't be all that exciting unless there was power behind them. Because the TQ App will be opened as many times per day as the most popular social media app, we are confident advertisers will want constant exposure inside the TQ app in exchange for accepting TQ coins as currency.

Because TQ has the potential to attract the same guests, dozens or more times per day, the following options will be made available as a way to spend TQs outside of traditionally exporting them to a digital wallet (which will still be made available):

TQ Shopping Mall: TokenQuest wants the transition from TQ discovery to shopping to be quick, simple, and painless. At any point while in the TQ App, Users may click the TQ Shopping Mall Icon from the Main Menu and be instantly transported to a network of shopping outlets and online stores, where items can be purchased immediately in exchange for TQs.

Green Organizations: Organizations in support of TokenQuest will want to enable TQ Coins to help pay for green products for the environment, from eco-friendly clothing to solar panels.

In-App Purchases: Need to increase your TQ Radar to see farther? Want to increase your "magnetism" and potentially attract TQs at a higher frequency? The Power-Up Palace is where Users can exchange Mini TQs, real TQs, or direct purchase, for more powerful TQ hunting tools (see Section 4.3 for more details).

**TQ Currency Accepted.
(Have A Nice Day!)**



3.5 TQ CURRENCY

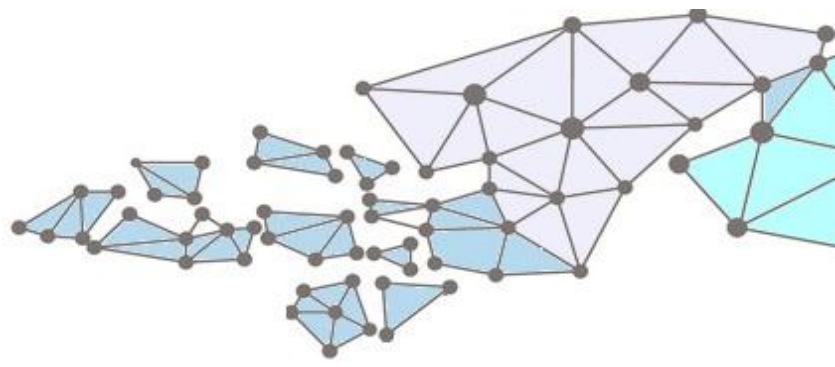
TQs are added to a User's wallet in one of five ways illustrated below. Below each method one can use to collect TQs are the sub-categories, listed for reference.



Single TQ	Fractional TQ	Fractional TQ (Group Split)	Beta Testing TQ Awards	Pre ICO Token Sale
TQ Coin Rolls	Fractional TQ Coin Rolls (Group Split)	Fractional TQ Coin Rolls (Group Split)	ICO Launch, 1 TQ Free for App Installation	ICO Token Sale
TQ Coin Bags	Fractional TQ Coin Bags (Group Split)	Fractional TQ Coin Bags (Group Split)	Refer A Friend TQ Bonus Award	Participating Exchanges
TQ Treasure Chests	Fractional TQ Treasure Chests (Group Split)	Fractional TQ Treasure Chests (Group Split)	Daily TQ Game, Win Prizes in TQs	Wallet to Wallet Transfer
TQ Power Coin	Reserved for Future Use	TQ Power Coin (Group Split)	Reserved for Future Use	Reserved for Future Use

TQ deposits, withdrawals, discovery, exchanges for retail goods through our Advertisers, as well as donated to our GreenOrg partners will all be protected through the security of the blockchain.

3.6 TQ RETAIL MODEL



TokenQuest plans to have relationships with the top online retailers as well as ecommerce package integration for online stores. Because of the curiosity and social aspects of the TQ App, the high volumes of Users online at any given time will keep TQtv commercials running constantly, creating a reciprocally beneficial relationship with our shopping partners. TokenQuest will accomplish these beneficial relationships through the following sales funnel:

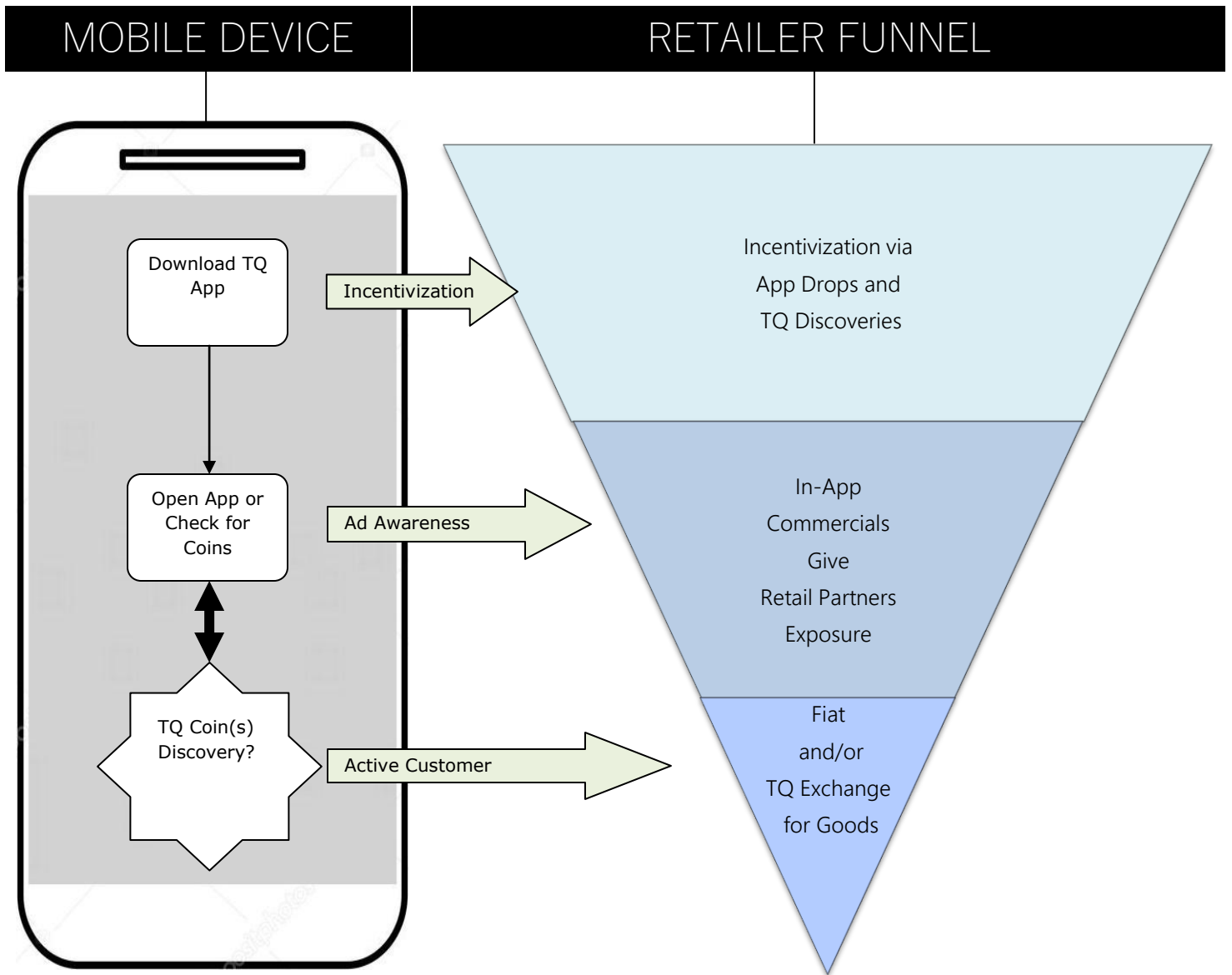


Figure A – How TQ will work with our Retail/eCommerce Partners

4.0 THE TQ APP



☆ Note: The TokenQuest Phone App will be made free to the public, and is currently in development as of Version 2.0 of this Whitepaper. The “TQ App” will be supported by both iPhone and Android, and be available for download on the AppStore and Google Play.

4.1 THE TQ APP MODULES



1. DISCOVERY MODULE (SECTION 4)

- Hunt for TQ Coins
- Discover/Claim TQ Coins
- Watch TQtv/Ad Network

2. TQ MALL (SECTION 5.1)

- Browse retailer outlets that accept TQs
- Purchase goods

3. TQ CHAT (SECTION 5.2)

- Add/Delete/Chat with TQ Members
- Form TQ Net Hunting Groups

4. POWERUP PALACE (SECTION 5.3)

- Buy assorted Power-Ups from the TQ store and enhance your game play.

5. DIGITAL WALLET (SECTION 5.5)

- Transfer TQs to/from a digital wallet for security.
- Transfer TQs as Gifts for Friends

6. SETTINGS (SECTION 5.6)

- Update TQ App Configurable Settings.
- Update Account Profile

4.2 DISCOVERY MODULE - INTERFACE

The Discovery Module is the main ingredient of the TQ App and the area Users will spend most of their time in, while using TokenQuest.

The Discovery Module will be aware when the User is actively engaging within the application, or has left it, in order for that User to qualify for any potential “Proximity Bonuses” (see Section 4.7). For all intents and purposes, our definition of engaging is “the TQ App open, and the phone not asleep or off.”

There are a variety of treasures and trinkets for Users to pick up as they explore the globe, as well potential new friends to chat with, and new groups to join. Or, the User may simply play solo, and collect TQs on their own. A more comprehensive look into the social dynamic within TokenQuest can be read in Section 4.4 of this Whitepaper.

The very basics of the Discovery Module, illustrated below:

HOME ICON

Instantly places you at your home location in the map so you can check for TQ spawns. A second tap and you're back to your original spot.

PHASE ICON

Shows which Phase (1 - 4) the TQ Spawn Rate is currently in (see Section 6.1: TQ Flow Control). The higher the phase, the harder to find TQs!

TQ MINIS

Wandering the globe in search of TQ Minis (not real TQs) allow you to explore, collect, and exchange for useful TQ collecting tools from Power-Up Palace.

TQ INDICATOR

Displays how many Discoverable TQs are in the area you're currently watching. TQ Indicators stop at the city level, and do not show further detail.

TQ GHOSTS

Shows where recently teleported TQs landed and then teleported elsewhere. Will help spark enthusiasm by Users as they search their local geography and find these.

