



CHASE

WHITE PAPER



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WHY M2E

BACKGROUND

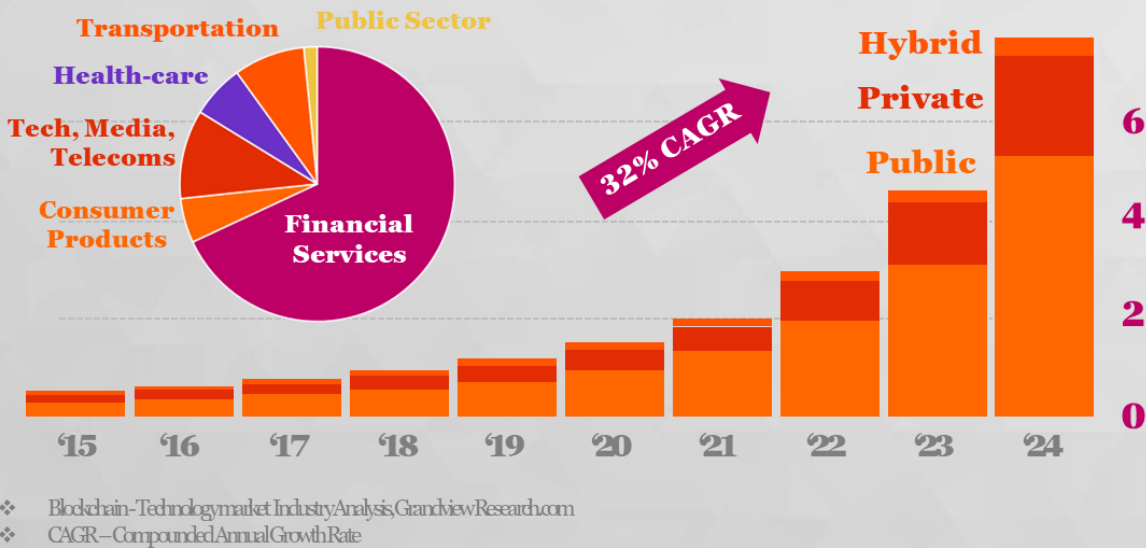


1. The emerging Web3 segment

Gamification is the heart of Web3. We're given the power to not only control our personal data, but also monetise them, i.e. earn profit for our daily activities such as collecting points, participating in competitions, etc. One representative of gamification that we are all familiar with is the gaming finance trend and the name Axie Infinity.

The allure of gamification lies in the distribution of financial incentives; users are more motivated to further engage in activities for more rewards and as a result customer adoption and retention rate is significantly increased.

Global Blockchain \$7.7b '24



As the name implies, Move-to-Earn (M2E), which is also known as FitnessFi, is the gamification of physical activities. Some examples of traditional health gamifications include Nintendo's WiiSports way back in 2006 and the GPS-enabled PokemonGO in 2016. However, M2E incorporates the digital economy created by Web3, adding the real financial element to the process.

1) Gamifying Fitness

This is a cryptocurrency trend that allows you to earn as you move. It boosts your fitness and health goals plus rewards you for it. That's like a double whammy for these earn-to-move apps.

The global fitness market reached \$96 billion in 2019. Wearable technologies and various tracking devices have in many ways complimented people's motivation to become healthier. "The rising wearables market can be largely attributed to the convergence between fitness and health data," says Samik Chatterjee. (Head of J.P. Morgan U.S. Telecom & Networking Equipment/IT Hardware).

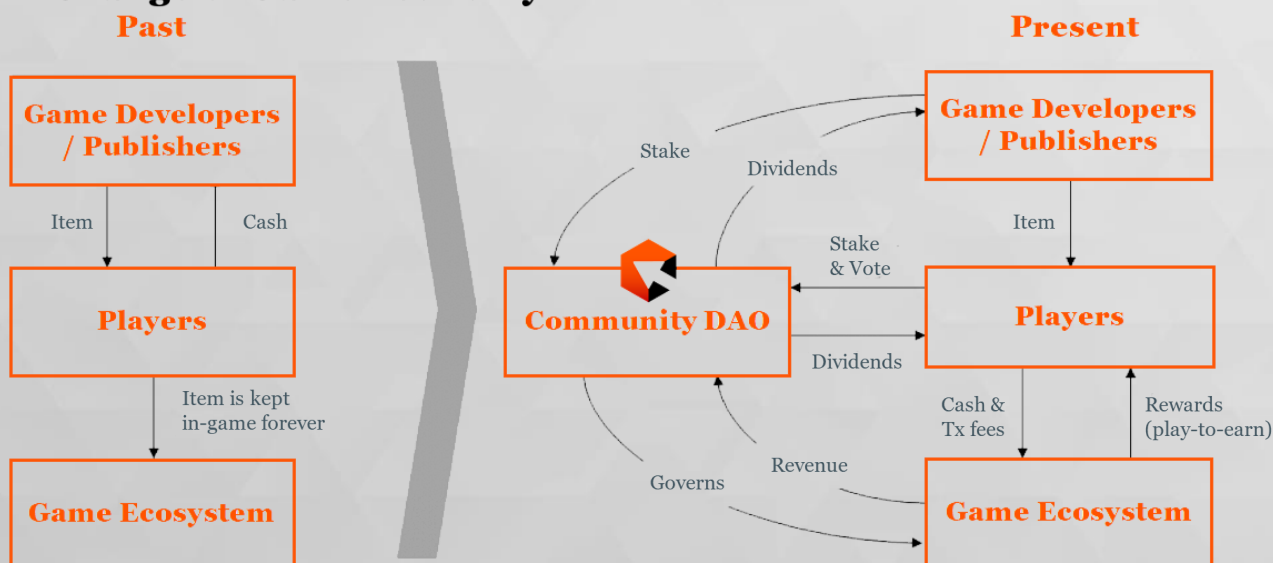
Accessibility and motivation are key to scaling any type of fitness program. Not everyone can afford a Peloton Bike, but most likely they already have phones or watches. With the

added reward of earning passive income through exercise, crypto fitness projects seem like an alluring path forward. Although cryptocurrency is still met with a generous degree of skepticism from the general public, crypto fitness projects aim to resolve this problem through decentralization and using crypto tokens created on the trusted Blockchain network.

Some have already started calling the new brand of M2E games as FitnessFi, in which the "Fi" stands for finance. After all, tokens make it possible for the game's internal economy to spread outwards. Likewise, GameFi represents blockchain games, while DeFi is the umbrella term for decentralized finance, built upon smart contracts.

Just like P2E games reward users for playing them, M2E games reward users for engaging in physical activity. This is accomplished by harnessing a smartphone's GPS, accelerometer, magnetometer, proximity sensor, and gyroscope. Altogether, they make a solid foundation for smart fitness tracking devices. The software, in the form of M2E games, then taps into that hardware for a complete move-to-earn package.

Change of Game Economy



If you're already into jogging or other sports, you might as well try out these upcoming M2E games. After all, there is no extra effort involved outside of installing the apps and then occasionally tracking progress. As such, it has a potential for passive income vs. zero potential.

Play-to-earn (P2E) games continue to dominate the crypto industry as more than half of the active wallets tracked by Dapp-radar have connected to blockchain-based games in the first quarter of 2022. Despite this, the unsustainability of some P2E games grows more evident in the performance of their tokens.

