

OCEANLAND



Explore &
EARN

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ABSTRACT

Oceanland is a play to earn type blockchain game that combines crypto economics with the gaming world. The players may earn token rewards by guiding the hero throughout the game and completing certain accomplishments. Oceanland brings different aspects of blockchain technology together by merging several crypto assets with DeFi and NFT. Oceanland rewards players through gathering resources required for the main character in the game.

The game story revolves around a man, who is the lone survivor of a shipwreck, washes ashore to an uninhabited mysterious island where he must gather necessary resources (food, water, wood and metal) to survive. As our hero explores the island, he encounters certain symbols and objects that hints that the island may have been previously inhabited. These symbols will unlock the mystery of the island and help our hero accelerate his journey.

All resources and NFTs can be bought via OLAND Token, which is the native token of the game and players will be able to earn additional OLAND Token amount by playing the game. OLAND Token is inherently tradeable and may be accessible to players and digital asset owners on both centralized and decentralized exchanges. In the game, there are resource tokens such as OFood, OWood, OMetal, OWater that enable our hero to survive on the island and access better technology through several NFTs to increase total earnings. NFTs are a critical part of the game in order to level up and optimize the player's efficiency in gathering OLAND Token.

Users will be able to maximize their rewards by participating in a variety of game activities. These will enhance the functionality of OLAND tokens as providing utility beyond the gameplay. Oceanland has a built-in decentralized exchange that allows swapping, farming and staking (i.e., liquidity provision). In addition, Oceanland has its own marketplace for purchasing and selling NFT tools needed in the game. The game will be launched on Binance Smart Chain network and will eventually be multi chain within the year. Oceanland will unite Gaming and Defi, are you ready to play?



TABLE OF CONTENTS

Abstract	1
1. Introducing Oceanland	3
1.1. Play to Earn Concept	3
1.2. The Purpose of The Game	3
1.3. Gameplay	4
1.4. Core Game Loop	5
2. Game Mechanics	5
2.1. In-game Assets	5
2.1.1. OLAND Token	5
2.1.2. Resources	5
2.1.3. NFT Tools	7
2.1.3.1. Tool Craft and Upgrade	8
2.1.3.2. How to Obtain NFTs	9
2.1.4. Tickets	11
2.1.5. Boosters	13
2.1.6. Item Equip and Resource Homogeneity Rule	14
2.1.7. Level of rewards	15
2.1.8. Mining	16
2.1.9. Ocean Diamond	17
3. DEFI in Oceanland	17
3.1. DEX Exchange	17
3.2. Treasure Token Farming	18
3.3. NFT Marketplace	18
4. How to win in Oceanland?	19
5. Market Research	20
5.1. Global gaming and crypto revenue	20
5.2. Crypto gaming platform revenue	21
5.3. Global gaming and crypto owners	21
5.4. Competitive Landscape	23
6. Tokenomics	24
6.1. Release Schedule	25
6.2. Market Strategy	26
7. Road Map	27
8. Team	28
9. Contact	29
10. Legal Disclaimer	30

1. Introducing Oceanland

Oceanland is an NFT blockchain-based game. The game works on play-to-earn principle. Game scenario is about a hero on an island who creates the NFTs necessary to produce various resources (wood, food, metal, and water). It has a crypto economy in itself. Resource tokens will be used in the game to uphold the earning economy.

The game successfully brings together DeFi participants and game players. With low barriers to play, anyone who would like to make a side income while playing games can play Oceanland. Users may participate in a variety of activities to earn token rewards.

1.1. Play to Earn Concept

The play-to-earn (P2E) model is one of the innovative developments in the gaming industry. It is a business model that adopts the concept of open economy and all players who play a part in the play-to-earn gaming world make additional income through playing.

Owning assets and trying to increase these assets by playing the game are the key components of the P2E model. Players create value for other players and developers by contributing to the in-game economy. In return, they are rewarded with game assets. These digital assets can be anything from cryptocurrencies to game resources. Thus, making the P2E model is highly compatible with the blockchain games.

In P2E games, the developers reward players for their time and effort. For example, in Oceanland, players can earn OLAND, Oceanland's native token. Players need to spend OLAND to create new NFT tools, but they can also sell the tokens on the exchange.

1.2. The Purpose of The Game

Players aim to increase their production capacity and earn more tokens in the P2E model, which they may utilise for a variety of functionalities. Players are expected to create their own novel strategies for earning tokens. It is possible for players to convert their resources into OLAND by using the decentralized exchange in the game.

1.3. Gameplay

Players use their NFT tools to produce resources in Oceanland. This process is called Mining. Players Equip the tools they want to use with their characters. Players can equip more than one tool at the same time (10 at most for each resource category), and they can mine with these tools. The resource homogeneity rule, which ensures that players use NFT tools from each resource, has been developed. You can find the details of this rule in the game mechanics section.

During mining, each NFT consumes and produces different amounts of resources (Wood, Metal, Water and Food) based on their types. This resource exchange occurs as soon as NFT Tools are used. Mining is basically on an hourly basis, which means that players will have to wait one hour before mining again (this is called “Cooldown Time”). It is not possible to use or unequip the Tool in cooldown time until the cooldown duration is over. There is also a chance of finding NFTs called Tickets when mining.

Each player has their own resource pool. There is no limit to how many resources players can store. They can store as much as they want. There is also no limit for players to keep NFTs (Tools, Tickets and Boosters) in their wallets. It is possible to trade these NFTs with other players through the market in the game.

Players have access to a decentralized exchange (DEX) in the game at any time, and they can trade on this DEX.

The players can create new NFT tools by using the resources they produced, or upgrade the tools they have. It is mandatory to use a Ticket during Upgrading. The details and rules of Crafting and Upgrading are specified in the game mechanics section.

