

SUSPICIOUS MONKEY STUDIOS

# PXQUEST WHITEPAPER

## V1.1 PUBLIC RELEASE

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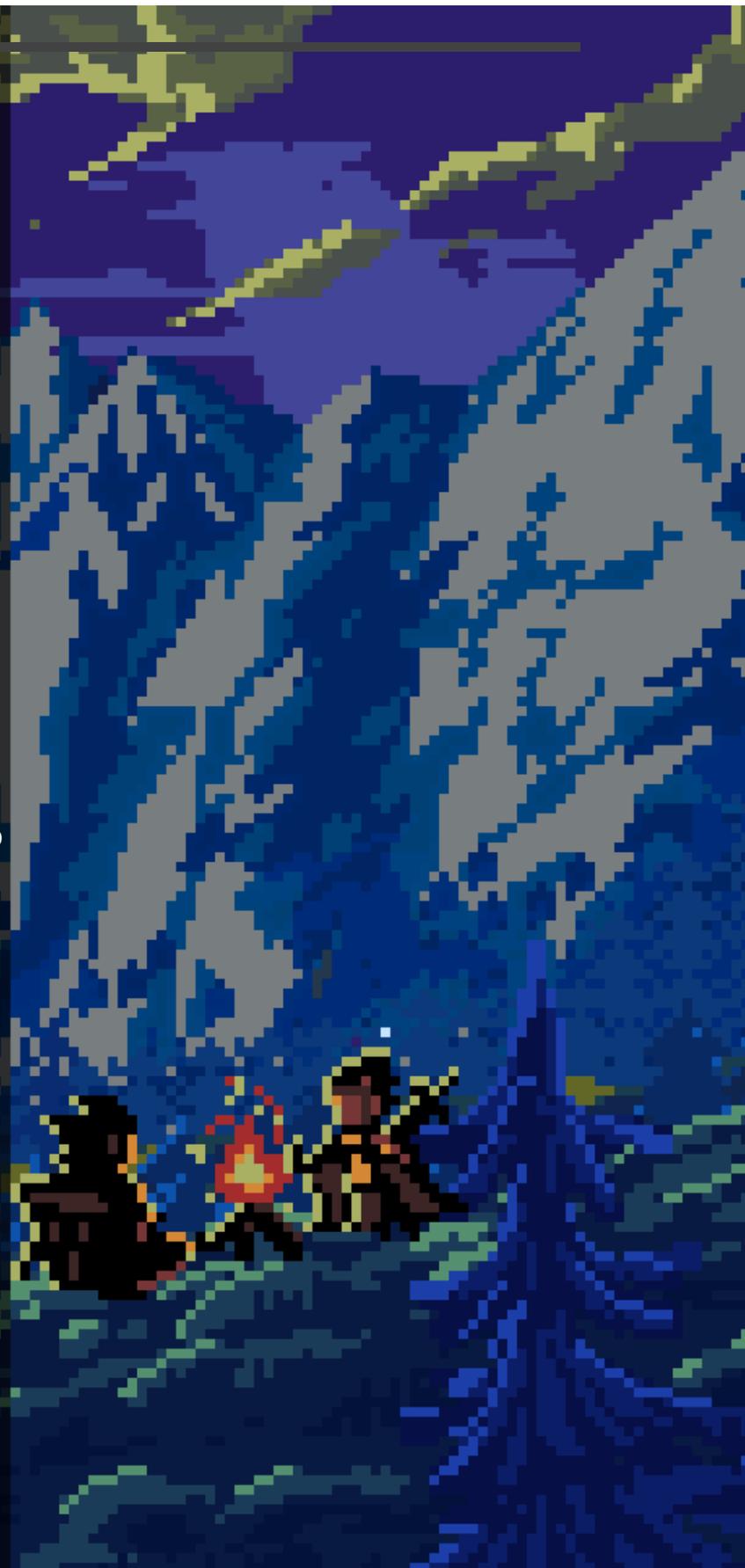
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# INTRO

## WHAT IS PXQUEST?

PXQuest is an **NFT dungeon crawler**, in which **every character, piece of loot and plot of land are ERC721 tokens** owned by the players. The game consists of four core activities:

- **Raiding/Dungeons/Questing**
- **Dueling**
- **Kingdom Building**
- **Summoning New Adventurers**

## WHAT DO WE HOPE TO ACHIEVE?

We want PXQuest to be a **completely free to play** experience after the initial NFT purchase. This means **no gas or hidden fees to play the game to its fullest extent**.