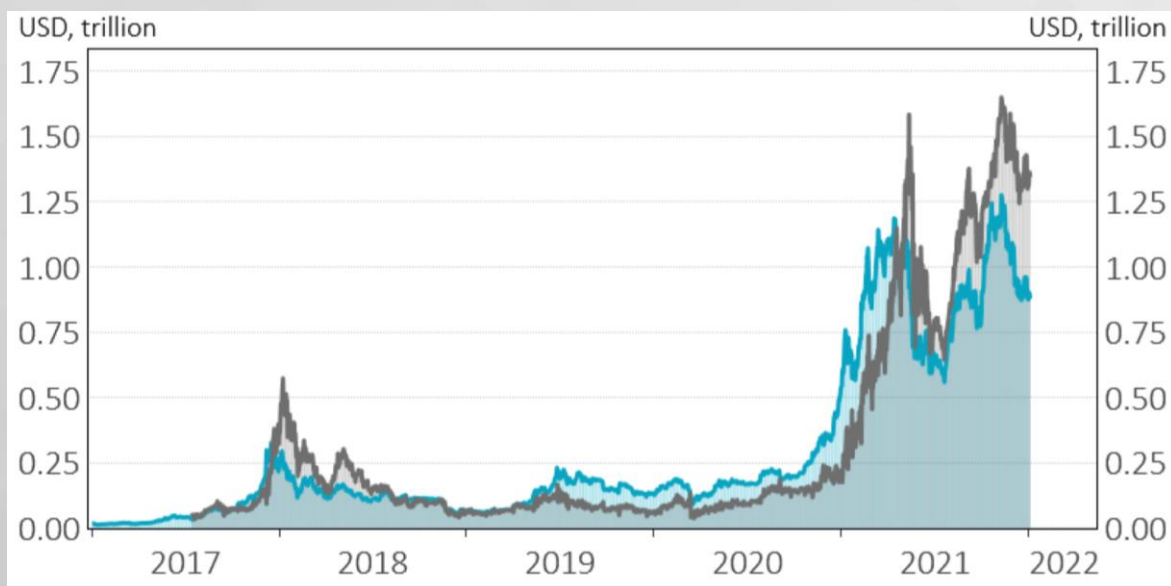
Now, an offshoot of the P2E model, called move-to-earn (M2E), has been captivating crypto fans lately. The industry's new buzzword follows the play-to-earn model but centers on health and fitness, where users are rewarded for their physical activity.

2) The Move-To-Earn Concept

Move-to-Earn (M2E) apps allow users to earn passive income while engaged in routine physical activities. The move-to-earn gamification works similarly to play-to-earn wherein players completely own their in-game assets which can be exchanged to crypto or fiat money following their own terms.

For STEP N, the players will have to purchase NFT sneakers. These NFT collectibles are mintable and come in a variety of designs, rarity levels, and quality. These virtual assets can be purchased and sold in NFT open markets.

You need to buy NFT sneakers to be tokenized in these move-to-earn apps. So, whenever the player would move like a simple walking, running, or jogging activity, the app would start tracking their movements and then converts them to in-game tokens.



[Crypto total market cap at \$1.81 trillion on the daily chart | Source: TradingView.com]

3) How does the concept of move to earn differ from play to earn?

Play-to-earn (P2E) games reward users for their game play, such as winning battles, advancing to different levels and exploring the in-game universe. Move-to-earn apps use the sensors in the player's mobile device to track their movements, rewarding them automatically for physical activity.

As with P2E games, some M2E games are free to play, while others require the user to purchase an NFT on a marketplace to get started. As the price of NFTs typically rises as games become popular, this can be an expensive upfront investment before the user can begin earning.

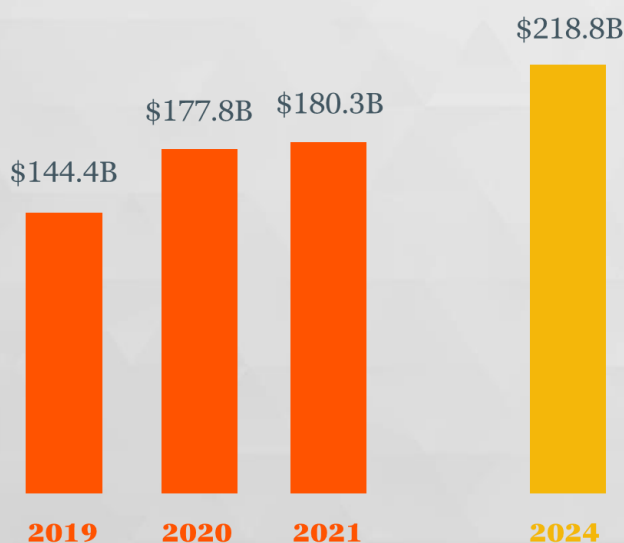
The M2E concept aims to extend the benefits of the blockchain-based rewards concept beyond gaming to promote healthy lifestyles. This coincides with the growth of fitness trackers and employer wellness programmes that provide incentives to employees to exercise. Fitness-based M2E can reduce health insurance premiums and reduce staff absences because of illness. In this way, there is the potential for M2E applications to reach an even wider market than P2E.

These forces described have clearly manifested in the case of crypto gaming (or gameFi) as indicated by the growth in unique active wallets attributable to gaming where the rate of acceleration far outstripped that of other NFTs and DeFi applications. A wallet address is required to make deposits and withdrawals of credits earned through gaming. As a vanguard of the Fourth Industrial Revolution, gaming has cemented itself as a social and economic force to be reckoned with.

Global Games Market Forecast

+8.7%

Total market CAGR
2019 - 2024



Within the subculture of gaming, NFTs represent a radical re-tooling of the most basic building blocks of micro-economic expression in gaming-as-a-service. It has:

- (1) made possible, and feasible the ability to earn passive income at scale and en masse and
- (2) created a vibrant marketplace for vast amounts of capital to flow into the tokens and assets that underpin the means of productive expression in gaming.

The engagement rates, and ad revenue, that come with these types of mind-blowing numbers will open the door for an entire product ecology to grow from these gaming roots. And this is already happening in the eSports arena but also across the diaspora of community level challenges where funding has come pouring in in the form of guild sponsors, brand sponsorships, merchandise and betting markets.

4) 5 Reasons Move-To-Earn's possibilities

A. Investors are Flocking towards M2E Projects

Investors make it their job to identify trends, and seeing the amount of investments in play-to-earn gaming projects, it's easy to see how the recent influx of cash into projects (such as STEPn and Genopets) in the past months foreshadow the upcoming success of move-to-earn.

We're likely to see more projects and investments by way of SAFTs, and retail-focused IGOs (Initial Game Offerings) to pop up this year, each attempting their own take on monetizing the intersection of blockchain and physical activity.

B. People want to be Active Post-lockdown (Whilst Earning Passive Income)

With Covid lockdowns mostly fading away and warm weather (in the Northern hemisphere) knocking on the door, life will return from the drab cold days of the winter, forcing everyone outdoors. The pandemic showed us that better physical health can keep us from experiencing severe effects of disease, as is the case with Covid-19, and many will try to improve their health as a result.

Combined with a desire to socialize and finding the next thing to get addicted to (aside from social media and binging Netflix), an app that aligns an active lifestyle, passive income, collectibles, and mobile video games in a fun and engaging way can be a very powerful combo that launches some move-to-earn projects into our daily lives this year.

Looks like move-to-earn gaming will contribute to a planet-wide increase in human health by combining the two things people love to do, whether they admit it or not, making money and playing games!

