



# Adventure Coin

Whitepaper v1.0

True Decentralization. Full Transparency. Global Wealth for Everyone.

**0%**

Insider Allocation

**100K**

Fixed Supply

**\$0**

Gas Fees

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[adventure-coin.com](http://adventure-coin.com)

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# Crypto Is Broken

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## 1. Creator Wallets

Every crypto enriches its creators first. Even Satoshi holds 1M+ Bitcoin. Founders dump on communities. It's always about the insiders.

## 2. Too Complicated

Seed phrases, wallets, bridges, DEXs, gas tokens... Regular people don't understand it and shouldn't have to.

## 3. Gas Fees Kill Adoption

Pay \$5-50 in fees to send \$10? Users try once, get hit with gas fees, and never come back. Mass adoption is impossible.

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SECTION 02

# One Token, **Infinite Possibilities**

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✓ **Cross-Game Currency**

Earn ADV in any game, spend in any partner. True interoperability.

✓ **Real Ownership**

On-chain assets that players truly own. Trade, sell, or hold forever.

✓ **Zero Gas Fees**

Gelato-powered transactions. Players never pay gas, ever.

✓ **Partner Revenue Share**

Partners earn from transaction fees. Aligned incentives.

**100,000 tokens. Fixed forever.** Halvening distribution to games.

# Adventure Coin App

Metric	Value
NFT Locations	65,341 worldwide
Cost Per Claim	\$1
Reward Per Claim	1 ADV
Gas Fees	\$0

## How It Works

Travel to real-world locations, claim NFT pins for \$1 each, earn 1 ADV per claim. 65,341 unique locations mapped worldwide including landmarks, cities, and hidden gems. The app features a map view, explore screen, marketplace, profile, and collection.

SECTION 04

# Token Distribution

Total Supply: **100,000 ADV** (fixed forever)

Recipient	Allocation	ADV Amount
Adventure Coin App	65.4%	65,400 ADV
Game #1 - FireBall	17.3%	17,300 ADV
Game #2 - Granny Gang	8.65%	8,650 ADV
Games #3 - #39	8.65%	8,650 ADV
Game #40 - AXIOM	~0%	~0.00003 ADV

**Bitcoin-like Halvening:** Each new game receives 50% of the remaining unallocated pool. Early games earn significantly more. By Game #40, rewards are vanishingly small - creating extreme scarcity and driving long-term value.

SECTION 05

# FireBall - Game #1

## Ready to Launch

1v1 arena battle where you kick fireballs at opponents, defeat 100 unique characters, and earn crypto rewards. Every opponent you defeat becomes playable.

Feature	Details
Levels	100 progressively harder levels
Characters	100 collectible (10 themed tiers)
Superpowers	Invincibility, Speed Boost, Giant Kick, Time Freeze, Power Shot
Earning	Play & Earn ADV
ADV Pool	17,300 ADV

# Granny Gang - Game #2

## In Development

**INDUSTRY FIRST:** The first PC game where crypto is actually **spendable**, not just earnable. Buy weapons, equipment, and upgrades with ADV.

Third-person multiplayer shooter with hilarious characters. 12 players battle on an island arena in fast-paced combat.

Feature	Details
Characters	8 Grannies (Fast & Agile) + 8 Papas (Tanky & Strong)
Game Modes	Solo, Duo, Trio
Stakes	Buy equipment each round. Lose = lose everything. Winners take losers' gear.
ADV Pool	8,650 ADV

# CortexLink: Neural I/O Interface

## The Vision

Imagine playing a game and feeling the rain on your skin, smelling the forest, hearing footsteps behind you. Not through speakers or a screen, but directly through your nervous system.

**No surgery. No implants. Just a device you wear.**

## How It Works

Direction	Function	Description
INPUT (Read)	Motor Intention	Reads thought patterns. Control games with pure thought.
OUTPUT (Write)	Sensory Stimulation	Writes synthetic experiences: sight, sound, touch, taste, smell.