TQ NETS

Join groups of TQ enthusiasts, share resources, mine collectively! (See Section 4.5: TQ Nets for more information)



TQtv WINDOW

Streaming ads from our sponsors as well as TQ News Updates keep commerce, mixed with interest, flowing. TQtv is always running, 24/7.

4.2 DISCOVERY MODULE – TQ TOKEN MINING



Figure B – The Discovery Module Engine – TQ Token Mining

1. EARTH VIEW

The Discovery Module's default state will bring up a Google-Earth type view showing the total number of discoverable TQs available, per country. A discoverable TQ is a TQ that is digitally placed, by the TokenQuest servers, at a random longitude and latitude coordinate. Two new TQs are spawned for every single TQ discovered. The TQ App, when opened, will communicate with the TQ Servers and be updated constantly with the User's current satellite coordinates.

2. COUNTRY & STATE VIEW

"Pinching" the screen with your fingers will expand the earth, zooming in to show further detail of discoverable TQs, which will be detailed from the country level right down to the city level of a state or territory.

3. CITY VIEW

Further screen pinching/expanding will ultimately stop at the city level, at which point all map detail remains the same and will not expand further.

In this example to our left, we have a bird's eye view of Manhattan, and only know that there are 22 discoverable TQs somewhere within the city limits. We do not know where they are precisely, only that they exist and remain discoverable.

4. RADIUS VIEW

Continuing to pinch/expand after the city level displays the TQ Discovery Bullseye, showing rings of distance from the User's current satellite location, to the closest undiscovered TQ. The User's goal is to move in the direction that brings the gold TQ coins closer to the 1-Mile bullseye center. In this example, the User can confirm they are within 3 miles of finding a TQ.

The Discovery Bullseye is not a compass. It does not inform the User which direction to travel in. This is all part of "the game". In this example, the User continues walking two miles and checks the TQ App again...

5. TQ CLAIM VIEW

... and the User has picked the correct direction which lands him within a one mile radius to the TQ, and a green CLAIM TQCOIN button has appeared in the center of the bullseye. At this point, our User can press the CLAIM TQCOIN button and receive 1 TQ, which will immediately appear in their Digital Wallet. This act of discovery will immediately spawn TWO new TQs randomly on the Earth, ready for discovery. It's really that simple, and fun!

4.3 DISCOVERY MODULE – TQ MINI MINING



Figure C –Examples of Discoverable Items Found In TokenQuest
(See Power-Up Palace in Section 5.2 for the full list)

Once the User has checked the TQ App for any coins in their direct vicinity, if should there be none, our goal is to keep the User inside the App rather than have them leave. We do this by utilizing the entire earth’s geography at our disposal, so it becomes a mini-game for them to play before re-checking for TQs again.

TQ Mini’s are virtual TQ coins, with no token or monetary value, that are scattered randomly across the User’s globe. TQ Mini’s are not a shared resource; the virtual coins found in a User’s own game are unique to that User, and nobody else.

TQ Mini’s can be accumulated, and then exchanged at the Power-Up Palace for in-game power-ups for TQ mining resources (e.g. nets, radius boosts, etc) that will help the User find TQs easier and more frequently. **TQ Mini’s create a link from the virtual world to the real world.**

1. TQ MINI

A TQ Mini rests near Brisbane, Australia. Upon picking up the TQ Mini, the User will be awarded with 1 to 100 random TQ Mini Coins.

2. RADIUS BOOSTER POWER-UP

A Radius Booster Power-Up waits for discovery in the middle of the Atlantic Ocean (See Power-Up Palace for more information on power-up resources and their uses).

3. TQ NET POWER-UP

A TQ Net Power-Up resource waits for discovery in Greenland (See Power-Up Palace for more information on power-up resources and their uses).

4.4 DISCOVERY MODULE – SOCIAL MINING

Social Mining plays an important role within the world of TokenQuest for a collective group mining experience where TQs can be discovered and fractionally shared across groups of people.



(INDIVIDUAL) TQ MINING

Individual mining specific to the User's actual location to determine if any TQs are discoverable. Applies to TQs, Coin Hoards, and Power Coin.

(SOCIAL) TQ NETS

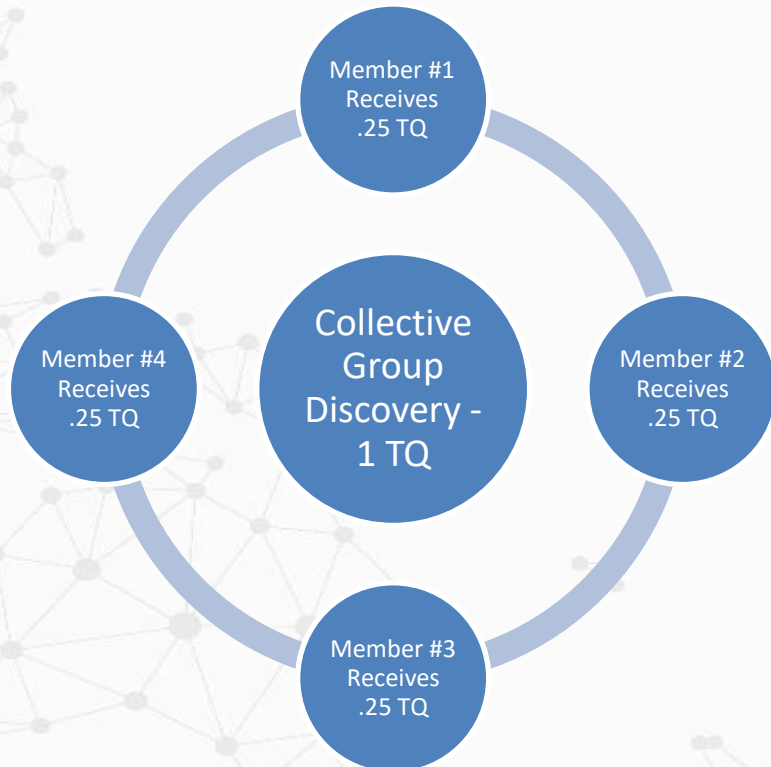
Utilizes the collective length of Nets within a Group of TQ Users. Upon discovery, TQ's are fractionally shared.

(SOCIAL) PROXIMITY BONUS

Requires other Users within a certain radius of you finding a TQ, causing you and a group of others nearby the finder to all fractionally split 1 TQ.

GROUP TQ MINING

- Requires at least one member to be active within the app for Proximity Bonus to occur
- The more active members that are engaged within the app, the larger the radius of discovery opportunity
- Upon discovery, all group members fractionally receive the TQ value (see example to right for a group discovery split)
- User's can join up to 100 Groups but require resources to be accepted generally (e.g. Nets, etc)



4.5 DISCOVERY MODULE – TQ NETS

WHAT IS A TQ NET?

When wandering throughout the TokenQuest World, Users will come across images of white nets in the oceans and lakes, of various sizes.

These are social “nets” aka “TQ Nets”, and allow for a collaborative and fun group-mining discovery experience.

TQ Nets allow the members of the group to contribute their own net resources to the group, thereby increasing the group net’s overall size of discovery for TQs which might potentially land and be “caught” in them.

Individual User nets are found by wandering the globe to find TQ Mini’s which can then be exchanged for nets of various sizes at Power-Up Palace.



HOW DOES ONE JOIN?

When a User comes across a TQ Net, they can click on the net to learn more about it (e.g. How many members, net size, who the Group Leader is, etc. (see figure below)

Groups can be open or closed to new members. Touching the yellow square on an open TQ Net group will provide an option to join, which will normally require a contribution (in the form of your own available inventory nets) before being accepted.

The Group Leader will decide to let a User become part of his/her net, as well contact them in TQ Chat to learn more details about their level of commitment in TokenQuest.

Leaving a TQ Net group returns back to a User’s inventory any net power-ups that User originally supplied.

Example of a small TQ Sea Net, made up of 5 TQ members and covering a total area of 450 sq mi. The Group is open to new members, and the group leader is “DollarBillMan”.

Example of a larger TQ Sea Net, made up of 25 TQ members and covering a total area of 2,400 sq mi. The Group is closed to new members, and the group leader is “Joker”.

HOW DO TQ NETS WORK?

In order for a TQ Net to be fully “spread”, all members of the net must be within the app and engaged, not away. Users switching out of TokenQuest to another app, or turning off their phone, will still be a recipient of any TQs that Net Group shares, but their individual net size won’t be contributing to the overall group’s net spread until they are back in the TQ app and re-engaged.

Example: 5 members make up a TQ Net Group. Their total net contributions are 10 sq mi per user, for a total radius of 50 sq miles. Only 1 member is playing TokenQuest when a TQ appears for discovery within the adjusted radius, and is claimed by that active member. All group members receive .20 TQs in their wallets for the net discovery (1 TQ divided by 5).

