DOSE Token - Lightpaper

The ERC-20 fungible utility token and in-game currency of the OliveX (BVI) Limited fitness metaverse

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Author	OliveX (BVI) Limited

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DOSE Token Function

It is intended that the DOSE Token will be the native token of the OliveX ecosystem and allow interaction with the features offered within that ecosystem. The DOSE Token is only for use in connection with the OliveX ecosystem and only constitutes a transferable representation of features specified in the OliveX ecosystem. This applies but is not limited to any non-fungible token (NFT) purchases, gameplay entry

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- acknowledge and agree that the total supply of DOSE Tokens may be amended from time to time by OliveX acting reasonably, particularly if required by law to meet regulatory requirements in respect of the DOSE Token;
- understand that the gift of DOSE Tokens is a nonpublic, private offering;
- acknowledge and agree that if you receive any DOSE Token Gift, to the extent permitted by law, that you will not hold any third party (including any developers, auditors, contractors, members of the board or shareholders of the Company) liable for any regulatory implications or liability associated with or arising from the allocation, ownership or use of DOSE Tokens or any other action or transaction related to the OliveX ecosystem;
- confirm you are not a resident of, citizen of or located in a geographic area that is subject to UN-, U.S.-, EU-, Swiss or any other sovereign country sanctions or embargoes;
- confirm you are not domiciled in or organized under the laws of any country, whose legislation conflicts with the DOSE Token Gift;
- confirm you are not entitled to sell, donate, pledge or transfer in any other way the DOSE Tokens to persons as identified in the two preceding paragraphs;
- acknowledge and agree that, to the fullest extent permitted by any applicable law, you will not hold the Company, or any developers, auditors, contractors, members of the board or shareholders of the Company, liable for any and all damages or injury whatsoever caused by or related to the use of, or the inability to use the DOSE Token Gift or the Play-to-Earn model under any cause or action whatsoever of any kind in any jurisdiction, including, without limitation, actions for breach of warranty, breach of contract and tort (including negligence), and that the Company, and any developers, auditors, contractors, /or members of the board or shareholders of the Company, shall not be liable for any indirect, incidental, special, exemplary or consequential damages, including for loss of profits, goodwill or data, in any way whatsoever arising out of the use of, or the inability to use the DOSE Token Gift;
- acknowledge and agree that the Company, and any developers, auditors, contractors, members of the board or shareholders of the Company, are not liable, and you will not to seek to hold them liable, for any direct or indirect costs and/or damages arising out of or in connection to regulatory implications, regulatory non-compliance or liabilities associated with or arising from the allocation, ownership or use of DOSE Tokens or any other action or transaction related to the OliveX ecosystem and the Play-to-Earn model.
- understand that no public market now exists for the DOSE Token, and the Company has made no assurances that a public market will ever exist for the DOSE Tokens or the DOSE Token Gift;
- understand that the value of DOSE Tokens, including the DOSE Token gift over time may experience extreme volatility or depreciate in full;
- acknowledge that you have been advised that the DOSE Token Gift to be allocated to you may, in certain jurisdictions, be considered a security, and that the DOSE Token Gift may only be resold in compliance with applicable securities laws; and
- waive the right to participate in a class action lawsuit or a class wide arbitration against any entity or individual involved in the allocation of DOSE Tokens;

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Risks
You understand and accepts that there are a number of risks connected with the DOSE Token Gift. In particular, but not exhaustively, you understand the inherent risks listed hereinafter.

Regulatory Risk
You understand and accept that the distributed ledger technology used in the OliveX ecosystem allows new forms of interaction and legal relationships. There is a possibility that certain jurisdictions will apply existing regulations, or introduce new regulations addressing blockchain technology-based applications, which may be contrary to the current setup and which may, inter alia, result in substantial modification of the Play-to-Earn model, including its termination and the loss of the DOSE Tokens or their functionality for you.

You understand and accepts that even if DOSE Tokens do not create or confer any contractual or other obligations against any party (including Company, members or other developers, auditors, contractors or founders associated with the Company or the OliveX ecosystem, certain regulators may nevertheless classify DOSE Tokens as securities or other financial instruments under their applicable law. It remains your responsibility to comply with any applicable laws and regulations when holding or dealing with DOSE Tokens.

The regulatory regime governing blockchain technologies and tokens is complex, and new regulations or policies may materially adversely affect the Company, the OliveX ecosystem and the DOSE Tokens themselves, including any value attached to them. In many jurisdictions, regulation of tokens is currently undeveloped and likely to change. Regulation varies significantly among jurisdictions and is subject to significant regulatory interpretation. Failure by the Company or any DOSE Token holders (including you as a prospective DOSE Token holder) to comply with any laws, rules and regulations, some of which may not exist yet or that are subject to interpretations that may be subject to change, could result in a variety of adverse consequences, including civil penalties and fines.

If DOSE Tokens are deemed to be securities, in one or more jurisdictions, or the Company or its affiliates are required to register with a regulatory agency, the DOSE Tokens and the Company could be subject to significant additional regulation, including restrictions on any future ability to transfer or resell or conduct or continue operational activity. This could lead to significant changes with respect to DOSE Tokens, how DOSE Tokens are structured, how they are purchased and sold, and other issues, and would greatly increase the Company's costs in creating and facilitating transactions in DOSE Tokens. Such regulation could affect the value and functionality of the DOSE Tokens and/or could cause the Company to cease operations.

Risk of Software Weaknesses
You understand and accept that the underlying software application and software platform, other involved software and technology as well as technical concepts and theories are still unproven in an enterprise operational environment, which is why there is no warranty that the process for receiving, use and ownership of the DOSE Tokens will be uninterrupted or error-free and which is why there is an inherent risk that the software and related technologies and theories could contain weaknesses, vulnerabilities or bugs causing, inter alia, the complete or partial loss of the DOSE Tokens.

You understand and accept that the Play-to-Earn model is upon deployment fully decentralized and immutable and that, in consequence, it is impossible for the Company to cure software weaknesses. Changes to the Play-to-Earn model can only be made via the decentralized governance mechanism and the decentralised autonomous organisation (DAO) structure and thus are dependent on the respective decision of any DOSE Token holders.

Risk of No Success
You understand that there are no assurances that the Play-to-Earn model or other material aspects of the OliveX strategy, go to market strategy, NFT plan, or development model will lead to commercial success or that you will receive any commercial benefits from the DOSE Token Gift.

Risk of Depreciation
You understand that with regards to the DOSE Token and the DOSE Token Gift, to the extent there is a market, that no market liquidity may be guaranteed and that the value (if any) of the DOSE Token and the DOSE Token Gift over time may experience extreme volatility or depreciate resulting loss that will be borne exclusively by you

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Context

OliveX is building a fitness metaverse where players can workout at home, in the gym or outdoors to earn in-game rewards. All of these experiences are linked together with the DOSE utility token, which can be earned as a reward in one experience and spent in another.

3 projects planned to have DOSE token integration within the OliveX gamified fitness ecosystem includes 22 Pushups, KARA Smart Fitness™and Dustland Runner.

- **22 Pushups**: a challenge platform to inspire non active users to become more active
- **KARA Smart Fitness™**: is an interactive smart fitness app that helps people workout at home by streaming celebrity trainer workouts powered by computer vision A.I.
- **Dustland Runner**: with the use of Zombies, Run! engine, a brand new audio adventure running game

Company Background

22 Pushups, KARA Smart Fitness, OliveX (HK) Limited, OliveX (BVI) Limited and Zombies, Run! (STS) are part of the OliveX Holdings Enterprise. The ethos being that users of the platforms are motivated to be more active. Animoca Brands Limited is a leader in blockchain gaming and a 27.97% shareholder in OliveX that will collaborate on the development of the token.