For those with an investor mindset, we also want to deliver assets that grow in value over time and can be traded on the largest marketplaces. This paper provides a brief explanation of how we have balanced these often competing interests with a novel blend of technologies and game mechanics.

## THE PLOT IN 72.1 WORDS

PXQuest adventurers are all that remain of once great kingdoms destroyed by **a collapse in time in space**. A calamitous war left most land in fractured time – uninhabitable by organic lifeforms. With the recent discovery of **\$CHRONOS crystals**, these survivors can now stabilise time to **reclaim land** and **summon objects and beings** from the past. All that was lost can be regained ... if new rivalries don't get in the way ...



5000

8 CLASSES

5 RACES

UNIQUE  
ARTWORKS



# GAMEPLAY

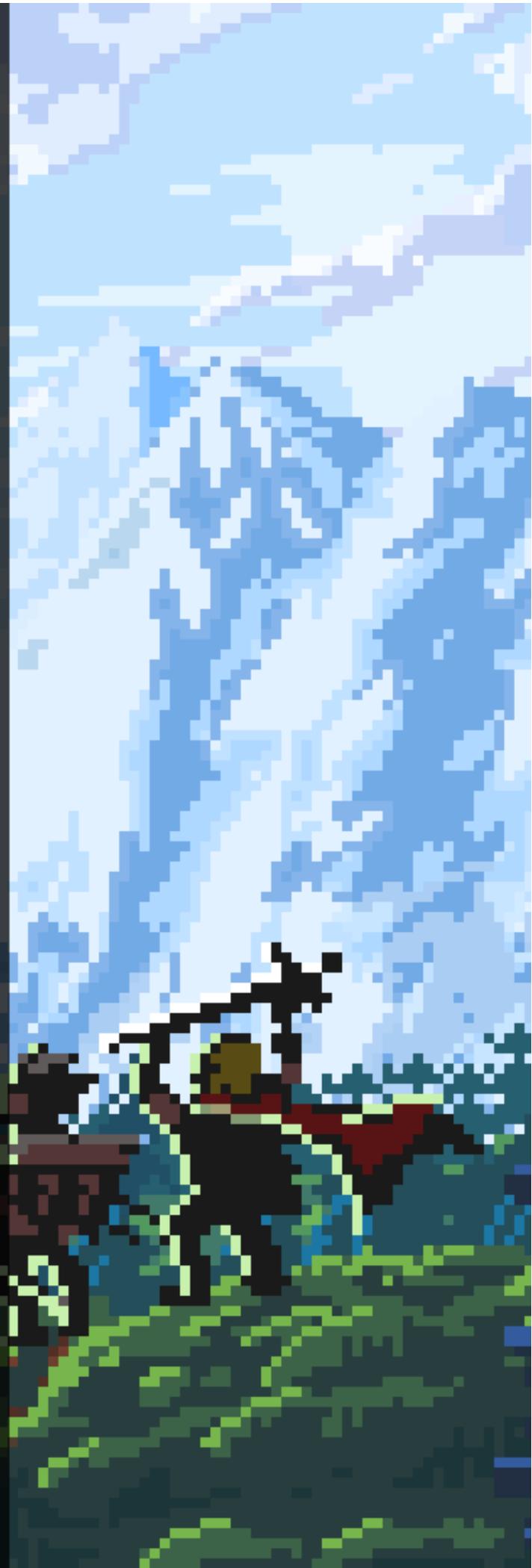
## RAIDING

Players form **raiding parties** of increasing size to take on quests, dungeons and raids of increasing difficulty and reward. Defeated mobs will drop **weapons**, **armour**, and **resources for kingdom building**. Equipable drops will increase stats and victory odds for the characters assigned them.