C. M2E Gets People Earning Faster and Easier than P2E Games

With play-to-earn games having laid the practical and conceptual foundations of NFT-based gaming, move-to-earn NFT games are set to see a rapid rise in popularity this year. Games like Axie Infinity, The Sandbox, and many more, have exploded in the past years, amassing a large user base and catalyzing the creation of gaming guilds that bring like-minded gamers together. Now, the crypto community is ready for a new evolution of Play-to-Earn.

The biggest advantage of move-to-earn games is the low barrier of entry. Contrary to traditional character-based games with narratives and gameplay that require time, dedication and effort to understand, move-to-earn games leverage actions that every human is very familiar with – movement! This means that a player has practically no learning curve before they can start playing and earning, completely eliminating barriers to entry for anyone. Simply open the app and start earning!

D. M2E Builds on the Proven success of Social Fitness Apps

Anyone who's actively used fitness apps like Strava, Fitbit, or PlayFitt will know how addictive their gamification aspects can be, be it trying to set a route record, trying to keep up with the physical activity of your friends (and get more likes), or even competing against yourself as you see your progress in the app.

These social fitness apps do something magical – they bring out our competitive side, forcing us to push further than we've ever pushed, either against ourselves or others. And the amazing thing is that, aside from improved physical health, there is no additional reward that would merit such dedication. If peer pressure and social clout is enough to cause us to do things we normally wouldn't happily do – exercise – what will the promise of earning a buck or two as you exercise do to us?

E. Profitability of Move-to-Earn

If 2021 was the year of P2E, 2022 can very well be the year of M2E. Powered by blockchain technology, M2E encourages participants to stay active and receive financial rewards in the form of project tokens or NFTs, which can be conveniently traded for other digital assets.

P2E transactions have made up more than 55% of all crypto transactions in Q4 2021, and we might see the same happening with M2E due to the following reasons:

(i) It is beneficial to employees who have to move around a lot: P2E requires more time and concentration, which is not really suitable for people with a job. Besides, some jobs involve a lot of moving, for example tour guides or fitness trainers. People working in these industries now have the chance to generate a passive income while continuing to do what they love.

(ii) People are more health-conscious these days: The younger generations are sometimes called “the wellness generation” as they have become increasingly aware of health issues, diets and exercises. They are more than willing to pay for health services to look and feel good. What’s even better than that? Receiving money to look good, feel good and simultaneously keep up with the trend.

(iii) Businesses profiting from a physically active society will be happy to endorse the trend: Take the insurance industry for example. The more healthy their customers become, the lower the possibility that they will make a claim. In general, encouraging employees to stay fit could mean less sick days for companies as well as a better Corporate Social Responsibility image. Consequently, more adoption and endorsement can be achieved, leading to a more sustainable economy than P2E.

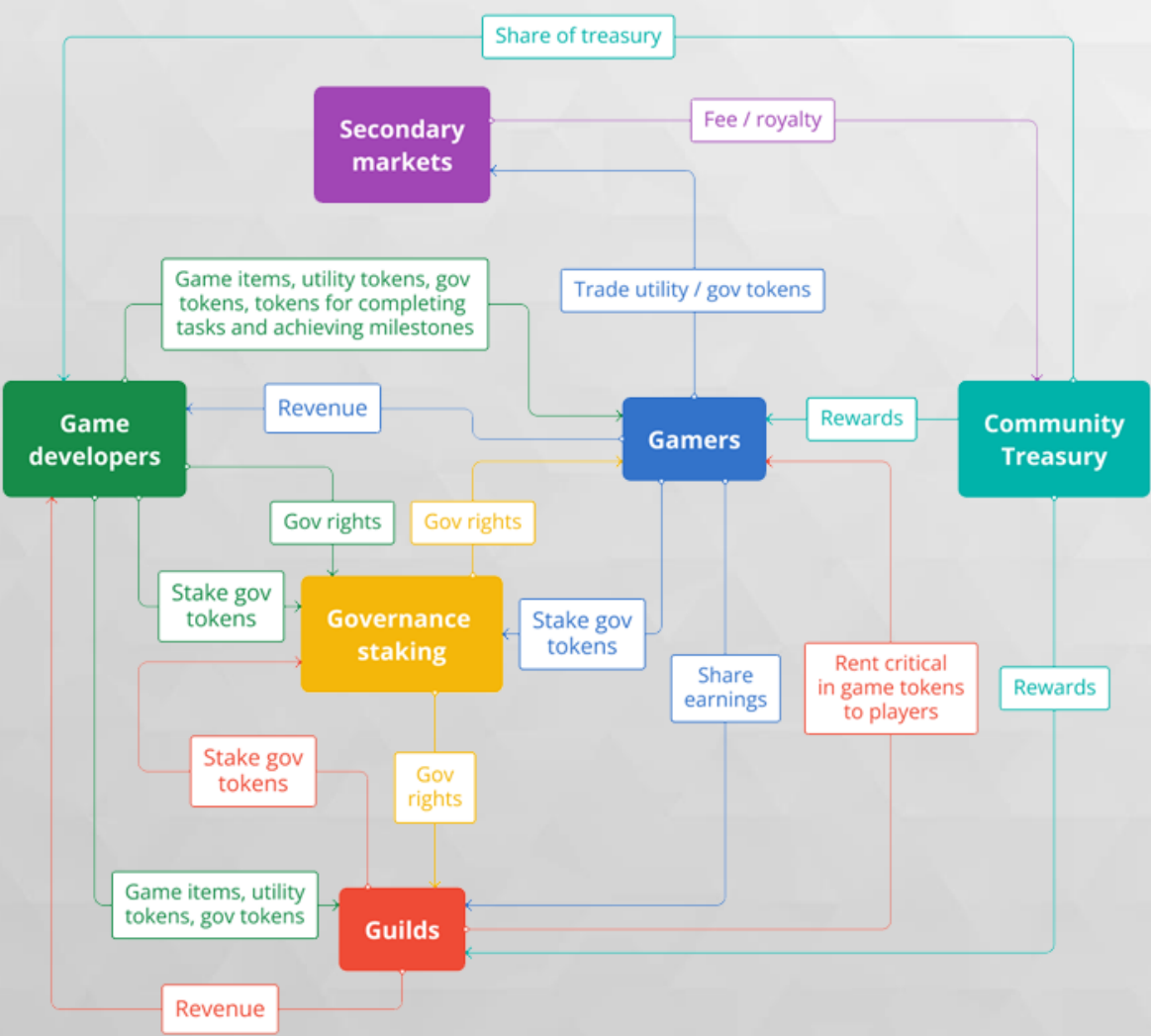
5) From ‘Move-to-Earn’ to ‘Move-and-Earn’

Although the move-to-earn model has the potential to reach a sustainable steady state, I envision that, as the industry matures, the ecosystem will gravitate toward a center of mass between move-to-earn and move-and-earn models. This is important because the move-to-earn crowd are generally and mostly enticed by the financial reward from their participation whereas play-and-earn players are mostly in it for the gaming experience — the reward is more a convenient and opportunistic byproduct.

Users are in it for the income and many of them will have to go through guild sponsors to access financing and training in order to get started. And given the fiercely adversarial domain of competitive gaming, the necessity of training is almost a foregone conclusion — especially for players who rely on peak performance to maintain their game-derived income. On that front, operators can be (and should be) a source of innovation within the gaming ecosystem. In financing players with upfront capital commitments, and curating an NFT vault, they become asset managers. And in training and managing player’s communities or guilds they become human resource managers and allocators.