About OliveX

OliveX (NSX:OLX) is one of the leading gamified fitness developers in the Asia Pacific region. It has a proven track record of successful fitness apps. OliveX (BVI) Limited is set up under OliveX for all token development.

About Animoca Brands

Animoca Brands is a global leader in blockchain gaming and a 27.97% shareholder in OliveX. They will be assisting in the tokenization of this project.

About Six to Start

Founded in 2007, Six to Start is an independent games developer and entertainment company based in London. They have created games and apps for companies like the BBC, Channel 4, Penguin Books, eBay, and Muse; and they have conducted research and development for Disney Imagineering, CBS Interactive, Microsoft, and the British Museum.

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Since 2011, Six to Start has focused on developing original smartphone games including Zombies, Run!™ and The Walk (co-created with Naomi Alderman).

On 5th March 2021 OliveX announced that it had entered into an agreement to acquire 100% of Six to Start and the acquisition has since been completed.

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Case Study - 22 Pushups

22 Pushups is developed by OliveX HK and was first released for download in May 2017. The app utilizes the smartphone's light sensor to automatically count a user's push-up exercises. This has been one of OliveX's most successful apps and achieved recognition as 'App of the Day' on the Apple Store.

22 Pushups means a challenge for doing 22 pushups every day. The app aims to keep users well-motivated to improve pushups training. There are lots of cool features inside the app to motivate users and make them go until the end. For example, with each new level, there is a new coaching voice that can be unlocked. Moreover, this app has a mandatory rule that users need to record each daily pushup training. When others can see one exercise, there is no excuse for users to skip!

Users do not need a gym subscription or going to the stadium, they do not need to buy special equipment or clothes for push-ups. They can do it anytime and anywhere.The only need is a floor to lean on, install the 22 Pushups app on your smartphone, place the phone underneath, start doing the workout and the detector in the app will count how many pushups users have done. Push-ups from the floor can be done with an advantage at any age, from childhood to advanced.

Case Study - KARA Smart Fitness™

KARA Smart Fitness is a high-tech virtual fitness app, launched in 2017. It uses in-house developed A.I track movement and activity with the camera installed inside the smartphone. And furthermore, from the smartphone we are able to deliver real-time feedback on form and function, using the phone's camera. Users can access on-demand fun, interactive fitness classes and experience yoga, pilates, HIIT, etc. workouts with local celebrity coaches at their convenience, whenever it fits their schedule. Users can select the type of workout, intensity and duration at the click of a button. Users can also choose up to three difficulties, and three durations for selection. The classes can last from 3 minutes up to 45 minutes with many exercise categories. Let's Fun, Fit Fab.

Smart A.I. Tracking.
KARA Fitness A.I. tracks your movement along with key points of the body to give live feedback.

- PROGRESS TRACKING - Based on your past workouts, the A.I. will encourage you to hit the same levels of success or push yourself a little harder.

- RECOMMENDED CONTENT - Our A.I analyzes your classes and suggests new alternatives to keep your workouts fresh

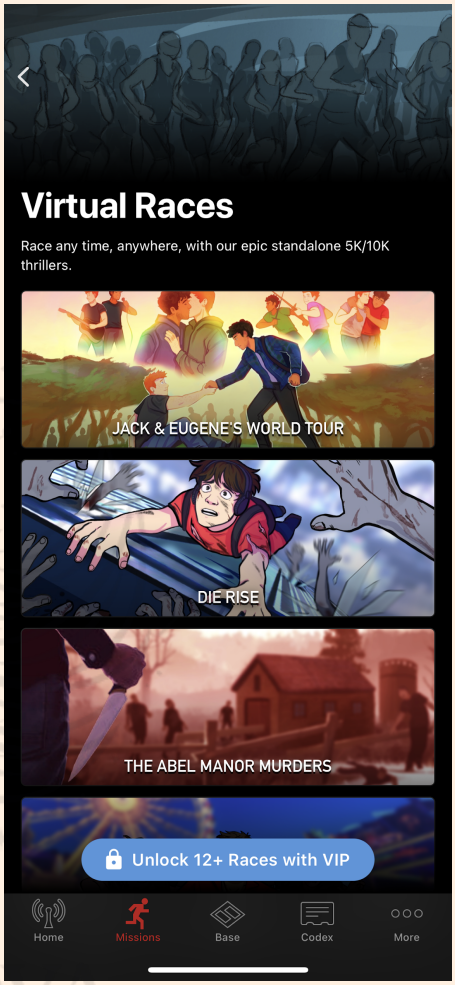
- SAVED PREFERENCES - As you build a fitness routine, our A.I. will help you stay on schedule with relevant workouts

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Case Study - Zombies, Run!™

Zombies, Run! is the world's leading gamified health and fitness app with an average 300,000 active users per month, approximately 50,000 paid subscription users, and a digital fitness platform with augmented reality capabilities that have been recognised as best-in-class.

- 50% of paid user's tenure is >12 months
- Annual ARPU of ~£29.50 across monthly and yearly paid subscribers
- 58% subscribe annually
- 15% YOY growth in average monthly paid
- >100% growth in Average MAUs in the past 12 months

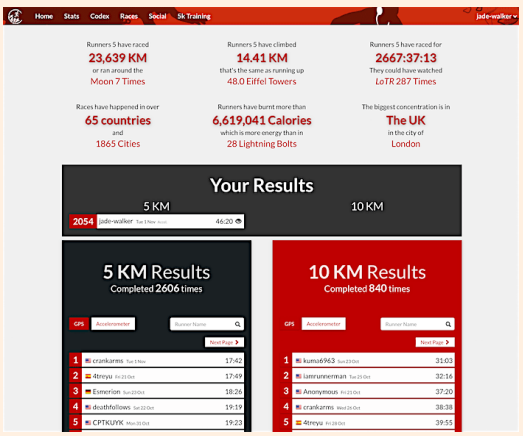


* Figures above correct at time of NSX announcement of Six to Start acquisition.

An active online social community includes 60,000 Facebook followers, 11,500 Instagram followers, and 8,000 Reddit followers.

Zombies, Run! is an immersive running game set around the fictional base camp Abel Township in a virtual zombie apocalyptic world.

Users play Zombies, Run! by walking, jogging or running anywhere in the world, acting as the character "Runner 5" through a series of missions which is narrated through audio stories and music played through smartphone headphones. Players run or walk while listening to audio narratives to uncover the Zombies, Run! story and collect supplies, rescue survivors and defend their home.

