



**RUNNOM**  
MOVE & EARN

# WHITE PAPER

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# MARKET OVERVIEW

## Web3 growth hits an all-time high

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According to Google Trends statistics, the search term “**web3**” has risen since October 2021. The same can be said for “**NFT**” and “**metaverse**”. With the hoopla around the web3 ecosystem, the gap between where it is now and where it can go will only expand before it closes. It signifies that further improvement is on the way.

A new study from Electric Capital, a venture capital firm investing in Web3 firms since 2018, highlights the industry’s recent rise.

According to the “Electric Capital 2021 Developer Report,” which evaluated data from around 500,000 code repositories and 160 million code contributions throughout Web3, over 34,000 new developers contributed code to Web3 projects in 2021, the most significant number of developers ever.

## Web3 developers by year joined

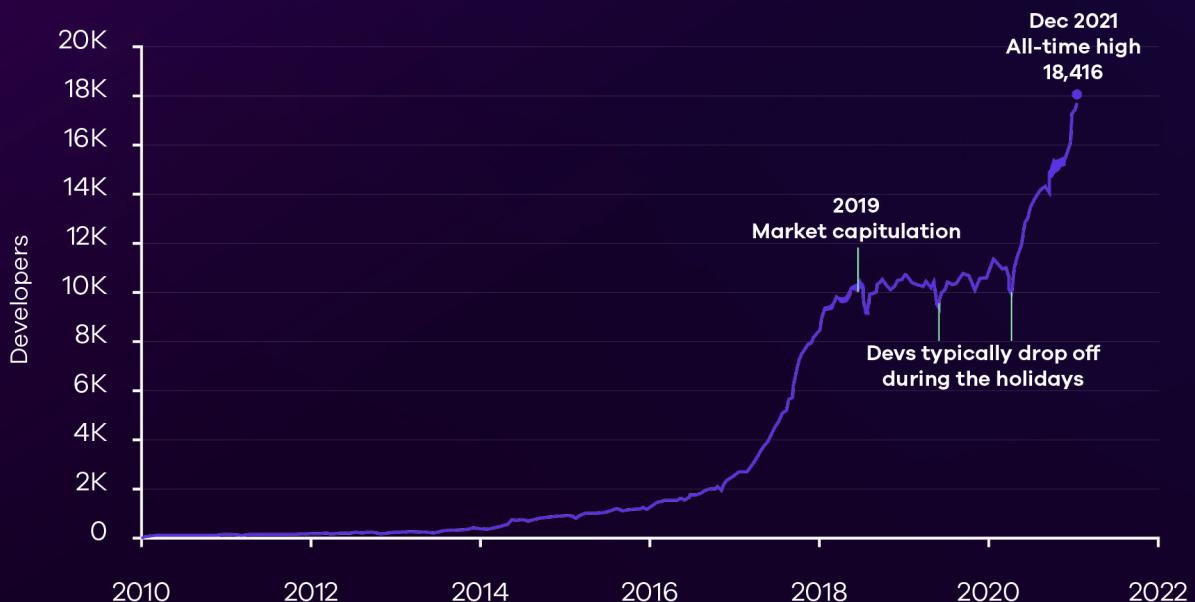


cointelegraph.com

**Source:** Electric Capital

Furthermore, 65% of active developers and 45% of full-time developers started working on Web3 last year. The report also discovered that over 18,000 monthly active developers contribute code to open-source crypto and Web3 projects.

## Web3 monthly active developers since 2009



cointelegraph.com

**Source:** Electric Capital

# Move-to-Earn: The fast-growing segment of the third-generation Internet

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With initiatives like STEPN and Genopets, blockchain games based on the notion of **move-to-earn** (M2E) have arisen in recent months. To encourage users to exercise, these applications combine gaming finance (GameFi) features with fitness apps.

This "**FitnessFi**" idea is a rapidly expanding section of the third-generation Internet (Web3) that allows users to manage and monetize their personal data.

Games like Pokemon Go and Wii Sports have gamified fitness, but putting move-to-earn cryptocurrency games on a blockchain allows developers to include cryptocurrencies and non-fungible tokens (NFTs).

Players can earn in-game currencies that can subsequently be exchanged for real-world fiat currencies as the move-to-earn paradigm shifts to crypto, delivering actual benefits for their engagement rather than merely paying to play a game.

Because the price of NFTs tends to climb as games get more popular, following this trend might be a hefty initial investment before the user can start earning. Therefore, it is idealistic for players to join these projects as soon as possible to optimize their returns.

The base price for an NFT on the STEPN move-to-earn app, for example, has risen from SOL1 at launch in March (worth \$133 as of 4 April) to more than SOL8 (\$1,064 as of 4 April).

# Too hot to handle

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Although being one of the hottest trends right now, however, every trend that expands too swiftly might have unanticipated drawbacks in addition to its benefits. Plus, the market cannot manage the increasing heat waves, especially when the technology is still in its inception. The issue is now raised as to whether this is just a phase of the economy, or if the bubble is about to burst.

## 1. Security is now an issue

Despite the fact that the blockchain was designed to address security issues, it is still unable to address all of the splits that hackers may exploit. A hacker used a phishing assault earlier this year to steal hundreds of NFTs from members of OpenSea, one of the largest NFT markets on the internet, valued at \$1.7 million by the end of February 2022.

It is compelling evidence that even when you are secured by the most respected platform, you are not immune from cyber fraud. With the increased growth of Game-Fi to keep up with the trend, the inexperienced staff will cause a slew of malfunctions and dangers for players, particularly newcomers. Therefore, it is important to look out for the project that has a reputed development team.



## **2. Inflationary**

Play-to-Earn is a popular way for people to make a lot of money. Therefore, NFT gaming ventures want to build their economies as quickly as possible, producing FOMO among other players. Inflation, on the other hand, will accelerate as the economy grows.

Hundreds of initiatives are now attempting to remedy the problem, but are seeing a lot of violent opposition from the community. When all of the old players leave, the game dies.

As a result, a long-term vision from an experienced development team is always a plus for investors looking to embark on a sustainable journey.

## **3. The market always demands**

Even if it is a lucrative sector, time is the cruelest foe of every game or game studio. With the rapid growth of technology, many games are unable to meet the fluctuating demand.

Many games are forced to say goodbye to players after providing the same solution and gameplay over and over again due to a lack of game development experience and market research understanding.

## **4. Boredom Investment**

Both Play-to-Earn and traditional games have the same goal: to entertain in addition to making money. The majority of games are now made in a short amount of time and with minimum effort in order to attract as many players as possible. Gaining new players and keeping existing users is crucial for the success of a gaming community and economy.

Few efforts can reach the latter due to their restricted vision, resulting in a variety of projects that gain traction in the early stages but fade away later in the development process.

# PROJECT OVERVIEW

**RUNNOW.IO** is a Lifestyle Gamification - Move & Earn project based on the training needs of physically active people every day, such as walking, jogging, professional running, cycling, and swimming. Other activities will be future updates like Gym, Yoga, etc... to burn energy in the body and earn income from that practice.



**RUNNOW.IO** is a project developed by KBG Studios in parallel with the remaining 7 GameFi projects that will launch in 2022. **RUNNOW.IO** is developed on the Avalanche Network which is faster, and more secure with cheaper transaction costs. In the near future, we will support multichain (BSC, Polygon,...). In addition, the cooperation and investment from GemUni and this is a solution for **RUNNOW.IO** to inherit the strength of the ecosystem that GemUni has built with many useful supporting features such as NFT for leasing - borrowing, Staking & Farming, Social...

With a team of many years of experience in Game and Blockchain development, along with a methodical investment in graphics and attractive Game Play mechanics, it brings a lot of fun to "Move 2 Earn" participants.

Learning and developing from the current leading application in the field of **Move2Earn** - StepN, we want to bring to experienced users of StepN and new users:

- ▷ The convenience, familiarity when you **don't need to spend a lot of time learning** how to play, can be consulted from StepN players.
- ▷ How to **calculate ROI when investing similar to StepN** although more parameters but clearer.
- ▷ At the same time moving the user has the opportunity to **double the earning** capacity.
- ▷ Giving users **more sports to choose**.
- ▷ Bringing **diverse graphics and experiences**, bringing gameplay to replace the boredom of mere applications.
- ▷ We are promoting **cooperation with wearable manufacturers** to increase accuracy many times, ensuring transparency in training results.

We are promoting cooperation to connect wearable devices for fitness tracking such as Apple Watch, Samsung Watch, Garmin,... and many other brands to ensure the experience and record an improvement in fitness healthy. Also, increase the variety of sports and accept indoor sports.

And there are many more new things that you discover in this document as well as regularly updated in the near future.

Wish you have happy moments when experiencing **RUNNOW.IO**.

# TOKEN



**RUNGEM**

Reward Token



**RUNNOW**

Main Token

# The Avalanche (AVAX) Network

	Ethereum	Algorand	Solana	PolkaDOT	Avalanche	Dfinity
<b>Genesis</b>	Jul 2015	Jun 2019	Mar 2020	May 2020	Sep 2020	May 2021
<b>Consensus Protocol</b>	PoW - Proof of Work (Planned POS)	PPoS - Pure Proof of Stake	PoS - Proof of Stake	NPoS - Nominated Proof of Stake	PoS - Proof of Stake	Threshold Relay
<b>Scalability Solution</b>	None	Subsampled voting	Proof of History	Parachains	Subsampled voting	Chain Key Cryptography
<b>TX Finality</b>	6 minutes	5 seconds	13 seconds	60 seconds	< 3 seconds	Web Speed (2 seconds)
<b>Nodes</b>	~7000	~1000	~1100	~297	~1142	~362
<b>Throughput in TPS</b>	15 - Expected 46,000	1,000 - 46,000	50,000	1,000	4,500 per subnet	Unlimited, increases with demand
<b>Validation Accessibility</b>	Very accessible - Can validate with Raspberry Pi.	Inaccessible - Requires industrial hardware.	Somewhat accessible - Requires above standard hardware.	Not very accessible - Requires above USD 100k stated.	Not very accessible - Requires permissioned.	Not very accessible - Planned to become permissionless.
<b>Blocks per second</b>	0.07	0.22	2.5	0.17	0.5	22.5
<b>Interoperability Score</b>	4 - No explicit focus on interoperability.	6 - Limited to Algorand Standard Assets (ASA).	3 - No explicit focus on interoperability.	7 - Limited to DOT parachains.	7 - Limited to AVAX subnet.	10 - t-ECDSA signature allows direct integration of most chains.
<b>TX Fees</b>	> \$100	\$0.002	\$0.00025	\$0.544	\$0.03	\$0.006

Avalanche stands out from the conventional existing networks



**RUNNOW.IO** is empowered by the Avalanche network. Although newly developed in 2020, Avalanche is a ground-breaking smart contract platform that ushers in the next generation of blockchains, with minimal transaction fees and the capacity to perform thousands of transactions per second as standard. The system is meant to be infinitely adaptable using subnets, according to a revolutionary scientific methodology.

**RUNNOW.IO**'s players won't have to deal with endless hurdles like traditional chains with Avalanche. Users can enjoy fantastic benefits like low gas costs and rapid changeover times, all of which are secure and transparent. This will increase transaction comfort and capability, allowing the project's transaction volume to skyrocket to new heights.

# VISION

**RUNNOW.IO** is an NFT game with Move to Earn Mechanism in our M2E Games ecosystem with a vision to connect to Metaverse 2023. We aim to create an ecosystem of leading M2E games with engaging gameplay, sustainable development, and stable cryptocurrency flow. Each person participating in the game will have a world-class gaming experience, build their own story and have a stable income by doing what they love.

# MISSION

Our mission is to improve users' M2E gaming experience by providing more engaging Play to Earn games with stunning graphics and well-structured game flow. In addition, most current M2E games are still high-risk investments because of the enormous investment costs and the in-game economy that is prone to inflation. We offer an innovative solution to this whole problem: Earn Model and carefully calculated tokenomic and finance systems to balance the in-game economy, ensuring benefits for all investors and players.

Shortly, we will support game development and release for global startups to build a robust ecosystem, revolutionizing the current M2E market.