Players can gain various advantages by using their Booster NFTs. Details about Booster NFTs are specified in the game mechanics section.



1.4. Core Game Loop

There are four resources in the game. These resources are Wood, Water, Food and Metal. There is also a decentralized exchange that allows these resources to be swapped with the game's native token.

Players can produce these resources by using NFT Tools (4 for each resource, 16 in total) in the game, and buy/sell these resources on a decentralized exchange. They can also craft new NFT Tools, upgrade the existing ones, and sell them to the other players in the game market.

All assets in the game are tracked using blockchain technologies. The users are the sole owners of their NFTs and they can keep their items in their own wallets.

2. Game Mechanics

2.1. In-game Assets

The assets in the game are grouped under 5 main categories. OLAND Token, Resources, NFT Tools, Tickets and Boosters.

2.1.1. OLAND Token

The native cryptographically-secure fungible protocol token of Oceanland (ticker symbol OLAND) is a transferable representation of attributed utility functions specified in the protocol/code of Oceanland, and which is designed to be used solely as an interoperable utility token thereon.





OLAND is a functional multi-utility token which will be used as the medium of exchange between participants for all operations within the game including resources, NFT Tools, Tickets and Boosters. The goal of introducing OLAND is to provide a convenient and secure mode of payment and settlement between participants who interact within the ecosystem on Oceanland without any intermediaries such as centralized third-party entity/institution/credit. It is not, and not intended to be, a medium of exchange accepted by the public (or a section of the public) as payment for goods or services or for the discharge of a debt; nor is it designed or intended to be used by any person as payment for any goods or services whatsoever that are not exclusively provided by the issuer. OLAND does not in any way represent any shareholding, participation, right, title, or interest in the Company, the Distributor, their respective affiliates, or any other company, enterprise or undertaking, nor will OLAND entitle token holders to any promise of fees, dividends, revenue, profits or investment returns, and are not intended to constitute securities in Singapore or any relevant jurisdiction. OLAND may only be utilized on Oceanland, and ownership of the same carries no rights, express or implied, other than the right to use OLAND as a means to enable usage of and interaction within Oceanland. The secondary market pricing of OLAND is not dependent on the effort of the Oceanland team, and there is no token functionality or scheme designed to control or manipulate such secondary pricing.

Further, OLAND provides the economic incentives which will be distributed to encourage users to exert efforts towards contribution and participation in the ecosystem on Oceanland, thereby creating a mutually beneficial system where every participant is fairly compensated for its efforts. OLAND are an integral and indispensable part of Oceanland, because without OLAND, there would be no incentive for users to expend resources to participate in activities or provide services for the benefit of the entire ecosystem on Oceanland. Given that additional OLAND will be awarded to a user based only on its actual usage, activity and efforts made on Oceanland and/or proportionate to the frequency and volume of transactions, users of Oceanland and/or holders of OLAND which did not actively participate will not receive any OLAND incentives.

There will be a maximum of 960 million OLAND tokens which will be issued monthly over 84 months. You may refer to the release schedule for more information regarding the monthly release of the tokens.

2.1.2. Resources

Resources are the main pillars of the game. Each player collects resources with the NFTs that belong to each resource category in order to earn OLAND tokens. NFT tools consume other resources while producing their particular resource, and players can sell the resources they produce on the market. There are 4 types of resources.

Name	Description	Image
Water	Water is consumed while using all of the other NFT Tools. Water can be gathered by Coconut Shell, Wooden Cup, Bucket, and Barrel. Metal and food are consumed while using water tools. Water can be converted into OWater tokens.	
Food	Food can be gathered by using Basket Net, Fishing Rod, and Wooden Trap. Metal and Water are consumed while using food tools. Food can be converted into OFood token.	
Wood	Wood is the one of the two primary resources of crafting. Wood is produced by Cutter Stone, Dagger, Axe, and Saw. Players will consume food, water, and metal in order to use wood based NFT tools. Wood can be converted into OWood tokens.	
Metal	Metal is one of the two primary resources of crafting. Metal can be gathered by Hammer, Shovel, Pickaxe, and Dynamite. Water and food are consumed while using metal items. Metal can be converted into OMetal tokens.	

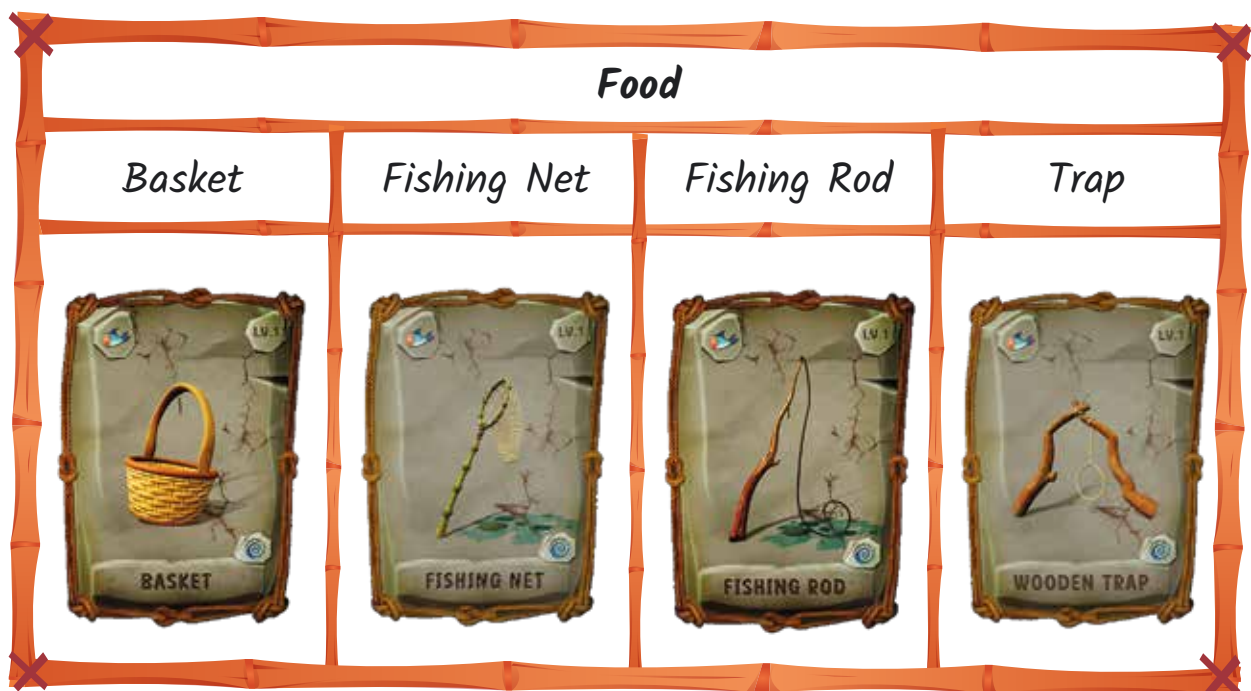
All of the in-game resources can be converted into corresponding tokens:

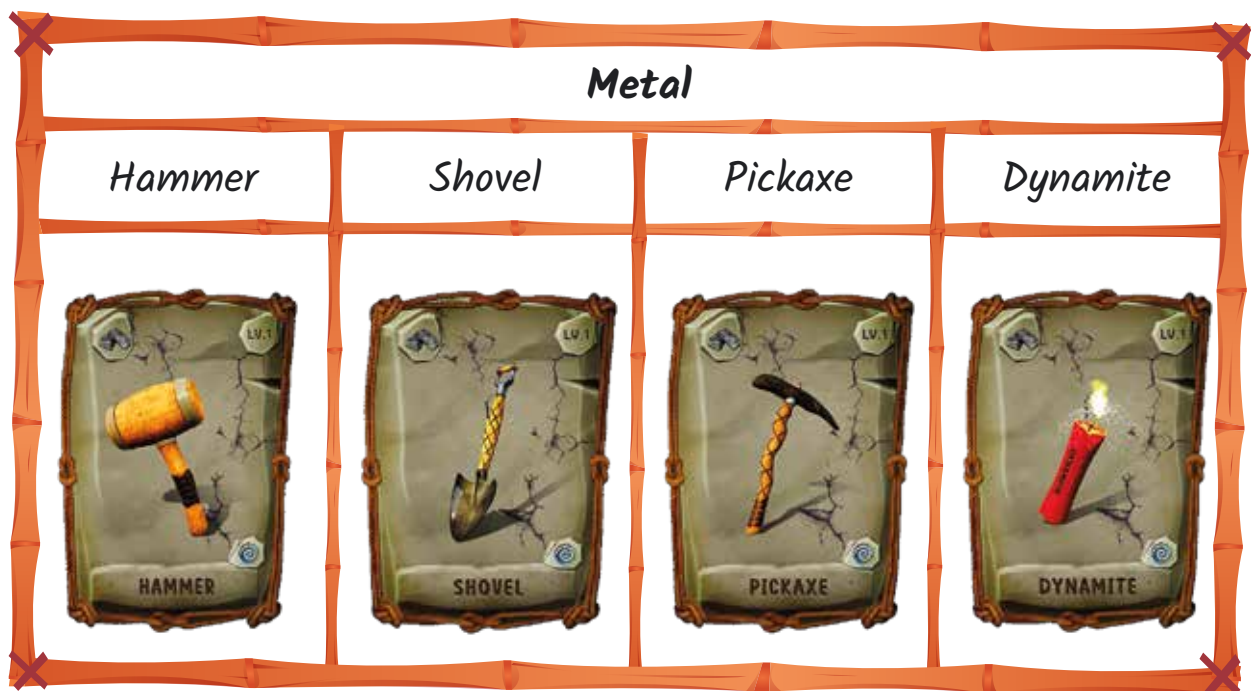
- Wood → OWOOD
- Food → OFOOD
- Water → OWATER
- Metal → OMETAL



2.1.3. NFT Tools

Each resource has 4 tools as of the beginning of the game. Each player has to have at least one tool in order to play the game. Tools in the same category consume the same categories of resources, but their production ratio differs. The higher the rate, the better the item.





2.1.3.1. Tool Craft and Upgrade

The process of creating a new NFT Tool is called Crafting. Every player can craft NFT's as long as they have the required resources. Crafting an NFT Tool does not take time. There are 4 NFT Tools that can be crafted in this version. Coconut Shell for Water, Cutter Stone for Wood, Basket for Food and Hammer for Metal can be crafted.

The process of converting NFT Tools to the more productive versions is called Upgrading. Every player can perform the upgrade process as long as they have required resources and materials. Upgrading an NFT Tool doesn't take time. Players must have an Upgrade Ticket before Upgrading. During Upgrading, the Ticket and the upgraded NFT Tool are burned, and instead, the new NFT Tool is given to the player (Fig. 1). In the current version, there are 3 available upgrades for each category.

- Water : Coconut Shell → Wooden Cup → Bucket → Barrel
- Food : Basket → Fishing Net → Fishing Rod → Trap
- Wood : Cutter Stone → Dagger → Axe → Saw
- Metal : Hammer → Shovel → Pickaxe → Dynamite

Figure 1. Upgrading Bucket NFT tool example



In order for the players to upgrade an NFT Tool, they must have the Ticket of the higher-level NFT Tool, the NFT Tool to be upgraded, and the necessary resources.