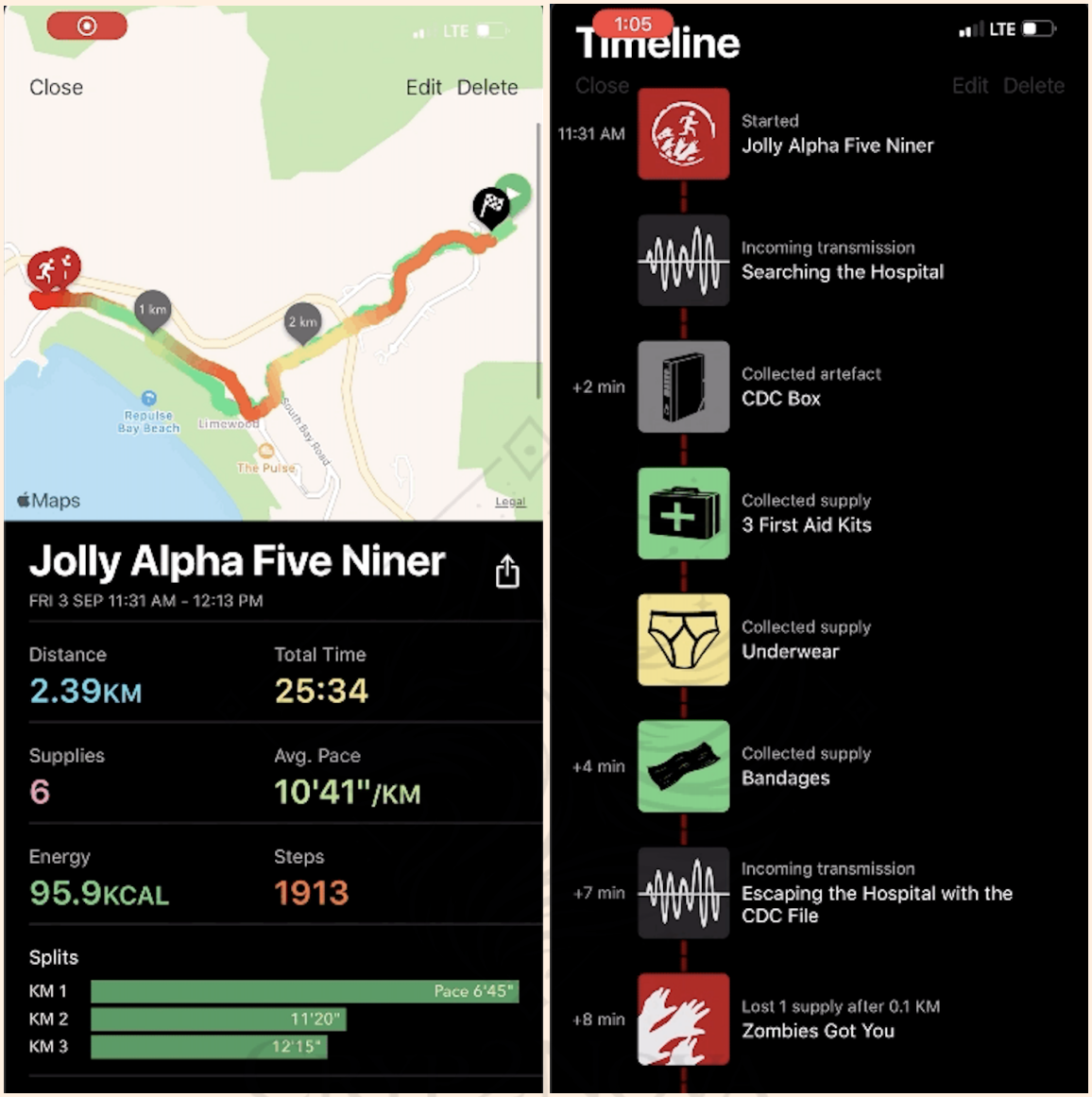


The game is a hands-free digital fitness app that records distance, time, pace and calories burned using the phone's GPS or accelerometer. Users can also use the GPS feature to opt-in to interval training drills, taking part in zombie chases that require the player to run faster for a short period of time.

Runs can be tracked and shared online.

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Based on Zombies, Run!™ Engine



In Zombies, Run!, you turn on your headphones and start running. You act as “Runner 5” through a series of missions. In the beginning, you are guided by a helicopter crew that will narrate instructions to guide you to a safe place. Along the way, zombies may appear to attack you and you need to run faster to escape them or the game will tell you that zombies are getting close (zombies 50m, 30m, 10m). While running, players collect supplies (I.e. Audio narration saying “you’ve collected bandaids”) which can be used to benefit the base camp of Abel Township.

Dustland Runner’s game is based on the same game engine as Zombies, Run!. All the features will be the same but with a different story and different virtual items.

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Dustland Runner - An Audio Fitness Adventure



Dustland Runner is the world's first **Proof of Workout** audio game, where going on runs in the real world progresses the narrative and gets you virtual rewards (NFTs / DOSE tokens) that you can use to upgrade and progress your adventure.

Built by OliveX with technology from **Six to Start**, Dustland Runner is based on the successful **Zombies, Run!** game engine and online platform; best in class for delivering audio running adventures on different devices and tracking players' fitness goals and progress. Dustland Runner also leverages the strong storytelling experience that Zombies, Run! provides.

Backstory

Over the course of the 21st Century, societies around the world collapsed as they failed to deal with climate change and the catastrophic events that ensued. Many parts of the globe were sunken due to extreme flooding, and the parts that remained became hot and barren, facing hostile droughts.

The final blow came when a massive and sustained solar flare wiped out most advanced technologies and plunged society into a **technological dark age**.

Over the decades that followed, pirates, bandits and scavengers formed small and fractured clans.

These groups aim to gather **relics of the golden age**, and use them to protect what little resources (food, water etc.) they have. Every relic is an advantage, and every clan is in it for themselves.

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These barely habitable and hostile regions are known as **The Dustlands**, and you are one of many freelance agents that we call **Dust Runners**.

Before long you find yourself taking jobs carrying all kinds of mysterious contraband. They remind you of technology of the past, but they're nothing like you've ever seen. They glow in different colors like gemstones.

Where have they come from? What do they do? And why will the shady figures of The Dustlands do anything to get their hands on them?

Gameplay Introduction

"Welcome to The Dustlands, newbie.

As a soon-to-be Dust Runner, there are a few things that you should know.

1. You're a freelance delivery agent - It's your job to race all over the Dustlands.
2. Go wherever the work takes you… but vehicles are scarce 'round here. Starting out on foot, you'll quickly cobble something together in no time.
3. The jobs themselves are well paid, and they oughta be.
4. Dust running is risky business. Watch out for bandits, or desert monsters looking for their lunch.
5. Your cargo is **hot property**. Don't let it out of your sight.
6. We Dust Runners wear our headphones at all times. Not only do they drown out the constant hum of the desert, but they're key to your adventure.

Now that you're up to speed, visit the **bounty board** for your first assignment. Oh, and one last thing....

Don't ever stop running... Just take my word for it."

A note from Sketchy Jake

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Pillars

Dustland Runner has **4 pillars** which influence its design and development:

- **Fitness First** - The core of the experience relies on a solid fitness app with metric tracking and allows the player to make their own goals. This is the base that will allow the other game elements to be successful.

- **Immersive Narrative Mystery** - A fragmented narrative that players experience in chunks every time they play a mission. As the player unlocks more missions and meets more characters, the plot unfolds and a web of mystery is uncovered.