The money needed to acquire NFTs for play is only one barrier to entry. Another barrier, especially for gamers that hail from lower socioeconomic strata, are the delayed payment protocols embedded in most game DAOs. Players can often wait up to a fortnight or longer before their rewards and winnings become available. To that extent, professional service operators have the opportunity to develop actuarial models that provide players with the option to access certainty equivalent cash-flows, in part or in whole, at the time of their need.

General model for Blockchain gamin Economics



WHY M2E CHASE

ECOSYSTEM



2. Economics of CHASE Ecosystem

1) What is the CHASE move 2 earn?

CHASE construct a Decentralized game universe to enable anyone in the globe to participate in the **Play to earn game** with an idyllic and entertaining motif.

CHASE is the token of purchase, utility and action and is at the heart of the gamified ecosystem. Players will receive \$CHASX tokens for completing missions-based gameplay in running, jogging, walking and other experiences.

Players can get pleasure from the **Casual Running game** Be addictive with brief perform time and excellent entertaining and monetize their knowledge with perform platform dungeon rewards and features **CHASE NFT**.

CHASE wishes to come to be “decentralized steam” for the **Perform to earn** – a greatest location of an outstanding GameFi knowledge for all. In the long term, we will carry much better app and far more engaging experiences kind of as a **Casual Running game**.



[CHASE App illustrate]

2) Ecosystem of the CHASE

CHASE choosing the Dual Token Model for ecosystem; **CHASE** and \$CHASX.

These tokens can be used to unlock items, purchase NFTs and participate in special challenges and game modes.

[Name of Tokens]

CHASE : Basic currency Token

\$CHASX : Utility Token

We choose two different types of coin networks to create an ecosystem that meets both versatility, fastest transaction speed, and lowest fees.

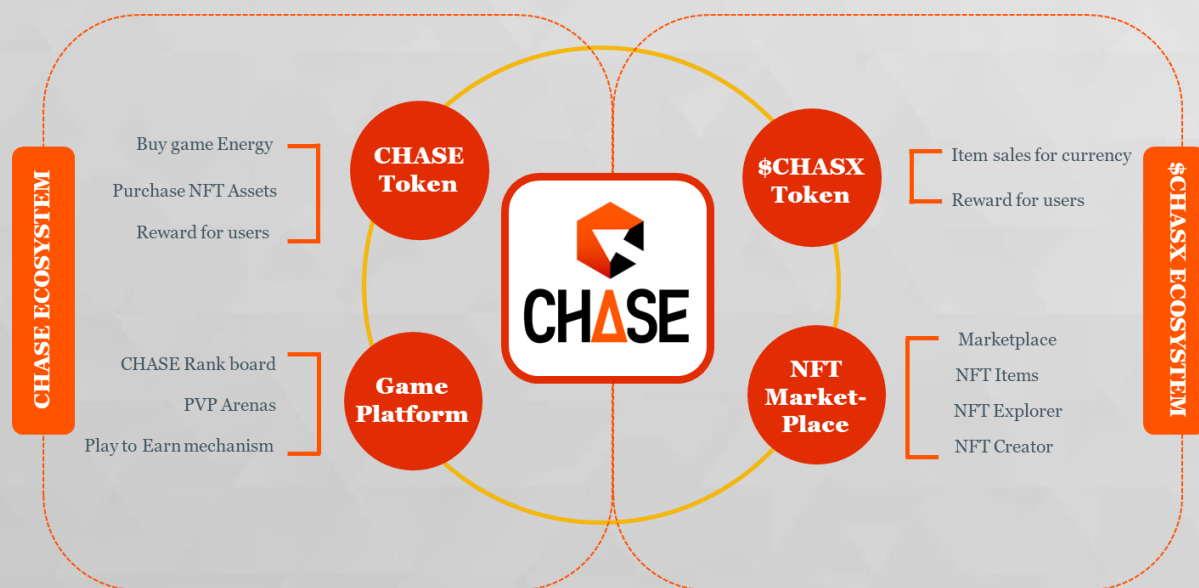
CHASE is the key currency of the CHASE ecosystem based on ERC-20.

Leverage the versatility of a wide range of Ethereum networks across the globe to deliver on any exchange and maximize Ethereum's security performance to protect your assets.

\$CHASX is a multi-chain or Layer 2-based utility token.

When \$CHASX is collected and used for NFT item purchases and personal transactions, it provides faster transmission speeds and lower fees than ERC-20, making it the most optimized form for users to use in the ecosystem.

Like this, Governance Tokens, which are involved in decision-making throughout CHASE project operation and Utility Tokens, which are mainly used for app activities, were separated to suit the purpose of each token.



With the aim of constructing a universe of games, **CHASE** carry a good deal **Casual game genre** well-known and addicting like puzzle, action, competitors, and so forth.

- **In the CHASE ecosystem:**

Players can earn more with diverse algorithms, as very well as trading NFT goods on **The CHASE NFT marketplace**. **CHASE token** is the most important cryptocurrency of the ecosystem, which lets players to invest in **CHASE** to entry the game network and acquire other NFT sources.

i) **CHASE** tokens serve as governance engagement through staking, community funds, project operations, and investment attractions.

ii) **Vesting Plan** : A certain percentage of the total supply of \$CHASE is paid as a reward for users' Move-To-Earn and participation in governance. To ensure long-term sustainability of our project, CHASE supplies are reduced by a certain percentage each year.

iii) Incineration of CHASE Tokens:

Incineration of \$CHASE is accomplished through the following items.

- User
 - ◆ Obtain Activity Energy
 - ◆ \$CHASE Maximum Acquisition Increase
 - ◆ Increase Shoes inventory space
 - ◆ Increasing the Item Inventory box
- NFT
 - ◆ Up a certain level of shoes my level up
 - ◆ Shoes Minting and Synthesis
 - ◆ Synthesis for Shoes of Rare Grade or Higher
 - ◆ Assign additional properties
 - ◆ Item Enhancement
 - ◆ Purchase of goods in the store
- NFT Transactions and Social
 - ◆ Part of InApp Market NFT transaction fee
 - ◆ Part of the P2P trade NFT transaction fee
 - ◆ PvP Mode : Entry for the betting amount
 - ◆ Premium service Pool usage fee

iv) Dynamic Emission Mechanism

\$CHASE's Move-To-Earn rewards are regulated by the following dynamic deployment mechanisms: If the Move-To-Earn distribution volume of \$CHASE remains below a certain percentage, \$CHASE is dynamically distributed based on the user's momentum and reward data for a certain period of time. This effectively maintains user incentives by reflecting the market value of \$CHASE and service availability. The specific mechanism will be disclosed later after completing and collecting beta test data.

v) Staking Governance Tokens

Users can stake \$CHASE into the Governance Pool and earn \$xCHASE of the same value as the staked \$CHASE. \$xCHASE holders can participate in CHASE decisions through discussions and governance voting in CIP as members of Walker DAO.

- ◆ Unstaking \$xCHASE will return \$CHASE after 7 days** (604800 blocks)**.
- ◆ The holder of \$xCHASE will receive the Staker Distribution Volume and various fees in the form of \$xCHASE.
 - Percentage of in-app/external market transaction fees
 - Percentage of CHASE ad revenue
- ◆ Details will be updated on the Staking & Governance page.

- **In the \$CHASX ecosystem:** \$ CHASX is utility token and issued(unlimited) only by users using the app. **\$CHASX token** is an in-game cryptocurrency that lets players to acquire game tickets and earn rewards. But, In order to prevent inflation through excessive supply of \$ CHASX, the daily energy limit and the \$ CHASX limit that can be obtained per day are placed.

i) After achieving 10,000 steps per day, you can earn \$ CHASX by clicking on the activated treasure box. At this time, \$ CHASX will not be paid and will be automatically incinerated if you do not click on the treasure box even if you have achieved the target number of steps.