# RUNNOW

# USP

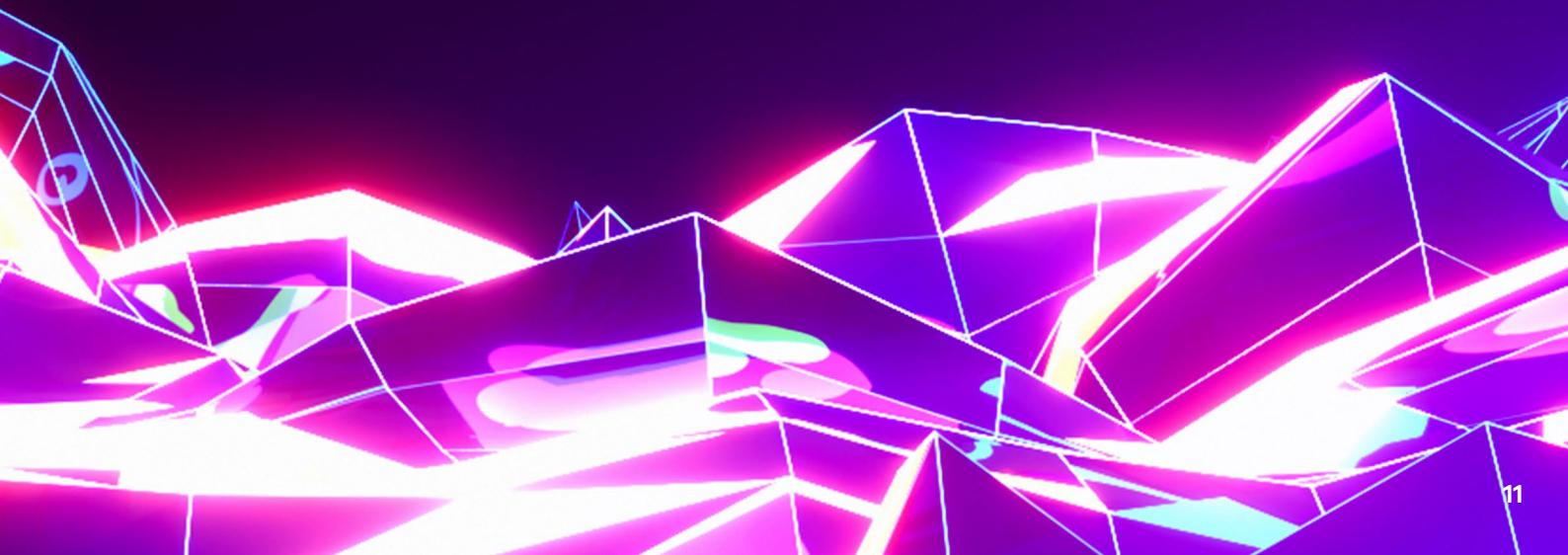


We define our unique selling point as follows:

## 1. **Prestige coming from a strong foundation team**

We are a Blockchain game studio with a long-term development vision and orientation, not a small startup team with the desire to "catch the trend" and make short-term profits. We were a game studio before entering the blockchain industry, so we have enthusiasm and passion for every game we make; along with our knowledge of Blockchain and technology, we are sure to bring complete products meticulously designed with long-term goals.

Besides, we build a **unified ecosystem** for all the games we develop and use a single community channel instead of multiple channels for different games.



## **2. Experienced and passionate experts**

The founders are entrepreneurs who have invested in many successful companies in Vietnam, implementing large projects with Vietnam's Most Valuable Enterprises clients.

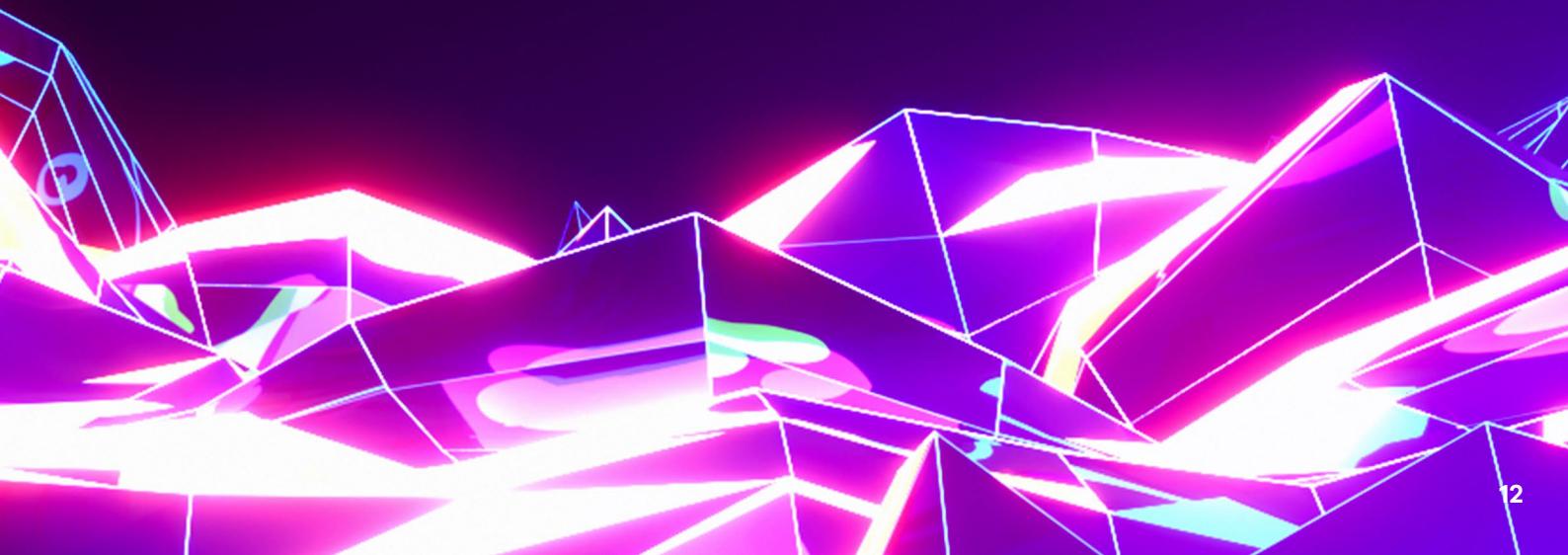
In addition, we have a team of Game Designers and Developers with many years of hands-on experience in the traditional and blockchain games industry. A team of advisors and experts from many fields (Marketing, Finance, Tech,...) ensures a sustainable development roadmap for **RUNNOW.IO**.



## **3. An expansive ecosystem with endless growth opportunities**

Our studio launches an ecosystem of various NFT Games but will use the same NFT Marketplace and tokens for trading and paying for NFTs transaction fees. This will significantly support the development of games in the ecosystem and increase the price of game tokens.

The studio also generates revenue by developing blockchain games for the global market. We offer the opportunity to join the ecosystem for these games too. Therefore, it is confident that our ecosystem will grow a lot faster than games released sporadically by studios or small startup groups.



#### 4. GemUni Metaverse 2023

**RUNNOW.IO** and ecosystem games will connect to **GemUni Metaverse 2023**.

GemUni is our very successful project that will create a Metaverse where different games in the ecosystem can join and grow together. All the games we develop will live and thrive in this ecosystem to deliver a unique user experience: Authentic, Vivid, Multicultural, and Highly Profitable.

This Metaverse, or we like to call: **Gemtaverse**, is seen as a true-to-life ecosystem, a place where thousands of games from many genres dwell peacefully, much as in the real world, where people of various cultures live in harmony. Gamers can now enjoy unrivaled diversity and experiences throughout their playtime. This is what sets **RUNNOW.IO** or any KGB games apart from the rest of the market, including those on the top of the marketcap.

As the game is scaling quickly, it's true that the sooner you join, the more you'll make.



The **RUNNOW.IO** project is built and owned wholly by



# COMMUNITY

To see more detail about the project team, learn at:

<https://discord.gg/AGytWeMecD>

[https://t.me/kbgstudio\\_official](https://t.me/kbgstudio_official)

[https://t.me/kbgstudio\\_announce](https://t.me/kbgstudio_announce)

[https://twitter.com/KBG\\_Studio](https://twitter.com/KBG_Studio)

<https://www.facebook.com/kbgstudio.io/>

<https://kbgstudio.medium.com/>

<https://www.reddit.com/r/kbgstudios/>

<https://www.youtube.com/channel/UC2AfjYaZBmrPldzoJ9KTVzA>

# HOW TO START

To start, users need to download the **RUNNOW.IO** app

## 1. Download **RUNNOW.IO** app

Download from [www.runnow.io](http://www.runnow.io)

## 2. Sign-up for **RUNNOW.IO**

- ▷ Go to **marketplace.runnow.io** and connect your Wallet. You can connect with your Metamask wallet or other supported wallets.
- ▷ Go to your Account and update your Email and Password. You'll need this in order to login to the Runnow.io app on your respective devices.

## 3. Purchase your NFTs

Head over to the marketplace to buy NFTs of your choice. There is a limit of 10.000 NFTs per type. You can use the Filter tool to look for a specific NFT type of your preference.

## 4. Transfer your NFTs to **RUNNOW.IO** app

In order to use NFTs in the app, you need to transfer them into the app. Go to your Account on the marketplace, you'll be able to find all the NFTs as well as NFT boxes that you have purchased. To start transferring them into the app, use "Bring To Game" button.

## 5. Log-in to your app and start your journey

You're all set! Login to runnow app with your email and password (or OTP code).

- ▷ Equip yourself with NFTs from your in-app inventory
- ▷ Select a game mode and start the journey to exercise and earn money with **RUNNOW.IO**.

**Note:** Every day, you will have only a certain amount of Energy to participate in running; we call **ENERGY (Max 12/day)**, and they will be restored 4 times in 24 hours, If you have enough **3 energy** you can start running, you can run 4 times or you can wait for 12 Energy to run once. If you want to recover faster, you can buy energy to shorten the recovery time. Of course, don't try too hard because our bodies have limits, and overtraining is not good, so we do not recommend that you always monitor your health.

# GAMEPLAY

## NFT / CHARACTER



- ▷ Each person participating in the Game needs to **own a character NFT**. Runnow sells character NFTs on MarketPlace through Mystery Boxes. There are **2 types of Character's Box**, that is Normal Character and Character KOL, only when buying Box KOL will the Secret property be activated.
- ▷ Corresponding to each Character's rarity (including KOL Character) will affect the amount of RUNGEM you earn daily.



Here is a table of the **rate of rarity of opening the Character box**:

RARITY OF CHAR BOX <i>(For Character Box and KOL Box)</i>	Open NFT Mystery Box (Sell From Runnow) <i>Limit 10.000 NFTs / Character</i> <i>Limit 100 NFTs / KOL Character</i>		
	Rate (%) <i>(1st sell - 3000 NFTs)</i> <i>(1st sell - 30 Boxes / KOL)</i>	Rate (%) <i>(2nd sell - 3000 NFTs)</i> <i>(1st sell - 30 Boxes / KOL)</i>	Rate (%) <i>(3rd sell - 4000 NFTs)</i> <i>(1st sell - 30 Boxes / KOL)</i>
Common	70	75	80
Rare	15	15	15
Super Rare	10	6	3
Epic	4	3	2
Legendary	1	1	1

(\*) After the **first 10,000 mystery boxes** sold for the character part, **RUNNOW.IO** will not sell any more boxes. The new box appearing on the market will be based on the breeding mechanism.

**KOL mystery Box** is similarly limited to **100 Boxes per KOL**, and new KOL Character will be generated from the breeding mechanism.

A Character can own multiple items of one or more sports at the same time, and you can have more than 1 Character.

# NFT / MYSTERY SPORTS BOX

As a box released from Runnow, there are **3 types of Boxes** sold:



**SNEAKER BOX**

**BIKE BOX**

**SWIMWEAR BOX**

**Quantity of Mystery Sports Box Type:**

**TYPE OF SNEAKERS /  
BIKE / SWIMWEAR**

**Quantity of NFT Mystery Sports Box (Sell  
From Runnow)**

*Limit 10.000 NFTs / Sport*

	<b>Sneakers</b>	<b>Bike</b>	<b>Swimwear</b>
Beginner	2500	2500	2500
Jogger	2500	x	x
Cyclist	x	2500	x
Swimmer	x	x	2500
Runner	2500	x	x
Racer	x	2500	x
Swimmer Pro	x	x	2500
Super Star	2500	2500	2500

with the following **Box opening rates**:

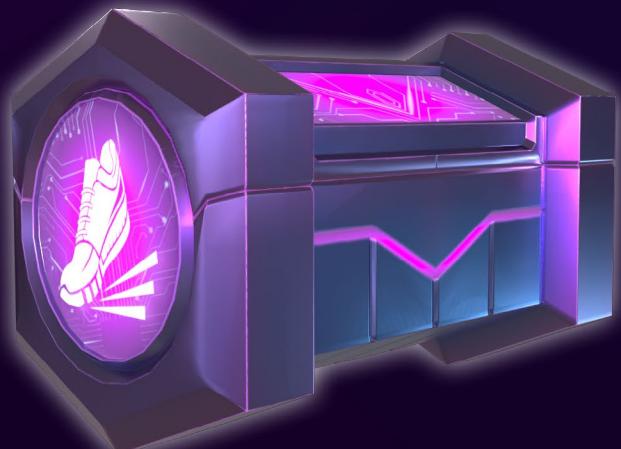
**RARITY OF SNEAKERS /  
BIKE / SWIMWEAR**

**Open NFT Mystery Box (Sell From Runnow)**

*Limit 10.000 NFTs / Type of NFT*

	Rate (%) (1st sell - 3000 NFTs)	Rate (%) (2nd sell - 3000 NFTs)	Rate (%) (3rd sell - 4000 NFTs)
Common	70	75	80
Rare	15	15	15
Super Rare	10	6	3
Epic	4	3	1
Legendary	1	1	1

(\*) After the **first 10,000 boxes** sold for each sport, **RUNNOW.IO** will not sell any more boxes. The new box appearing on the market will be based on the mating mechanism.