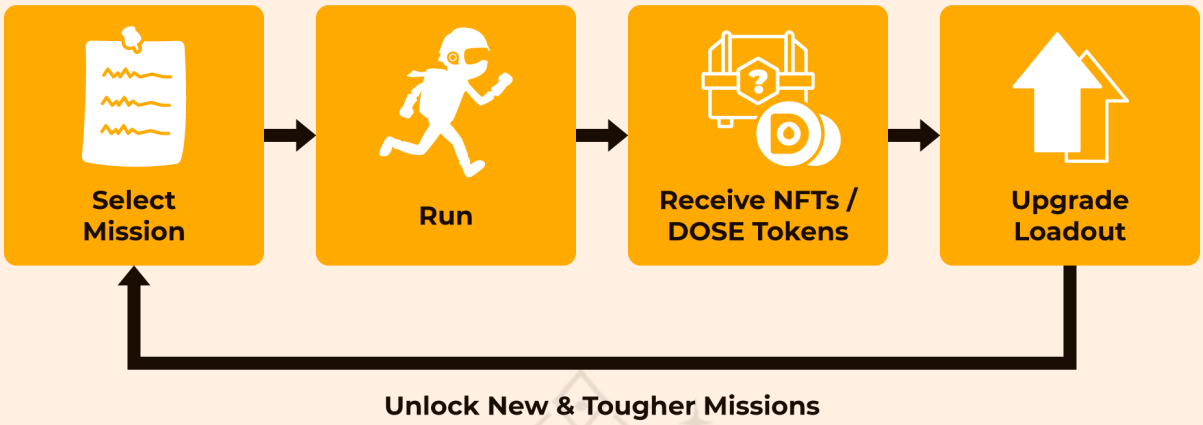
- **Players own their progression** - games like Zombies, Run! have become successful because of the community that has formed around them. We believe in growing a strong community and rewarding them for their participation in building a healthy ecosystem. Players will be rewarded DOSE tokens directly for their engagement in the game, along with NFTs. Players should be free to trade, sell, give away, lend or burn the NFTs and the DOSE tokens that they receive. Players who jump into the game early are especially valuable to the community and will find themselves with more opportunities to accelerate their progression.

- **A Free to Play economy** - players can get started in the game for free. All players start without a vehicle and can participate in the economy of the game. The core of the economy revolves around players feeling like they're scavenging loot and crafting junk up into something magical (literally!). Scarcity is a big factor in the experience but those who are dedicated enough should be able to grind their way up the ladder.

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Core Gameplay Loop



Gameplay

Getting Started

Players will need the following to get started playing Dustland Runner:

- **Android or iOS Smartphone** - GPS Location will need to be enabled in order for the game to detect that a run has been completed
- **Polygon (Matic) wallet** - in order to be able to take rewards (including NFTs) outside of the game experience

Note: More requirements may be added as deemed necessary.

Players are **not required** to have any Dustland Runner NFTs in order to play the game.

Running Features & Proof of Workout

The running aspect of Dustland Runner builds upon aspects of Zombies, Run! that players have come to know and love:

- **Walk, Run or Jog at any speed** - the core of the game is based around distance, not performance, making it more accessible to a wide range of players.
- **Run wherever you are** - indoors, outdoors or in a gym, your movement is not restricted to your location.
- **Interval training** - for players who wish to crank it up a notch

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- **Run tracking & stats**- look back on your runs and associated data such as distance, duration and pace

- **Sharing** - share your run progress with your friends

- **Google Fitness / Apple Health integration** - exports your health data to native operating system apps where it can be compared with other health data

- **Smartwatch App** - use your Smartwatch to pause missions and view your run statistics and progress.

Additionally, we are building undisclosed **Proof of Workout** features that will take aggressive action to detect and act against cheaters. These features will allow us to keep the game fair for everyone and to promote a healthy economy, both of which are necessary in order to be able to provide players rewards for running activities.

Bounties



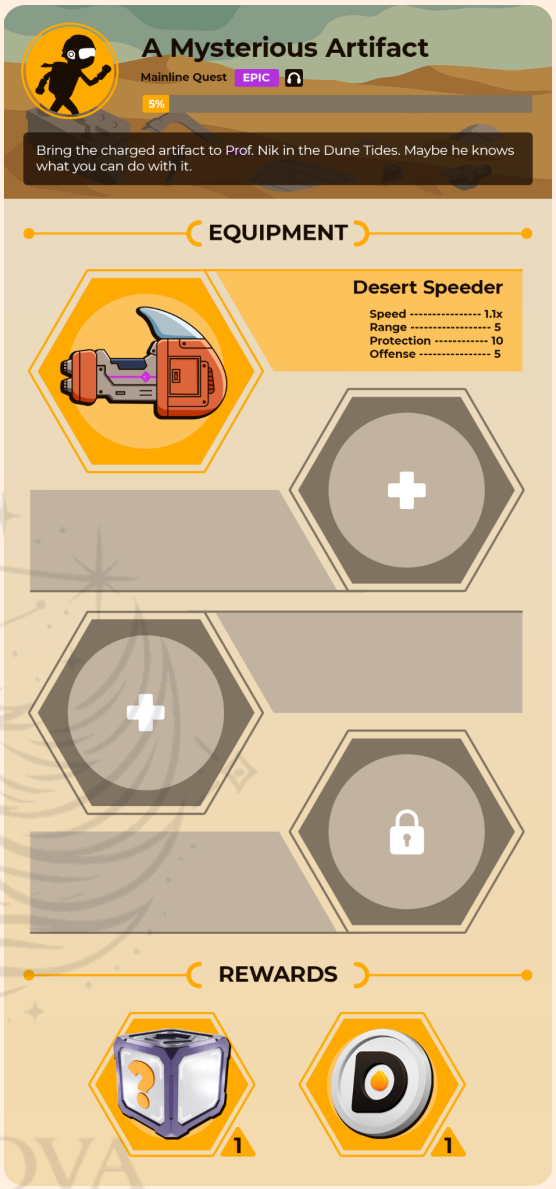
Bounties are running missions, which make up the core gameplay of the Dustland Runner experience. Bounties can be accepted from the **Bounty Board** or **Map Screen**.

Each bounty is a request from a Dustland inhabitant with a corresponding reward. Sometimes the rewards are DOSE tokens, other times the reward is a specific NFT or random NFT within a specific loot pool.

Players must have the requested **cargo** by the bounty owner to be able to accept the bounty.

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Players see the following information when a Bounty is selected:



- **Distance** - The distance that the player must run from their current (in game) location to the location where the bounty can be turned in.
- **Cargo** - The item(s) that must be transported to the bounty requester in order to complete the bounty.
- **Requester** - The character that needs the cargo delivered to them.
- **Narrative Description** - Some context regarding who the requester is, what they are requesting, and why.
- **Reward(s)** - The maximum rewards that the player can earn from getting the cargo to the destination in pristine condition.
- **Bounty Difficulty** - A recommended Power Level for the bounty.
- **Forecast** - A list of events that can possibly happen on the bounty run. Examples include:
    - Pirate Hijack
    - Bandit Chase
    - Monster Attack
    - Adverse Weather Conditions (Sandstorm, Solar Flare etc.)

When accepting a bounty, players can choose their loadout, which consists of:

- **A vehicle** - the size of which affects the maximum loadout capacity.
- **A number of relic (modification) slots** - (depending on the vehicle selected) - these provide stat boosts to your loadout
- **A number of consumables** - which are burned if certain conditions take place within the bounty. They can be used to protect your vehicle or keep your cargo safe.

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Immersive Narrative Experience

Each mainline bounty that the player participates in has a narrative component to accompany the mission.

The narrative follows an Alternate Reality Game Lite (ARG-lite) structure where snippets of narrative unfold as the player progresses the action (by running).

On your mission as a Dust Runner you will **uncover the secrets** of the Dustlands, learn about it's **shady inhabitants** as well as the **mysterious power** that the **otherworldly augmentations** hold.

As well as an immersive narrative, your friendly Dust Runner handler will provide you with updates on your progress towards your destination, including **pacing information**, landmarks / notification of which lands you are passing through and any strange **weather conditions** that are currently on the go.

Unlock the narrative in any order that you wish, and piece together a mystery that goes far beyond the Dustlands.

Vehicles

Although it is not required in order to play, players will want to acquire vehicle NFTs as soon as possible. Each vehicle comes with a number of immutable properties which loosely correspond to vehicle NFT's rarity.