The \$ CHASX mined in Basic Mode consists of "Basic Delivery + Bonus on Demand Supply". The detailed calculation formula will be released later after the close beta begins.

ii) Limitations of Acquisition of \$ CHASX:

In order to prevent inflation through excessive supply of \$CHASX, the daily energy limit and the \$ CHASX limit that can be obtained per day are placed.

◆ Limit \$ CHASX Earned per Day

In PvE Mode, there is limit we can earn \$ CHASX per day.

In PvP Mode, there is limit we can earn \$ CHASX per day too. However, you can extend the limit by upgrading Shoes NFT and store items.

◆ Limit daily energy

If you use up all of your daily energy in PvP Mode, you will no longer be able to earn coins even if other conditions are met. Daily energy is affected by the number and grade of NFT Shoes.

iii) Incineration of \$CHASX Tokens : To prevent a decrease in user motivation due to a decrease in value resulting from inflation of \$ CHASX, \$ CHASX used in the following items is incinerated by a certain percentage.

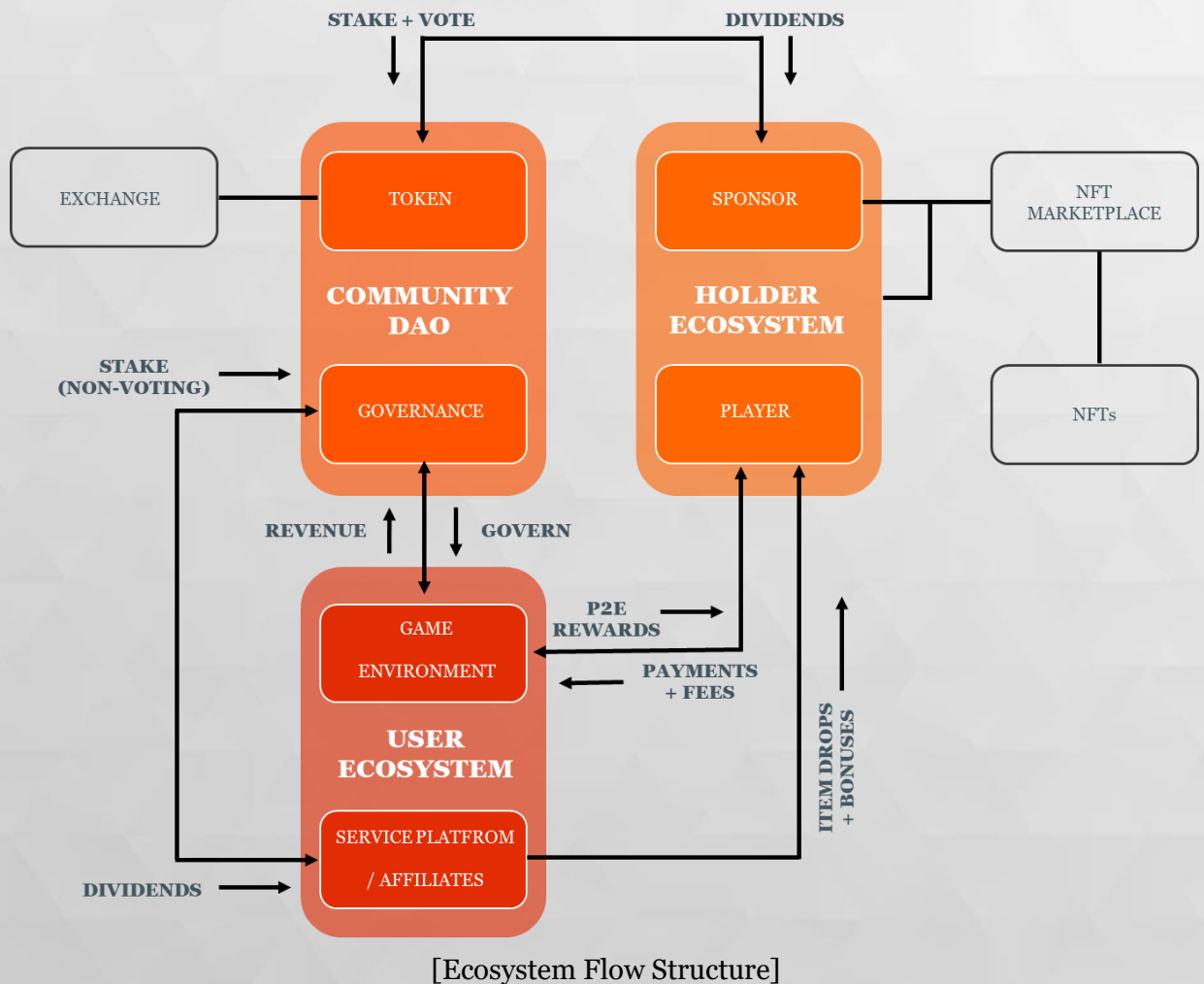
● NFT Items

- ◆ Items Level-Up
- ◆ Items Durability Recovery (Repair)
- ◆ Items Minting
- ◆ Initialize Items Stats
- ◆ Item Enhancement
- ◆ Item Compound
- ◆ Store Purchase

● NFT Transactions and Social

- ◆ Part of InApp Market NFT transaction fee
- ◆ Part of the external market NFT transaction fee
- ◆ Basic Participates in Pro Raffles
- ◆ Basic Swap Pool usage fee
- ◆ CRASH Challenge Participation Fee

In addition, incinerators will be added continuously as the service expands.



3) Usage of the Tokens

CHASE and \$CHASX are the two currencies applied on the CHASE platform. Their means to switch back and forth can make it a lot far more hassle-free for customers to perform for revenue.

- **CHASE token:** plays the most important function of cryptocurrency and is really essential in management
- **\$CHASX token:** is the cryptocurrency applied in games

The most important perform of the CHASE token

- Payment
- Reward
- Farming and staking
- Voting and governance

Main perform of \$CHASX token

- Buy tickets for matches
- Reward customers for coining NFT

Use cases

1) Access Features

The more coins you hold, the more you can earn. More information on the 7 holders levels can be found [here](#).

Holding coins does more than unlocking additional features, it also makes you a part of our community.

2) Challenge Organizers

If you are a challenge organizer, and you would like to organize a challenge through the CHASE app, you would be able to do this at a large price reduction per attendee if you are in the Business Holder Level. In addition to this, you would even be able to purchase CHASE coins in order to redistribute as prizes for your challenge.

Our platform is set up so that you can manage prize distribution as well as have access to a dashboard where you can observe players' progress in real time.

3) NFTs

CHASE coins can be used to purchase wearables for your Avatar. Wearables that require coins can be in the Epic tier (purple), Legendary tier (gold), or Mythic tier (maroon) which will be available in Q1/2022. Auctions will also be held for NFTs in the Mythic tier (in which payment is in CHASE coins). If your Avatar has wearables in the Rare, Epic, Legendary, or Mythic tiers, you will unlock special features which allow you to sweat mine more effectively by:

- ◆ Increasing the maximum amount of CHASE coins you can receive per day
- ◆ Increasing the maximum number of submissions you can make per day

4) CHASE's Features

The CHASE are confident in its potential and its ability to disrupt the market.