# SNEAKERS



- ▷ Let players participate in **running or jogging**.
- ▷ There are four types of sneakers, each suitable for a runner's fitness and professionalism:

Sneakers	Speed (km/h)	Earning Rate
Beginner	1-6	Max 80 RUNGEM / 6 Energy
Jogger	4-10	Max 100 RUNGEM / 6 Energy
Runner	8-20	Max 120 RUNGEM / 6 Energy
Super Star	10-20	Max 80-140 RUNGEM / 6 Energy

# BIKE



- ▶ For players to participate in **cycling**.
- ▶ There are four types of Bicycles, each suitable for each runner's fitness and professionalism:

Bicycle	Speed (km/h)	Earning Rate
Beginner	3-12	Max 80 RUNGEM / 6 Energy
Cyclist	8-20	Max 100 RUNGEM / 6 Energy
Racer	15-35	Max 120 RUNGEM / 6 Energy
Super Star	25-50	Max 80 - 140 RUNGEM / 6 Energy

# SWIMWEAR



- ▷ For **swimmers**.
- ▷ There are four types of swimwear, each suitable for a swimmer's fitness and professionalism:

Swimwear	Speed (km/h)	Earning Rate
Beginner	0.5-1	Max 80 RUNGEM / 6 Energy
Swimmer	1-2	Max 100 RUNGEM / 6 Energy
Swimmer Pro	1.5-3	Max 120 RUNGEM / 6 Energy
Super Star	2-4	Max 80 - 140 RUNGEM / 6 Energy

# LAND



RARITY OF  
LAND

Open NFT Land Box (Sell From Runnow)

	Rate (%) (1st sell - 3000 NFTs)	Rate (%) (2nd sell - 3000 NFTs)	Rate (%) (3rd sell - 4000 NFTs)
Common	70	75	80
Rare	15	15	15
Super Rare	10	6	3
Epic	4	3	1
Legendary	1	1	1

# GEM

There are **5 types of gems** corresponding to 5 colors and affect the respective attributes of Sneakers / Bicycle / Swimwear.



**BOOSTER**



**PRAYER**



**HELPER**



**WORKER**

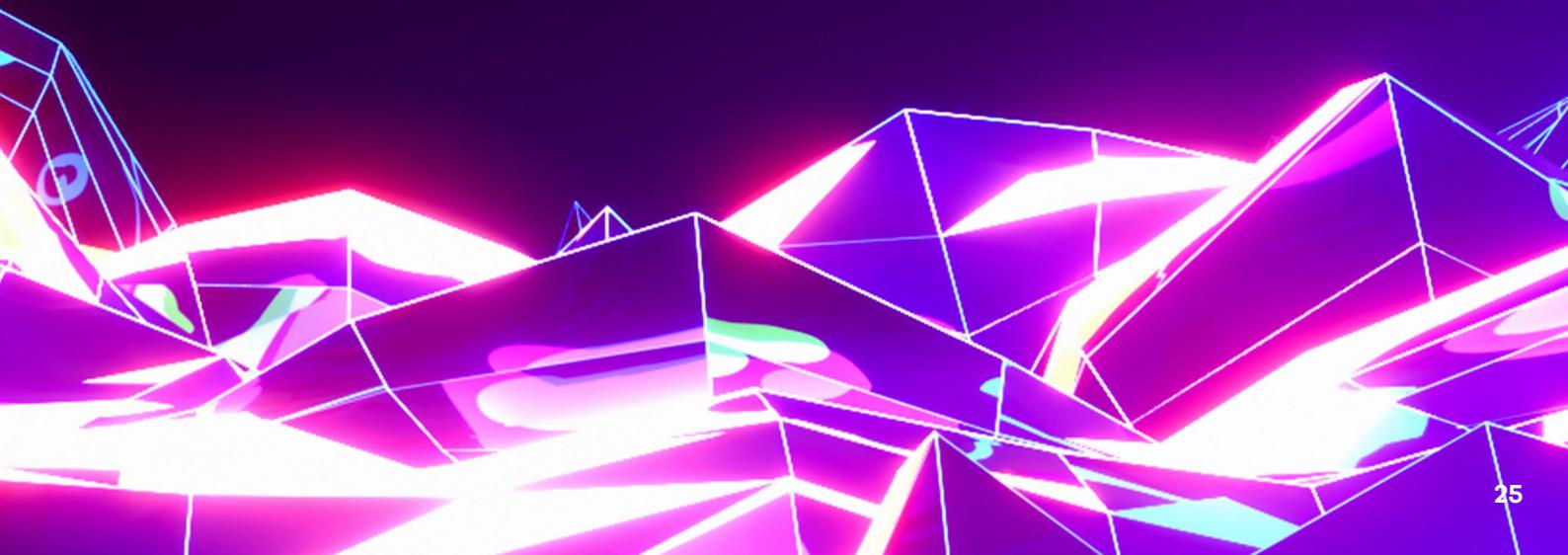


**SECRETER**

**Gem is not sold by RUNNOW.IO**, it is sought during sports participation, or is included with the purchase of KOL Character. The higher the Prayer attribute, the more likely it is to earn **Gem Boxes**.

There will be 5 types of boxes corresponding to 5 different colors at random. After earning the Gem box, the user can open the box to a random percentage of the Gem, and this time the user can use it to attach to the Statue or upgrade the Gem level to a higher level or bring them to the Marketplace to sell to others.

# **GENERAL INFORMATION ABOUT NFT**



# **CHARACTER**

## **CHARACTER TYPE**

### **1. Standard Character**

When the user owns a Character, it will increase the stats that affect the Earning result compared to a normal Character.

**(\*) Some benefits will be updated later.**

### **2. KOL Character**

KOL Character is special for players. There will be idols, celebrities, athletes, ... they will transform into characters in Runnow.io to experience with users. When a user owns a KOL Character, in addition to the usual Character effects, you have a few more important advantages:

- ▷ Become a KOL Fan on Runnow.io, have the opportunity to receive gifts from them or meet them directly through events (updated later)
- ▷ Increased stats that affect Earning results compared to normal Character.
- ▷ Unlock an additional Secret attribute on the participating sport.

**(\*) Some benefits will be updated later.**

## **CHARACTER RARITY**

- ▷ Common
- ▷ Rare
- ▷ Super Rare
- ▷ Epic
- ▷ Legendary

## **CHARACTER LEVEL**

**Level 1**



**Level 30**

# CHARACTER ATTRIBUTE

Happiness

Unhappy - Tired - Normal - Happy

There are **4 states**: Unhappy - Tired - Normal - Happy corresponding to the Character's status milestones.

When at the Happy level, the effect on the ability to earn RUNGEM is greater, similar to the lowest earning in Unhappy, and will have no effect if below this minimum.

**Every 6 hours**, the Character's Happy stat will **increase by one level**, it will reach full happiness when 24 hours are complete.



## Health

**Min 0 -> Max 100**

When a Character participates in a sport that will drain the health stat corresponding to that Character's rarity and level, the higher the level and rarity the more will be consumed because production affects earning the money more.

When health declines, it is necessary to take medicine to recover. Medicines are purchased with RUNGEM. If the Health stat decreases without being restored, the impact on Earning efficiency will also decrease.

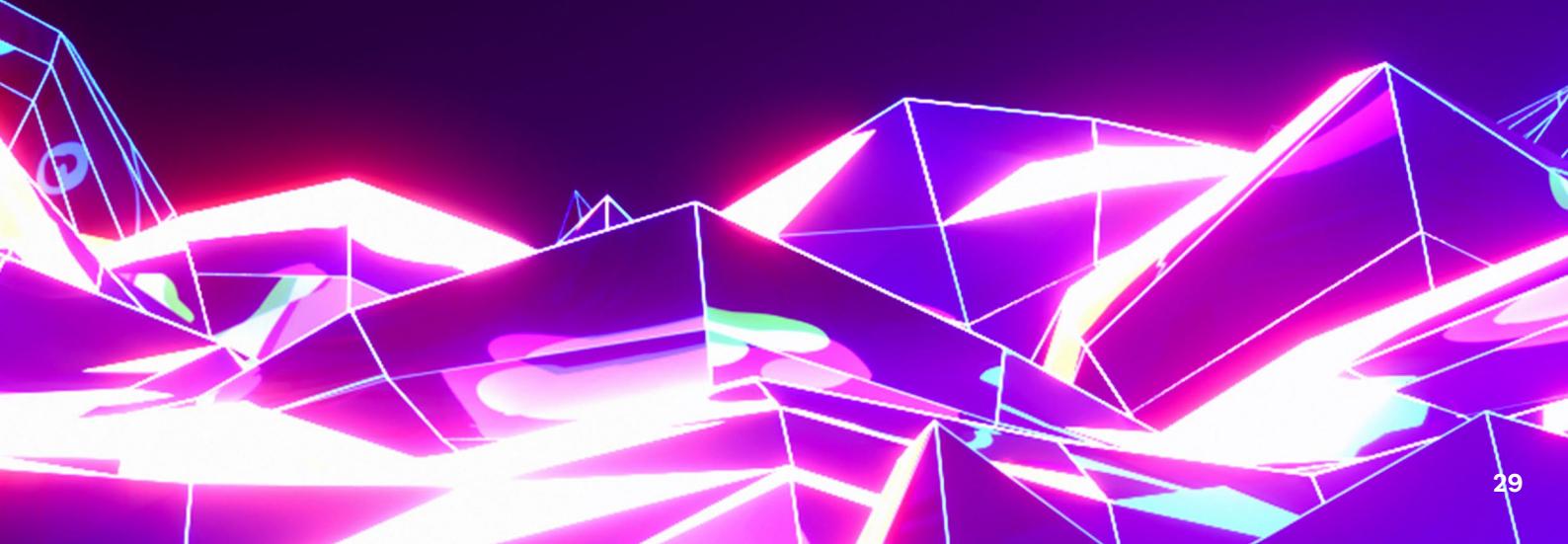
Avoid letting the Health stat drop to 0, because then the Character will enter the "Dead" state, then it cannot affect the monetization process, and we have to replace it with a new Character.



## CHARACTER LIFETIME & REVIVAL

*(\* ) Details will be updated later.*

**SNEAKERS**  
**BICYCLE**  
**SWIMWEAR**



## **SNEAKERS / BICYCLE / SWIMWEAR TYPE**

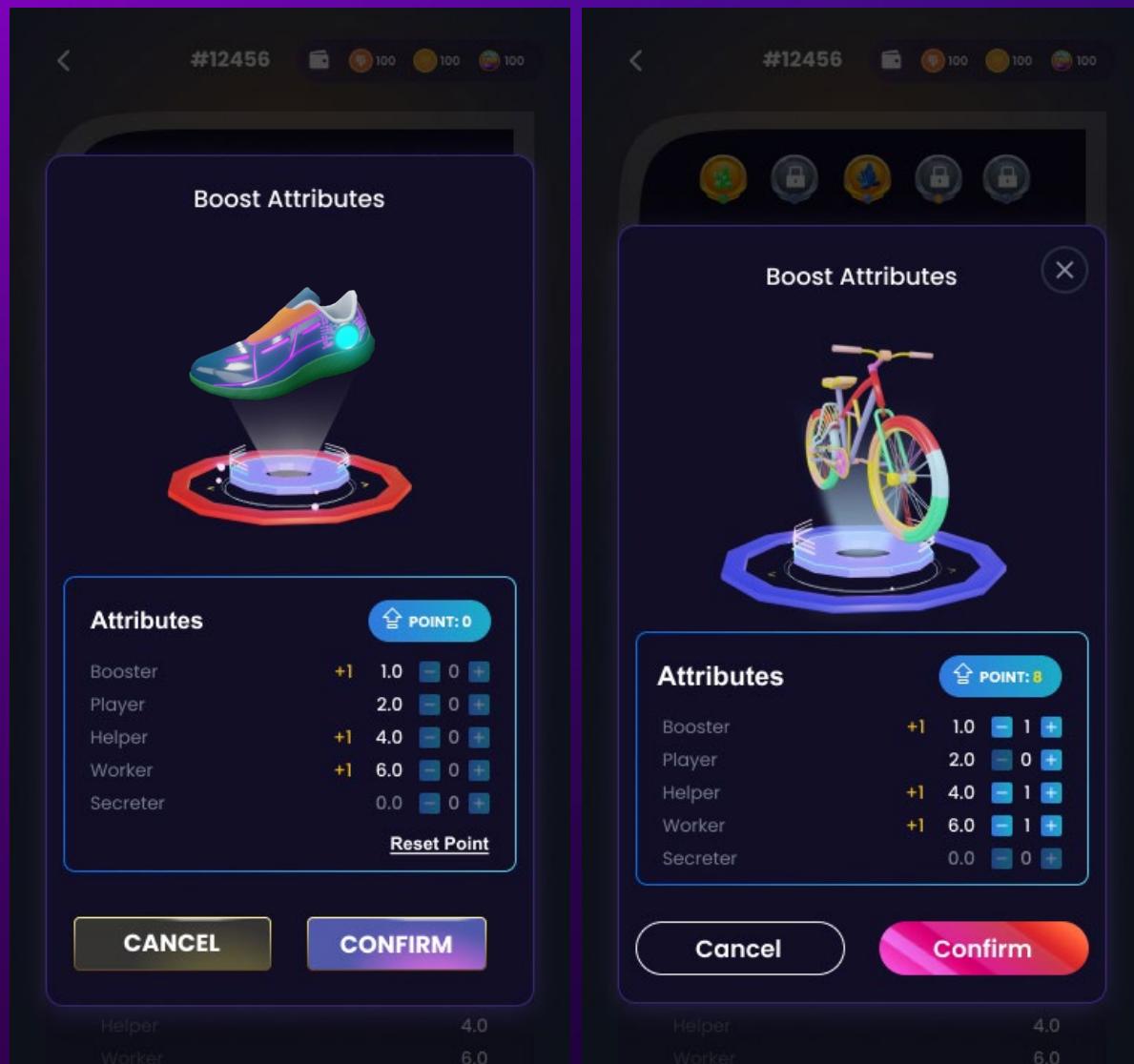
- ▷ Sneakers / Bicycle / Swimwear **Standard**
- ▷ Sneakers / Bicycle / Swimwear **Brand**
- (\*) **Details will be updated shortly.**

## **SNEAKERS / BICYCLE / SWIMWEAR RARITY**

Min Base Attribute and Max Base Attribute per Rarity:

Rarity	Min Base Attribute	Max Base Attribute
Common	1	10
Rare	8	18
Super Rare	15	33
Epic	28	61
Legendary	50	111

(\*) These indicators are all random when opening Box or mint NFT.