Vehicles provide various benefits when going on a bounty. Examples are:

- **Power Level -** A value which denotes the overall utility of the vehicle. A higher level means that the player can go on more difficult bounties.
- **Total Loadout Slots Available** - Smaller vehicles have less slots for relic modifications to them.
- **Speed** - The higher the speed, the less distance the player must run to complete the bounty.
- **Range** - The maximum distance that the vehicle can travel on a single bounty.
- **Defense** - The protection that the vehicle provides from attack
- **Offense** - The offensive power, used to fend off attackers that you will face on your runs.

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Power Level

Each **vehicle** and **relic mod** that the player possesses in their inventory has a **“Power Rating”**. This is used to approximate how useful the item is overall at affecting the player’s progression.

When the player builds a vehicle or backpack (players without a vehicle have a backpack instead) loadout - an overall **Power Level** is given to the player which is a weighted average of all NFTs used in the loadout.

Each Bounty has a Minimum and Maximum Power Level that can be used to participate in the bounty. Outside of this range, the player is not allowed to participate in the bounty.
However, just because players can participate in a bounty, it does not mean that they will be successful.

Land & Resources

Every Bounty is located within the bounds of a **plot of land**. The number of plots is limited and each plot can be purchased by a player during a **Land Pack Sale**. Initially the number of plots of land available will be low and more will be added to expand the playable space of The Dustlands. We will expand the numbers of lands available slowly to ensure that land is scarce and valuable to players.

See: Dustland Runner Roadmap for more details

Land Packs contain land of a specific type with the following properties:

- **Rarity** - the rarer the land the less chance there is of it appearing in a pack
- **Location** - Each plot of land is tied to a location on the Dustland map
- **Name** - Each plot of land is named uniquely, and this is the name that appears on the player’s map
- **Resource** - Lands vary in which resources can be collected from them
- **Abundance** - Abundance is derived from the rarity and defines how much of the given resource the land provides.

Each player who passes through the land on a given run **collects** a given quantity of the **resource provided by that land**. A share of this resource collection goes directly to the player who owns the land.

When players select a bounty to participate in, they **choose the lands that they will pass over** to get there.

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Metagame Loop

The metagame for Dustland Runner revolves around **crafting and upgrading** vehicles, and is important for progression within the game.

There are 3 types of crafting materials / resources used in the game:

- **Land Resources** - obtained by running through a land of the given resource type, used for bounties and augmentation.
- **Relics** (NFTs) - obtained by completing bounties, used for crafting
- **Augmentation Crystals** - obtained as a rare drop from bounties, used to add magical properties to Relics.

People in the Dustlands have a lot of junk, and love to give you any excess parts they have when you fulfil their bounties. Players will build a **diverse inventory of junk** through gameplay which they can use to choose their progression path through the game.

The metagame is a strategic element focussed on:

- Assessing your inventory
- Planning which upgrades and augmentations you wish to make
- Seeking bounties which offer the kinds of junk you're looking for
- Planning your run to optimize your resource collection
- Finding rare augmentation crystals
- Hunting the secondary marketplace to offload what you don't want, and obtain what you do.

Augmentation

Augmentation crystals offer a **magical path of evolution**. These crystals are mysterious and otherworldly and can be obtained as rare drops from bounties, challenges and the Battlepass.

Once the player has obtained an Augmentation Crystal, it must be **charged** by **consuming land resources** of a corresponding type. Each crystal type has a number of evolution levels which require more and more resources to charge.

Charged crystals provide a way for relics to break past their power cap as well as **adding magical properties** to them.

Cargo

Cargo is used as a **progression lock** for Bounties (and therefore narrative storylines). At the beginning of the game, bounties request cargo which is **easy to locate and obtain**. As the player progresses, they must combine items that they have **scavenged** in order to obtain the necessary cargo.

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Challenges

Players are rewarded for completing **Daily, Weekly and Monthly milestones**. Each milestone has a number of corresponding tasks which must be completed within the game in order to earn the corresponding rewards.

Examples include:

- Complete a Bounty
- Win a PvP battle
- Craft a new vehicle attachment / mod

Battlepass & Seasons

Battlepass is a linear progression system that will be added later in development where players earn rewards for constant participation over an extended period of time. Players will be able to **purchase a Battlepass** each season which will entitle them to earn sweet rewards at each tier of the progression.

Rewards include but are not limited to:

- Seasonal Exclusive NFTs
- DOSE Tokens
- Relics
- Augmentation Crystals

Each season has a corresponding narrative storyline that is revealed through new Bounties.

PvP

While initial launch is focussed on the singleplayer experience and metagame, long term we want to allow players to battle it out in the Dustlands **Player vs Player**.

To participate in PvP, players choose a land location and pay a fee (in DOSE). Players will be matched **against an opponent** who has recently visited the same land.

At this point players will see the stats of their opponent and be able to **build a loadout** and run to their location to attack them. Once the run is complete, the game determines the winner of the battle.

The winner is provided with a number of DOSE tokens along with the Land Owner. Both players receive a number of **Ranking Points** depending on the relative Power Level difference between them.

Opponents are selected based on a league ranking system, with players progressing up or down a league when they reach a certain number of Ranking Points.

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Entry fees (and therefore rewards) for PvP are relative to the player's league

Clans Metagame

In the post launch phase we plan to further showcase the fractured clan based nature of The Dustlands by allowing players to side with a clan. Each piece of land represents one possible clan, with the **landowner being the clan leader**.

Players can temporarily (safely) lend **relic mods** to a clan owner to help them **fortify the land**. Once the clan event begins, players can **choose any piece of land to raid**. Damage dealt to fortifications carries over between attacks and collectively players can cause fortifications to fall.

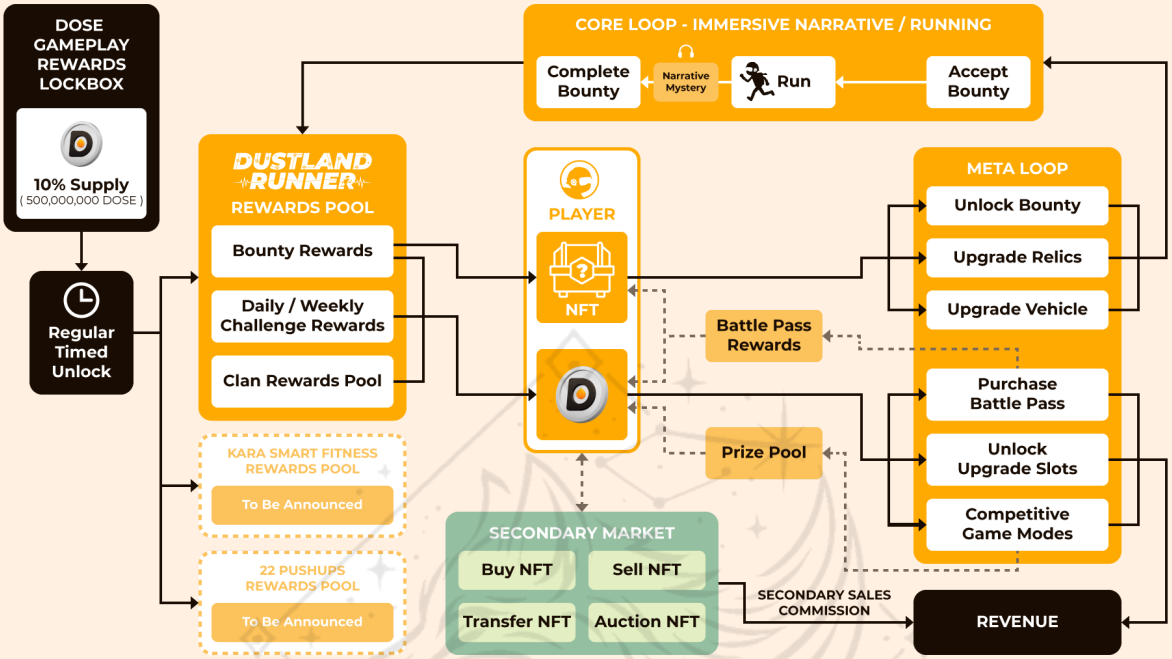
Rewards are distributed to each clan proportionally based on a ratio of how long the fortification held for compared to the total power rating of the fortification.

