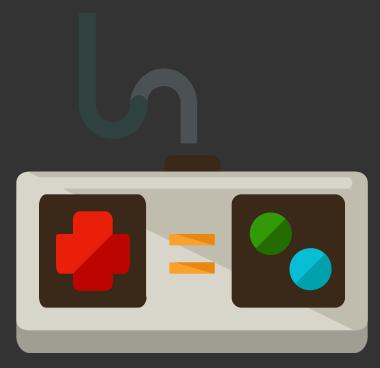EMBERS (EMBRS)

WHITEPAPER

TABLE OF CONTENTS

OVERVIEW

The video game industry is ever growing. It has overtaken all others in the entertainment world, and has no signs of stopping. This has led to players expecting new ways to experience gaming (such as seen in the blossoming world of virtual reality), and developers to present these experiences.

Generally earning a living within the gaming industry revolves around e-sports, streaming, or working in the industry itself. And while the sales of in-game currencies and items has been a staple for some time, it has not been truly embraced by most game studios.

Blockchain has changed this paradigm. Between tokens that can be rewarded to players, and the explosive growth of NFTs giving true value to in-game items, a developer can present new experiences that allow their players to earn while playing their games.

Quarter Onion Games looks to be a pioneer in this new paradigm. With our XRP Ledger-based token, Embers (launched in February 2022), coupled with our roguelite game Emberlight, we can prove that this technology can be just as important in games as any other feature for both the player and the developers.

BLOCKCHAIN AND GAMING

Blockchain technology, such as the XRP Ledger which our token Embers is issued on, offers new ways to present experiences to players worldwide. This can range from play-to-earn models, to marketplaces that allow NFT trading.

With this technology, a game studio can now offer a play-to-earn model for players to truly earn a potential living playing their games in a multitude of ways.

Another studio could design all of their items within their game as NFTs making them truly unique. A marketplace could exist to allow players to trade these, including custom creations by their community.

NFTs don't simply stop at items either. This could be land rights, property rights, and everything in between parallel to the real world economy.

With the right blockchain technology, the ability for any game studio to implement these features can be had without previous bottlenecks such as the need to develop new software, the ability to ensure the reliability and security of this software, etc.

With Embers, we have chosen the XRP Ledger due to its fast speeds, robust security, and low fees when transacting across the network.

PLAY-TO-EARN

At the start, Ember's focus is exclusively "Play-To-Earn" but what is this exactly? With Play-To-Earn, any player can experience a game and earn whichever token the game provides. These tokens would have potential real world value.

With this real world value, a player earning tokens can convert this into not only additional benefits within the games they enjoy (such as downloadable content and future games), but even use that value to pay their bills or purchase other products. This means that someone playing a game throughout a month could earn enough to allow them to focus exclusively on gaming as a way of life.

Embers focuses on Play-To-Earn versus including an NFT solution as a way to ensure that we can focus on one facet until its fully stable. Not only do we wish to prove this technology within Emberlight, but expand this solution out so that all developers can both support its development, and include their games within it as well.

Once we are confident our Play-To-Earn module is fully robust, we would be able to expand this out to also support NFTs within games.

EMBERLIGHT

Emberlight is a roguelite dungeon crawler where players control a party of adventurers exploring procedurally generated dungeons. Players learn abilities used by enemies to specialize how each party member handles various scenarios both inside and outside combat. The goal of the party is to defeat the boss on 3 level runs that last about 30-60 minutes.

Emberlight: Rekindled will be a complete overhaul of the game. We're expecting the launch within the next few months and the overhaul will consist of features such as a co-op mode, a hub city with a new story, and more.

As we have a launched game, we look at Emberlight: Rekindled as a way to both resolve issues within the original Emberlight launch as well as showcase the potential of Play-To-Earn via Embers. The run-based nature of roguelite games works well by having a very clear goal (a set time period and a score earned at the end) for players to earn Embers at a consistent rate.

EMBERS

The initial issuance of Embers is 100 million. To earn, the Embers token is broken into two pools for players and token holders to earn.

Rewards Pool
75 million is allocated to the rewards pool, and this is the primary way that players can earn Embers. In Emberlight, this is a proportional amount based on the final score earned per run.

Staking Pool
10 million is allocated to the staking pool, and this allows token holders to help keep the rewards pool stable (reduce future issuances). In turn, a proportional amount is earned per day.

The remaining 15 million is split between an airdrop and Quarter Onion Games LLC.

5 million is allocated to an airdrop that will run from this whitepaper's launch until the launch of Emberlight: Rekindled. 1000 Embers will be sent to each player that accomplishes a task described on the Embers website.

10 million is allocated to Quarter Onion Games and works as a lever in reducing future issuances. This includes staking, and responsible market buys and sells to continue adding more Embers into the rewards pool.

EMBERS

The rewards and staking pools are facilitated by the "Embers Manager" which handles all future issuance, rewards transactions, and staking transactions.

Issuance is automated by the Embers Manager. When either pool reaches less than 5% of the starting amounts, an additional amount of 10 million for the rewards pool and 1 million for the staking pool is issued.

Quarter Onion Games works to ensure future issuance is minimized via the Embers allocated to them. As market conditions allow, additional market buys are made to continue to increase the staking amount for rewards.

Each successful run in Emberlight: Rekindled will send a message to the Embers Manager with the appropriate information to reward the player in Embers.

Token holders can also stake towards the Embers Manager through a future interface. These tokens are accessible via the rewards system, but can be removed via token holders at any time.

All tokens staked provide a daily reward from the staking pool that is automatically transferred.