TQ NET POINTERS

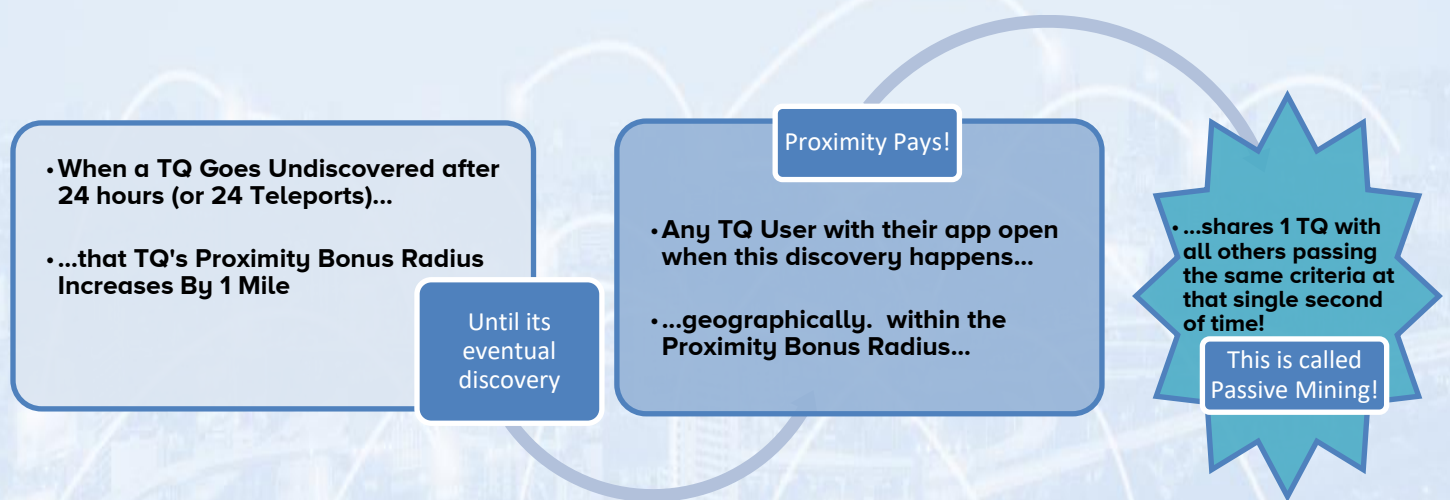
- **A single TQ Net can be made up of thousands of TQ Users who all don’t mind sharing a very small fractional TQ award in exchange for greater odds through the heavily expanded group’s square mile radius.**
- **TQ Net Groups will promote User loyalty within the TokenQuest world: members will require heavily engaged users to be a part of their group to keep their overall net radius large at all times. Members who are rarely on and unengaged will likely find themselves removed from groups swiftly.**
- **TQ Nets can only be formed over oceans or lakes where residents don’t live – otherwise, there would be a territorial conflict over who has rights to a newly spawned TQ by homeowners also under the net.**

4.7 DISCOVERY MODULE – PROXIMITY BONUS

The TQ Proximity Bonus allows for passive (non-intentional) mining of TQs, and is caused collaterally by another TQ User nearby to you, who discovers a TQ.

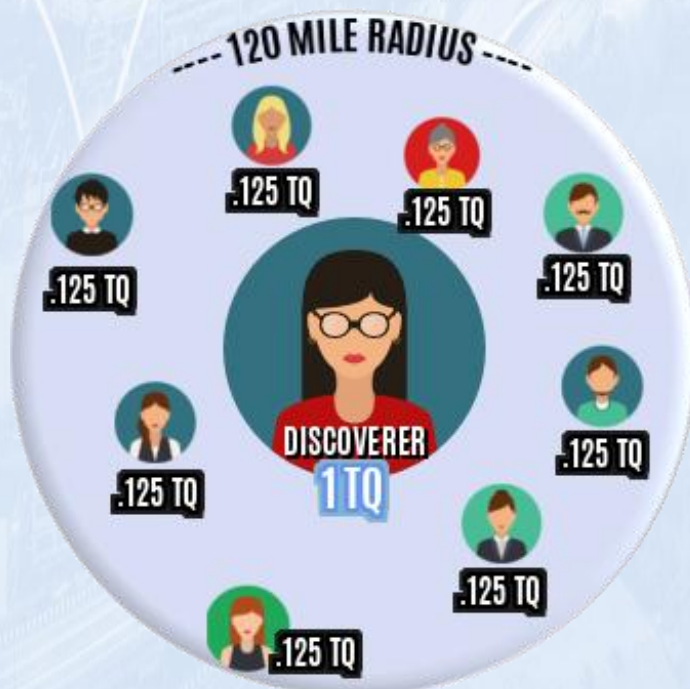
After 24 hours of teleports have elapsed per TQ, and it still remains undiscovered, its Proximity Discovery Radius is increased by ONE MILE. The Proximity Discovery Radius will continue to increase every 24 hours in this fashion.

All that is required is that Users within the Proximity Radius distance of a newly discovered TQ have their TQ App open, and they will receive a calculated amount of a second TQ to be shared between the group (this does not include the finder of the original TQ).



EXAMPLE BELOW: A TQ has remained undiscovered for 119 days. It teleports to a new location (Manhattan, New York) on the 120th day, where the Discoverer (see Graphic below), who also lives in Manhattan, discovers the TQ.

Imagining that the other 8 people in the graphic below live within a 120 mile radius of Manhattan, and have the TQ App open at the exact moment in time the Discoverer finds the TQ, all 8 people get a fractional piece of a 2nd TQ (.125 TQs each), directly added to their TQ Wallets, with the Discoverer receiving their 1 TQ as usual.



PROXIMITY BONUS BENEFITS

The TQ Proximity Bonus continues to incentivize Users to check the TQ App to look for collateral TQ contributions, and stay within eyesight of our advertisers. It also establishes a feeling of group community-giving and can encourage new online friendships to be discovered in the form of discovering fellow TQ hunters in one's local area.

NOTE: Should no users be within the Proximity Bonus Range, then the second TQ Bonus Coin will get allocated into the TQ Power Coin (see TQ Power Coin, next).

4.8 DISCOVERY MODULE – TQ POWER COIN

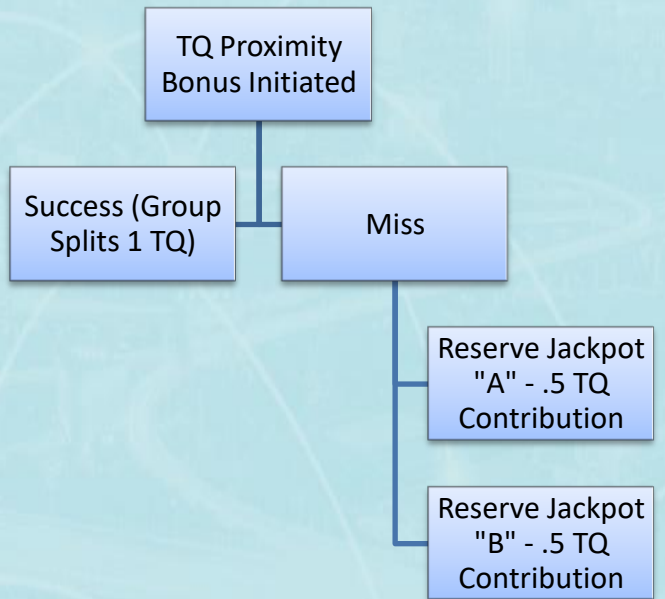
The TQ Power Coin rewards the discoverer with the Progressive Jackpot. Instead of receiving 1 TQ, the User will collect the current Progressive Jackpot value in TQs. The TQ Jackpot will give Users financially life-changing hope within the TQ App and help ensure their daily participation.

The TQ Power Coin will teleport from random locations like the other TQs, but at a much faster pace and shorter lifespan, **teleporting after non-discovery every 60 seconds**. The Power Coin Progressive Jackpot will be displayed within the TQ App, as well as a map showing its last known teleport locations for the previous 24 hours.

To best summarize the TQ Power Coin, it's like a quickly teleporting Lottery Ticket with a Progressive Jackpot attached, that has the potential to be discoverable at any point in time, and, based on the current market value of a single TQ, could potentially be similar to winning the lottery.



Reserve Jackpots Are Funded via Proximity Group "Misses"



HOW THE POWER COIN IS FUNDED

The TQ Power Coin Jackpot is funded by the following rule sets:

(1) 1,000,000 TQs set aside from the Cap of 197,000,000 TQs, reserved specifically for the TQ Power Coin, of which 500,000 will be immediately allocated as the First Power Coin's Jackpot, and the remaining 500,000 in reserve for the 2nd Power Coin's Jackpot, with a third and fourth Reserve Jackpot Fund that will immediately begin collecting TQs

(2) Proximity Bonus Misses e.g. Non-awards due to nobody being within the specific proximity required, will be allocated into TQ Power Coin Jackpot as well.

Because there are a total of 98,500,000 Proximity Bonus TQs set aside, there will be a great enough number of Group Discovery "misses" to keep the progressive jackpots accumulating steadily.

HOW RESERVE JACKPOTS ARE FUNDED

The TQ Proximity Bonus is triggered upon the discovery of a TQ. If there are recipients within the required radius, the additional 1 TQ will be awarded to those recipients

If there is a "miss" (nobody is within the required radius to collect the additional TQ coin), the second TQ will effectively be split in half, so both Reserve Jackpots A and B can be funded.

When the first two Jackpots from the 1,000,000 TQ Allocation have been discovered, Reserve Jackpot A will become the new TQ Power Coin Jackpot, and both Reserves A and B will continue to collect TQs so they may grow to jackpot levels relatively quickly.

Using this system, there will always be one reserve jackpot to satisfy the supply and demand the moment a TQ Jackpot is discovered.

4.9 DISCOVERY MODULE – COIN HOARDS

TQ coin hoards award more than 1 TQ upon discovery, and help maintain enthused interest within the app, as well as give opportunities to allow a user to go on a TQ Shopping Spree immediately afterwards.

When a User discovers a TQ, 2 new TQ's spawn immediately, becoming available for discovery. The odds of a freshly spawned TQ becoming an actual coin hoard is based on the following rarity scale in diagram E.

As shown in Figure G, the overall coin hoard allocation is approx 14% of the total TQ's available for discovery, with 86% of the TQs being made available for single discovery only.

These ratios will be built into an algorithm to allow for dynamically scaling token distributions, to maintain a fair and reasonable balance.