## SNEAKERS / BICYCLE / SWIMWEAR ATTRIBUTES

### BOOSTER

Booster plays a part in RUNGEM earnings. Having a higher Booster Attribute will result in better RUNGEM earnings per ENERGY spent.

### PRAYER

Prayer identifies help from external factors such as randomly increasing health, earning gifts,...

### HELPER

Helper is the part where you can get support to speed up, increase running speed,...

# **WORKER**

## **(Durability / Repair)**

Workers will help you repair damaged shoes, Higher Resilience will lead to a slower drop in Durability. The higher the level or line of the Sneakers / Bicycle / Swimwear, the higher the repair cost.

Durability is the "endurance" of the Sneakers / Bicycle / Swimwear, when the user uses it, the shoe will begin to fail. If sports shoes are "broken", the Booster ratio according to Durability is shown as follows:



Durability	Booster Decrease
90/100	10%
80/100	20%
70/100	30%
60/100	40%
50/100	50%
40/100	60%
30/100	70%
20/100	80%
10/100	90%

# **SECRETER**

This stat only appears when the Character you buy is KOL Character.

**(\* ) Secreter will be announced soon.**

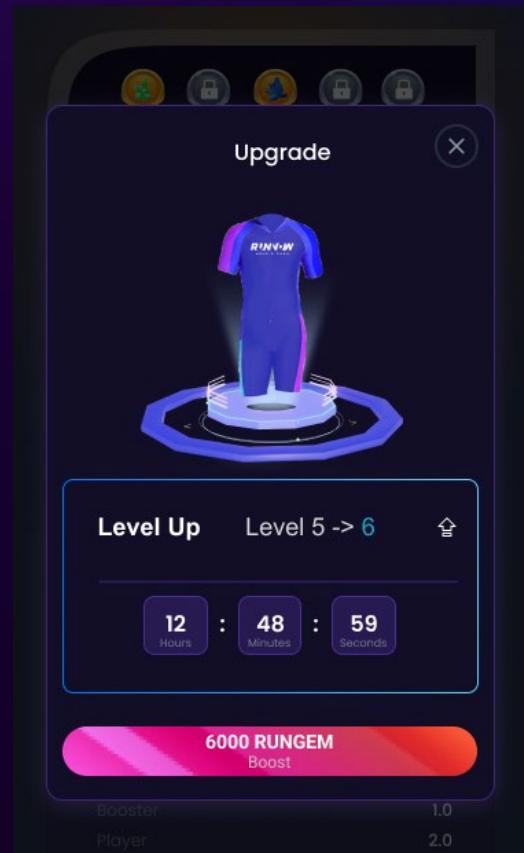
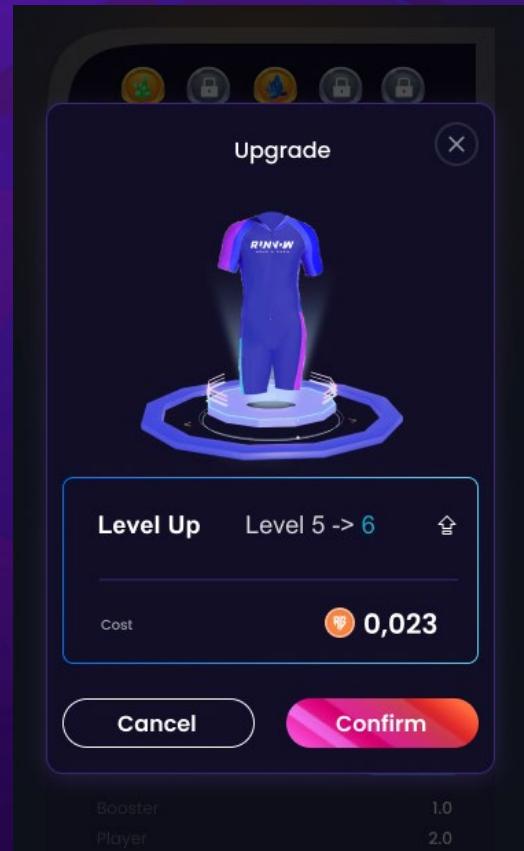
# **SNEAKERS / BICYCLE / SWIMWEAR LEVEL**

You can **upgrade your equipment** by using **RUNGEM + RUNNOW**; each level up will require more RUNGEM and time to complete; you can speed it up by spending more RUNGEM to accelerate the upgrade process.

There are **30 levels** you need to upgrade.

As they level up, the user gains 4 - 12 more stat points to assign depending on their Sneakers / Bicycle / Swimsuit Rarity.

Rarity	Addition Point
Common	4
Rare	6
Super Rare	8
Epic	10
Legendary	12



The event section will be triggered when

Level	Activate
Level 5	Unlock Statue Booster
Level 10	Unlock Statue Prayer
Level 15	Unlock Statue Helper
Level 20	Unlock Statue Worker
Level 25	Unlock Statue Secreter
Level 30	Notice soon

## **SNEAKERS / BICYCLE / SWIMWEAR LIFETIME AND REVIVAL**

**(\*) Details will be updated shortly.**

## **GENERAL NOTE**

Players can **freely choose one** of the sports of Running, Cycling, Swimming, or **combining** themselves as long as it is **within the maximum health index** of the day. Or you can practice more by buying energy drinks, but we always recommend that you always prioritize proper health as the top priority, the practice needs to be developed regularly, not too much.

**Factors affecting the results** of running, cycling, and swimming:

- ▷ GPS signal is not received, or GPS is intermittent
- ▷ Ratio of random factors impact

# **GEM AND STATUE**

## **GEM TYPES AND LEVEL**

The User can **unlock the Statue** when their Sneakers / Bicycle / Swimwear reaches a certain level and can enhance their Sneakers / Bicycle / Swimwear's Attribute by placing the corresponding Gem in the unlocked Statue when the Statue is unlocked. Level upgrade.

There are **five types of Gems**, with each Gem representing an Attribute:



**BOOSTER**



**PRAYER**



**HELPER**



**WORKER**



**SECRETER**

Users can **upgrade their Gems** by burning **RUNGEM** and combining **3 Gems of the same level and type** to a higher level (i.e. 3 Level-1 Efficiency Gems into one Level-2 Efficiency Gem).

RUNNOW will also be required to upgrade Gems from Level 4 onwards.

**Note:** Upgrading low-level Gems may fail at the following rate:

Level	Level Up			Effect	Success Rate
	Gem	RUNGEM	RUNNOW		
1	3			+% to Base Attribute	30%
2	3			+% to Base Attribute	40%
3	3			+% to Base Attribute	60%
4	3			+% to Base Attribute	80%
5	3			+% to Base Attribute	100%
6	3			+% to Base Attribute	100%
7	3			+% to Base Attribute	100%
8	3			+% to Base Attribute	100%
9	NA			+% to Base Attribute	NA

# STATUE AND RARITY

**HERMES**

Booster

**TYCHE**

Prayer

**ATHENA**

Helper

**HEPHAESTUS**

Worker

**ZEUS**

Secrecter

Land Rarity	Statue Rarity					Effect
	Common (%)	Rare (%)	Super Rare (%)	Epic (%)	Legendary (%)	
Common	90	10	NA	NA	NA	NA
Rare	30	60	10	NA	NA	+10% to Gem Attribute
Super Rare	10	30	50	10	NA	+20% to Gem Attribute
Epic	10	10	30	40	10	+30% to Gem Attribute
Legendary	NA	10	20	30	40	+40% to Gem Attribute

# FASHION FOOD MEDICINE

## FASHION

Sports Shirt / Sports glasses / Hat

**(\*) Details will be updated shortly.**

## FOOD

Energy drink / Functional foods

**(\*) Details will be updated shortly.**

## MEDICINE

Vitamin

**(\*) Details will be updated shortly.**



# NFT MINTING

The user can breed 2 NFTs of their equipment (Sneakers / Bicycle / Swimwear) to produce a new NFT of the same type. Condition:

▷ 2 NFTs **of the same type** (Sneakers vs Sneakers / Bicycle vs Bicycle / Swimwear vs Swimwear).

▷ 2 NFTs must be **owned by the User**.

**Note:** Do not use NFT under a loan contract to breed.

▷ When breeding is complete, the user receives an NFT Box (Sneaker Box, Bike Box, Swimwear Box). Users can open it to get NFT or sell it on MarketPlace.

▷ Users can make up to **7 mints per NFT**.

▷ The smaller the number of cross-breeding NFTs, the higher the price.

▷ The NFT minting cost is calculated based on the original 2 NFTs.

▷ During the creation of NFT, it is still used to earn money.



## COST OF MINT

### COMMON

RUNGEM

### RARE

RUNGEM

### SUPER RARE

RUNGEM + RUNNOW

### EPIC

RUNGEM + RUNNOW

### LEGENDARY

RUNGEM + RUNNOW

## **RANK OF NFT BOX**

The rank of the NFT Box is determined by the rank of the two original NFTs according to the following table:

		NFT Box Rarity				
		Common (%)	Rare (%)	Super Rare (%)	Epic (%)	Legendary (%)
Common	Common	100	0	0	0	0
	Rare	50	49	1	0	0
	Super Rare	50	0	49	1	0
	Epic	50	0	0	49	1
	Legendary	50	0	1	0	49
Rare	Rare	0	98	2	0	0
	Super Rare	0	49	50	1	0
	Epic	0	49	1	49	1
	Legendary	0	49	1	0	50
Super Rare	Super Rare	0	0	98	2	0
	Epic	0	0	49	50	1
	Legendary	0	0	49	1	50
Epic	Epic	0	0	0	98	2
	Legendary	0	0	0	49	51
Legendary	Legendary	0	0	0	0	100



## ***NEW NFT RARITY***

When the user opens the NFT Box, the Rarity of the NFT (Sneakers / Bicycle / Swimwear) will be determined as follows:

NFT Box Rarity	New NFT Rarity				
	Common (%)	Rare (%)	Super Rare (%)	Epic (%)	Legendary (%)
Common	97	3	0	0	0
Rare	25	73	2	0	0
Super Rare	0	27	71	2	0
Epic	0	0	30	68	2
Legendary	0	0	0	35	65

# NEW NFT

The new NFT (Sneaker / Bike / Swimwear) is defined as follows:

Parent 1	Parent 2	New NFT			
		Beginner (%)	Jogger / Cyclist / Swimmer (%)	Runner / Racer / Swimmer Pro (%)	Super Star (%)
Beginner	Beginner	85	6	6	3
	Jogger / Cyclist / Swimmer	45	45	7	3
	Runner / Racer / Swimmer Pro	45	7	45	3
	Super Star	80	6	6	8
Jogger / Cyclist / Swimmer	Jogger / Cyclist / Swimmer	6	85	6	3
	Runner / Racer / Swimmer Pro	7	45	45	3
	Super Star	6	80	6	8
Runner / Racer / Swimmer Pro	Runner / Racer / Swimmer Pro	6	6	85	3
	Super Star	6	6	80	8
Super Star	Super Star	25	25	25	25

## NEW NFT'S STATUE

Parent 1	Parent 2	New NFT				
		Booster (%)	Prayer (%)	Helper (%)	Worker (%)	Secreter (%)
Booster	Booster	80	5	5	5	5
	Prayer	42.5	42.5	5	5	5
	Helper	42.5	5	42.5	5	5
	Worker	42.5	5	5	42.5	5
	Secreter	42.5	5	5	5	42.5
Prayer	Prayer	5	80	5	5	5
	Helper	5	42.5	42.5	5	5
	Worker	5	42.5	5	42.5	5
	Secreter	5	42.5	5	5	42.5
Helper	Helper	5	5	80	5	5
	Worker	5	5	42.5	42.5	5
	Secreter	5	5	42.5	5	42.5
Worker	Worker	5	5	5	80	5
	Secreter	5	5	5	42.5	42.5
Secreter	Secreter	5	5	5	5	80

## NEW NFT'S ATTRIBUTE

NFT Attributes are randomized according to their Class, regardless of Attributes from their parents.

# **LAND**

Consists of:

## **HOUSE**

For Character to rest, the energy recovery rate will be faster when there is a house.

In addition, when owning a home, users will not need to run outside, run on a treadmill / Bicycle in place / or swim at home without going to a public swimming pool.

## **STATUE**

Place where statues of 5 gods:

1. **Hermes -> Booster**
2. **Tyche -> Prayer**
3. **Athena -> Helper**
4. **Hephaestus -> Worker**
5. **Zeus -> Secrecter**

When there is Land, the ratio of the power of the gods will randomly increase compared to not owning it.

## **SNEAKER CABINET**

The limit of the Sneaker Cabinet is 30 pairs; if you buy a house, it will be doubled according to the level of the house.

## **BIKE STORAGE**

The limit of bike storage is 10 units, and if you buy a house, it will be doubled, corresponding to the level up for the home.

## **SWIMWEAR CABINET**

The limit of the Wardrobe is 30 sets; if you buy a house, it will be doubled according to the level of the house.

## **FOOD STORAGE CABINET**

It contains water and food to restore health

## **BANK**

Place to deposit Gem, RUNGEM to earn interest.