2.1.3.2. How to Obtain NFTs

There are 3 ways of obtaining NFTs.

1.Crafting: You can craft your desired NFTs by combining Wood and Metal. Different items require different amounts of resources. Crafting NFTs is the most basic form of NFT creation as all you need is the game resources. Once you craft a tier 1 NFT, you can start upgrading the NFT to achieve better rewards from working the land.

Figure 2. Crafting Bucket NFT tool example



2.Trading: You can buy NFTs minted by other players in the marketplace. As long as you have OLAND tokens, you can buy any NFT available on the NFT Marketplace. As players will be selling excess NFTs, there will be many opportunities to grab crucial NFTs for your production.

Figure 3. Trading Pickaxe with OLAND token.



3. Partner projects: You can obtain special NFTs by farming "treasure tokens", which are the native tokens of strategic partner projects. Participating in liquidity programs organised by partner projects not only gives you the opportunity to receive OLAND tokens, but you can also receive random NFTs by surprise. Players will receive these NFTs in their farms and the longer they farm the higher chance they have of receiving NFTs.

Figure 4. Farming OLAND and Treasure Tokens



2.1.4. Tickets

Players can upgrade the tools they have (except for the highest level items in each category). In order to upgrade, they need tickets. Tickets are burned after upgrading to a better version of the tool.

The lowest level of the tools don't require tickets (they are directly crafted). Therefore, there are 12 tickets at the beginning of the game.



Tickets are required for players to upgrade their tools. Each upgradeable NFT Tool has its own Ticket. There is no limit to the number of tickets players can have. Tickets are obtained randomly during Mining. Tickets can be traded with other players on the market.

Each tool has its own ratio to find an Upgrade Ticket during mining. Tools with greater costs/lockups are designed to have a higher chance of finding tickets. By this, we aim to provide alternative strategies to the players.

Each time a tool is used for mining there is an increased chance of finding a ticket which is limited to the first 6 trials in a day. After the 6th try the user is routed to the secondary prize pool where the chances of winning is determined by the team. For the first 6 trials in a day users have a total of %10 percent chance to win when using the first tier tools.

Players have to burn OLAND tokens in order to claim the Ticket within a given time limit. If the players don't burn OLAND and transfer the Ticket into their wallets within the given time, they will lose the Ticket.

Each separate mining probability is calculated as below:

$$C_n = k * n$$

C : Probability to win.

k : Tools' probability constant.

n : Number of trials



2.1.5. Boosters

Boosters are the special NFTs that are given to the Treasure Token farmers. These NFTs are tradable. There are 3 types of boosters

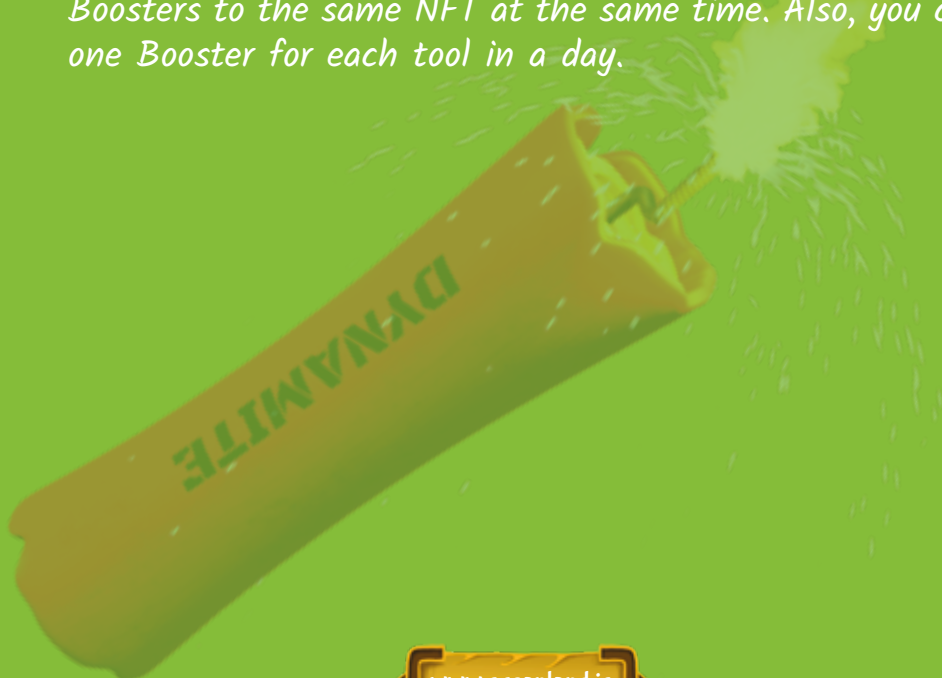
- **Booster Auto Miner:** Players don't need to mine every hour. This NFT will let users mine every 6 hours (depending on the NFT).
- **Booster Production:** Boosts the production ratio of an NFT tool by %4
- **Booster Ticket Rate:** Boost the probability of finding upgrade tickets during mining to 15%

Booster Packs contain NFT's that provide players various advantages. These packs can be obtained in two ways:

1. Players can earn Ocean Diamond by farming the Treasure Tokens listed below in pairs. Players can utilize Ocean Diamond on the market to buy booster packs. Ocean Diamond cannot be transferred.

2. Packs can be purchased from other players.

Booster Packs contain one of the three types of rewards which are revealed when the pack is opened. The Booster Pack in the user's wallet is burned and the Booster NFT in the pack is sent to the user's wallet after opening. The reward in the pack is determined randomly based on the probabilities. Only one Booster NFT can be activated per tool at a time. That means, you cannot add multiple Boosters to the same NFT at the same time. Also, you can only use one Booster for each tool in a day.