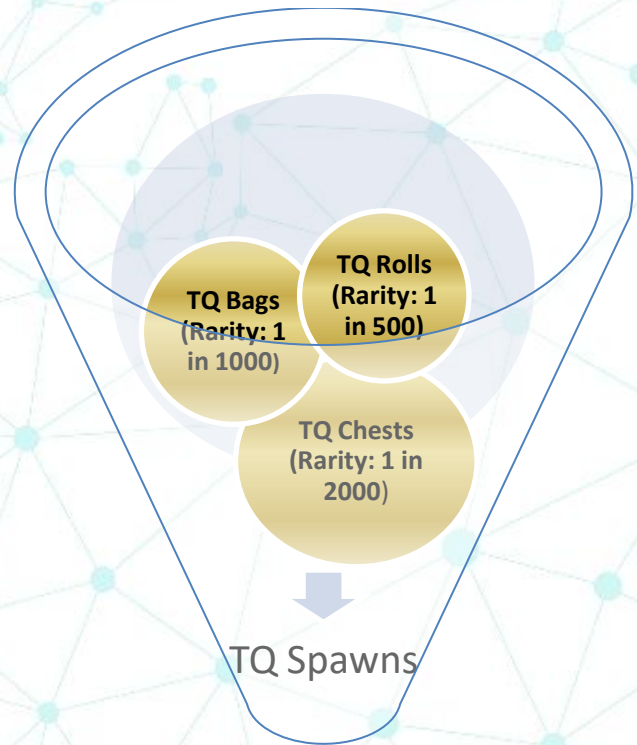


Figure E – The TQ Spawn Funnel



Figure F –Discovery Module Coin Hoard Simulation

TQ Spawn Distribution

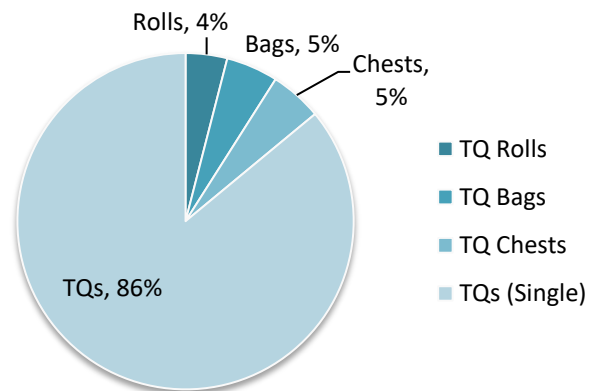


Figure G –TQ Spawn Distribution Chart

- 1. TQ ROLLS** (Rarity: 1 in 500) TQ Rolls will show up in the Discovery Module as shown. TQ Rolls act in every way as TQs, but upon discovery, will award the user anywhere from 2-20 TQs.
- 2. TQ BAGS** (Rarity: 1 in 1000) TQ Bags will show up in the Discovery Module as shown. TQ Bags act in every way as TQs, but upon discovery, will award the user anywhere from 21-50 TQs.
- 3. TQ CHESTS** (Rarity: 1 in 2000) TQ Chests will show up in the Discovery Module as shown. TQ Chests act in every way as TQs, but upon discovery, will award the user anywhere from 51-100 TQs.

5.0 ADDITIONAL FEATURES

5.1 THE TQ MALL

The TQ Shopping Mall will bridge the union between Consumer and Retailer that much quicker as the Mall will be directly within the same application that mines the TQ coins.

The impulse to buy is that much greater with the mall options TokenQuest plans to have. From high-end furniture retailers to His/Her Clothing, His/Her Jewelry, and Food Delivery Services to start, there will be more than enough places to quickly spend TQs once the Mall takes shape and expands. And given the app can allow virtual scrolling through large retailer branded-buttons, the supply (and demand) will be limitless.

Given the introduction of the blockchain and cryptocurrency, retail shopping is being turned into a game changer for 2018, mainly due to the benefits of advanced transactional security and virtually zero risk of payment frauds.

According to Shopify.com, “As much as 11 percent of online shoppers now shop online via their smartphone on a weekly basis, and 35 percent say it will become their main purchasing tool. Around 39 percent of online shoppers use social networks to get inspiration for purchases.”¹¹

Taken together, 2018 will be “the perfect storm” for the marriage and acceptance of the blockchain and cryptocurrencies. Because TQs will be an accepted form of currency with our advertisers, the sales funnel leading to a retail purchase is that much easier, given no credit card is needed, and zero fear of credit card theft or fraud.

As of the writing of this paper, Cryptocurrencies are more popular than ever with online retailers: Microsoft, Etsy, Shopify, and Stripe all support bitcoin; Alibaba is currently using the blockchain to track the origin of food products; and Amazon recently registered three cryptocurrency web domains.

The TQ Mall will also have an alert feature to let Users know when an item they’re looking is available to purchase, to help expedite the sales funnel.



5.2 TQ CHAT

The TQ Chat Module will allow TQ Users to communicate with one another in a social atmosphere, with the standard bells and whistles required to discover, maintain, and build friends and group relationships.

The Basic Features of TQ Chat (Phase 1) will be:

- Find Friend (World & Local Search)
- Add/Delete/Edit Friend
- Chat
- Create Group
- Create/Moderate TQ Net

Chat Basics will allow for an Alias/Name to be created, photo upload functionality, mini biography, and avatar selection.

Users can request to add anybody they find through the interface, but the recipient at the other end must first confirm their addition before they can be friends.

Once someone is added as a friend, they can be invited to join TQ Nets as well as other hunting groups which will spring to life quickly.

Phase 2 Concepts, which we hope to get into the Chat System quickly, include:

- TQ Transfer (Friend to Friend)
- Group Chat between all Net Members, at once
- Temporary “Net Cluster Groups” to be created, deleted, and used between TQ Groups, which will allow for the temporary mining power of all of the sub groups to increase many-times over.

5.3 POWER-UP PALACE



Power-Up Palace is where Users go to exchange their TQ Mini's for in-game items which can actually help boost their odds of finding TQs.

Once inside, Users will be able to exchange their TQ Mini's on hand for the available items, which will display when they tap the Inventory Icon at the top of their screen.

Inventory items at the Power-Up Palace are both disposable (e.g. temporary items which may help the User), or permanent (e.g. nets). Permanent items will have a higher exchange rate due to their long-term usefulness within the game.

Many Power-Up items can also be found while roaming the landscapes, if one is patient enough.

Items cannot be returned, exchanged for TQs or Mini TQs, or given to other Users.

Once inside Power-Up Palace, your total TQ Mini's as well as current inventory will be displayed as you shop for more items.

The examples below are Power-Ups that are in the process of being creating for use within TokenQuest. Many more are to come, and this Whitepaper (as well as the website) will be updated with the latest Power-Up contraptions and devices as they are rolled out.

5.4 POWER UP PALACE – EXAMPLE ITEMS

RADIUS BOOSTER This temporary power-up comes in many strengths, from 1 – 50 miles, and will temporarily increase the Bullseye Radius within the Discovery Module to find TQs at an even greater distance. **Exchange Rates: 50-1000 TQ Minis**

NETS Nets will come in various sizes, from 1 square mile in size to 1000 square miles in size. Nets are a permanent item to help the User long-term. (see Section 4.5 – TQ Nets)
Exchange Rates: 100-5000 TQ Minis

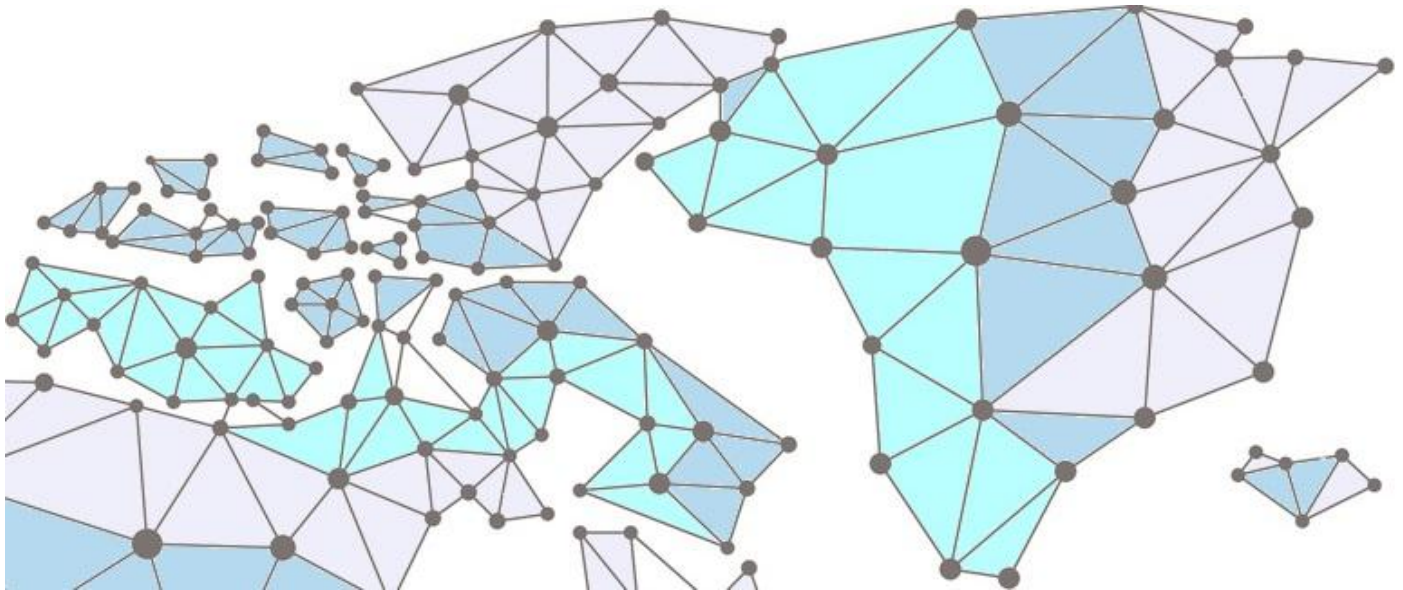
MAGNETS These temporary power-ups will allow a User to increase the gravity around their location for a limited time-window. Depending on the strength of the booster they find, and the length of time, they may have the short-term ability to influence where new TQs spawn. **Exchange Rates: 20-2000 TQ Minis**

5.5 DIGITAL WALLET

TokenQuest will contain the standard Digital Wallet for the safekeeping of TQs, and will link directly to the TQ Mall so when purchases are made, you can choose how many TQs you wish to use toward the transaction.

The TQ Wallet will be a server-side wallet, meaning instead of the data being stored locally on the User's mobile hard drive, all of the wallet data will be stored and maintained by TokenQuest on the company's secure servers. Server-side wallets were chosen because they have a greater degree of standardization, and merchants prefer them.

Private keys will be used, as is the norm, for access to the wallet's assets and authorize transfers to and from the Digital Wallet, and eventually there will be a User to User TQ Transfer option made available so Users can share tokens with their friends or family.