# **GAMEPLAY & EARN MECHANICS**

## **FREE TO PLAY / FREE TO EARN**

### **▷ Free 2 Play:**

Users can easily register an account on **RUNNOW.IO**'s Marketplace, then log in to the **RUNNOW.IO** App to practice and record daily workout results for free.

### **▷ Free 2 Earn:**

There will be an Airdrop Gift Code event; lucky users will perform a simple exercise task to open the Mystery Box after receiving the Gift Code. After opening the Mystery Box, you will receive a gift of either Sneakers or a Bicycle, or a Swimwear (note this is not NFT and has a limited life circle).

Users can earn money through practice (this is an incentive bonus, and the value is subject to change without notice). When receiving a gift, each person can still through the practice process, give a Gift Code to relatives, friends, or the community so that they can earn free money (note Gift Code does not use yourself and is generated only once).

NFT holders can generate more gift codes through Daily Missions (AI System will distribute automatically).

***Spread your good luck and love of the sport to everyone.***

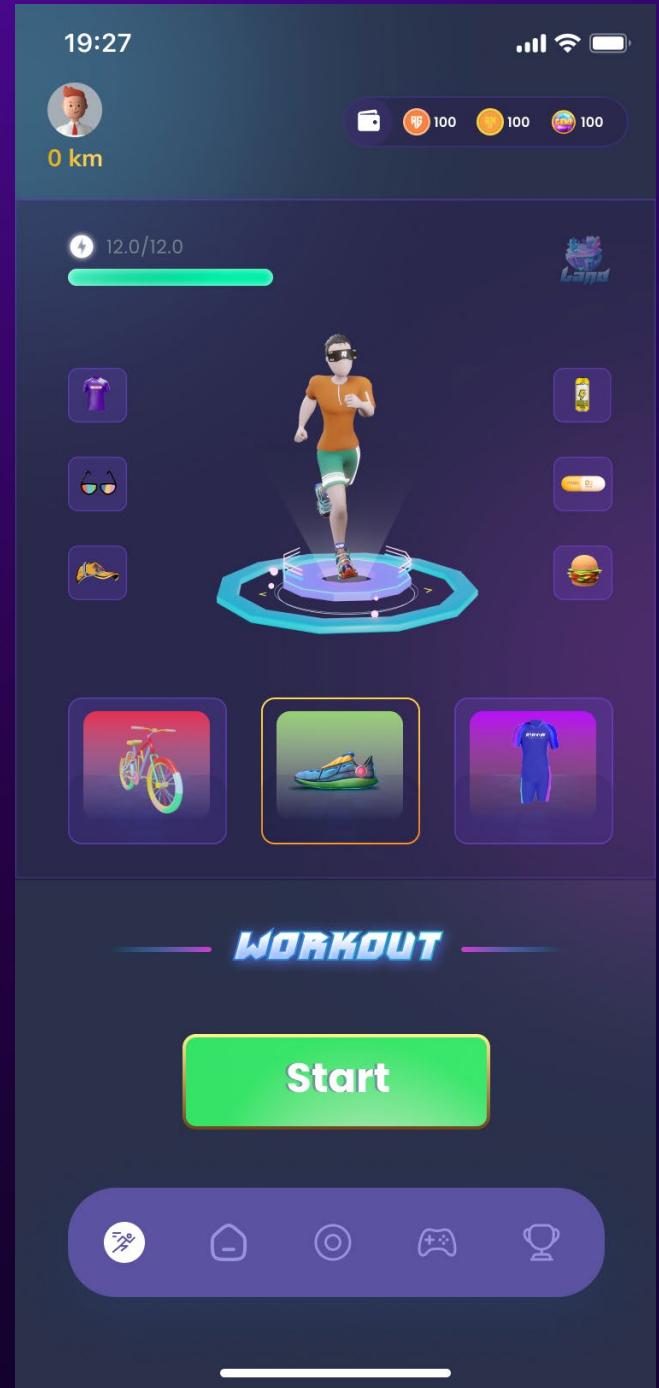


# WORKOUT

Users equipped with NFT Sneakers / Bike / Swimwear to earn tokens by moving / cycling/ swimming.

Energy is required to earn RUNGEM Tokens. Every 1 Energy is equivalent to 1 minute of movement. To get started, the user selects the sport, the included NFT gear, and presses Start.

All information during practice will be displayed in detail on the screen.



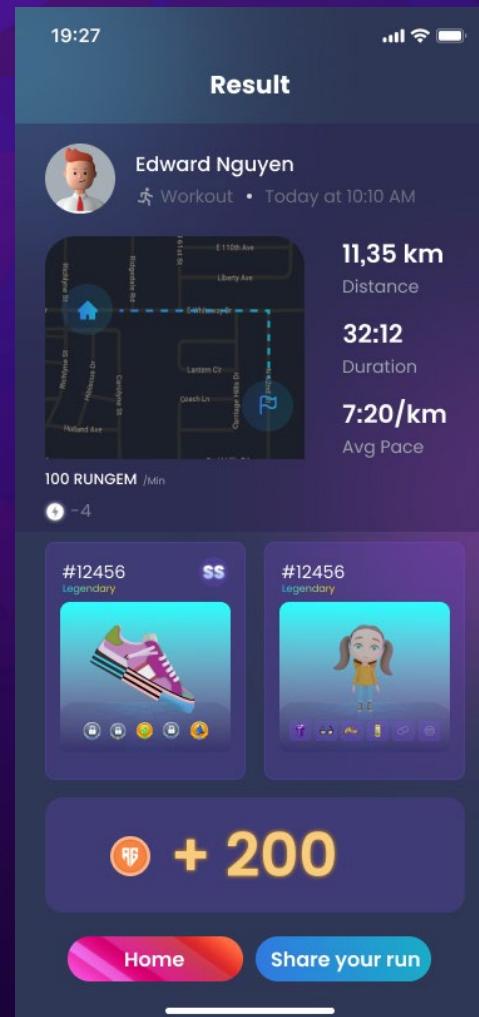
# RUNNOW FREEZING

- ▷ This will be displayed if the application detects:
- ▷ Seeing a weak GPS/internet signal
- ▷ The user does not move spontaneously (i.e., using an e-scooter or strapping a phone on their dog).
- ▷ No RUNGEM will be earned during Runnow Freezing.

## GPS SIGNAL

- ▷ Red - No GPS;
- ▷ Yellow - Poor GPS;
- ▷ Green - Strong GPS.

Always make sure you have Energy before you move, as no money will be earned if you don't have Energy.



RUNGEM will be paid for every minute of movement in each selected sport, which depends on three key factors:

- ▷ **Type of Sneakers / Bike / Swimwear** - Basic RUNNOW income for each different sport (Sneakers / Bicycle / Swimwear)
- ▷ **Booster / Prayer / Helper / Secreter Attribute of Sneakers / Bike / Swimwear** - The higher the Booster, the more RUNNOW earns per minute.
- ▷ **Movement Speed** - Users should keep within the optimal speed range of their respective Sneaker/Bike/Swimwear to maximize earnings. Whenever a user drops below or above this range, their earnings will be reduced by up to 90%, depending on the difference in speed from the optimal range.

## **When Energy is exhausted, users cannot earn more Tokens.**

► Users participating in **RUNNOW.IO** are limited to energy levels depending on the type of shoes, bike, swimwear they own, and the corresponding number of tokens received is also limited.

► One day the minimum limit is 12 Energy, and the highest is 120 Energy per sport. If you play many sports at the same time, the more money the user earns.

► One-day limit beginners can earn up to 100/100 RUNGEM a day. After upgrading as well as owning many pairs of Sneakers / Bikes / Swimwear, users can earn up to a max of 6000 RUNGEM. When reaching Level 25 or higher, for every 600 RUNGEM earned the user will earn a max 300 RUNNOW if they own Character KOLs or upgrade Character to Level 5.

Number of Sneakers / Bike / Swimwear	Max Energy Per Day (E)	Max Minutes Can Move Per Day (Min)
1	12	12
3	24	24
9	54	54
15	72	72
30	120	120

## **FORMULA**

# LEADERBOARD

In every hour there will be 1 ranking and one day there will be 24 rankings. Opening time for a Leaderboard is 60p starting from the 1st turn "00h:00m:00s - 00h:59m:59m" and so on until the 24th turn "23h:00m:00s - 23h:59m:59s".

Each time you join the leaderboard, you lose 6 Energy, the hourly prize is **2000 RUNGEM** (Weekly update).

If a user wants to participate, they will stake a "Star of Hope" at cost = 10% \* RUNGEM earned during the hour for a chance to get a bonus of 3 or 10 times the amount of RUNGEM earned in that hour.

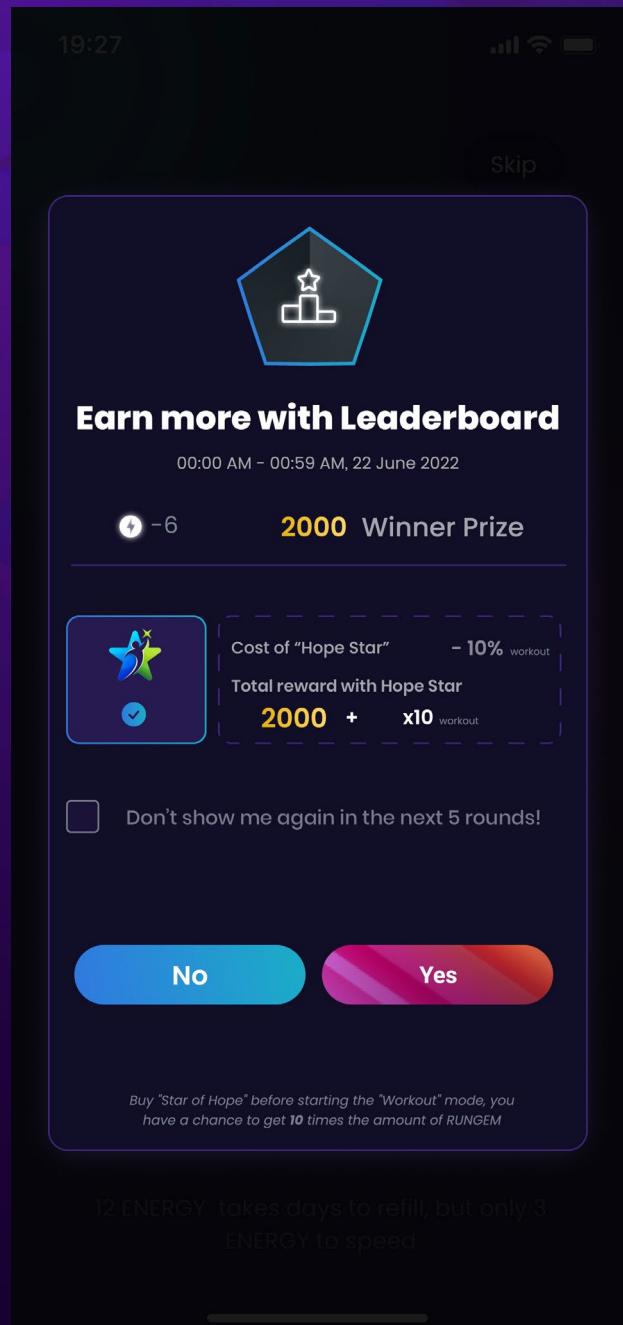
Buy "Star of Hope" before starting the "Workout" mode, you have a chance to get **10 times the amount of RUNGEM**, and vice versa if you buy it after the end of the training session (within 5 minutes of the end of the training session). exercises and before the end of the time to record the Leaderboard) you will receive 3 times the amount of RUNGEM.

The winner is the player who meets the following criteria:

▷ **Highest Average Speed** (But must be within "Earning Speed Range") - Affecting results by 35%.

▷ **Lowest "Decision Time" to join Leaderboard** - Affecting results by 30%.

▷ **The total amount of RUNGEM earned corresponding to the Energy consumed during "Workout" is the highest (RUNGEM/Energy)** - Affecting the result by 35%.



Leaderboard	Start time	End Time	Energy	Earning RUNGEM	BUY "HOPE STAR"	Earning With "HOPE STAR"	Earning With "HOPE STAR"
					(Buy Before start workout)		(Buy After start workout)
1	0:00:00	0:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
2	1:00:00	1:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
3	2:00:00	2:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
4	3:00:00	3:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
5	4:00:00	4:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
6	5:00:00	5:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
7	6:00:00	6:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
8	7:00:00	7:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
9	8:00:00	8:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
10	9:00:00	9:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
11	10:00:00	10:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
12	11:00:00	11:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
13	12:00:00	12:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
14	13:00:00	13:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
15	14:00:00	14:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
16	15:00:00	15:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
17	16:00:00	16:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
18	17:00:00	17:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
19	18:00:00	18:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
20	19:00:00	19:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
21	20:00:00	20:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
22	21:00:00	21:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
23	22:00:00	22:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning
24	23:00:00	23:59:59	6	2000	=1/10 Workout Earning	+10 * Total Work-out Earning	+3 * Total Work-out Earning

## DAILY QUEST

Corresponding to each user, the AI system will be based on health, owned by NFT, and actually run within the last 7 days to give appropriate daily tasks.

Corresponding to the completion of daily tasks, users will participate in a lucky spin to have the opportunity to earn gifts such as: RUNGEM, RUNNOW, NFT, GEM, ...

