

BY ASTRO BEAR

Ledger Quest

Eleven short lessons that teach you how to use the XRP Ledger, then a quiz.

All practice is on the test network. Test XRP has no value. No pressure.

How to use this booklet

Start at Lesson 1 and go in order. Scan the QR code to open the lesson on the site and try the steps there. After Lesson 11, take the final quiz. You need 8 of 10 to pass. Then the Ursa Ledger arcade unlocks.

KEEP THESE RULES WITH YOU

- Switch your wallet to testnet before you send, mint, or play.
- You can share your r address. Never share your secret or your seed.
- Never put a birth date, time, or place in a memo or an NFT.
- This course does not give financial advice, and it does not talk about prices.

Fan-made educational materials by Astro Bear. Not affiliated with or endorsed by the XRP Ledger Foundation.

LESSON 1 OF 11

Lesson 1: What the XRP Ledger is

Scan to open

The XRP Ledger is a shared notebook the whole world can read. When most of the checkers agree, a new page is locked in, usually in a few seconds. There is no boss in the middle.

Try it. Read the lesson, then say in your own words why many checkers make the notebook hard to cheat.

https://xrpl.astrobear589.com/start-here.html

LESSON 2 OF 11

Lesson 2: Your wallet

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Set up a wallet and switch it to the test network, not the live network. The r address is public and can be shared. The secret and the seed stay with the student. Always. Request free test XRP from the official faucet. Test XRP has no value.

Try it. Install a wallet from its official site, switch it to testnet, copy your r address, and request test XRP from the official faucet.

https://xrpl.astrobear589.com/guide.html#test-wallet

LESSON 3 OF 11

Lesson 3: Send a payment

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Send a test payment with a memo, which is a short public note. Then look the payment up on the testnet explorer. Anybody can check it. That is the proof it was written in the book.

Try it. Send a small test payment with a memo, then look it up on the testnet explorer.

https://xrpl.astrobear589.com/payments-lesson.html

LESSON 4 OF 11

Lesson 4: NFTs

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You can mint an NFT, or accept one that is offered to you. It does not land in your wallet until you say yes. A chart NFT may hold a name, planet signs, angles, and aspects. Never birth date, time, or place. Pick art you are happy to share publicly forever.

Try it. Mint a test NFT or accept an offer. Say yes on purpose before it lands in your wallet. Do not add birth details.

https://xrpl.astrobear589.com/nft-lesson.html

LESSON 5 OF 11

Lesson 5: Stablecoins and tokens

Scan to open

Issued tokens sit on a trust line. To hold a test stablecoin, you send a TrustSet that names the issuer and the currency, with a limit. XRP is the only coin that needs no trust line.

Try it. Set a trust line for a test issued coin, using the issuer address, the currency, and a limit.

https://xrpl.astrobear589.com/stablecoins.html

LESSON 6 OF 11

Lesson 6: Swap and trade

Scan to open

The built-in DEX uses an OfferCreate that says what you give and what you want. If a matching offer exists, it can fill right away. This is practice with play money only.

Try it. Look at a test DEX offer. If your teacher asks you to try one, use play money only.

https://xrpl.astrobear589.com/dex-amm.html

LESSON 7 OF 11

Lesson 7: Escrow, checks and tabs

Escrow can hold test XRP until a set time, then an EscrowFinish releases it. A memo cannot hold funds. A normal payment arrives right away.

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Try it. Read how escrow holds funds until a time, then a finish releases them.

https://xrpl.astrobear589.com/escrow-checks-channels.html

LESSON 8 OF 11

Lesson 8: Shared keys, votes and loans

Multi-signing lets a group approve spending without sharing a seed. Example: three signers with weight 1, and a quorum of 2, so any 2 of 3 can approve.

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Try it. Read how a signer list works, and why a group should never share one seed.

https://xrpl.astrobear589.com/agreement-lesson.html

LESSON 9 OF 11

Lesson 9: Digital IDs and privacy

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Some ledger tools can help prove a fact without posting private life details. Teach students to think before they publish anything. Ledger records are public and hard to take back.

Try it. List one thing you would never post to a public ledger.

https://xrpl.astrobear589.com/identity.html

LESSON 10 OF 11

Lesson 10: Beyond the XRPL

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A short look at how this ledger sits next to other networks and tools. Keep it plain. This is still education, not a product pitch.

Try it. Read the short lesson, then go on to Lesson 11.

https://xrpl.astrobear589.com/beyond-xrpl.html

LESSON 11 OF 11

Lesson 11: Agentic payments

Scan to open

If an AI agent pays for small things, it should get its own small wallet, spending limits, and your approval for big or new payments. It should never hold your seed.

Try it. Name three safety rules for an agent wallet: its own small wallet, spending limits, and your approval for big payments.

https://xrpl.astrobear589.com/agentic-payments.html

AFTER LESSON 11

Final quiz and the arcade

The final quiz has ten practical questions from the lessons. You need 8 of 10 to pass. It checks things like how to use the faucet, how to add a memo, how to accept an NFT offer, and how to keep a seed private.

Scan the quiz

After you pass, the Ursa Ledger arcade unlocks. Connect a testnet wallet in Xaman to play, and your scores can land on the all-time leaderboard. That is practice too, testnet only.

https://arcade.astrobear589.com/

Ursa Ledger

When you finish, ask your teacher for the certificate of completion. Fill in your name and the date by hand.

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