#### FINAL VERSION – JUNE 2025

# Contents

- 1. Overview
- 2. NFT WORLD & Access
- 3. Travel to Earn Mechanism
- 4. NFT City & Country System
- 5. Reward System (Attractions, Achievements, Quests)
- 6. Marketplace
- 7. Tokenomics (T2E)
- 8. Governance
- 9. Roadmap
- 10. Contacts

## 1. Overview

**Travelearn** is a Web3 app integrating Game-Fi and Social-Fi elements to transform tourism into a **travel-to-earn** experience. Through geolocated NFTs and real-world activities (walking, visiting attractions, completing quests), users earn **T2E** tokens.

The platform is built on the **XRP Ledger** and launched on **FirstLedger**.

### 2. NFT WORLD & Access

NFT WORLD is the essential pass to access Travelearn:

- Price: 4 XRP
- Initial Supply: 1,000
- Utility:
  - Full platform access
  - Ability to earn T2E
  - Priority access to future NFTs (City, Country)
  - Resellable on the marketplace
  - $\circ$  10% burn on every resale to feed the reward pool

## 3. Travel to Earn Mechanism

To earn T2E:

- 1. Own an NFT WORLD
- 2. Own an NFT City or Country
- 3. Visit attractions and complete quests (real geolocation)
- 4. Respect NFT cooldowns
- 5. Participate in seasonal events and quests

Sustainable system based on:

- Fees and burning (skip cooldown, resale)
- Dynamic weekly rewards per wallet
- Limited circulation and inflation control

# 4. NFT City & NFT Country

### NFT CITY

- 300 NFTs per European capital
- Activation: 3 days active rewards / 30 days cooldown

• Skip cooldown: 500 T2E (burn)

### **NFT COUNTRY**

- 100 NFTs per European country
- Includes 10 cities (excluding capital)
- Activation: 30 days rewards / 100 days cooldown
- Skip cooldown: 100 T2E (burn)

### 5. Reward System

#### **Attraction System**

#### **NFT City:**

#### **Attractions Visited Reward (T2E)**

5	1
10	3
20	8
50	25
70	50
100	100

#### **NFT Country:**

Attractions	Visited Reward (T2E)
5	5
10	15
20	40
50	125
70	250
100	500

### Achievements & Quests

- Achievements: rewards tied to completed neighborhoods or cities
- Quests: cultural missions and limited-time events (10 T2E per quest)

## 6. Marketplace

Platform for:

- Buying/selling NFT City, Country, World
- Temporary NFT rentals
- 5% transaction fee (partially burned)

## 7. Tokenomics (T2E)

ParameterValueNameTravel to Earn (T2E)NetworkXRP LedgerTotal Supply1,000,000 T2E

### Distribution

Destination	%	Notes
Reward Pool	20% Distri	buted for real-world activities and quests
Development & Marketing	10% Prom	otion, campaigns, influencers, partnerships
Market (Liquidity, Ecosystem, Reserve, etc.)	70% Inclue gover	ling liquidity pool, ecosystem growth, reserve, DAO & nance, community events

### 8. Governance

The T2E token enables:

- Proposals for new destinations or features
- Quarterly on-chain voting (XRP Ledger Snapshot)
- Access to exclusive DAO events

## 9. Roadmap

Phase	Period	Key Goals
Q3 2025	Launch	T2E token, official website, web platform, <b>NFT WORLD</b> , massive marketing, liquidity injection
Q4 2025	Development	First 5 NFT Cities, active Marketplace, dynamic quests, Beta App version
Q1 2026	Growth	NFT Country, T2E staking, partnerships with tourism entities
Q2 2026	DAO	Decentralized governance, snapshot voting, staking modules
Q3-Q4 2026	Expansion	Augmented reality, new geographic areas, full app release

### **10.** Contacts