1) Users (Avatar)

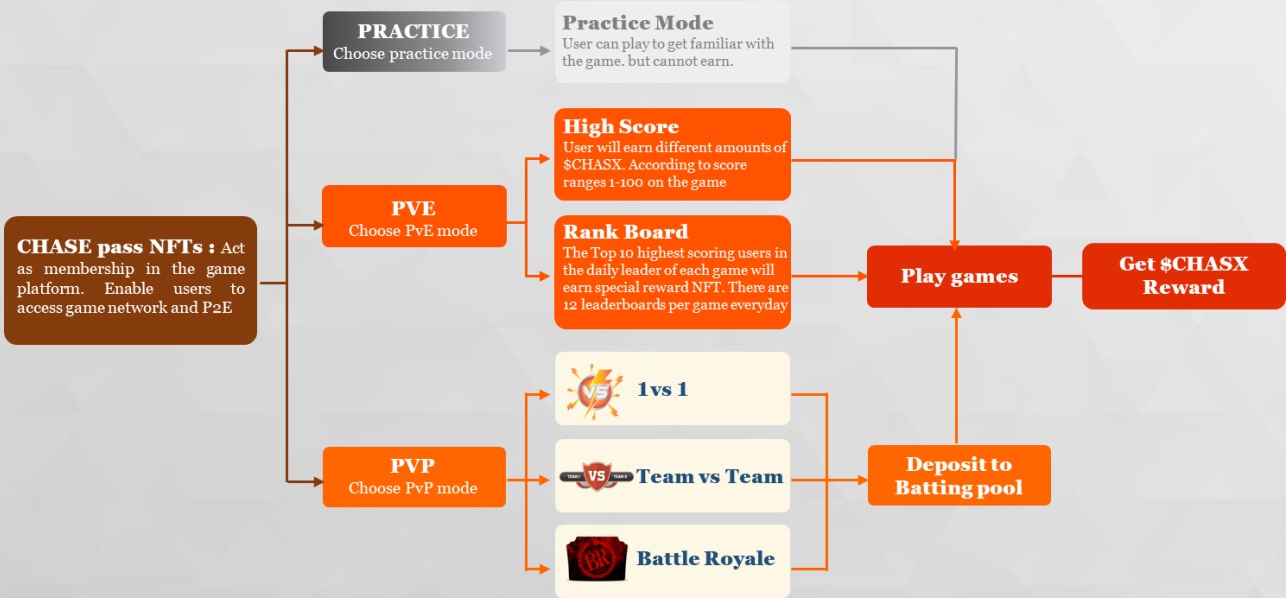
Each user will choose an avatar upon first signing up to the application. Every avatar will have an NFT wearable that is unique, for example, a specific wearable could allow the user to submit their activity results more than once a day (which in turn allows for more opportunities to earn CHASE coins). There are five customizable wearables in total:

- Skins: choose your skin color or special character. More skins will be released for purchase in the near future. As you begin to win or complete challenges, more skins will be available to you for purchase.
- Hairstyle: different colors and styles are available depending on the character you have chosen. Each unique combination of character, gender and skin will have a variety of colored hair options.
- Clothing: clothing designs include shirts and shorts.
- Shoes: upgrading you avatar's shoe characteristics will allow you to sweat mine even more.
- Accessories: this includes a variety of items from watches to even a baseball bat. Accessories can add more life to the avatar and bring additional characteristics.

2) Challenge modes : CHASE game mechanism and particular options

Each activity includes a total of 4 different challenges:

Players can tokenize their gaming knowledge working with the Play to Earn mechanism of the CHASE ecosystem. It depends on the ranges **CHASE**, players will earn at diverse prices. All earnings are rewarded as \$CHASX and recorded in authentic time in the player’s profile.



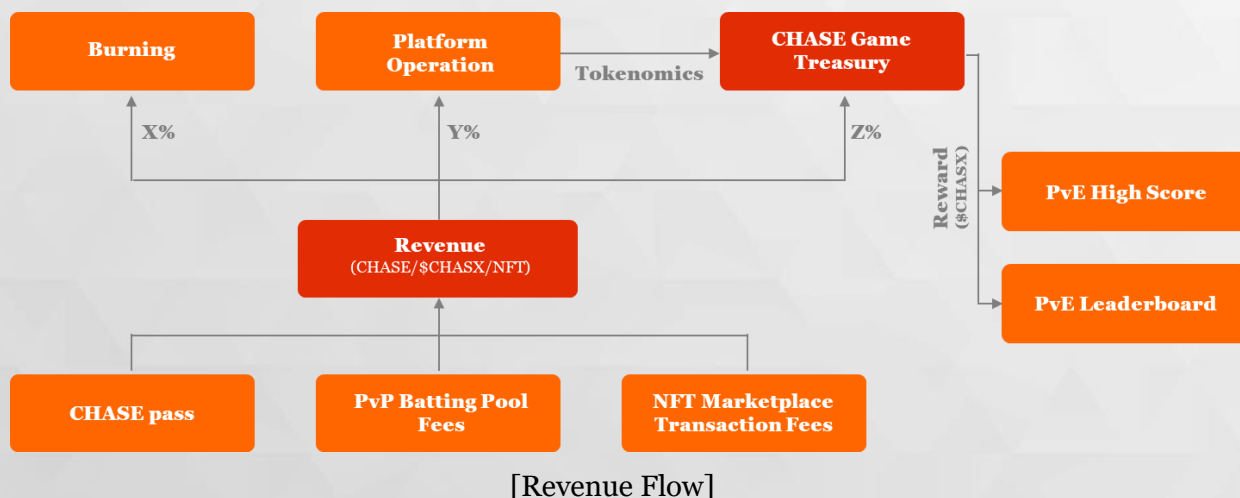
PvE: This mechanism applies to PvE scoring and Leaderboard modes.

Leaderboard Reward / Game Rank per day (700 \$CHASX)	
TOP 1	130 \$CHASX
TOP 2	115 \$CHASX
TOP 3	100 \$CHASX
TOP 4	90 \$CHASX
TOP 5	75 \$CHASX
TOP 6	65 \$CHASX
TOP 7	50 \$CHASX
TOP 8	35 \$CHASX
TOP 9	25 \$CHASX
TOP 10	15 \$CHASX

[PvE Ranking - Leaderboard]

PvP: This mechanism applies to one vs one, Team vs Team, and Battle Royale PVP modes.

- Depending on the ranges of the CHASE Pass: players will have the suitable to deposit diverse quantities to earn. The winning player or crew in every single PvP battle will acquire 75% of the reward from their battle pool (25% is the basic fee, a portion will be returned to the game’s reward pool).



3) Holder Level

There are currently 7 holder levels. Only coins in your internal CHASE wallet will be considered in determining holder ranking.

- 1) **Default** : At the beginning, you have the option to enter challenges for free and even receive a maximum 0.1 times **\$CHASX** coin per day. Users are able to submit 1 activity result per day.
- 2) **Starter** : 100 CHASE coins need to be held in your internal wallet to be at this level. This allows you to **earn a maximum of 0.5 times \$CHASX coins per day**.
- 3) **Silver** : At silver, you are able to unlock the next level in **maximum coins earned per day to 1 times \$CHASX** at the Silver level.
- 4) **Gold** : At Gold, you are able to unlock the next level in **maximum coins earned per day to 1.5 times \$CHASX**.
- 5) **Platinum** : At Platinum, you are able to unlock the next level in **maximum coins earned per day to twice \$CHASX**. At this stage, you can also create entire events.

If you would like to create an event, but you do not hold enough CHASE coins in your internal wallet to be at the Business level, then you can still purchase the service at full price.