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Economy Flow

The following diagram represents how DOSE tokens and NFTs flow in and out of player's possession as they perform actions within the game.



Technology & Partnerships

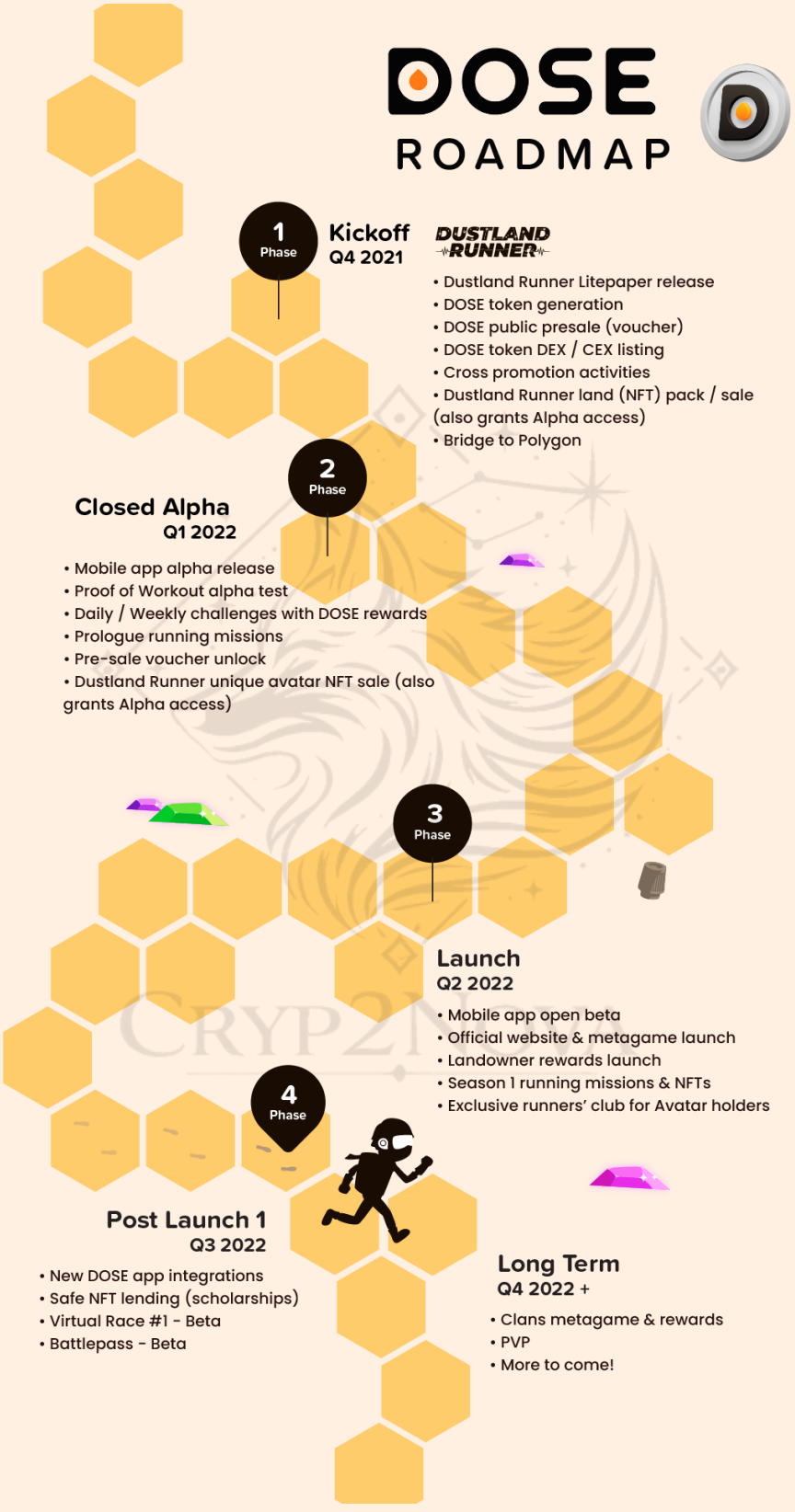
Dustland Runner will leverage existing technologies deployed by **Six to Start** and **OliveX** and tap into the wealth of knowledge built up by **Animoca Brands**.

Technologies from Zombies, Run! that will be built upon for Dustland Runner include:

- **Fitness App** - Including GPS / accelerometer tracking, metrics
- **Multi-platform audio narrative game engine** - Audio playback features and device compatibility features across a range of iOS and Android devices
- **Web Platform & Cloud Sync** - Allowing players to share their runs, view their stats and keep their progression sync'd cross platform.
- **Smart Watch Apps** - Allowing players to access key data from their runs while on the go, as well as pausing or resuming a mission.

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DOSE Roadmap



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DOSE Token



DOSE is the token of purchase, utility and action and is at the heart of the OliveX gamified fitness ecosystem.

Players will receive DOSE tokens for completing workout based gameplay in 22 Pushups, KARA Smart Fitness and Dustland Runner. These tokens can be used to unlock items, purchase NFTs and participate in special events and game modes.

DOSE is an ERC-20 Fungible Token (FT). The token will initially be available on the Ethereum Mainnet, but will later be bridged to the Polygon layer 2 network where Dustland Runner will be playable.

Why DOSE? DOSE is an acronym for the chemicals you release when you play an exercise game like Dustland Runner that makes you feel good:

- Dopamine
- Oxytocin
- Serotonin
- Endorphin

Supported games include:

- **22 Pushups** - a pushup challenge platform to inspire non active users to become more active
- **KARA Smart Fitness™** - an interactive smart fitness app that helps people workout at home by streaming celebrity trainer workouts powered by computer vision A.I.
- **Dustland Runner** - An entirely new Play to Earn fitness game from the creators of Zombies, Run!™, the world's leading gamified health and fitness app with an average 300,000 active users / 50,000 paid subscribers per month

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Tokenomics

The total supply of DOSE has been set at **5,000,000,000** tokens.

The DOSE Token is a fungible cryptographic token that exists on the Ethereum blockchain. A fungible token is an asset that is interchangeable with tokens of the same type, so that one DOSE Token always has the same value and properties as any other single DOSE Token. DOSE is the utility token of the branded audio story games produced by OliveX in collaboration with Six to Start, Dustland Runner, and in-game currency of 22 Pushups, KARA Smart Fitness.

DOSE is intended to be leveraged as a cross-title utility within the OliveX ecosystem, and has been designed to be the driving force behind the ecosystem's gameplay rewards model.

The OliveX ecosystem will reside on Polygon (formerly Matic) where transaction fees are very low and tokens can be bridged back and forth between Polygon and the Ethereum Mainnet.

DOSE tokens are distributed for gameplay rewards through a constant daily trickle which declines over time to ensure that the maximum token supply is never reached.

Each day, every game in the OliveX fitness metaverse receives a pool of tokens that can be distributed in game and is split across all actions that reward players.

Additional pools of DOSE tokens serve as the reward pools for specific game modes (virtual races, PvP etc.). These pools are filled by entry fees that players pay in DOSE to participate in the performance based events.