With each Daily Quest for each person you will not spend Energy, RUNGEM or RUNNOW. However, the user will probably turn on the application in the background if that task needs it.

Some typical tasks:

- ▷ Calorie Burn by quest
- ▷ Reach the number of steps/steps per day
- ▷ Go to a designated area
- ▷ Run a specified speed within the specified time
- ▷ And many other fun missions.



## MARA RUNNOW - RUNNING

### Weekly Marathon - 3km / 5km / 10km

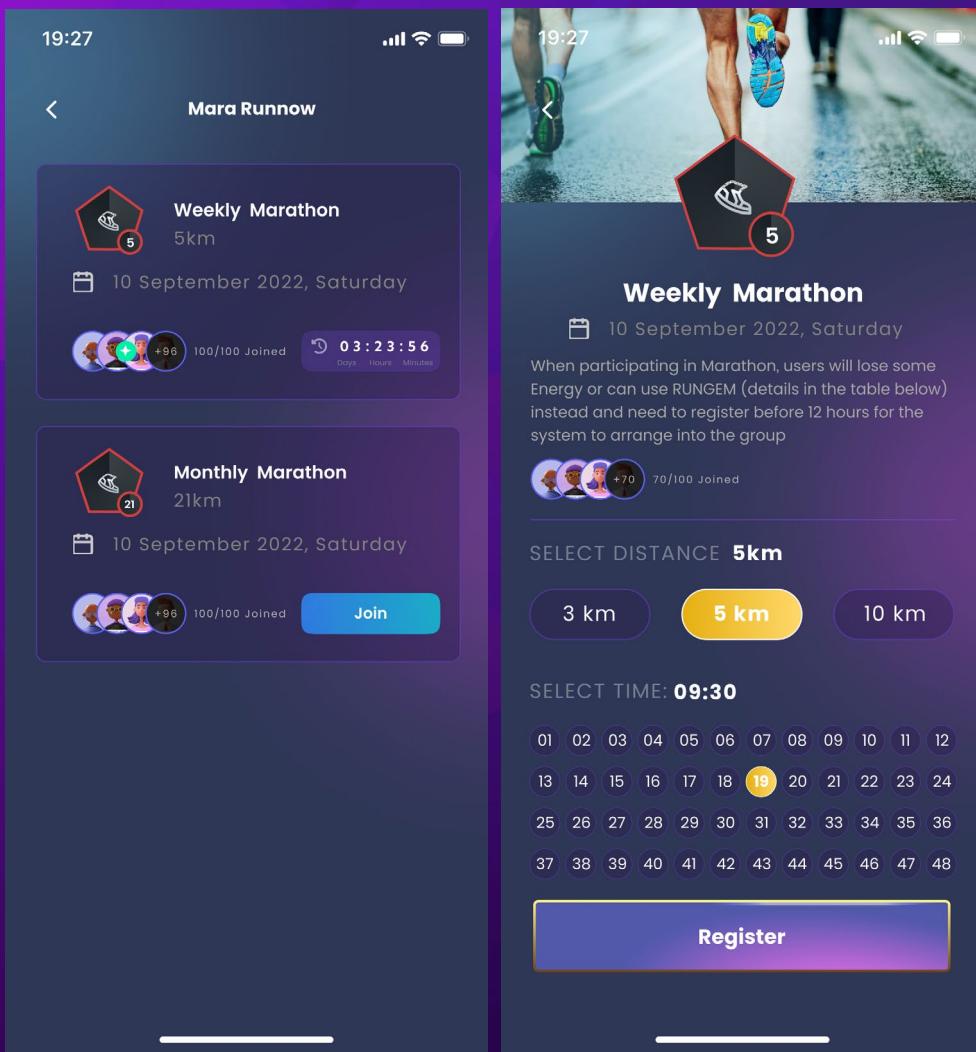
Every Saturday, every 30 minutes will start a marathon. There are 3 distances for users to participate 3km /5km and 10km.

The number of people participating in a marathon is 100 people; there is no limit to the number of marathons in 30 minutes.

Only runners of the same sneaker type can participate.

The winner is the person who finishes fastest but does not exceed the specified speed of the running sneaker.

A user can only join one room at a time.



When participating in Marathon, users will lose some Energy or can use RUNGEM (details in the table below) instead and need to register before 12 hours for the system to arrange into the group.

The time for each marathon will be determined according to the table below:  
If you are in the following cases, you will not receive RUNGEM:

- ▷ Quit midway.
- ▷ Not join when the marathon start.
- ▷ Loss of or weak GPS signal during the competition.
- ▷ Unable to complete the route within the allotted time

The prize will be RUNGEM and will be given to everyone like a workout mode; and only three people: First - Second - Third will be double the number of Tokens earned but not more than three times more than the person earning the least in the race.

When participating in Marathon, the sneaker's durability is reduced 1.5 times faster than usual; the repair cost will increase by 20%. And have to wait until the end of the race to fix the Sneakers.

## Monthly Marathon - 21km

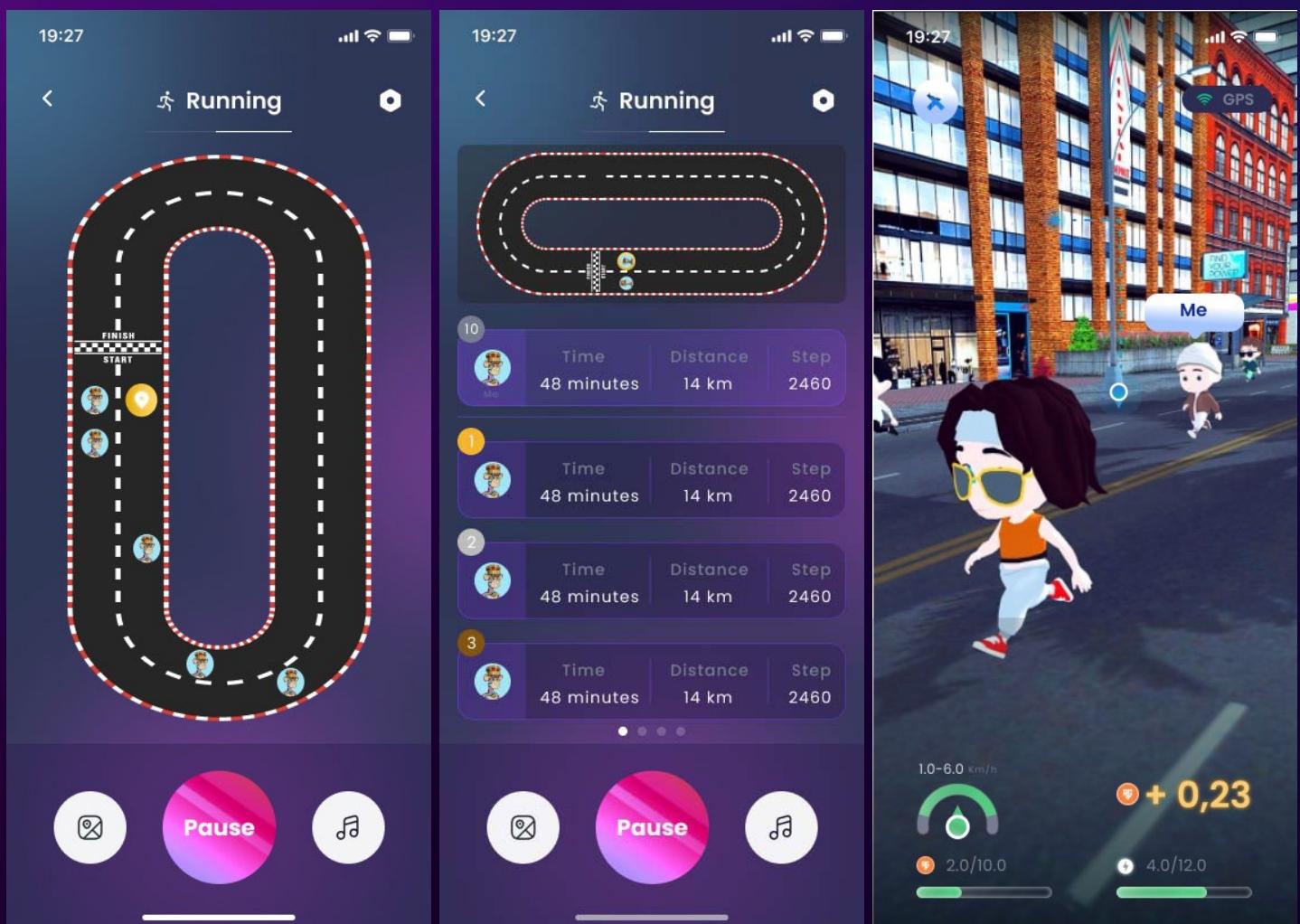
The same as the Weekly Marathon, but the Run will be held on the first Saturday of the month.

## Quarterly Marathon - 42km

The same as the Weekly Marathon, but the Run will be held on the first Saturday of the month.

## Yearly Marathon - 42km (Biggest Prize)

The same Weekly marathon, but The race will be held on a pre-announced date.



## **TOUR DE RUNNOW - BICYCLING**

- ▷ Weekly Tour - 5km / 10km
- ▷ Monthly Tour - 30km
- ▷ Quarter Tour - 50km
- ▷ Yearly Tour - 100 km Biggest Prize

**(\*) Details will be updated shortly.**

## **SWIM WITH RUNNOW - SWIMMING**

- ▷ Weekly Tour - 100m/ 200m
- ▷ Monthly Tour - 400m
- ▷ Quarter Tour - 800km
- ▷ Yearly Tour - 1500m Biggest Prize

**(\*) Details will be updated shortly.**

## **CHALLENGE MODE**

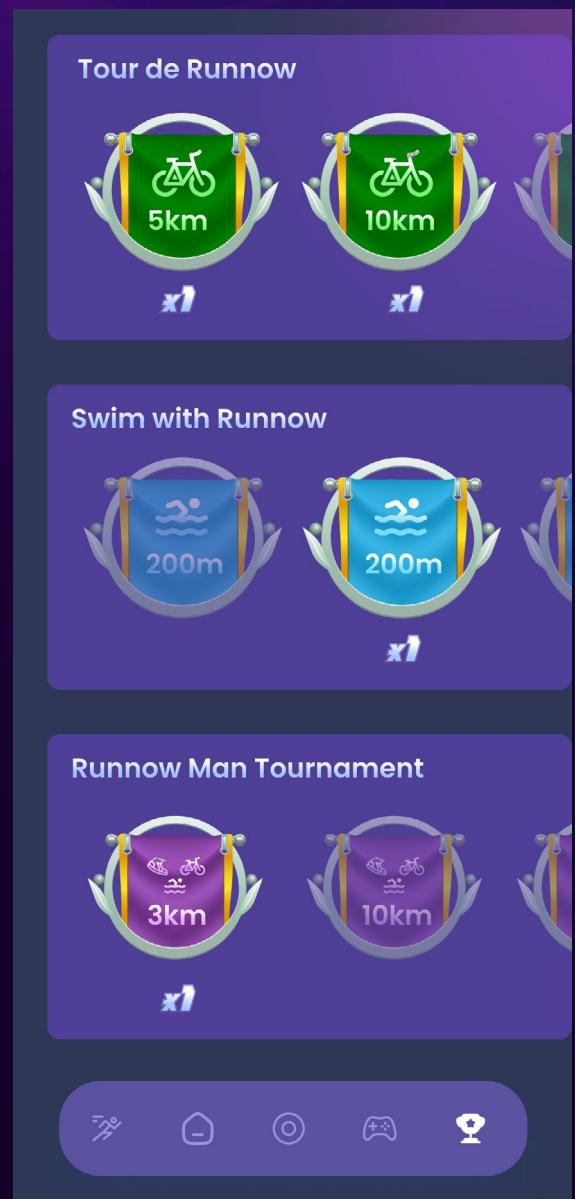
### **▷ 1 vs 1**

User can challenge anyone on the friend's list after making friends on the social section of **RUNNOW.IO**. It is also possible to automatically match this challenge with another user looking for an opponent.

The challenging part will cost the loser and the specific winner energy.

The challenge winner will get a fixed number of tokens from Runnow.

**(\*) Details will be updated shortly.**



## ▷ Team vs Team

Users can create a team to challenge any other team in the friend's list after making friends on the social section of **RUNNOW.IO**. It is also possible to automatically match this challenge with another team looking for an opponent.

The challenging part will cost the losing team and the winning team some energy.

The team that wins the challenge will get a fixed number of tokens from Runnow.

**(\*) Details will be updated shortly.**

## **RUNNOW MAN TOURNAMENT**

This is a combination of running, cycling, swimming, and running.