**All drops are NFTs in their own right** that can be traded independently on common marketplaces like OpenSea.

## DUELING

On-chain dueling between players can be used to settle scores and wagers. Players can wager **\$CHRONOS, items, resources and more**. Adventurer level, equipped items and choice of attack contribute to increasing the statistical odds of victory. The final outcome of duels is transparently determined on-chain where all can verify its authenticity and fairness.



# KINGDOM BUILDING

## Land

PXQuest Adventurers own land and join lands to form a kingdom. Land is minted on the Ethereum Mainnet, however structures built on land are minted on our layer 2 solution.

There are just **500 plots of land** in PXQuest, comprised of two categories:

- **Time-fractured land** (450 plots) - unstable land that requires **1250 \$CHRONOS** crystals to stabilise and mint before anything can be built upon it.
- **Stable Land** (50 plots) - time-stabilised plots that are ready to build upon immediately. These are unique 1:1 plots that will be auctioned for Ether prior to launch of the land system.

Before a plot is stabilised (purchased) with **\$CHRONOS** the **type of terrain** is unknown. **Different terrains**, and different combinations of **adjacent terrain**, will give land different production abilities, stats and appearance.

## What do I do with land?

There are several benefits to owning land:

- **Accumulating resources & alliances**
- **Minting better gear for your raiders**
- **Unlocking larger dungeon raids**
- **Titles and Skins**

## Accumulating Resources & Alliances

Resources or raw materials are the foundations for kingdom building and crafting in PXQuest. Land **plots yield layer 2 resources** on a daily basis - depending on the terrain type. At the time of minting land, the player also specifies in the same transaction which Kingdom they wish to join. All landowners in the kingdom receive an increased resource yield based on the number of lands that are part of the kingdom.

## Minting / Crafting Gear

During raiding adventurers will obtain resources they can use to develop structures on their land such as **blacksmiths**, **markets** and **stables**. These structures can be used by any kingdom citizen to convert resources and items into superior items (armour, weapons, consumables used in raiding). In other words, **a strong kingdom produces rare non-character NFTs** for players.

## Raid Unlocks

Dungeons in PXQuest come in different sizes with the **best loot obtainable in the largest raids/dungeons**. To participate in raids of a certain size you must be a citizen of a kingdom with a certain **number of structures built**.

Structures	Kingdom Level	Max Raid Size
0	N/A	5
3 inc. Guild Hall	Shire	10
5 inc. Trading House	County	20
10 inc. Citadel	Kingdom	50