5.6 SETTINGS

The Settings/Account creation area will have all of the standard bells and whistles, including:

- Avatar Name
- Avatar Photo
- Real Name, Address, Phone, Email
- Discovery Module Settings
- TQ Chat Settings
- TQ Shopping Mall Settings
- Phone Alert Settings
- etc

Because TokenQuest is a game based on timing, there will be an Alert System available so Users are notified of new inventory items that appear in designated areas of their geographical landscapes (e.g. TQ Minis, Power-Ups, etc.).

However, because the goal is for the User to always be in the app, TQ's which might have spawned locally will not send alerts; rather, the User must always utilize the app to discover TQs and stay engaged.

6.0 THE TQ SPAWN ENGINE

6.1 TQ FLOW CONTROL



Figure H - TQ App in Phase 2

What is TQ Flow? **TQ Flow is the ease of discovery in which TQs are digitally teleported throughout the world.** The easier TQs are to find, the greater the flow, and hence, the faster the overall cap is filled.

By definition, scarcity value is the economic factor that increases an item's relative price based more upon its relatively low supply. Because the "brain" behind TQ will be able to adjust the flow, as needed, from simple discovery to incredibly difficult discover, its rarity will be able to be controlled, and fine-tuned in real time so its discovery metrics are in line with any scarce commodity.

The TQ Flow Algorithm has intentionally been designed so the ease of their discovery coincides with the introduction of TokenQuest to the world, allowing for rapid TQ collection for dedicated players, and a progressively more difficult acquisition period as the game matures and picks up millions of players.



As the TQ Algorithm adjusts with the current TQ cap, **it will send out blanket signals to all TQ Apps and adjust the phase, as needed.** If cap is going too slow, the algorithm will switch to Phase 1, allowing TQs to become easier to discover, thus going through available cap faster. If cap is filling too quickly, the algorithm will switch to Phase 2, 3, or 4, increasing the difficulty of TQ mining, and slowing down the discovery rate.

PHASE 1	PHASE 2	PHASE 3	PHASE 4
Duration: Until 1,000,000 th TQ discovered.	Duration: TQ Algorithm: As Needed	Duration: TQ Algorithm: As Needed	Duration: TQ Algorithm: As Needed
Restrictions: TQs only appear in app installation coordinates. Thus if 100,000 people install the app on day one, TQs only teleport to these 100,000 locations that day.	Restrictions: TQs will only appear on land masses where most people live. This excludes oceans, lakes, deserts, ice, and mountainous regions.	Restrictions: TQs will appear on all land masses. Only the oceans and lakes are excluded.	Restrictions: None. TQs may now spawn on land or ocean.
Notes: This is similar in functionality to a traditional Air Drop in the sense that the TQs will be coming quickly to all app-installed locations only. This makes for continued enthusiasm, ease of discovery, and word-of-mouth promotions to help build a loyal fan base right after launch.	Notes: Land with populations over 10 people per square mile will be enabled.	Notes: TQ Discovery now becomes more challenging as there are many areas on the planet that house very little to no populations of people. The TQ Token flow is now thinning, but as scarcity goes up, so does value.	Notes: Because the earth is almost 71% water, there will be at any given time, approx 71% of the total TQ supply out at sea, making their discovery close to impossible. Even though TQs respawn out of the ocean, there's always a 71% chance they'll respawn right back.

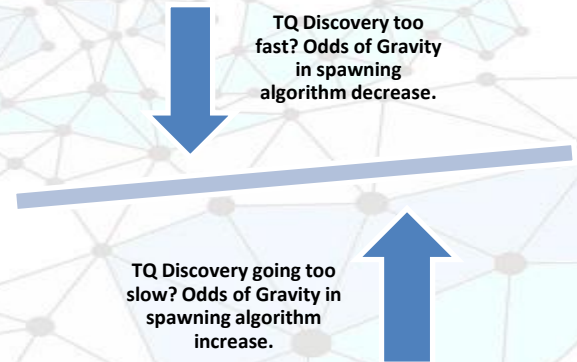
6.2 TQ GRAVITY

Gravity is the process whereby new TQ spawn destinations can be influenced by high-traffic areas of Users playing TokenQuest. Algorithms determining how often influential spawns occur will oversee the frequency in which it occurs, which will adjust based on how fast or slow TQs are being discovered at any point in time. If the rate of TQ discovery/cap is faster than normal, the odds of Gravity coming into effect for any given new spawn will decrease.

Likewise, when global TQ discovery overall is going slower than normal, the TQ Gravity ratio will increase, rewarding groups or clusters of areas where the highest concentration of Users are engaged within the app. Overall, TQ Gravity acts as a catalyst to help speed up TQ Discovery.

Clusters of users playing TokenQuest together and being rewarded based on their proximity can help build community-based social media TQ groups, further promoting the TQ brand.

Figure 1 - Examples of Gravity at play within TokenQuest



In the examples to the left, a new TQ is about to spawn during a period when the rate of discovery is lower than normal. As such, Gravity has a heavier weight than normal on this new TQ Spawn, and algorithms determine where, globally, the greatest number of TQ Users are currently using the app, at this point in time.

In this case, North America is flagged. And within North America, the state of California currently has the highest number of active TQ Users.

Next, the entire state of California is analyzed based on the number of active clusters of TQ Users. In this particular case, this heavy band of concentrated Users is flagged as the most active.

Finally, the band is broken down to the city level, at which point San Francisco is flagged as having the highest number of active TQ Users within the area at this time.

This specific TQ will now spawn directly in the middle of this busiest cluster, where the odds of it being discovered quickly increase, thereby increasing the rate of overall TQ Discovery.

6.3 TQ FLOW CONTROL – A SIMULATION

The following simulation is designed to show the underlying mechanics behind TokenQuest TQ Generation (Phase 2 and onward), TQ Spawning, and TQ Discovery Requirements. This simulation in all actuality would take approx 3-5 seconds to play out in real time, but we have broken down the process, step by step, for illustrative and technical purposes.



Figure J – Phase 2, First Spawn

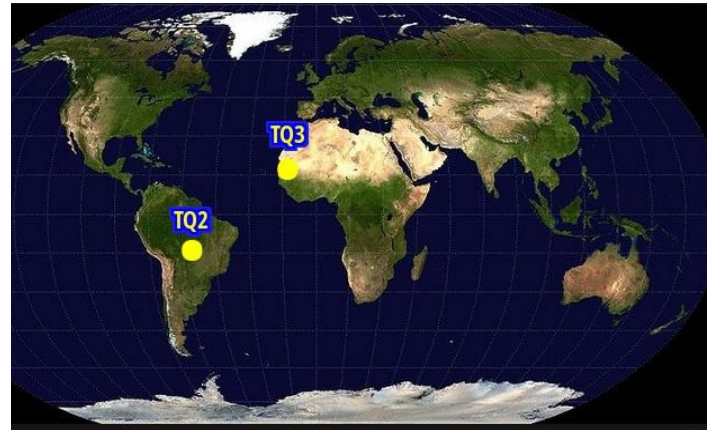


Figure K – Phase 2, Next Spawns

TQ ID	SPAWN LOC	SPAWN ID 1	SPAWN ID 2
TQ1	Tibet, China	TQ2	TQ3

On Day 1, there will be 1 TQ available for discovery. The first person to run the TQ App will find the TQ, regardless of their location, and start the spawning process. In this example, the first TQ has spawned in Tibet, China (see yellow dot). Upon discovery of the first TQ, 2 more TQs will spawn (TQ2 and TQ3 in Figure K)

TQ ID	SPAWN LOC	SPAWN ID 1	SPAWN ID 2
TQ2	San Jorge, Paraguay	TQ4	TQ5
TQ3	Nouakchott, Mauritania	TQ6	TQ7

TQ2 has spawned in San Jorge, Paraguay. Upon its discovery, two new TQs have spawned (TQ4 and TQ5 – see Figure L). TQ3 has spawned in Nouakchott, Mauritania Upon its discovery, two new TQs have spawned (TQ6 and TQ7 – see Figure L).

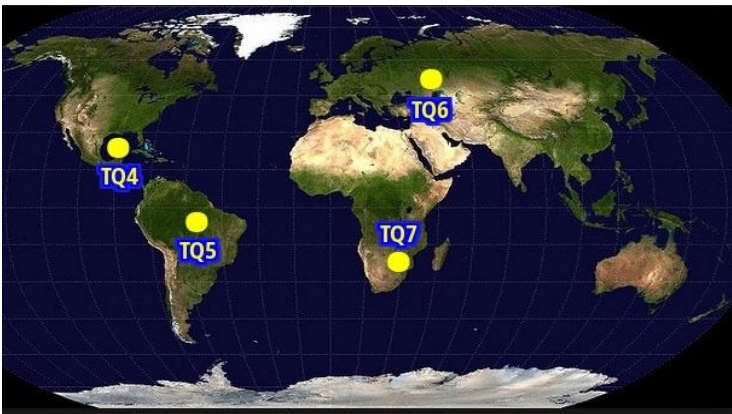


Figure L – Phase 2, Next Spawns

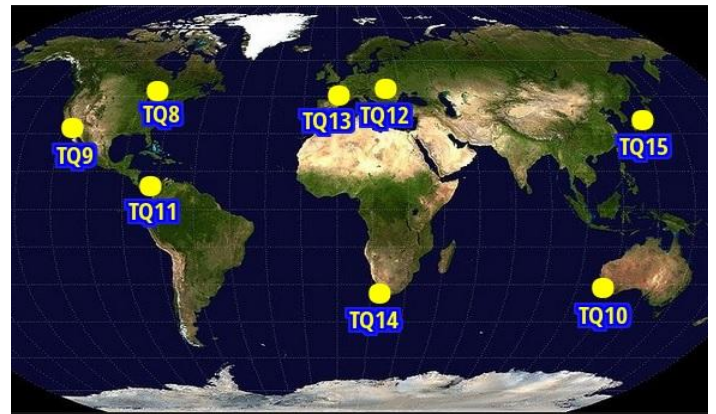


Figure M – Phase 2, Next Spawns

TQ ID	SPAWN LOC	SPAWN ID 1	SPAWN ID 2
TQ4	Gulf Of Mexico, Florida	TQ8	TQ9
TQ5	Xipaya, Brazil	TQ10	TQ11
TQ6	Vedea, Romania	TQ12	TQ13
TQ7	Kroonstad, South Africa	TQ14	TQ15

TQ4 and TQ5 have spawned respectively in the Gulf of Mexico, Florida, and Xipaya, Brazil. Their discoveries will spawn TQ8, TQ9, TQ10 and TQ11 (see Figure M). TQ6 and TQ7 have spawned respectively in Vedea, Romania, and Kroonstad, South Africa. Their discoveries will spawn TQ12, TQ13, TQ14 and TQ15 (see Figure M).