Token Specification

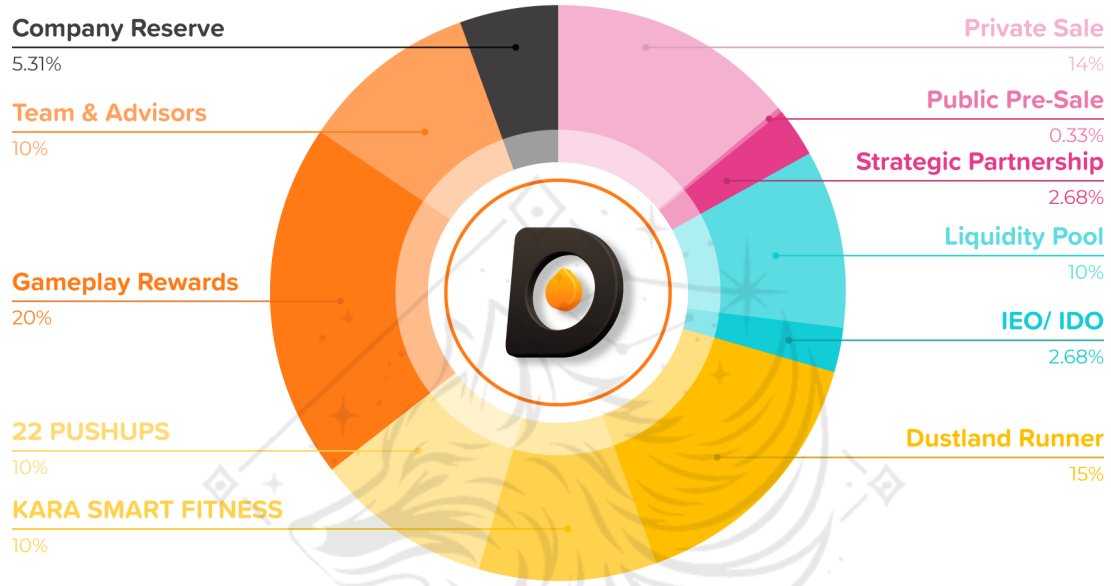
DOSE implements the ERC-165 introspection standard, with the following ERC-165 interfaces supported:

Name	Reference Interface	ERC 165 Interface ID(s)
ERC-165 (EIP)	https://github.com/OpenZeppelin/openzeppelin-contracts/blob/v3.1.0/contracts/introspection/IERC165.sol	0x01ffc9a7
ERC-20 (EIP)	https://github.com/animocabrands/ethereum-contracts-erc20_base/blob/v3.0.0a/contracts/token/ERC20/IERC20.sol	0x36372b07
ERC-20 Detailed	https://github.com/animocabrands/ethereum-contracts-erc20_base/blob/v3.0.0a/contracts/token/ERC20/IERC20Detailed.sol	0xa219a025 name(): 0x06fdde03 symbol(): 0x95d89b41 decimals(): 0x313ce567
ERC-20 Allowance	https://github.com/animocabrands/ethereum-contracts-erc20_base/blob/v3.0.0a/contracts/token/ERC20/IERC20Allowance.sol	0x9d075186

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DOSE Total Allocation

The total supply of DOSE is 5,000,000,000 tokens, all minted at once with the allocation within a total of 11 pools. The supply will be distributed in multiple phases for different purposes. **See:** Token Release Schedule section for further details. No burning and extra minting is permitted so the supply will be fixed. DOSE will be used for supporting the Dustland Runner gameplay and upcoming / unannounced projects within the fitness metaverse.



ALLOCATION	SUPPLY	PERCENTAGE
Private Sale	700,000,000	14%
Public Pre-Sale	16,500,000	0.33%
Strategic Partnership	134,000,000	2.68%
Liquidity Pool	500,000,000	10%
IEO/ IDO	134,000,000	2.68%
Dustland Runner	750,000,000	15%
KARA SMART FITNESS	500,000,000	10%
22 PUSHUPS	500,000,000	10%
Gameplay Rewards	1,000,000,000	20%
Team & Advisors	500,000,000	10%
Company Reserve	265,500,000	5.31%
Total DOSE Supply	**5,000,000,000**	**100%**

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Private Sales

DOSE had been held for private sales and raised a total of USD $4.2 million. Token allocation for investors will be locked up for 3 months after the token listing and then entered into a 2 years vesting schedule after the lockup period.

Public Pre-Sale

DOSE will be held on the Public Pre-sale with only 16,500,000 tokens. The presale is targeted to pair with the tokens within Animoca Brands ecosystem. Vouchers will be able to redeem DOSE tokens after 6 months.

Strategic Partnership

To support the development of DOSE, a proportion of the allocation is reserved for external business partners. Token allocation for business partners will be locked up for 6 months, then entered into a 2-year vesting schedule with 6 releases every 4 months.

Liquidity Pool

DOSE will be adding a liquidity pool to several exchanges and automated market makers to facilitate the liquidity of DOSE and enable the trading pairs for DOSE.

IEO/IDO

DOSE aims for listing on one CEX and one DEX for the first public listing. Further listings will be announced to the community when it is approaching.

Dustland Runner

Dustland Runner is the main supported game that will use DOSE to motivate users to be more active. The proceeds of OliveX games and platforms will be used for game development, marketing and promotion.

KARA Smart Fitness and 22 Pushups

KARA Smart Fitness and 22 Pushups are two existing fitness mobile apps under the team and they are supported with the in-game currency “DOSE” which is separate from the DOSE ERC-20 token. In order to expand the fitness metaverse, the team is planning to link the two together so players can use DOSE across platforms.

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Player Rewards

DOSE tokens will be distributed to players within the OliveX fitness metaverse. To facilitate this, DOSE tokens are regularly allocated from the Player Rewards pool to separate pools for each gameplay experience. The core rewards from each of these experiences uses this pool. The trickle of tokens from the Player Rewards pool into each fitness game will decrease over time to ensure that the pool always has tokens available to be used as player rewards.

Team & Advisors

A pool of DOSE tokens is allocated to the team and advisors as a reward or incentive to sustain building a successful gameplay for players and creating a rich and meaningful fitness metaverse. This pool of tokens will be locked up for 1 year and then enter into a 3 year linear vesting schedule after the lock-up period to make sure the incentive is aligned across all the parties/stakeholders.