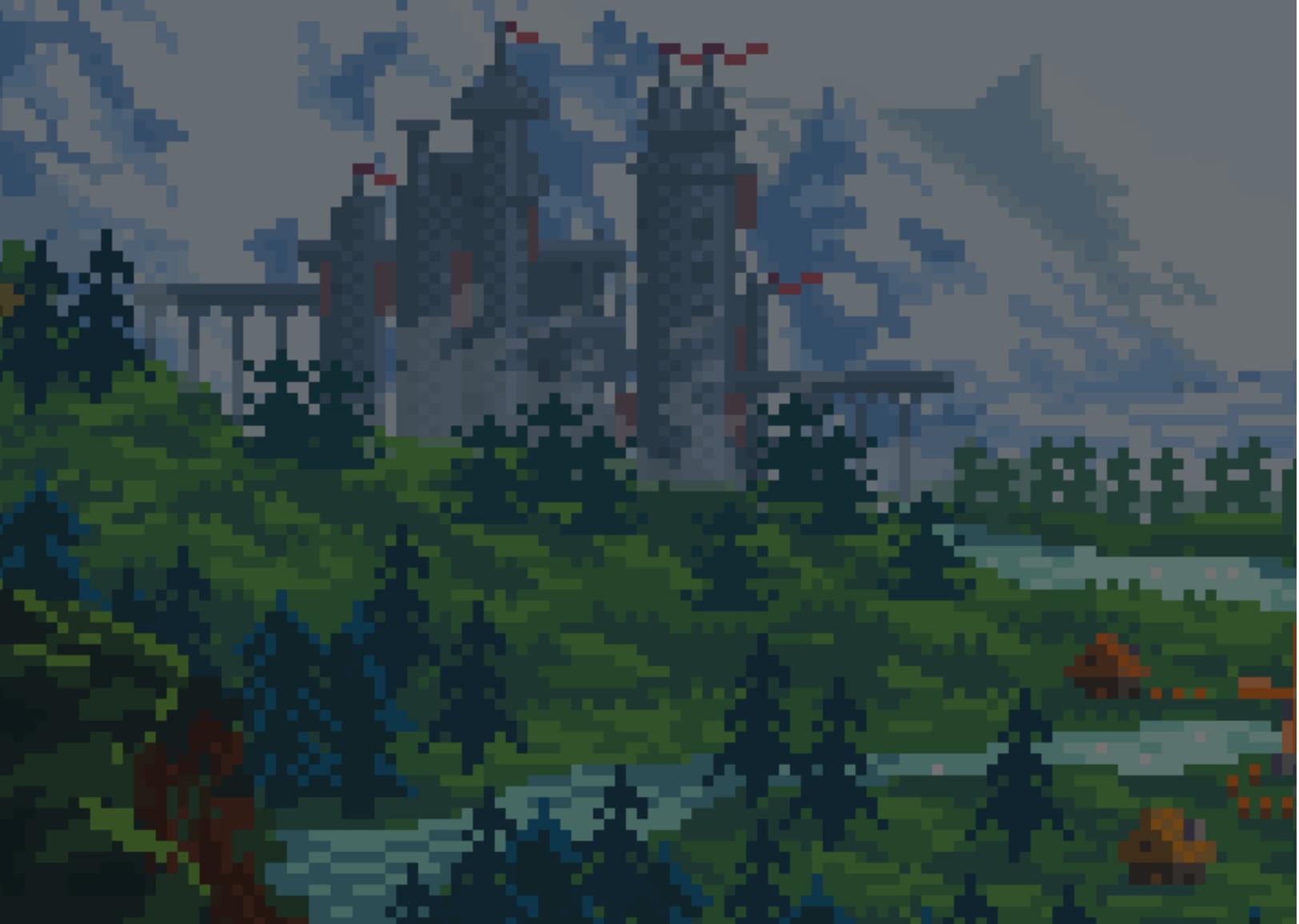
## Titles & Skins

Land owners receive special titles and skins visible in game because they are after all... royalty!

## I have no land! What about me?

PXQuest reflects a true feudal system in that the majority of players are landless. Landless players can however be **invited to become the citizen** of a kingdom, which entitles them to certain benefits. Citizens can:

1. Join raids of the size unlocked by their Kingdom
2. Contribute their resources to assist development of structures in the Kingdom
3. Use Kingdom structures like blacksmiths to mint rare items for themselves
4. Join private discord channels for their Kingdom.
5. Do whatever else your Kingdom decides to build its community!



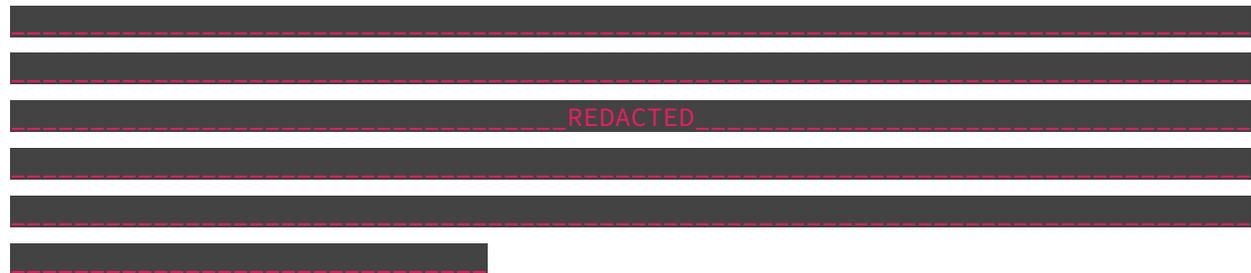
# SUMMONING

Aside from land purchases, the other key use of **\$CHRONOS** is summoning new NFT adventurers. With **750 \$CHRONOS** crystals and the blood of two Gen 1 adventurers, a player can summon an ancestor from the past. **The race of the summoned Gen 2 ancestor is determined by the particular race combination of the two summoning adventurers.**