- 6) **Master** : At Master, you are able to unlock the next level in **maximum coins earned per day to triplicate \$CHASX**. At this stage, you will acquire voting rights within the CHASE community. You will be able to vote on issues relating to the CHASE app.

For example, in the future when CHASE coins increase in value, it may become more difficult to hold a high number of coins in your wallet to reach certain holder levels. You may want to vote to reduce the threshold of coins needed to be at each holder level.

5) CHASE's NFT marketplace

- **NFT marketplace** of the CHASE connect all players on the platform to invest in and promote **CHASE Pass** and in-game goods, working with CHASE and other cryptocurrencies.
- **NFT Articles:** The CHASE Pass and in-game goods are listed for sale on the NFT Marketplace.
- **Explore NFT:** Players can investigate, browse and search NFTs by game class, seasonal assortment and so forth. inside of the CHASE platform to exchange the factors they enjoy.
- **Creator of NFT:** CHASE mint NFT game goods working with equipment, supplying players with diverse alternatives for getting and marketing in the marketplace.



[CHASE's NFT marketplace]

- **Virtual Clothes & NFT :** Wearables for your Avatar that will increase your power, giving access to more features. Wearable powers come in 5 levels.

Item Level	Quantity	Type	Status
Common	Unlimited	In-App	None
Rare	Unlimited	In-App	0-1 submission per day 0-1 max \$CHASX received per day
Epic	Limited	NFT	0-3 submission per day 0-2 max \$CHASX received per day
Legendary	Less than or equal to 100 per item	NFT	1-5 submission per day 1-3 max \$CHASX received per day
Mythic	Less than or equal to 100 per item	NFT	4-10 submission per day 3-10 max \$CHASX received per day

1) Virtual Clothes

There are 4 types of wearables you can include in your Avatar's outfit

- Headgear
- Clothes
- Shoes
- Accessories

2) NFTs

These are coins that have been designed to be unique. They are used to identify a specific owner. For example, if you have an NFT, you will receive a deed that verifies ownership. If you purchase an NFT wearable on CHASE, the wearable would be your property, and the CHASE coin would be the deed for your property. Once you own the NFT (and its underlying CHASE coin), you can then use it or sell it as you please. You could set any price you want in the Blockchain world.

* Wearable NFTs can be found in the following levels:

- Epic & Legendary: available through specific activities and challenges
- Mythic: available through specified auctions

ECONOMY

TOKENOMICS



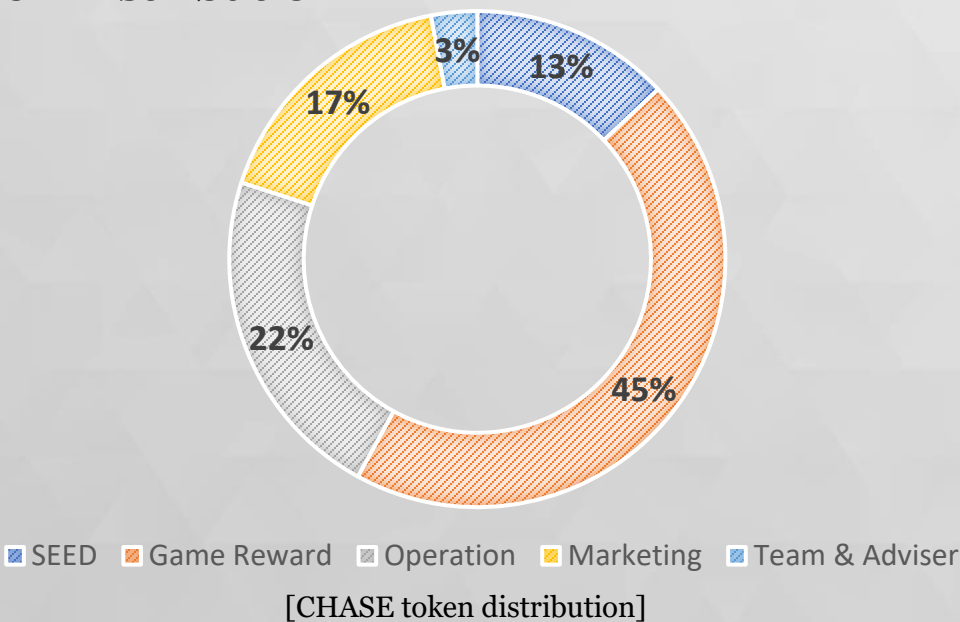
3. Tokenomics

1) Basic data about the CHASE token

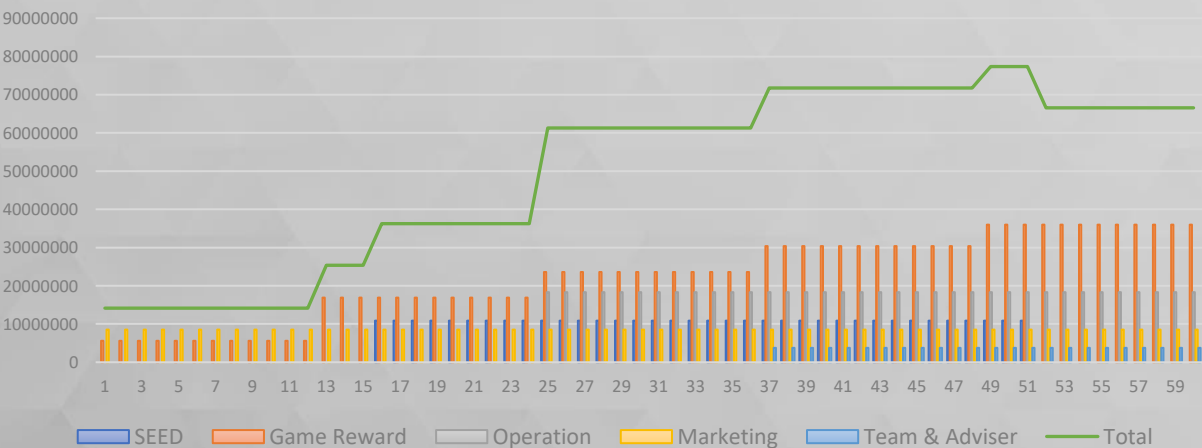
\$CHASE is CHASE governance token with a total of only 3 billion issues. Governance tokens serve as governance engagement through staking, community funds, project operations, and investment attractions.

- ◆ **Token identify:** CHASE
- ◆ **Ticker:** CHASE
- ◆ **Token form:** Utility
- ◆ **Token normal:** ERC-20
- ◆ **Total provide of tokens:** 3,000,000,000 CHS

2) Token Distribution



3) Token release planning



4) Growth factors for CHASE coin

Here we will explore factors that will drive growth in the value of CHASE coins in the long run.

Our starting point in driving growth is in innovation, and creating something that is entirely new, as well as having a large target market. Currently, the health and fitness industry as a whole does not have a large market leader.

1) More users, more use cases, more impact

The growth of an app is based on its number of users. Therefore, our customers are our priority. We place a great emphasis on the development of our products and services through:

- ◆ *Value:* This to us, is the most important factor. We want to offer our users more than just money (CHASE coins). We want to motivate and energize. We want our users to feel inspired to work out and care for their well-being more than ever before. We want to build a community of active individuals that can be there to support one another.
- ◆ *Fun:* We design our virtual challenges to feel like real competitions. We will continue to come up with creative ideas for new and exciting challenges and challenges in the future. It is well within the realm of possibility that we will create football and basketball challenges moving forward.
- ◆ *Safe and Intuitive:* We make our app safe (from cheating and any other form of fraud) for users as well as making sure users can understand easily and intuitively how it works. We are working towards creating a platform where our users are in charge of their own data.