## Core Technology

- High-density EEG arrays - Read neural signals
- Focused ultrasonic neuromodulation - Write to sensory cortex
- Transcranial stimulation - Non-invasive brain interface

## Use Cases

Domain	Application
Gaming	Feel recoil, heat, textures. Thought-driven controls.
Cinema	Don't watch characters - BE the character.
Accessibility	Synthetic sight for blind. Hearing for deaf.
Computing	Work, design, learn in digital environments.

**Why Non-Invasive Matters:** Every existing high-fidelity neural interface (from Neuralink to BrainGate) requires surgery. That is the single greatest barrier to mass adoption. CortexLink is a wearable that goes on like a headset and off just as easily.

# Why This Isn't Science Fiction

The brain already communicates electrically. We already know how to interact with those signals externally. **This is an engineering gap, not a physics gap.**

## 5 Engineering Challenges & Solutions

#	Challenge	Problem	Solution
1	Signal Resolution	Standard EEG/MEG quantum sensors, already sub-mm in labs.	
2	Write Precision	Focused ultrasound (tFUS) 2-3mm targeting, clinical trials active.	
3	Bandwidth	Full sensory synapse. On-device AI compression. UWB/6G Wave radio.	
4	Biological Safety	Decades of TMS/ultrasound safety data. Well below diagnostic limits.	
5	Neural Decoding	Everyone's foundation models + personalized continuous adaptation.	

## Existing Research Proof

Capability	Evidence
Non-invasive reading	OPM-MEG, Kernel Flow headset
Non-invasive writing	tFUS neuromodulation (clinical trials 2022+)
Sensory stimulation	TMS-induced phosphenes (since 1985)
Motor intent decoding	Meta's BCI (62 wpm typing, 2023)
Neural AI decoding	fMRI-to-image reconstruction (2023)
Tactile delivery	Ultrahaptics mid-air haptics

## Development Roadmap

Phase	Capability	Description
Phase 1 (Near-term)	High-density EEG headset	decodes motor intent. Thought-driven gaming.

Phase	Capability	Description
Phase 2	Focused ultrasound	Delivers coarse tactile sensations. Games feel physical.
Phase 3	High resolution	Write to visual, auditory, tactile, olfactory cortex.

# AXIOM: The Infinite World

The first game built not on a game engine, but on a physics engine powered by hybrid quantum computing. Experienced through CortexLink, you don't play AXIOM. **You exist inside it.**

## The 4 Pillars

Pillar	Concept	Description
1. CortexLink	Feel temperature, smell smoke, sense weight.	Motor intent controls movement.
2. Quantum Physics	Bridges collapse at weak joints. Fire spreads with wind.	Physics is law.
3. AI Souls	Persistent memory, real emotions, personal goals.	They lie, love, conspire.
4. Adventure Coin	Earn real money. Own land on-chain.	Guilds form DAOs with real power.

**No game has done all four of these things.** AXIOM is a categorical step change - the way cinema was not an improvement on theater but a different medium entirely.

SECTION 10

# The Ask: €1.39M Seed Round

24-month runway to 10,000+ partners and 100,000 players.

## Use of Funds

Category	Amount	%	Purpose
Marketing	€500,000	36%	Influencers, Ads, Events, PR
Buyback Fund	€250,000	18%	Buy ADV from market, reward players
Development	€225,000	16%	New games, features, infrastructure
Field Sales	€190,000	14%	42 reps, 6 continents
Operations	€150,000	11%	Legal, admin, tools, hosting
Reserve	€75,000	5%	Emergency buffer

# Global Marketing Plan

€500,000 | 42 Cities | 6 Continents

## Budget by Category

Category	Budget	%	Details
Influencer Marketing	€205,000	41%	170 creators globally
Paid Advertising	€171,000	34%	Avg CPI €0.74   231K installs
Events & Activations	€70,000	14%	175K+ visitors at events
Community & PR	€54,000	11%	75K Discord by Month 6