**On Top of this there is no hard cap on race variety out of the Gen2 collection. This essentially means Generation 1 holders will determine the rarity of Gen2 races by what races they choose to breed.**

However, summoning does not stop there...

## TOP SECRET



# \$CHRONOS

## WHAT IS \$CHRONOS?

**\$CHRONOS** (aka Chronos Crystal) is an **ERC20 token** on the Ethereum Mainnet. that is required to perform **summoning, evolving** and **reclaim time-fractured land**. The **\$CHRONOS** token only has value within the PXQuest game ecosystem (**1 \$CHRONOS = 1 \$CHRONOS**). The PXQuest developers have no plans to make a secondary market for **\$CHRONOS**.

## EARNING \$CHRONOS

**\$CHRONOS** crystals can be claimed at a rate of **5 per day** (unclaimed \$CHRONOS accrues) per adventurer held. **\$CHRONOS yields will take effect immediately after initial sale.**

# SMARTER, CHEAPER ARCHITECTURE

## HAVING YOUR CAKE AND EATING IT TOO

Despite the rise of technically viable alternatives, the primacy of Ethereum Mainnet NFT market is still undisputable - in terms of the number of market participants and value traded. However, steep Mainnet gas fees have prevented the growth of any substantively interactive on-chain gaming experiences.

So how do we reconcile this tension - between mainnet NFTs being the most valuable, yet also the most expensive to interact with?

Introducing our hybrid NFT architecture...

HYBRID ASSET MODEL	
Mainnet	Layer 2
<p>We understand that players want the ability to trade their most valuable assets with the biggest markets, so your core ERC-721 NFTs are minted on the Ethereum Mainnet.</p> <ul style="list-style-type: none"><li>• <b>Adventurers (all gens)</b></li><li>• <b>Land Plots</b></li></ul> <p>Additionally our ERC-20 currency is also most useful when used in conjunction with these assets on the mainnet:</p> <ul style="list-style-type: none"><li>• <b>\$CHRONOS</b></li></ul>	<p>Secondary items that are produced during gameplay are minted <b>gas-free</b> as ERC-721s on our layer 2 solution.</p> <ul style="list-style-type: none"><li>• <b>Weapons</b></li><li>• <b>Armour</b></li><li>• <b>Productive Assets</b> (Land Enhancements)</li><li>• <b>Land Resources</b> (Land Yield)</li></ul> <p>Crucially - <b>all Layer 2 NFTs are fully transferable to the Ethereum Mainnet</b>, meaning if you believe they have market value you can trade them on marketplaces such as Opensea.</p>

## GASLESS RAIDING

Using our hybrid asset model players can raid and receive loot without needless burning ETH on gas fees. Interactions are instead limited only where it makes sense as a game mechanic to prevent speed running - such as raid level requirements, boss cooldowns and adventurer revival cooldowns.

# ON-CHAIN META RANDOMISATION

## FAIR AND TRANSPARENT SALE

If you are reading this far it means that just maybe you care as much about doing things right as we do, and this begins at initial sale. Recent NFT launches have been dogged by claims of insider trading as developers had prior knowledge of the identity of the most valuable tokens during the sale process.

To prevent any possibility of insider trading we have implemented an **on-chain meta randomisation function** that will be called **immediately following initial sale**. Anyone can see exactly when and how randomisation has occurred, and nobody, not even our developers have any way of knowing the outcome in advance.

This mechanism will instantaneously make the updated 'final metadata' visible to all users upon randomisation, such that **all market participants have equal knowledge**.