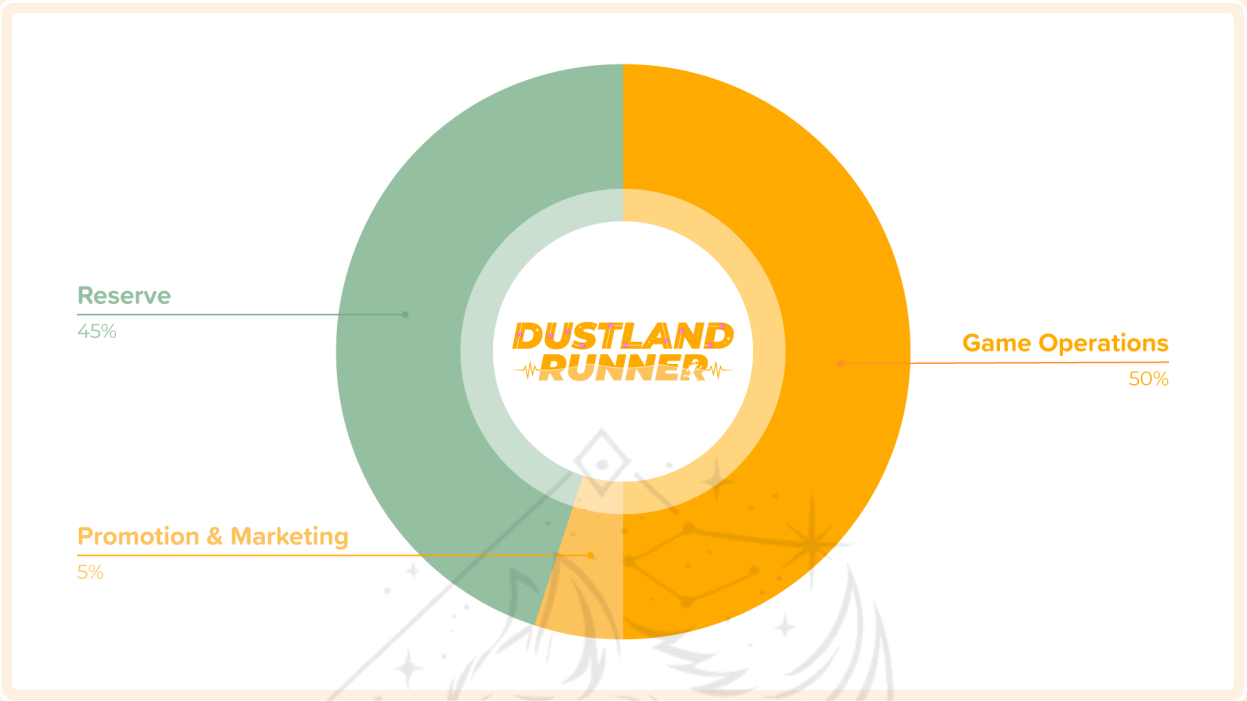
Company Reserves

This pool is reserved for long term use to support any upcoming / unannounced projects related to the fitness metaverse, and set aside to funnel DOSE into the other pools when required.

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Dustland Runner Allocation



ALLOCATION	SUPPLY	PERCENTAGE
Game Operations	375,000,000	50%
Promotion & Marketing	37,500,000	5%
Reserve	337,500,000	45%
Total	750,000,000	100%

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Game Operations

The Game Operations pool will provide support to the game development and operations, i.e. new gameplay features, NFT creation and minting and seasonal narrative missions.

Promotion & Marketing

This pool will be used for any marketing initiatives, including promotional airdrops, community building activities, and business development with potential partners.

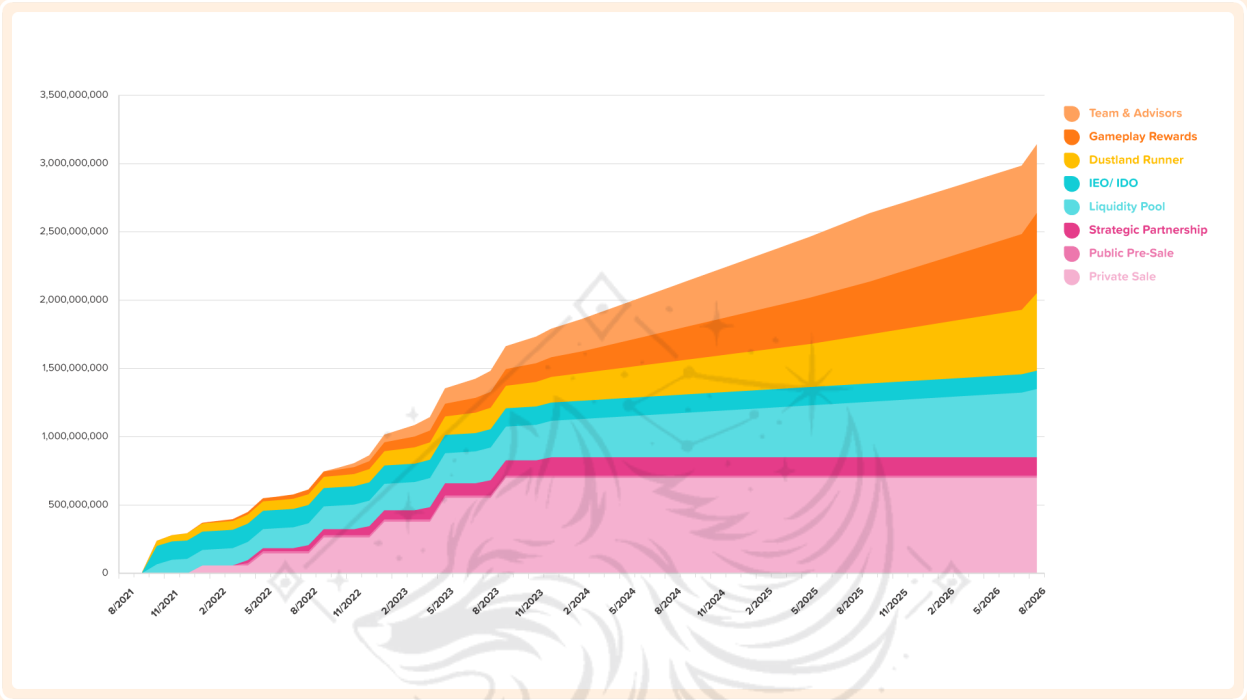
Reserve

The Reserve is set aside to funnel DOSE into the other pools when required as the player base grows.

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Token Release Schedule

While the maximum supply of DOSE is pre-minted, the majority of DOSE utility tokens are locked up and released slowly over time. This includes Team / Advisor allocations as well as allocations for gameplay rewards.



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DOSE Token Utility

Dustland Runner is the first fitness game that will use the DOSE token. Dustland Runner is designed to provide strong utility for the DOSE token, but more will be added over time. DOSE tokens can be spent in more games as they are added to the DOSE ecosystem.

Utility	Description
NFT Sales	DOSE can be used to purchase official Dustland Runner NFTs directly from the game, or via a secondary Marketplace. NFTs will be sold individually and via packs and will range from avatars to cosmetics, vehicles and virtual land. **Note:** There is no overlap between NFTs dropped through play and NFTs available for purchase directly from the game.
Entry Fees & Limited Time Events	While the core experience of Dustland Runner is free, DOSE is used as an entry fee to special game modes and limited time events including Virtual Races and PvP battles. A portion of the gameplay fees collected will be granted to participating players as a reward for their participation and performance.
Upgrades & Unlocks	As players progress in the game, they can spend DOSE tokens to unlock more options and utility in the game. This includes expanding the number of slots in their NFT loadouts as well as evolving some NFTs past their leveling cap (e.g. vehicles).
Seasonal Battlepass Subscription	Players can optionally purchase access to a seasonal Battlepass, giving them access to time-limited narrative missions as well as a tiered reward system to unlock time-limited NFTs.

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About the Team

The current team comprises leaders from the blockchain and gaming space, as well as key players from well known businesses in gaming and tech.

Team Members



Advisors

- **Yat Siu**, Chairman of the Board, Animoca Brands
- **Sonny Wu**, Chief Executive Officer, AREVO
- **Dylan Boyd**, Director, New Programs Development, R/GA Ventures
- **Jeremiah Owyang**, Industry Analyst & Founding Partner, Kaleido Insights
- **Mark Cheng**, Partner & COO, Mind Fund
- **James Ho**, Director of Strategic Partnerships, Animoca Brands
- **Sean Dudley**, VP of Product, Animoca Brands
- **Jacky Yuk**, Managing Architect, Animoca Brands

**Detailed biographies of the DOSE team members and advisors are available in the Appendix.*

Investors

Animoca Brands,Yield Guild Games, Sandbox, Blocore, Blockhype, EVG, MagicFew, Skyvision

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