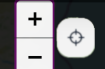


LOCATIONS...EVENTS...FINDINGS...  
what..when...where...

NEEDS & OFFERS...MATCHES...  
who..how..



**Real Life Manifestation Games**  
• Like a role playing game, you can create your own profile, but here you can map, share and train real skills.  
• Further, real resources are made visible and available, managed and used similar to a strategy game.  
• Project management tasks can be mapped as quests, levels, missions and problems become challenges.  
• The storytelling is based on the real conditions and challenges on our planet.  
• The goal of the game is to create win-win situations. Win for you, win for us, win for the world.

**ecOQuests**  
Goals  
1. To build a decentralized network  
2. Free development of our collective and individual potential  
3. Start co-creation and build collective structures  
Elements  
The App  
The app provides an interactive geographical map as a playing field. It also allows you to create and view player profiles. The marketplace shows offers and needs.  
Gatherings  
Coming together at workshops, festivals and local meetings to connect, build structures and to engage new players.  
Print Material  
To complement offline play, there are flyers, stickers, signs and workbooks that invite players to play. Players receive QR codes with QR codes that are used for networking (more on this later).  
Permanent Structures  
When we play, we create tangible structures like places and infrastructure. And also intangible, like networks of relationships, stories, information ...

ecOQuests  
Vision Offers & Needs Contact

PRIVATE PUBLIC  
CALENDAR ~ MAP\_LAYERS  
FRIENDS PROFILES SHARING OPTIONS  
ECOSOCIALGAMES  
DOinS -PUBLIC ACCOUNT  
#wikelectA (UBI) ~ CashCard

PLACES  
~ MAP\_LAYERS  
PEOPLE

CALENDAR  
EVENTS & NEWS  
COparentings

OFFERS & NEEDS  
services & goods

#ecOQuests  
#TAXp(L)ayer ECOSOCIALGAMES

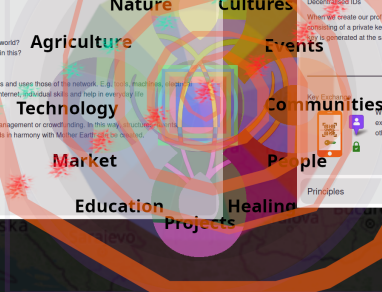
#wikelectA -DAO

manuals/blackbook/archive/docs/labs/UI

RADIOS & wHEATers

#intro/info/faq/impressum/contact/guide

**Gameplay**  
Through playful elements and gamification, the player is motivated and guided through quests and levels.  
Player Profiles  
The player examines himself and his abilities as well as deeper desires and visions to define his character or player profile. This focus is on the following questions:  
• How and in what kind of way do I want to live?  
• Who am I and what are my special abilities or my special task in this life?  
• What do I have to give? What challenges do I want to share with others and the world?  
• What do I still need to come full of my power? How can others support me in this?  
Resources  
The player explores and defines his offers and needs, shares his resources and uses those of the network. (e.g. join structures, use applications, vehicles, food and drink, places to sleep, rides, books, access to the Internet, individual skills, and help in everyday life)  
Realizing Projects  
The player joins projects and starts his own. The game offers support in project management or coordinating. In this way, virtual structures become permanent places, infrastructure and everything we need to meet our human needs in harmony with Mother Earth and the world.  
Making Change Visible  
The player is motivated to map and document the newly emerging world by ...  
• adding photos, events, etc. to the map  
• documenting projects with text, images, audio and video  
• listing stories of change



**Web of Trust**  
While we connect with other people in real life and build our personal network, we are simultaneously exchanging cryptographic keys and building a "Web of Trust".  
Decentralized IDs  
When we create our profile, a key pair consisting of a private key and a public key is generated at the same time.  
We share the public key with our friends and they can use it to encrypt data for us. We keep the private key secret. It is needed to decrypt data that has been encrypted for us on our device.  
Private data sharing  
Within our network, we can then share our profiles, offers, needs, projects, locations and events end-to-end encrypted.

PROFILE  
EVENTS  
PLACE  
ADD