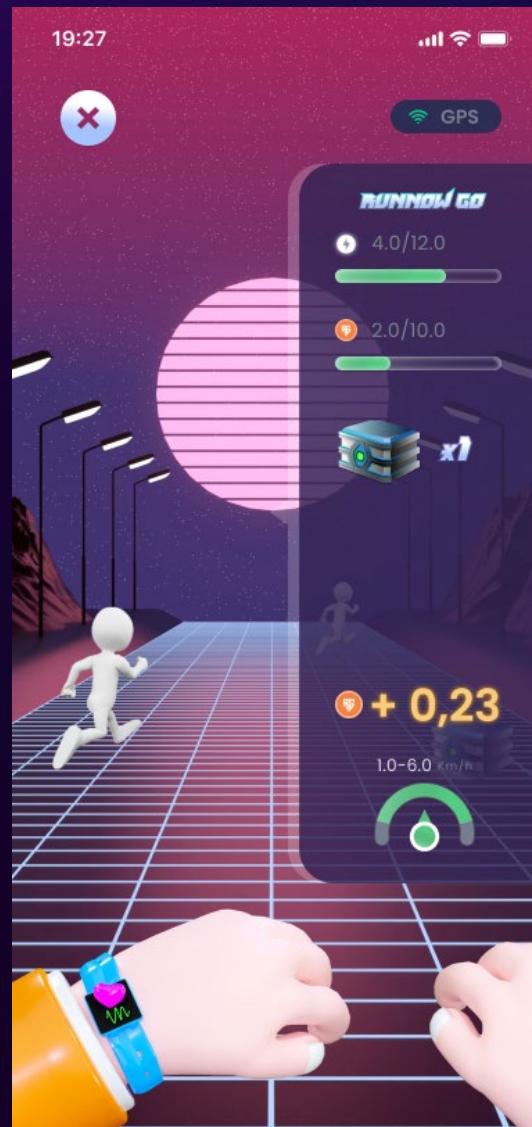
**(\*) We will update you shortly.**

## **CATCHUP RUNNOW GO**

This is an exciting game, similar to the idea of Pokemon Go; there will be many gifts of NFT, Gem, Food, Water, .... which are randomly dropped on the roads with many regular **RUNNOW.IO**'s participants.

When running, users will see those virtual gifts through the phone screen right at the location on the street; the connection with intelligent Glass devices shortly will increase the virtual reality experience.

**(\*) We will update the detailed rules shortly.**



## **DONATION**

This is the only mode where users do not make money but give away. There are two mode options, which are "Charity" or "Love".

When choosing "Charity" Mode: the user will spend at least 2.4 Energy to go, the money you earn will be deposited into the Charity Wallet of the system, with the corresponding amount of RUNGEM you will have a corresponding number of points. to vote for charity programs where the DAO mechanism will be used.

When choosing "Love" Mode: users will spend at least 2.4 Energy to go, the money you earn will be sent to Runnow's "Buyback Treasury" to spend buyback RUNGEM. This is an action to develop the RUNNOW community more and more sustainable and full of humanity.

All RUNGEM users donate will be recorded, corresponding to which we will add "Fairy" points for you. This point will be calculated so that you can be luckier, earn more money, be honored, get more privileges,...

## **STAKE - EXERCISE AND EARN**

This is a type of parallel earning, game mode activation conditions:

- ▷ The user has a complete set of 1 NFT of the sport of their choice and a Character.
- ▷ User Stake 1 amount of RUNNOW + RUNGEM or 1 of 2 tokens with the specified table.

Users will then earn more RUNNOW or RUNGEM or both based on which tokens they stake, and based on training according to the specified milestones of each respective sport.

This game mode does not affect other training modes.

## SLEEP & EARN

Connecting to a device and a fitness app, **RUNNOW.IO** will track sleep quality and sleep time to pay you.

(\*) We will update the detailed rules shortly.

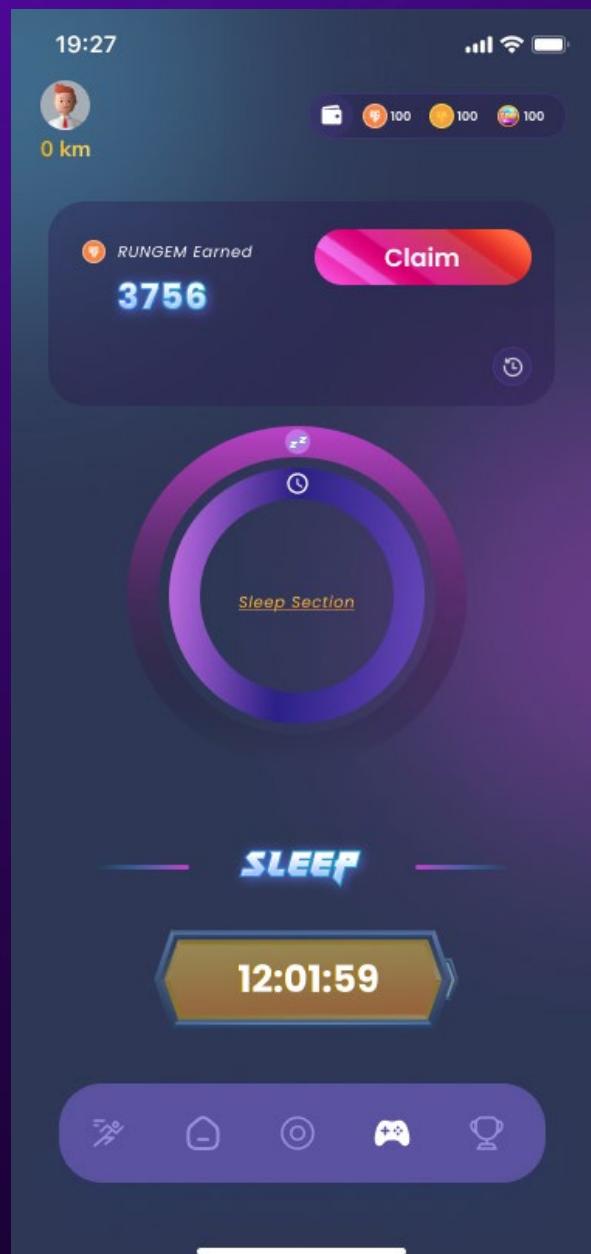
## LEARN & EARN

### RUNNOW ONLINE TRAINING PROGRAMME

Besides practicing diligently; we think that users need to exercise correctly to avoid injuries and ensure their best health. So Runnow will extend the functionality specifically for remote training via the app. Users who want to participate in buying courses from coaches will be able to learn online and participate in daily challenges to evaluate training results. Passing those tests, user can get RUNGEM or RUNNOW.

In addition to receiving rewards, users who go through more levels of learning can be granted a semi-professional coach certificate to guide other students and have shared in revenue from the course.

(\*) We will update the detailed rules shortly.



Corresponding to each participating mode, there will be a type of badge, corresponding to each completion you will receive a badge, attached parameters such as calories consumed, number of steps, distance...

There will always be a summary of those figures so that at the end of each period you will be upgraded (from 1 star to 5 stars), corresponding to each rank you will get your own privileges.

(\*) And more modes will update later.

# MARKETPLACE

The marketplace is where **RUNNOW.IO** delivers NFT Boxes to the market with a limited number of versions persion.

Where Users can sale and buy, auction, ... NFTs together to be able to use in **RUNNOW.IO**.

To Sell NFT, the user must transfer the NFT out of the application to marketplace.

To load the NFT into Runnow, the user must bought, or rent / borrow it from the owner.

The **Marketplace fee** is divided into 3 parts as follows:

Activity	Tax (%)
Marketplace Trading Fee	2
Marketplace Royalty Fee	6
NFT Minting	8

# **LENDING / LEASING**

## **NFT LENDING**

Users who do not have time to practice can lend their NFTs to other users to earn. When lending you stipulate a share of the revenue earned to the borrower (eg 80%-20% / 70%-30% / .... ). The borrower will practice, and after training the token will automatically return to both according to the agreement by a smart contract. Sellers can get their NFT back at any time by canceling the NFT lending.

## **NFT LEASING**

A user who owns an NFT can lease his NFT to another User for a predetermined price for a fixed period of time. NFT tenants will have to pay a deposit equivalent to the rental cost and rental period, at the end of the lease term, the NFT smart contract will automatically withdraw the NFT to the owner. During the leasing process, the lessor cannot get the NFT back, and the tenant cannot pay the NFT before the due date, but cannot get the amount paid back.

## **LENDING & LEASING FEE**

Lending & Leasing Fee : 8%

Lending and Leasing features will be implemented by July 2022 at the latest by connecting with GemUni Game Ecosystem.



## **STAKING & FARMING**

Users can Staking and Farming RUNNOW tokens or NFTs to receive attractive interest rates.

During Staking or Farming, players cannot use NFT.

This system is connected to GemUni Game Ecosystem.

Staking and Farming time will be launched in June.

## **SOCIALFI**

Runnow.io will deploy SocialFi on GemUni Game Ecosystem platform, lots of interactions bring many benefits to Runnow.io community.

The time to join Runnow.io's SocialFi is July.

## **DAO**

Users who own a certain amount of RUNNOW (Governance Tokens) can participate in Runnow.io DAOs.

Depending on the type and program, a certain percentage of voting rights will be adjusted.

The agreed votes will apply no later than 15 days after that or according to the time specified from time to time.

DAO types will be generated on GemUni Game Ecosystem.

A few DAOs may be created:

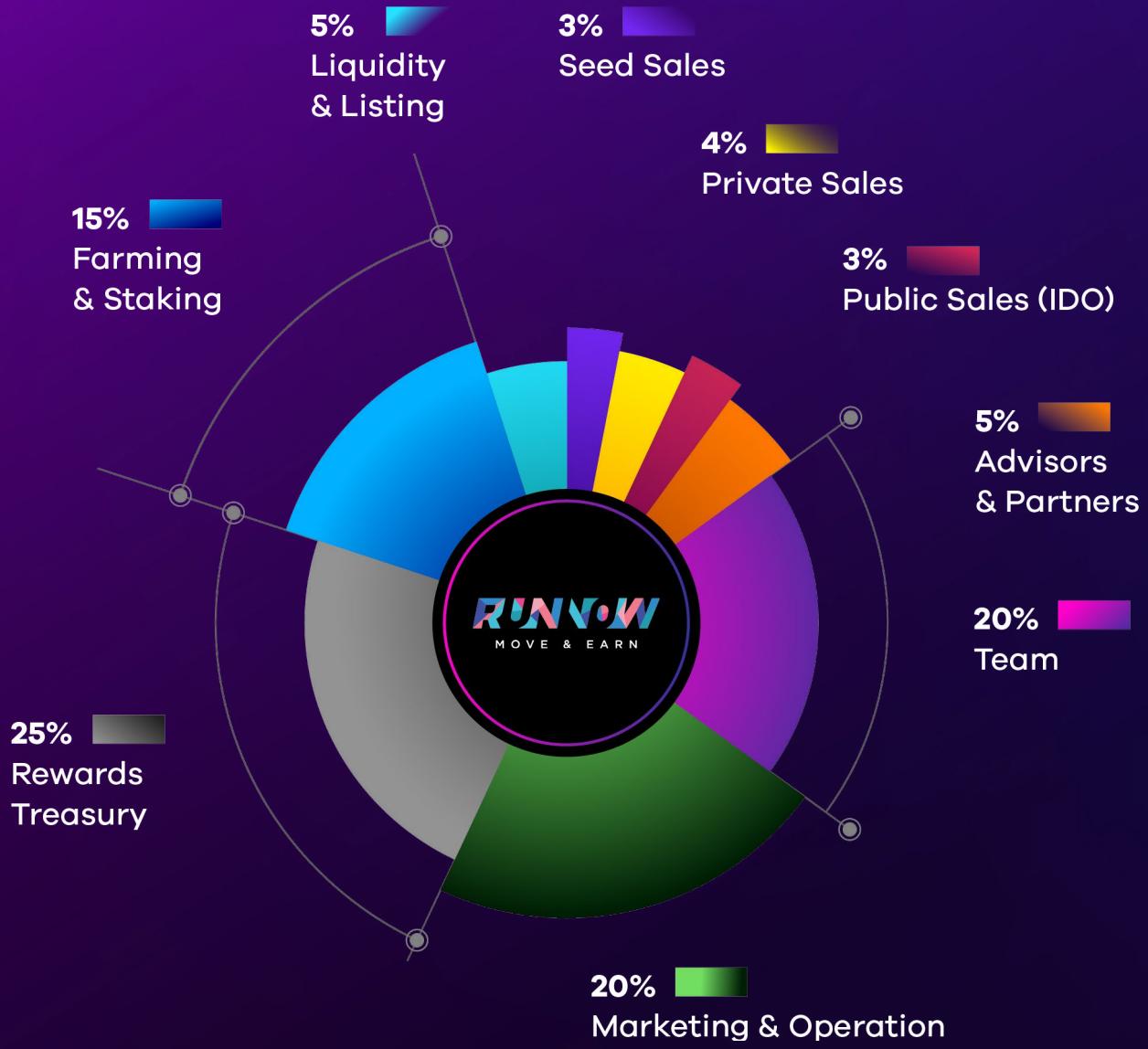
- ▷ Game mode DAO
- ▷ Treasury DAO
- ▷ Buyback / Burn DAO
- ▷ Donation DAO
- ▷ ....