TQ ID	SPAWN LOC	SPAWN ID 1	SPAWN ID 2
TQ8	Toronto, Canada	TQ16	TQ17
TQ9	San Diego, California	TQ18	TQ19
TQ10	Perth, Australia	TQ20	TQ21
TQ11	Panama City, Panama	TQ22	TQ23
TQ12	Budapest, Hungary	TQ24	TQ25
TQ13	Barcelona, Spain	TQ26	TQ27
TQ14	Cape Town, South Africa	TQ28	TQ29
TQ15	Tokyo, Japan	TQ30	TQ31

Figures J, K, and L represent “Full TQ Spawn Chains”, which occur only when each of the previously TQs has been discovered. Because there will always be TQs which are not immediately discovered, “Partial TQ Spawn Chains” will occur more frequently.

6.4 SECURITY AND FRAUD PREVENTION

From An article published in The Verge, July 28, 2016:

“This Pokémon Go GPS hack is the most impressive yet”

“As Pokémon Go continues its huge surge of international popularity, there have already been a wide variety of creative methods from various players who have tried in various ways to beat the system”...

“But new video from earlier this week has raised the stakes again for Pokémon Go hacking, with a unique hardware-based solution to solve the problem of actually having to go outside and walk around to catch pokémon.”...

“Instead of using software to spoof the GPS data being fed to the Pokémon Go app, this latest method involves placing the phone in a radio-frequency-shielded box, and using a signal generator to generate a fake GPS signal which the phone, (and therefore, the Pokémon Go app), receives and uses as the “location” of the device.”...

“Then, custom software uses Google Earth and a joystick to slowly change the signal to the phone, simulating walking by changing the faked location of the device.”¹²

6.5 SAFEGUARDS

Spoofing your satellite coordinates to “cheat” TokenQuest is close to impossible because **nobody knows where TQs have spawned throughout the globe**. If you could cheat your phone into thinking it was in Egypt, or Central Park, New York City, it would not change the fact you would be hoping a TQ happened to be waiting in these locations.

That aside, TokenQuest must proceed with zero tolerance in regard to location spoofing. If the TokenQuest app thinks a User is spoofing their coordinates, a soft ban will be placed on that User, disabling their ability to discover real TQs, for 12 hours. The soft ban will also enable Users who might be really travelling (e.g. airplanes, high speed trains) to reach their destination during this 12-hour period, reset their Home button to reflect their new location, and resume game play.

Currently there are two levels of geo-location spoofing fraud, with two different levels of solutions.

6.6 EGREGIOUS CHEATING

Problem: Typical egregious cheating tactics are large leaps through geographical space in short periods of time e.g. Satellite Coordinates positioning you in New York City at 10:00am and suddenly San Diego, California, at 10:15am.

Solution: This type of cheating tactic is easy to spot. The TokenQuest servers keep a log of each User’s Satellite Coordinates each time the app is run, and every 30 minutes while the User is inside the app. Any large discrepancies (e.g. distance changes of over 1,000 miles) between the satellite coordinates would mean spoofing has occurred, and the soft ban would go into effect.

6.7 CLEVER CHEATING

There's an old saying when it comes to mobile spoofing:

“Secure the device as much as you like, if it uses GPS you can still spoof it.”

Rather than try and deny the above statement, TokenQuest's position is going to be attempt to mitigate as much of it as possible, and placing curbs and restrictions through a Compliance and Fraud Department as well as In-App checks and Server-Side checks to spot and assess anomalies.

Problem: A User has a complex, high tech spoofing system which enables him to be anywhere in the world he wants to be. Rather than blatantly abuse his location, this User looks through the Discovery Module, sees an abnormally high number of TQs available over Cairo, Egypt, switches his geo-location to Cairo, then logs into TokenQuest and systematically re-changes his coordinates, moving one mile at a time through Cairo, checking the Discovery Module, and then moving another mile, collecting TQs along the way, and covering (eventually) all of Cairo's boundaries.

How does TokenQuest verify that the person isn't truly in Cairo and driving?

Solution: The above circumstances would trigger multiple fraud flags by Compliance, including:

- If the User's home address has, up to this point, always been thousands of miles away from Cairo, then **this would create a New Location Flag, triggering an INTERNAL HOLD on the account for verification, in case new TQs are discovered.**
- All mobile devices have accelerometers as a means to measure changes in velocity along one axis. All iOS devices have a three-axis accelerometer, which delivers acceleration values along the x, y, and z axes, as well. The values reported by the accelerometers are measured in increments of the gravitational acceleration, with the value 1.0 representing an acceleration of 9.8 meters per second (per second) in the given direction. Acceleration values may be positive or negative depending on the direction of the acceleration. **Acceleration data not consistent with the 30-minute geo-location updates that TokenQuest processes will create an Acceleration Mismatch Flag, triggering an INTERNAL HOLD on the account for verification, in case new TQs are discovered.**
- Once a User's account has an INTERNAL HOLD associated with it, that account will be closely monitored by the TokenQuest Compliance and Fraud Department. Sudden, new geo-locational coordinates from day to day, or even week to week, will be spotted, with SOFT BANS put into effect until the User's geo-location has stabilized, or HARD BANS if it has been deemed the user isn't legitimately traveling around the world.
- Any TokenQuest User accumulating more than 3 TQs in three separate discoveries in a 12-hour period will also be reviewed by the Fraud Team and monitored.

One thing is for certain: fraud will not go away, it is a reality that must be dealt with. A strong Compliance and Fraud Department are an absolute must to preserve the integrity of the TokenQuest mission.

6.8 THE POKÉMON GO VIRAL COMPARISON

Because Pokémon Go started the whole rage with geo-locational gaming, there are undoubtedly many who will call TokenQuest the “Pokémon Go” of cryptocurrency and mining. With that being said, let’s look at the facts:

As stated from Forbes:

“Pokémon GO is the most popular smartphone game of all time. The game, in which you capture virtual creatures at real-world locations, has been downloaded 800 million times. It became a global phenomenon during summer 2016, but the number of players has since dropped significantly (from 28.5 to 5 million daily active users in the US).”

“One reason why Pokémon games are so popular is that they tap into a human need to collect things. That compulsion to “catch ‘em all” isn’t driven by a desire to complete the set, but to build a bigger and better collection.”

“A study, published in the journal Personality and Individual Differences, showed that Pokémon GO players are motivated by seven factors that are usually associated with gaming: social experience; escape from reality; competition; coping with stress; skill development; fantasy; and recreation (e.g. “because it is entertaining”).”

“By plan or by coincidence, Go’s release was well-timed. The summer months offer the best weather for getting out of the house and exploring on foot.”¹³

Pokémon GO Downloads

The first day about 6 million copies of Pokémon GO were downloaded in US, New Zealand and Australia, with this ground-breaking number of downloads Niantic had to pause the game’s release in other countries due to server overload. In present only the data for July 7 – 20 is publicly available but even this limited data poll reveals a pattern – the game had its downloads peak within first 6 days and then it began to decline.¹⁴

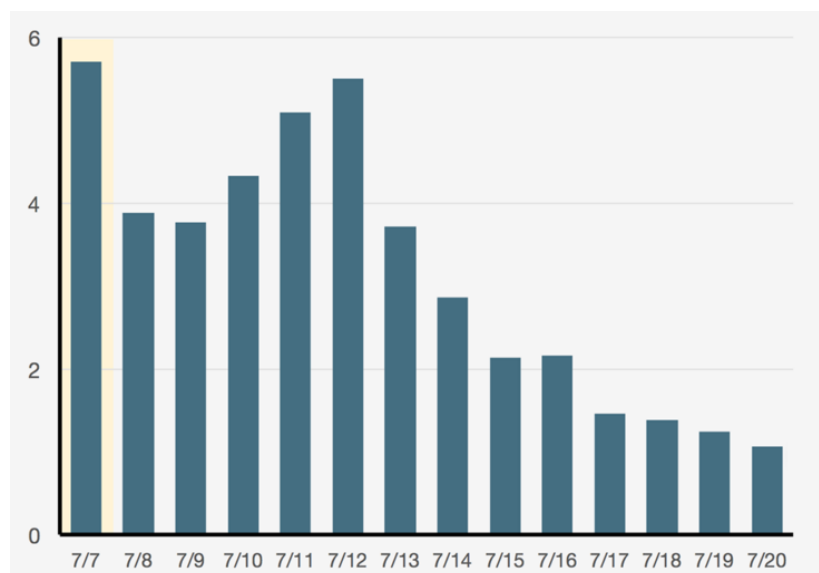


Figure N – Pokémon Go downloads in the US, both iOS and Android OS, in millions

What Went Wrong?

As stated in TheConversation.com¹⁵

“Pokémon Go is in rapid decline. Since launching in July and soaring in popularity, it had lost at least a third of its daily users by the middle of August. By mid-September, daily revenues had fallen from US\$16m per day to US\$2m (excluding the 30% app store fee) and daily downloads had declined from a peak of 27 million to 700,000.”

“Of course, many mobile games – especially ones that trigger a worldwide craze – suffer declines in usage over time. Pokémon Go still generates significant revenues. But its precipitous decline has seen it labelled a fad and nicknamed “Pokémon Gone”.”

“The launch version enabled players to collect Pokémon characters while out roaming in the real world. But it featured shallower gameplay than its siblings on Nintendo’s gaming platforms. For example, the mechanisms for battling Pokémon were relatively simplistic, with arbitrary-seeming controls. Furthermore, there was no way for people to interact in real time in the game. This is not a problem if the aim is to get as many players to sign up as possible, but it is an issue when trying to keep them interested.”

“Pokémon Go’s decline has been characterised by a consistent lack of communication. The developers did not forewarn of major (potentially negative) changes, and did not communicate afterwards, leading to the claim that “silence is killing Pokemon Go”.