- **Auto Miner for 6 hours:** The resource production and cooldown time of the NFT Tool used by the player are updated to x6 after this booster is used.
- **Production booster for 6 uses:** Increases the production of one NFT Tool by 4% for the next 6 mines
- **Ticket win chance buff for 6 hours:** The players will have a higher chance of generating Tickets while using their Mining tools for 6 hours. The chance increases from 10% to 15%.



2.1.6. Item Equip and Resource Homogeneity Rule

NFT Tools must be equipped in order to be used. The Equipment transaction is binding. When an item is equipped, the player can no longer unequip it without destroying it unless the tool is a Tier-1 tool or the tool has fool durability. The Equip processes don't take time, and happen instantly. Items can only be unequipped (therefore destroyed) when the item is not in the Cooldown Time. When an item is unequipped, the player gets some resources back. For details of unequipping please read the entry for durability.

The use of NFT Tools in the game is limited in order to prevent unfair competition and to balance the resources produced in the game. When a player wants to equip a new NFT Tool, actively equipped NFT Tools are counted based on their categories (Water, Food, Wood, Metal). If the total of the NFT Tools in the category of the new NFT Tool the player wants to equip is two more than the number of NFT Tools in the least used category, this operation is not allowed.

To be clearer, in order to use the N th tool in a category (resource), the player has to have at least " $N-2$ " tools from each of the other categories. This condition is valid if " n " is between 3 and 10 ($3 \leq n \leq 10$). Thus, it will be possible to ensure the homogeneity of each resource category.

Example:

A player using 1 Wood, 2 Metal, 2 Water, and 3 Food NFTs:

- Cannot use a new food tool ($3-1=2$.) In order to do it, the player must increase the Wood tool.
- A new Water Tool can be used ($2-1=1$)
- A new Metal Tool can be used ($2-1=1$)
- A new Wood Tool can be used ($1-1=0$)

2.1.7. Level of rewards

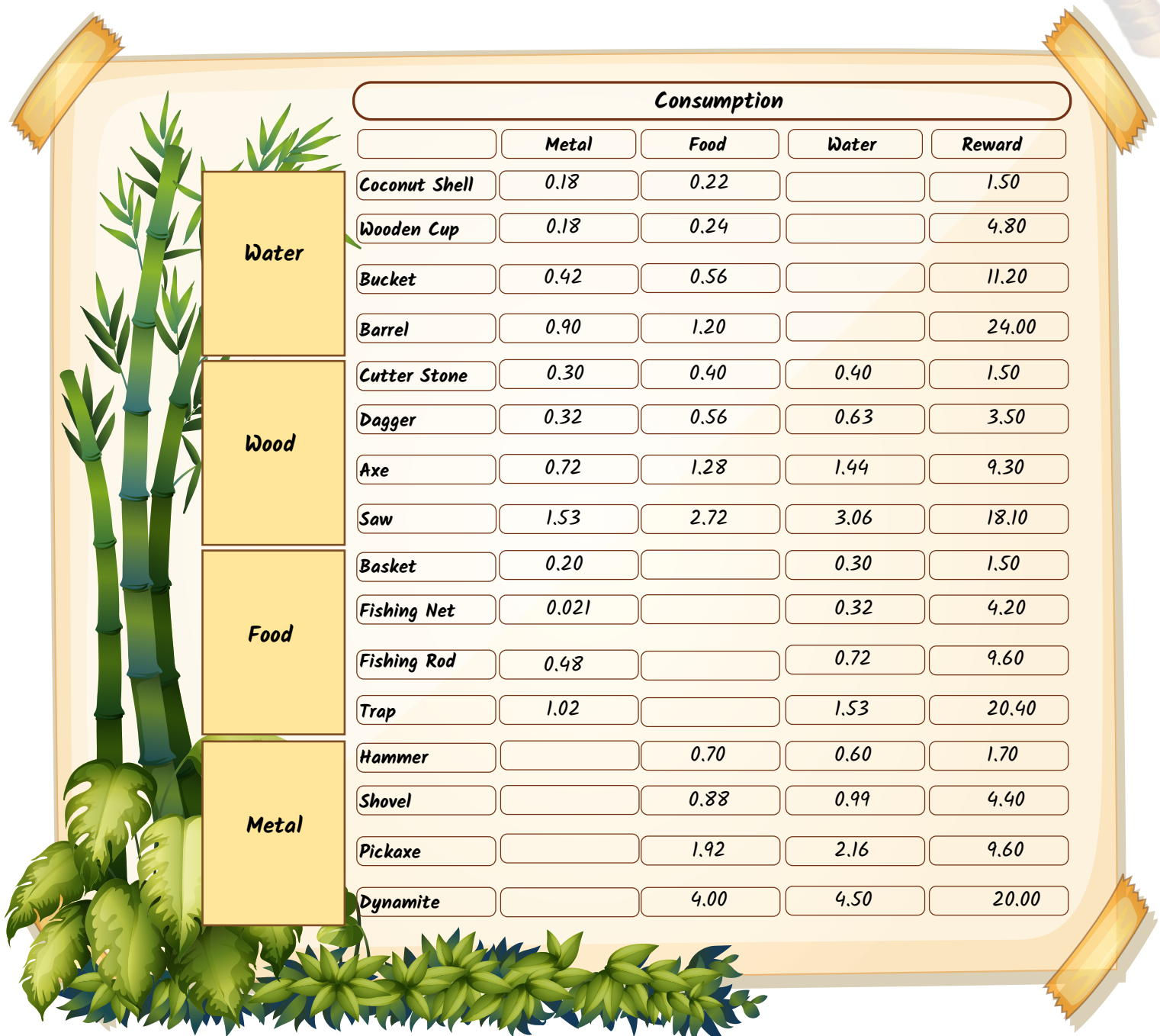
Reward values are controlled in order to support a healthy economy. For example, if the participation falls below a certain value, the reward ratio will decrease dynamically.