# TOKENOMICS

## TOKEN SPECIFICATION

Ticker	RUNNOW
Total Token Supply	<b>1,000,000,000</b>
Seed Sales Price	<b>\$0.010</b>
Private Sales Price	<b>\$0.015</b>
IDO Price	<b>\$0.020</b>
Initial Market Cap	<b>\$296,000</b>
Fully Diluted Market Cap at IDO	<b>\$20,000,000</b>

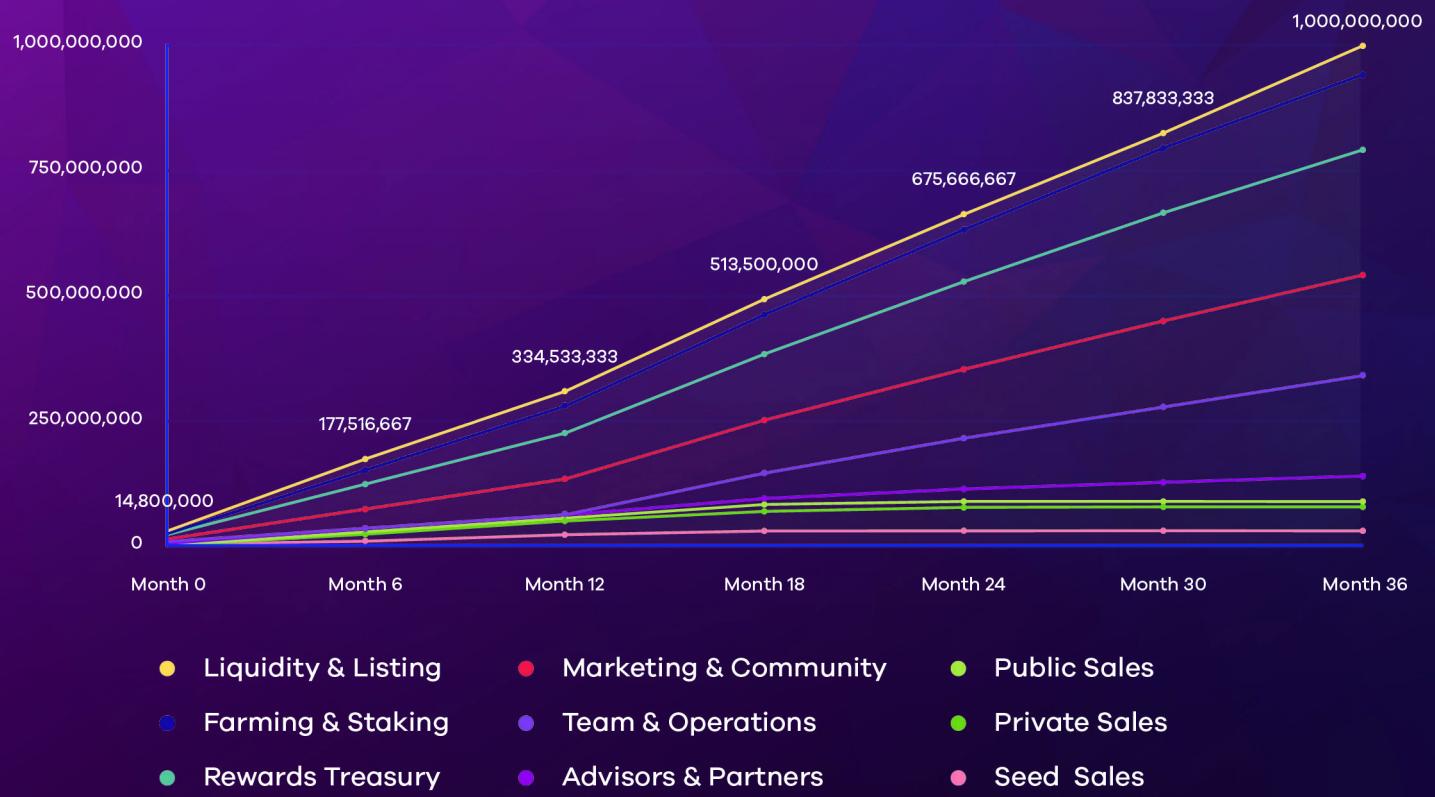
# TOKEN ALLOCATION



# VESTING

	%	Token Amount	\$ Value	Release Schedule
<b>Seed Sales</b>	3%	30,000,000	\$300,000	TGE 4%, Cliff for 3 months then linear monthly vesting in 12 months.
<b>Private Sales</b>	4%	40,000,000	\$600,000	TGE 4%, Cliff for 3 months then linear monthly vesting in 12 months.
<b>Public Sales (IDO)</b>	3%	30,000,000	\$600,000	TGE 25%, 1 month cliff then linear vesting in 3 months.
<b>Advisors &amp; Partners</b>	5%	50,000,000	\$1,000,000	12 months Cliff, then linear vesting in 24 months.
<b>Team</b>	20%	200,000,000	\$4,000,000	12 months Cliff, then linear vesting in 24 months.
<b>Marketing &amp; Operation</b>	20%	200,000,000	\$4,000,000	TGE 1% then linear vesting in 36 months from TGE.
<b>Rewards Treasury</b>	25%	250,000,000	\$5,000,000	1 month Cliff then linear vesting in 36 months from TGE.
<b>Farming &amp; Staking</b>	15%	150,000,000	\$3,000,000	1 month Cliff then linear vesting in 36 months from TGE.
<b>Liquidity &amp; Listing</b>	5%	50,000,000	\$1,000,000	TGE 10%, monthly vesting in 12 months.
<b>Total</b>	<b>100%</b>	<b>1,000,000,000</b>		

# TOKEN RELEASE SCHEDULE



# MILESTONE

## Q1 2022

- ▷ Research / BA
- ▷ Design Concept
- ▷ Start Developing

## APRIL 2022

- ▷ Website
- ▷ Whitepaper
- ▷ Pitch Deck
- ▷ Connect Partner

## MAY 2022

- ▷ Build Community
- ▷ INO Campaign
- ▷ Alpha Testing

## JUL 2022

- ▷ 05.07: INO 1st Round 4000 Beginner Sneaker Boxes From Total 10.000 Limited Sneaker Boxes  
2nd, 3rd TBC

## JUN 2022

- ▷ Build Community
- ▷ INO Campaign
- ▷ Alpha Testing

JUN  
2022

JUL  
2022

- ▷ 07.07: Open Box / Trade NFT, Beta test
- ▷ 14.07: RUNGEM Listing
- ▷ 16.07: Mainnet
- ▷ 22.07: IDO
- ▷ 29.07: RUNNOW Listing

## AUGUST 2022

- ▷ Introduce KOL Character & Runnow Character
- ▷ Sell limited NFT Character / KOL Character Boxes (Buy by \$RUNNOW)
- ▷ Introduce Land & Gem
- ▷ Sell limited NFT Land & Gem Boxes (Buy by \$RUNNOW)
- ▷ Support Multichain
- ▷ Finish Wearable Device API with iOS & Android
- ▷ Introduce New Sport - Cycling
- ▷ Sell limited NFT Bicycle Boxes (Buy by \$RUNNOW)
- ▷ Unlock Mara Runnow Mode (Running)
- ▷ Multichain Bridge
- ▷ GemUni Wallet Integrated

AUG  
2022

## **SEPTEMBER 2022**

- ▷ Unlock Workout & Leaderboard Mode (Cycling)
- ▷ Unlock 1 vs 1 / Team vs Team Mode
- ▷ Unlock Daily Quest Mode (Stake, Exercise & Earn)
- ▷ Flexible Earning RUNNOW / RUNGEM
- ▷ New Anti-Inflation Mechanics
- ▷ Runnow SocialFi (GemUni Platform)

**SEP  
2022**

## **OCTOBER 2022**

- ▷ Tour De Runnow (Cycling)
- ▷ Unlock Sleep & Earn Mode
- ▷ Unlock Donation Mode
- ▷ Introduce New Sport - Swimming
- ▷ Sell limited NFT Swimwear Boxes (Buy by \$RUNNOW)
- ▷ Runnow DAO Version 1 (GemUni Platform)

**OCT  
2022**

## **NOVEMBER 2022**

- ▷ New Anti-Inflation Mechanics
- ▷ Swim With Runnow Mode (Swimming)
- ▷ Runnow Man Mode
- ▷ Unlock all Modes for 3 Sports

**NOV  
2022**

## **DECEMBER 2022**

- ▷ Unlock Catchup Runnow Go Mode
- ▷ Runnow DAO Version 2 (GemUni Platform)
- ▷ Introduce "Runnow Online Trainer Program" - Learn & Earn
- ▷ Life Cycle & Revival

**DEC  
2022**



# TEAM



**William Nguyen**  
*Chairman*



**Nam Bao Hoang**  
*Partnership Manager*



**Kien Phan**  
*Project Director*



**Phu Tran**  
*Project Coordinator*



**Mai Ba Thai**  
*Product Owner*



**Luong Cong Toan**  
*Unity Lead Developer*



**Trung Pham**  
*Creative/CGI Director*



**Alex Vo**  
*Blockchain Leader*



**Sinan Kolip**  
*Game Developer*



**Gorav Kumar**  
*Unity Developer*



**Narender Shukla**  
*Unity Developer*



**Biswajit Roy John**  
*Animator*



**Nguyen Cao Minh Duc**  
*Blockchain Developer*



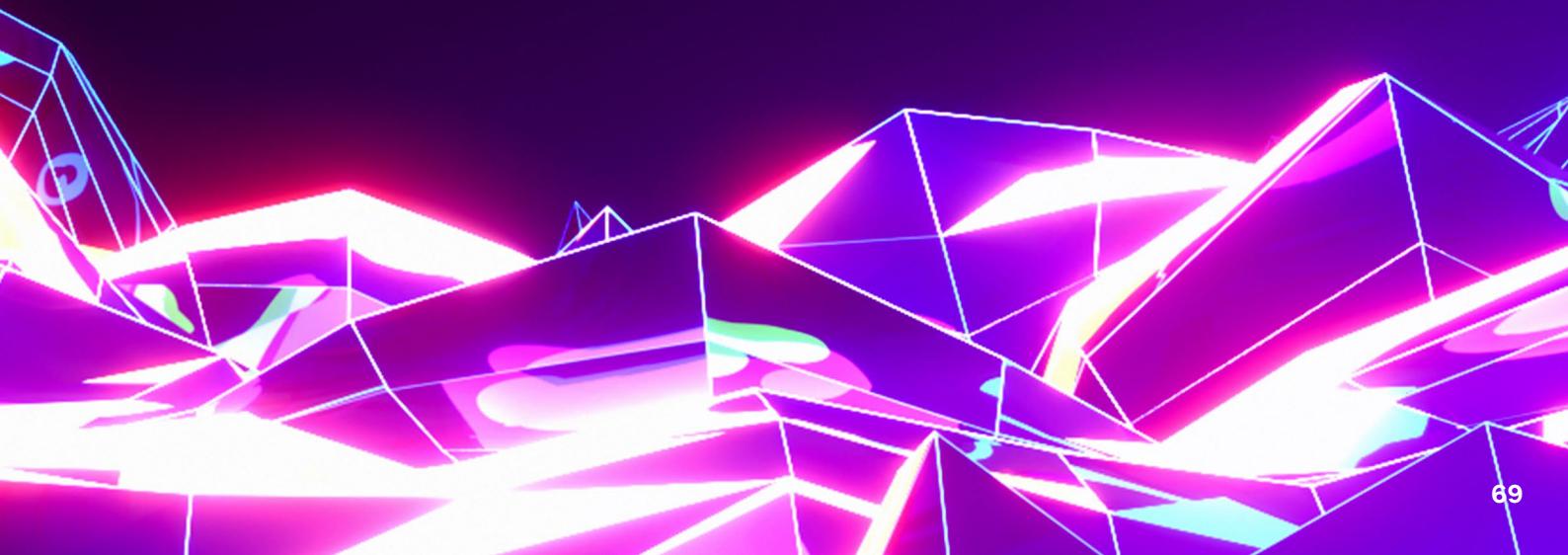
**Lucas Vo**  
*Creative Designer*



**Nguyen Thi Thanh Binh**  
*Blockchain BA*

# PARTNERS

Coming Soon



# **DISCLAIMER**

## **USER ACCOUNT**

Users are responsible for all use and confidentiality of accounts and passwords. We reserve the right to remove, reclaim or change a username you select if determined, at our sole discretion, that such username is inappropriate, obscene, or otherwise objectionable.

We will not be responsible or liable for any losses incurred as the result of your use of the Avalanche network and the MetaMask electronic wallet, including but not limited to any losses, damages, or claims arising from:

- (a) user error, such as forgotten passwords or incorrectly construed smart contracts or other transactions;
- (b) server failure or data loss;
- (c) corrupted wallet files;
- (d) unauthorized access or activities by third parties, including but not limited to the use of viruses, phishing, brute-forcing, or other means of attack against the **RUNNOW.IO** website, Avalanche network, or the MetaMask electronic wallet.

## **WORK IN PROGRESS**

This website including, but not limited to the published documents, is a working paper in a descriptive nature and is being provided to the public for information purposes only and not binding.

Because it is a work in progress, some parts are either missing or will be revised, and the content will be progressively updated without any prior notice.

## **NOT FINANCIAL ADVICE**

Our estimated return on investment is based on assumptions that may not be realized. This is not financial advice and is indicative of the future or likely performance of your investment. Use at your own risk.

## **UNCERTAINTY OF REGULATIONS**

Regulatory authorities are carefully scrutinizing businesses and operations associated with Crypto Tokens globally.

In that respect, regulatory measures, investigations, or actions may impact **RUNNOW.IO**'s business and may limit or prevent us from developing further operations in the future. Any person undertaking to acquire **RUNNOW.IO** tokens must be aware that **RUNNOW.IO**'s business model, games, and platform may change or need to be modified because of new regulatory and compliance requirements from applicable laws in any jurisdiction.

In such cases, purchasers and any person undertaking to acquire **RUNNOW.IO** Tokens acknowledge and understand that neither **RUNNOW.IO** nor its affiliates shall be held liable for any direct or indirect loss or damages caused by such changes.

## **AVAILABILITY**

Service may be unavailable in some territories. Those who choose to access the service from other locations do so on their initiative and are solely responsible for compliance with local laws if and to the extent local laws are applicable.

# THANK YOU!