“This all begs the question: how might Pokémon Go attempt to bounce back? This might be challenging, as Pokémon Go would both need to implement new features and make lapsed (and new) users aware of them. One potential option is to increase social events, perhaps involving rare Pokémon placed in a given area. This might also generate more positive word of mouth, increase user engagement, and drive interest.”

What can TokenQuest Learn From This?

TokenQuest has a lot in common with Pokémon Go, along with a high probability the game/app itself will go viral due to the fact:

- The app will be incentivized for Users to download and receive free TQs immediately;
- The game utilizes the same geo-location hunting aspect that made Pokémon Go popular with kids, but is geared toward adults. The prizes are no longer fictional Japanese cartoon characters but real tokens with a market value and the potential to be used to purchase goods.
- Unlike Pokémon, which is geared toward children running around to win their prizes, TokenQuest coins can be mined in the luxury of one’s own home, or through Social Mining Groups, all popular within the adult social experience, and all playable in one’s favorite chair.
- Pokémon Go has rare Pokémon’s to keep young player interest piqued. TokenQuest has the TQ Power Jackpot Coin, which teleports every 60 seconds, but can financially change a person’s life. This is the next best thing to winning the lottery, all without having to get up and buy the tickets.

Strong leadership and communication with its core audience during Beta testing is a must for TokenQuest to succeed. The concept is a social cryptocurrency fantasy – if executed properly, it can become just that, while guiding us to greener pastures through responsible energy use at the same time.

7.0 GOING GREEN WITH TOKENQUEST

TokenQuest strives to save the planet, one TQ at a time, and are confident our loyal fan base will spread the word. But saving the planet will require sizeable donations to reputable Green Organizations, and time.

Upon a TQ Discovery, TokenQuest will have the following (composite) screen pop up for the User, giving them the ability to fully participate and make a difference.



Green Organizations that TokenQuest has a relationship with will be displayed in a scroll-down window, allowing the User to select an organization of their choice, as well as LEARN MORE about each of them along the way. **(Note: The Green Organizations listed here, as of the writing of this whitepaper, are not associated or affiliated with Token Quest in any way, and are displayed only as examples).**

A horizontal DONATION SLIDER will allow the User to donate more than the mandatory 5%, if they wish. Assuming the User chooses the Minimum Contribution, upon pressing the DONATE NOW button, .05 TQ will be donated to the Organization of Choice, and .95 TQ will go into the User's Wallet. (see Section 7.2: Going Green With BlockChain) for how this information is shared)

7.1 GREEN ORGANIZATIONS AND AGENCIES

Some examples of green organizations that could benefit from donations within TokenQuest:

Sierra Club, National Audubon Society, World Wildlife Fund, GreenPeace, National Wildlife Foundation, Co-Op America, Friends of the Earth, Forest Stewardship Council, EarthFirst!, Wildlife Conservation Society, Worldwatch Institute, and so many more.

These are, without a doubt, some of the most prominent, active, dynamic and notable environmental organizations currently working for many green causes, including wildlife preservation, land conservation and climate change prevention.

Our goal over the next several months will be to get as many of these organizations on board, as soon as possible.

7.2 GOING GREEN WITH BLOCKCHAIN

The Ethereum blockchain would be the tool of choice as a use case for TokenQuest, as it would satisfy the following requirements:

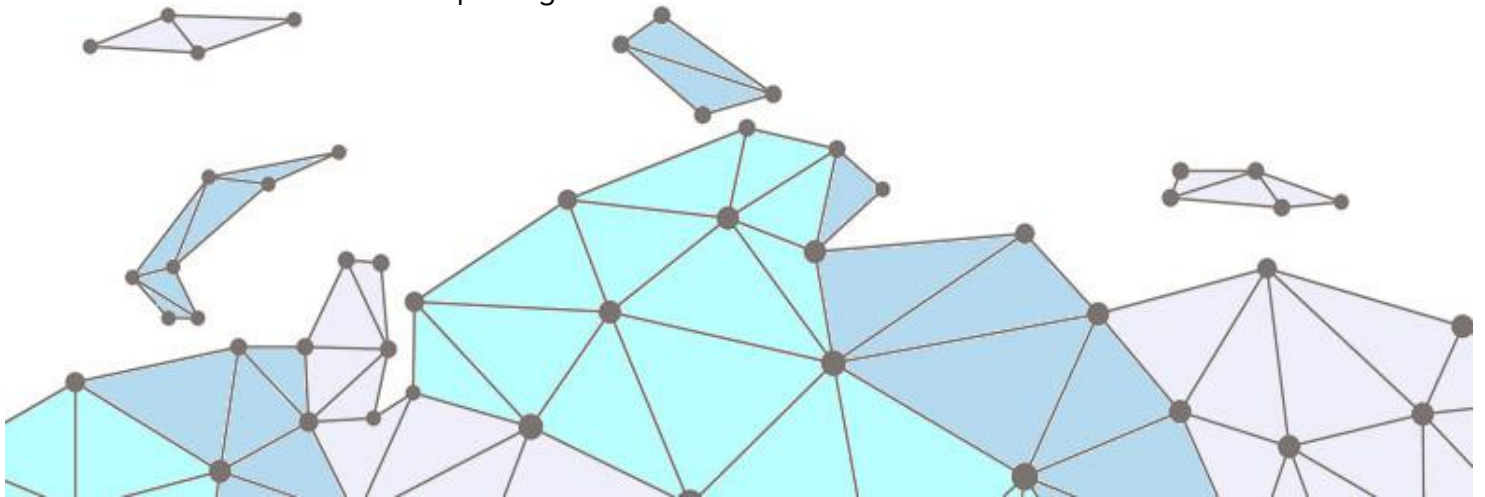
■ **Consensus:** Agreement across the business network that each transaction is valid provides a necessary benefit: All records of TQ transfers (at the retail/merchant level and contribution level) need to be confirmed (as non-fraudulent) as well as recorded (for general accounting and IRS purposes)

■ **Provenance:** The maintenance of a complete audit trail is critical to the financial well being of TokenQuest (and the Users). Retail purchases need to be properly debited from the User's TQ Wallet, and communication with the Retailer needs to be recorded on all levels, to prevent fraud. All transactions will be visible yet secure within the blockchain for analysis and accounting purposes for all Retail Partners. Likewise, charitable contributions need to be properly recorded with complete audit trails for Accounting/Bookkeeping purposes as well as for the IRS, for audit purposes. The blockchain serves no better purpose than to have a fail-safe record of all transactions per User for such reporting.

■ **Immutability:** Any train of transactions of such importance as GPS Coordinates and tax deductible contributions and charity donation amounts surely must be tamper-evident to function properly. This includes (1) TQ App Coordinates matching the TQ Server coordinates before any discovery is made (2) Detailed audit trails of tax deductible transactions for all TQ discovered or awarded, (3) Detailed audit trails of total donations going out per organization and (4) Detailed audit trails of total retail purchases going out per retail partner.

■ **Finality:** A single, shared ledger makes reporting much easier, and a single place to go, to determine the ownership of TQ coins at any given point in time. To have separate transaction databases for each of the transactional "baskets" would lead to communication slowdown, possible data inconsistencies across servers or platforms, irregularities, and more potential for fraud.

■ **Speed:** Ethereum has been known to process over \$29 billion within 24 hours. Given that TQ discovery will not be a blockchain intensive energy burn, given the low number of actual discoveries per day (Bitcoin averages 350,000 transactions per day. TokenQuest will do 5-10% of that), there should be little concern for overpowered electrical consumption for the TokenQuest project. What little consumption there will be, from servers to hardware to CPU cycles, will be offset by the donations which come in to help our green causes.



7.2 GOING GREEN WITH BLOCKCHAIN (CON'T)

Figure N below shows an example of a practical application and use for the blockchain within TokenQuest. Each of the four Nodes would participate in Consensus, agreeing in each transactions' validity, so the single/shared TokenQuest ledger would contain all the correct information so reporting done from any of the four nodes would be accurate, quick, and secure.



Master/Shared Ledger: The master TokenQuest ledger will be tamper-proof. Once recorded, transactions cannot be altered. By using this shared ledger on a blockchain network, every participant can access, monitor, and analyze the state of our green organizations and retail partners.

Green Partners' Donations Ledger: Donations will be made to our green organizations and partners daily from our Users. Each time a donation is made, it must be added to a block, containing at a minimum, the User ID, UserName, User Address, UserEmail, Green Organization, Date, Time, Amount.

Retail Advertisers Transaction Ledger: Purchase Transactions will be made to our retail advertisers daily from our Users. Each time a purchase is made, it must be added to a block, containing at a minimum, the User ID, UserName, User Address, UserEmail, Retail Advertiser, SKU/Item Number, Date, Time, Amount.

Accounting/IRS Deductables Audit Ledger: Users having made donations over time will surely be writing TokenQuest asking for a statement of some sort, for their accounting records. IRS and accounting-specific fields which would need to be added separately can be tracked within the blockchain as well. The Accounting Node would maintain all personal tax information as requested by the IRS.