2.1.8. Mining

The process of producing resources by using NFT Tools is called Mining. Any player can perform this action as long as he/she has the necessary NFT. Mining time is set to 1 hour in this version with the exception of the Basket tool. Basket's cooldown time is random between 40-70 minutes.

You can find the production and consumption values in the table below.



		Consumption			
		Metal	Food	Water	Reward
Water	Coconut Shell	0.18	0.22		1.50
	Wooden Cup	0.18	0.24		4.80
	Bucket	0.42	0.56		11.20
	Barrel	0.90	1.20		24.00
Wood	Cutter Stone	0.30	0.40	0.40	1.50
	Dagger	0.32	0.56	0.63	3.50
	Axe	0.72	1.28	1.44	9.30
	Saw	1.53	2.72	3.06	18.10
Food	Basket	0.20		0.30	1.50
	Fishing Net	0.021		0.32	4.20
	Fishing Rod	0.48		0.72	9.60
	Trap	1.02		1.53	20.40
Metal	Hammer		0.70	0.60	1.70
	Shovel		0.88	0.99	4.40
	Pickaxe		1.92	2.16	9.60
	Dynamite		4.00	4.50	20.00

2.1.9. Ocean Diamond

Ocean Diamond (RP) are the prizes given to the DeFi farmers. The farmers collect these points and can spend them on the Market to buy Booster Packs. RPs can also be airdropped to the community members. Ocean Diamond incentivize DeFi users with NFTs and allow them to get a taste of the game with the limited prizes they get by farming their treasure tokens. This will encourage users to try the game. It will also be an additional bonus to the booster NFTs and increase rewards for those participating in activities at the Oceanland decentralized exchange.

3. DEFI in Oceanland

The DeFi operations in Oceanland are no less than an ordinary decentralized exchange. Players can swap tokens, create and participate in liquidity pools for tokens, go to the NFT marketplace and buy/sell NFT's. Therefore, DeFi market participants will find a variety of useful tools and activities in Oceanland. It is important to reiterate that a liquidity pool simply comprises a set of autonomous smart contracts deployed on the relevant blockchain network, operated directly by users calling functions on it (which allows them to interact with other users and/or pool their own selected assets in a multi-party peer-to-peer manner). There is no further control by or interaction with the original entity which had deployed the smart contract (which entity solely functions as a provider of technical tools for users, and is not offering any sort of securities product or regulated service nor does it hold any user assets on custody).

3.1. Decentralized Exchange

All resources can be swapped with each other (i.e. OWOOD OFOOD). Decentralized exchange works in the main pairs listed below:

- **OWOOD/OLAND**
- **OFOOD/OLAND**
- **OMETAL/OLAND**
- **OWATER/OLAND**

*Automated Market Maker algorithm ($X*Y=K$) will be used in DEX.*

Oceanland itself is simply a blockchain protocol that, by design, does not offer any resources for utilisation. As such, to ensure that users receive access to OLAND so that they may utilise these for platform services, other users would need to be incentivised to become liquidity providers and stake their digital asset pairs (e.g. OWOOD/USDT/OLAND) into the decentralised market making pools to provide the necessary liquidity for transactions. As compensation for opportunity costs, these liquidity providers which help to promote adoption of Oceanland by staking or including assets to liquidity pools in exchange for LP tokens would be rewarded with OLAND (i.e. "mining" on Oceanland), according to each user's relative contribution after various adjustment and correction parameters.

*Automated Market Maker algorithm ($X*Y=K$) will be used in DEX.*

3.2. Treasure Token Farming

Users playing the game (i.e. farming) will receive Ocean Diamond and OLAND. The Ocean Diamond and OLAND that will be gifted is based on that week's prize pool, total farming pool, amount farmed and time spent. The reward tokens that can be received are called Treasure Tokens and are given below. More Treasure Tokens will be added when strategic partnerships are finalised with other projects.

Treasure Tokens List:

- OLAND
- ANKR
- ARPA
- AUCTION
- BEL
- BURGER
- CLV
- MATTER
- ONX
- PROM
- ROCKI
- SAKURA
- LIT
- NAV



3.3. NFT Marketplace

Market is the place where players can trade their NFTs, Booster Packs, and Tickets. The base currency in the Market is OLAND. Ocean Diamond can also be used to acquire Booster Packs or Booster NFTs listed by Oceanland.

The NFT Marketplace is the initial starting point for all players who want to play Oceanland. They will buy their first NFT tools here and will actively seek good bargains on these tools. Players can also sell their excess NFT's at the marketplace.

4. How to Earn in Oceanland?

First, you need to have NFT Tools to start gathering resources. There are 4 different NFT tools (tiers, in fact) for each of the 4 resources. The NFT tools have different prices and rewards. Therefore, you need to analyze which NFT tools work best for your preferences. Regardless of the NFT tool you use, you will have to consume other resources. Consumption table is given below.