## Regional Budget Allocation

Region	Budget	Cities	Share
Europe	€140,000	12	28%
North America	€125,000	8	25%
Asia	€115,000	12	23%
Oceania	€50,000	3	10%
LATAM / Africa	€45,000	3	9%
Russia / CIS	€25,000	4	5%

## 6-Month Targets

Metric	Target
Total Installs	345,000
Monthly Active Users	130,000
Partners	1,000+



## SECTION 12

# Community Buyback

€250,000

Buyback Target: **5,000+ ADV** at an average price of €50.

Instead of allocating tokens to early investors (who dump), Adventure Coin buys ADV from the open market at low prices during early games, then redistributes to players as real rewards.

## Traditional Crypto vs Adventure Coin

	Traditional Crypto	Adventure Coin
Pre-allocation	15-25% to VCs	0% to VCs
Post-launch	VCs dump on community	Company buys at market
Result	Price crashes	Players earn real value

## Valuation Model

Based on 100K fixed supply

Stage	Price/ADV	Market Cap
Buyback Phase	€50	€5M
Game #10	€1,000	€100M
Game #20	€10,000	€1B
Game #40 (AXIOM)	-	€50B

SECTION 13

# Development - €225,000

Item	Budget
New Game Development (3 games)	€90,000
App Updates & New Features	€45,000
Blockchain Infrastructure	€35,000
Partner Dashboard & APIs	€30,000
QA & Testing	€25,000

## Development Goals

- ✓ 5 total games live by Month 18
- ✓ Partner dashboard with analytics
- ✓ Multi-chain support (Polygon + others)
- ✓ Advanced game mechanics & NFT integration

Current Status: **2 Games Built** (FireBall & Granny Gang ready)

SECTION 14

# Global Partner Acquisition

€150,000 | 42 Cities | 6 Continents

## Phase 1: 1-Month Launch

Item	Cost
42 Sales Representatives	€125,000
1,000 Digital Banners	€10,000
42 Ray-Ban Smart Glasses	€15,000

## Phase 2: Commission Model

Partner Size	Locations	Commission
Small	1-5	€125
Medium	6-20	€500
Large	21+	€2,500+

**Target Venues:** Barbers, Gaming Cafes, Coffee Shops, Restaurants, Gyms, Retail

## Campaign Results (42 Reps x 1 Month)

Metric	Per Rep	Total
Visits	100+	4,200+
Partners Signed	25+	1,050+
Banners Placed	25+	1,000+
Videos Created	25+	1,050+

5-Year Advertising Visibility: **90M+ Impressions** at €0.0001/impression (vs €0.005-0.02 for digital ads).

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## Partner Requirements

- ✓ Online "We Accept Adventure Coin" badge
- ✓ Physical store live digital banner (real-time ADV price)
- ✓ Payment integration (QR code or POS)
- ✓ 5-year hold commitment on received ADV

# Sustainable Growth Model

100,000 ADV held in treasury with a gradual, controlled release strategy. No large dumps that crash the price - only slow, steady sales as the ecosystem grows.

## Monthly Release Limits

Period	Max Monthly Release
Year 1	0.5%
Year 2-3	1%
Year 4+	2%

## Price Protection Mechanisms

- Never sell more than 5% of daily trading volume
- Automatic halt if price drops >10% in 24 hours
- Transparent on-chain treasury tracking

## Reinvestment Flywheel

Allocation	Share	Purpose
New Games	40%	Mobile games, console titles, VR experiences
CortexLink R&D	25%	Neural interface research & development
Marketing & Growth	20%	User acquisition, influencers, partnerships
Buyback Fund	15%	Support price & reward players

**Self-Sustaining Ecosystem:** Coin sales → Fund games → Games drive demand → Coin value grows → Repeat

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# Let's Build the **Future**

True decentralization. Full transparency. Global wealth for everyone.

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Developed by QPC8