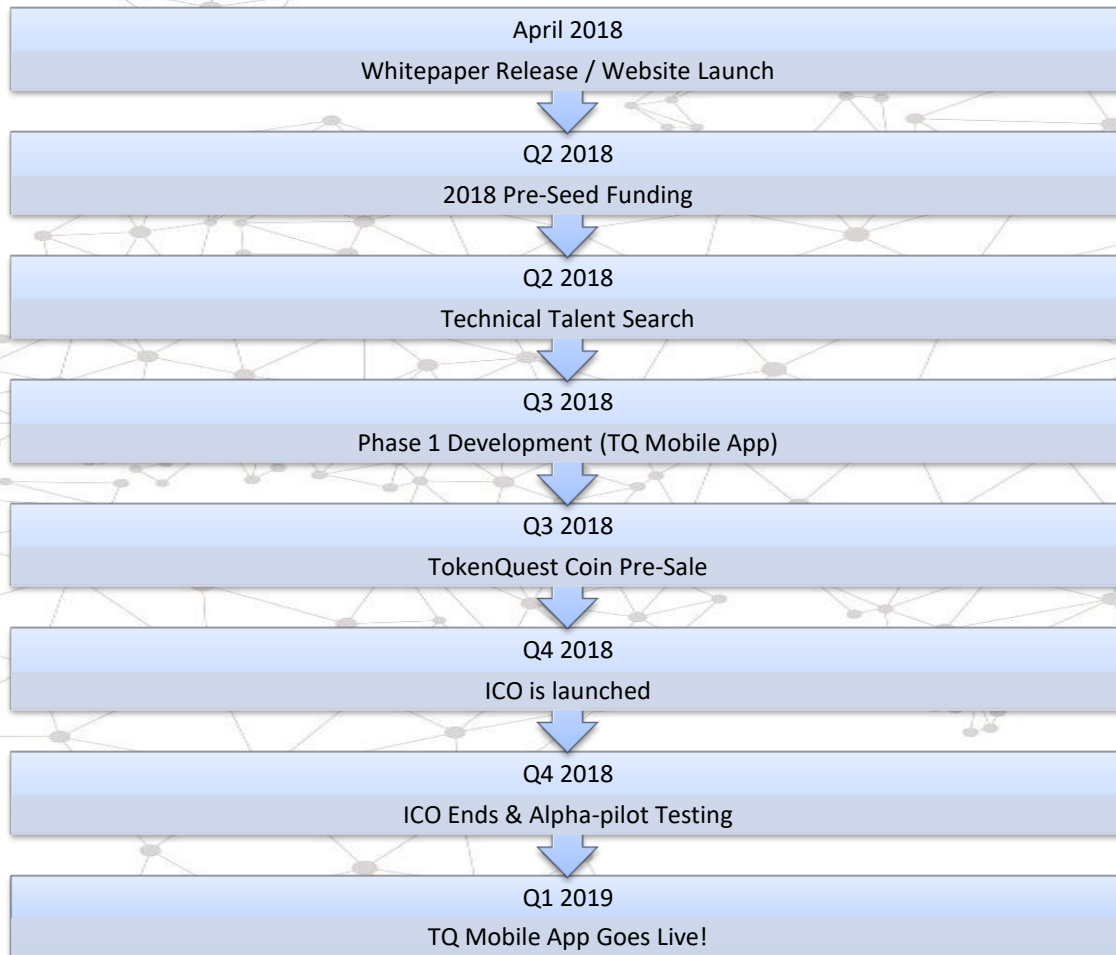
Top Contributors and Donors Lists: Special permissions would be needed for these records, which would be configurable within the user settings inside TokenQuest. TokenQuest plans on displaying, through TQTV, segments which congratulate the top Donors for the day, week, month, and year, via TokenQuest aliases (not real names).

Figure N - TokenQuest Blockchain Model

8.0 THE TOKENQUEST VISION



8.1 ROAD MAP



8.1 TOKEN SALE INFORMATION

WE WISH TO EMPHASIZE IN THE STRONGEST POSSIBLE WAY THAT TOKENQUEST TOKENS DO NOT REPRESENT OWNERSHIP OR A SECURITY INTEREST OVER ANY ENTITY OR ASSETS OR PROPERTY. THEY DO NOT REPRESENT A DEBT OWED BY ANY ENTITY AND SHALL NOT BE CONSIDERED A DEBENTURE UNDER ANY APPLICABLE LAW. IT IS FOR THESE REASONS THAT WE BELIEVE OUR TOKENS ARE NOT SECURITIES AND MAY BE PURCHASED BY ANYONE.

PRE-ICO AND ICO INFO

TokenQuest’s Token Sale (Pre-ICO and ICO) will begin July 14, 2018 and December 1, 2018 respectively, and will close when any of the following is met:

- The Hard Cap goal of 60,000,000 TQ is reached (20% Total Supply);
- When the ICO closes on December 28, 2018 (29 days end)

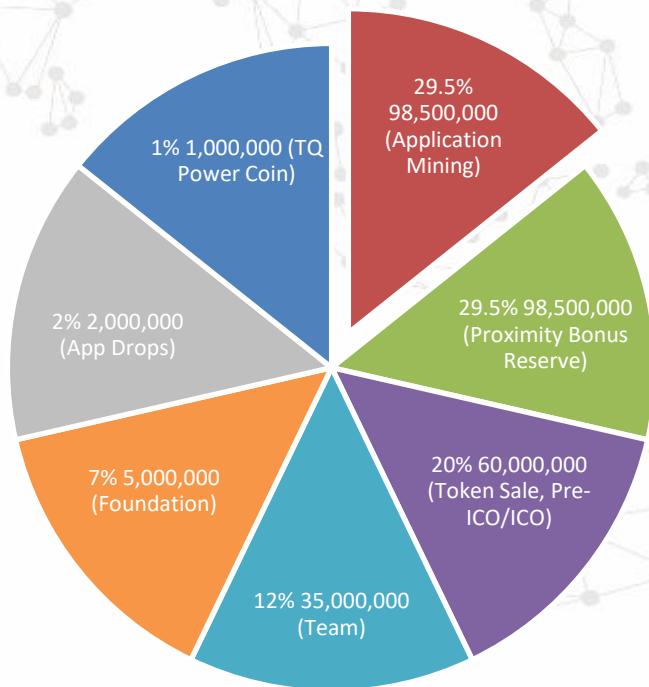
At the time of the public token sale, ANY ELIGIBLE PERSON may purchase TQ at a fixed price to be announced well before the pre-ICO, through wire transfer, credit card, ETH, or BTC.

TQ Tokens will be made immediately transferrable following the final offering with 48 hours. If the hard cap is reached before the end of the sale, the TQ tokens will be made immediately transferable. At that time, an email will be sent to all participants of the token sale.

TOKEN SALE RESTRICTIONS

For security reasons, all parties participating in the token sales must complete a registration process with TokenQuest, LLC through our website at <http://www.tokenquest.io>.

All purchasers must follow TokenQuest, LLC’s Terms Of Service as clearly stated on the website. Any non-adherence or fraudulent actions as listed on the website will disqualify a purchaser from purchasing and will result in a refund of their purchase without tokens.



TOKENQUEST DISTRIBUTION CHART		
29.5%	98,500,000	Application Mining
29.5%	98,500,000	Proximity Bonus Reserve
20%	60,000,000	Token Sale (Pre-ICO/ICO)
12%	35,000,000	Team
7%	5,000,000	Foundation
2%	2,000,000	App Drops
1%	1,000,000	TQ Power Coins
Total Coins	300,000,000	

8.2 THE TEAM



MARK ROSS

Founder/CEO

Ross started his business ventures in 1994, when his boss at a Pharmacy Software Development Company made him an equal partner in an online gaming startup company. Ross designed the software for several major gaming firms and worked with offshore clients further refining the software.

Because Ross had a love for online gaming, in 2000, he launched his own software company (MediaSoft, LLC), and produced GamePipe, which would become MediaSoft's flagship website, offering free games for web surfers to play online. Ross learned how to leverage his 2.5 million-large gaming audience with Online Advertisements, and moved into the Internet Marketing field, where he turned GamePipe into a million-dollar-a-year advertising vehicle for MediaSoft, and launched the sister site GamesPalace in 2005.

In 2007, MediaSoft sold its gaming websites and has since changed its core business model to 100% direct marketing through Email and Social Media as its primary advertising vehicles. In 2013, it sold its highly rated and successful online website, MailerForum.com, to an Email Service Provider, and the site continues to operate today.

Ross's gaming and marketing experience will be an invaluable asset behind his leadership at TokenQuest, as also his passion for cryptocurrency and the blockchain.



JAY MCLYNN

CMO

McLynn is a serial entrepreneur, investor, father, and believer in bigger things...

McLynn studied Environmental Science at Paul Smiths College in the Adirondacks which ties directly into the TokenQuest core mission of supporting environmental causes.

Since 2005 he has been a successful affiliate and advertiser, provided top online marketing and business development to many different types of online businesses and become an early investor and student of blockchain and its corresponding technologies.



FRANCO VALDES

ART DESIGN

Valdes started his career in 1997 after graduating from the Florida International University in Graphic Design. Soon after he became creative director at SoftnetGaming, a pioneer in online gambling technologies. Several of the most visited online gaming sites of the 90s were created by his team.

In 2001 Valdes started his own creative agency in Miami, Pixel House Media, and since then he has been part of countless projects and campaigns in Miami and many other cities across Europe and Latin America. His multicultural background and fluency in three languages have proven to be indispensable assets for his customers over the years. As an avid world traveler, he has a unique perspective on current events and environmental issues. Valdes is often a guest on several television and radio programs in Miami where he debates global issues such as climate change and endangered species preservation.

He now joins the TokenQuest team where he will continue to bring into focus these important issues through new technologies and worldwide exposure.

8.3 THE ADVISORS



JONATHAN WHITE

Growth Expert, J Media Marketing, LLC

Jonathan White has been in the online marketing space for 10 years and has bought ads on over 30 platforms for more than 27 industries, as well worked with some of the greatest marketers of our time, including Jay Abraham. White was instrumental in the crowd-fund for TheTileApp.com and helped them raise \$2.6million in roughly 30 days.

When it comes to marketing, White believes: "If there is a will, there is a way. When sales, monetization, and growth need to be increased, from tech companies to brick and mortar businesses, I engineer marketing approaches that get results."

In the last 2 years, White has been applying his marketing and business growth experience advising and helping mining companies, blockchain startups, and cryptocurrency based startups grow and expand.



L. LEHMAN HAILEY JR

Marketing Consultant

In 2004 Lehman started his own internet marketing company, developed his own products and held monthly marketing workshops in Dallas to packed conference rooms. His coaching program specializes in showing his students how to market their products and services successfully with an emphasis on creating multiple streams of income, prioritizing time and goals and mentoring others.

Over the last 14 years, Lehman has mentored hundreds of people from several different countries, coaching them how to successfully establish a target market for their business.

According to Lehman, Direct Sales and Internet Marketing are the best ways to create a residual income freeing up their time so they can spend it doing what they enjoy instead of being a slave to their company.

He now focuses on assisting other business owners in building their business, growing their client base, and scaling revenues through his company Harpeth Digital.

ADVISOR APPLICATIONS

Please email: info@tokenquest.io

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"The future will either be green or not at all." - Bob Brown