Consumption Table			
	Metal Resource	Food Resource	Water Resource
Water NFT Tools	✓	✓	✗
	✓	✓	✗
	✓	✓	✗
	✓	✓	✗
Food NFT Tools	✓	✗	✓
	✓	✗	✓
	✓	✗	✓
	✓	✗	✓
Metal NFT Tools	✗	✓	✓
	✗	✓	✓
	✗	✓	✓
	✗	✓	✓
Wood NFT Tools	✓	✓	✓
	✓	✓	✓
	✓	✓	✓
	✓	✓	✓

You can Craft the Tier-1 NFT tools if you have the required amounts of Wood and Metal. When you acquire Tier-1 tools, you can Upgrade them to higher tiers (Upgrade process will be explained in a later article). The higher tier NFT tools earn higher rewards. Marketplace is also a significant place in the game. We will provide our own Marketplace after the game launch where players can buy or sell NFT tools. Players will also be able to gift their tools.

Farming treasure tokens is also a great way to increase your income in Oceanland. Players can farm treasure tokens and earn high APR yields. These earnings are in Ocean Diamond which is used in Marketplace to buy special NFTs called Booster Packs.

In conclusion, there is no single method or shortcut for playing Oceanland. A successful player will:

- .Pick out the best NFT tool(s) for him/her
- .Balance his/her resources accordingly
- .Balance his/her resources accordingly
- .Upgrade NFT tools to increase yield
- .Search the NFT marketplace frequently in order to find advantageous listings
- .Farm treasure tokens

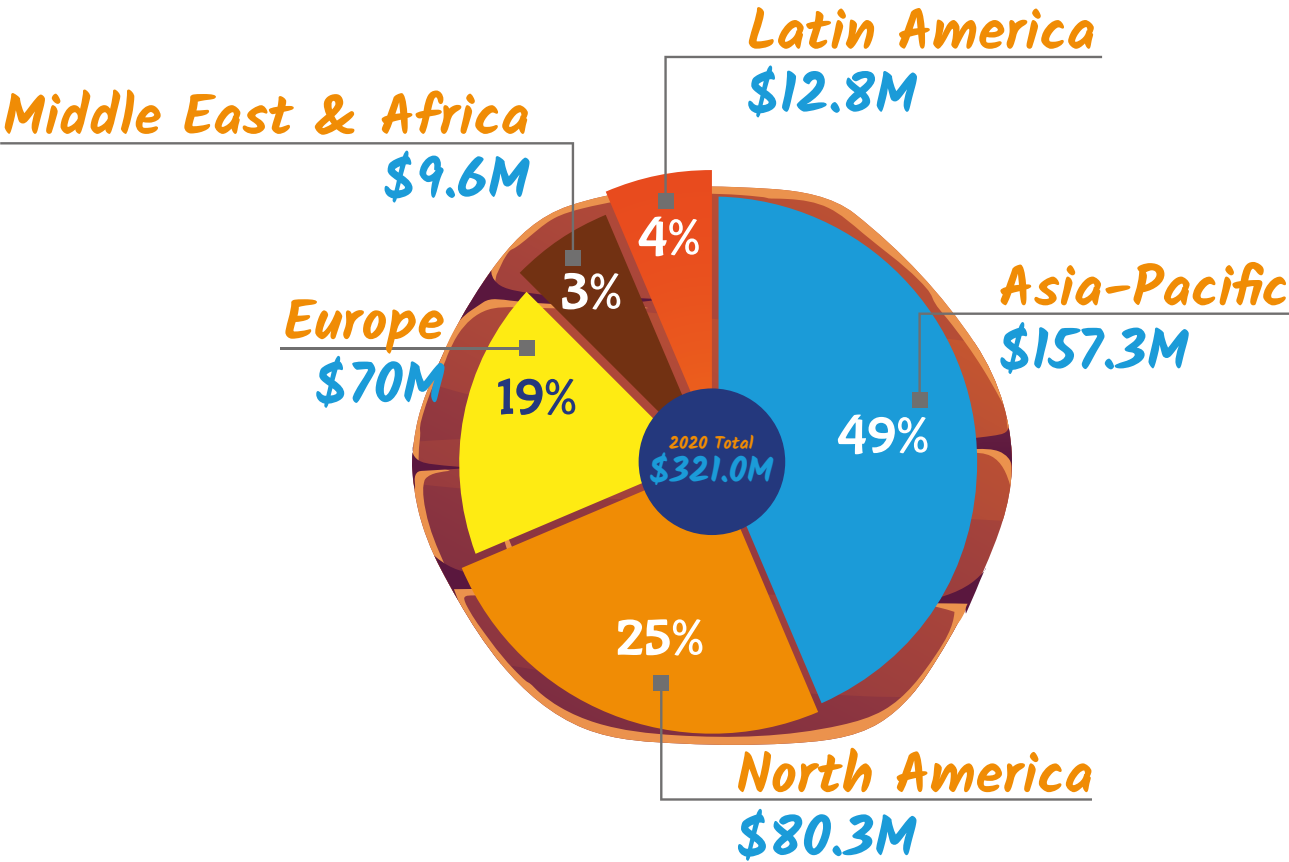
5. Market Research

Crypto gaming is a booming industry growing exponentially. In 2020, crypto gaming surpassed 320 million dollars and Asia-Pacific has been dominating the market with North America in second place. This shows the role developing nations play in the crypto gaming community and the importance of focusing in South East Asia. Oceanland is focusing on players in the region and has already set up partners from the region who will push Oceanland in the crypto gaming community.

5.1. Global gaming and crypto revenue

Crypto gamers in the Asia-Pacific region generated the highest revenue of US\$157.3 million (49%), then North Americans with US\$80.3 million (25%) (Fig. 1).