2) Partnerships

Having partners can help increase use cases as well as aid in our market expansion. We are interested in business partnerships in sports apparel, gadgets, and other health and fitness related products and services as well as partners in cryptocurrency whether it is in exchanges or coins.

Not only are we interested in connecting our products and services with our partners', we would also like to build with our partners through innovation and collaboration.

3) NFT Popularity

Once NFT items sold in the application have a large number of users interested and become more traded and widely discussed, a positive trend in the NFT world will cause the price of CHASE Coins to continue to increase.

4) KOL(key opinion leader)

When the CHASE application has more influencers or KOLs to review the application's usage, it will provide more credibility for users in the online world. This in turn will also increase the price of the coin.

5) Community

As the CHASE's community grows stronger, more will believe in the vision and future direction of the app and begin to want to hold the coins long-term. This will also increase the value of CHASE Coins.

6) User benefits

The more CHASE Coins can be used in real life through buying real goods such as purchasing plane tickets or paying to stay in a hotel, the more the value of the coin will grow.

7) Challenge organizers

In addition to collaborations and partnerships, CHASE also has partnerships with well-known challenge organizers when it comes to organizing various running challenges which recruit a large number of new users each time. The more people get to know and have access to the app, the more our user base is able to expand.

9) Buy back to burn

CHASE has a coin burning policy. In order to keep the value of the coins increasing over the long term, our goal is to burn at least 30% of all coins in 3 years.

WHAT WE HAVE TO DO

ROAD MAP



4. Roadmap

Quarter one of 2022::

- Planning **CHASE – Game-Fi system** with Play to Earn mechanism
- Release of whitepaper edition one.
- Technical audit
- Start all Social and Community channels
- Release of CHASE and \$CHASX below Tokenomics

Second quarter of 2022:

- Start NFT Marketplace internally
- Launch of the game web site with core performance in-home and for unique spouse testing
- Airdrop occasion to construct Social and Community channels
- Airdrop and AMA campaign
- Introduction of the DeFi mechanism
- List CHASE on CEX (at least 2)
- Launch of Farming & Staking CHASE, NFT Pass

Third quarter of 2022:

- Opening of the 1st CHASE Pass sale
- Public launch of NFT Marketplace
- Beta testing Game app with complete Play to Earn mechanism for authorized customers
- Safety and functionality exams
- Increase personal revenue
- List CHASE on DEX

End quarter of 2022:

- Full launch of the official game with & Play2Earn the mechanism
- Release of the Whitepaper edition two.
- Organize neighborhood occasions and tournaments
- Expansion of partnerships with influencer creators
- Release of edition three. whitepaper
- CHASE insertion on 4 Major Global CEX

LEGAL

DISCLAIMER



5. Legal Disclaimer

The reason of writing this white paper is to share the purpose and technical orientation of CHASE at the time of writing, and it is NOT TO ENCOURAGE INVESTMENT in CHASE team or CHASE Platform. Therefore, the information including the business operation and financial status may be changed, and this white paper or website may be changed or deleted frequently.

The content of this white paper DOES NOT RESTRICT the CHASE team and is subject to change in accordance with the ongoing research and development. This white paper DOES NOT TO INTEND TO PROVIDE ADVICE ON INVESTMENT, LEGAL REGULATION OR FINANCE OR ACCOUNTING, nor does it imply an intention to provide criteria for assessing virtual assets. It is also clear that NO PART OF THIS WHITE PAPER IS CONTAIN THE INTENTION OF RECOMMENDATION.

This white paper contains forward-looking information about projects or future business prospects. These statements are not historical facts and can be identified by words "will", "forecast", "expectation", "plan", "prediction" or other similar words. These forward-looking statements are also included in presentations, interviews, videos, and other publicly available materials.

This white paper includes the future, expected performance, or achievements of the CHASE team. The statement regarding future expectations includes a variety of risks and uncertainties. This statement does not guarantee future performance and it SHOULD NOT BE OVER DEPENDENT. The actual performance and progress of the CHASE team may differ from the expectations set by the forward-looking statement.

CUSTOMER SHALL BE SOLELY RESPONSIBLE FOR ANY INVESTMENT THAT ARISES AMID THE ABSENCE OF A FORWARD-LOOKING STATEMENT BASED ON FORWARD LOOKING INFORMATION OBTAINED FROM THE CHASE websites or other materials.

CHASE team DOES NOT GUARANTEE BACK following statements,

- 1) Whether the white paper is written on the basis of legitimate rights and does not infringe on the rights of third parties.
- 2) Whether the white paper is commercially valuable or useful.
- 3) Whether the white paper is suitable for investors to achieve a specific purpose.
- 4) Whether there is any error in the contents of the white paper.
- 5) Whether it was duly prepared and distributed under the laws of the countries of the world, and whether the contents violated the laws of the countries of the world.

In addition, the scope of exemption from liability is not limited to the above examples.

The regulatory framework applied to the blockchain technology, to the provision of virtual assets and to the platform is uncertain, and any change to regulations or policies can have a significant impact on platform development and the utility of virtual assets.

The business model using the blockchain faces uncertain regulatory environments in many countries. In the near future, various jurisdictions may adopt laws, regulations, or guidance that affect the platform, which may change the value of virtual assets. In such cases, laws, regulations, or guidance may directly and negatively affect the operation of the CHASE team. The effects of future regulatory changes are unpredictable, but they can be significant and have a real adverse effect on the development and growth of the platform, and the adoption

and utility of virtual assets.

It may need to obtain licenses, permits and/or approvals (collectively 'regulatory approval') to carry out the operation business. Failure to obtain such permission with respect to the platform or failure by the relevant authorities to renew or revoke regulatory approval for any reason may adversely affect the business of the CHASE team.

There is NO GUARANTEE in the future that the authorities will not impose stricter requirements on the CHASE team or that the CHASE team will be able to adapt in timely to changing regulatory requirements. These strict regulations may limit the ability of CHASE team to operate their businesses, and if CHASE team do not comply with those requirements, they may be subject to nonconformity measures.

Furthermore, if the costs (financial or other) to comply with the newly implemented regulations exceed certain criteria, platform maintenance can no longer be carried out commercially and the CHASE team can discontinue the service. It is also unpredictable how governments or regulators will implement laws and regulations which can affect accounts distribution technologies and its applications program, including platforms and virtual assets. CHASE team may be required to discontinue operations in the jurisdictions that make it commercially impossible or undesirable to obtain the regulatory approval. Virtual assets may hold little, or no value under the circumstances described above.

No agency has officially reviewed or approved the information in this white paper, and no such action has yet been taken under any jurisdiction.

If any of the people who read this white paper use it to make their own decisions and actions, it is based on the judgment of the person, and **THE RESULT OF IT IS ENTIRELY ATTRIBUTED TO THE PERSON, REGARDLESS OF PROFIT OF LOSS, and the CHASE team DO NOT BEAR ANY RESPONSIBILITY.**

Any related services provided by the CHASE team are provided in a usable state, but the CHASE team do not guarantee the accessibility, quality, suitability, or completeness.

Executives and employees of the CHASE team shall not claim or make any form of statements, warranties, or promises to the entity or individuals of the integrity, accuracy and completeness of all information presented in this white paper, including relevant statements, warranties, or promises.