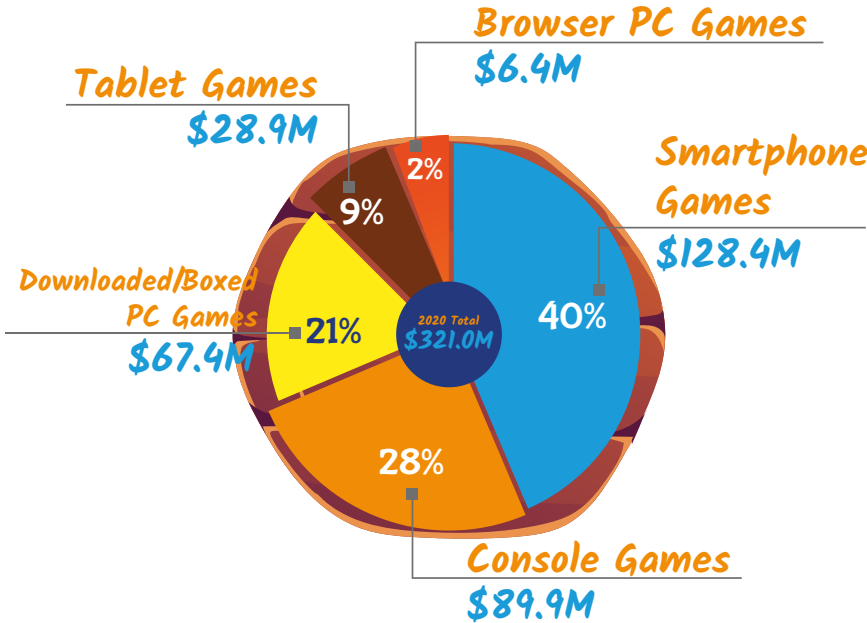
Figure 1. Global gaming and crypto revenue



5.2. Crypto gaming platform revenue

Mobile games generated the highest revenue of US\$128.4 million (40%), Console games is second with US\$89.9 million (28%), along with Downloaded/Boxed PC games, Tablet games, and Browser PC games (Fig. 2).

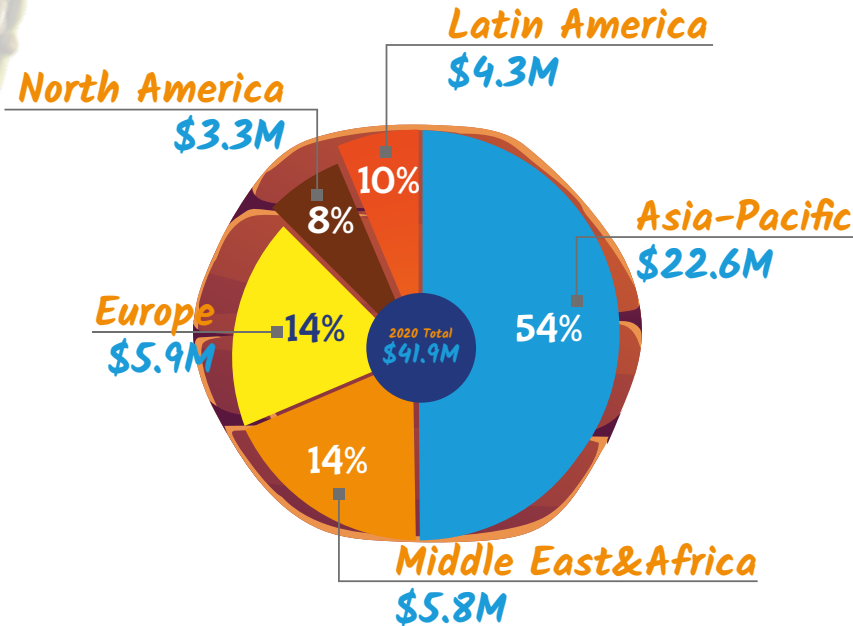
Figure 2. Crypto gaming platform revenue



5.3. Global gaming and crypto owners

The Asia-Pacific region has the highest ownership rate with 22.6 million gamers that hold cryptocurrency, Europe is second with 5.9 million gamers (Fig. 3).

Figure 3. Global gaming and crypto owners



In Q3 of 2021, 49% of the 1.54 million daily unique active wallets belonged to blockchain based games (Fig. 4). This comes to show the effect of the gaming industry on blockchain development. DeFi is another key area where many of the unique wallets are operating. This comes to show how Oceanland, a game merging the world of DeFi and gaming, can penetrate a great proportion of the blockchain market and have a large impact in the industry.

Figure 4. Unique active wallet

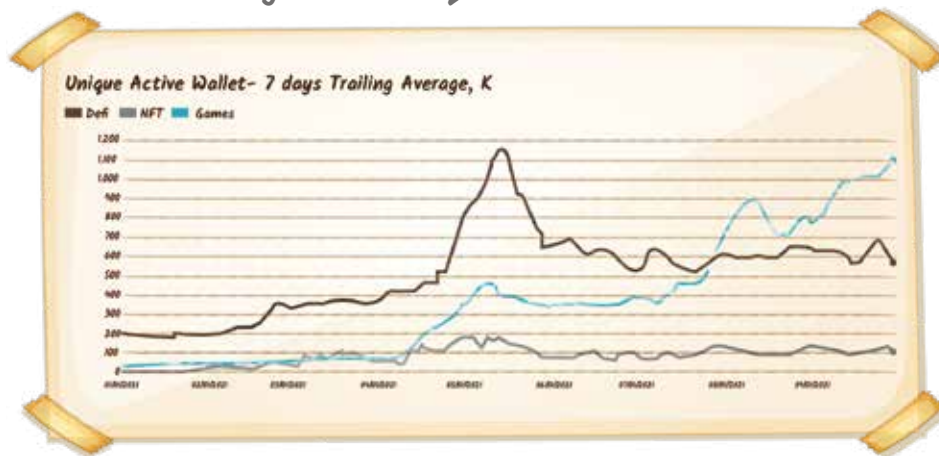
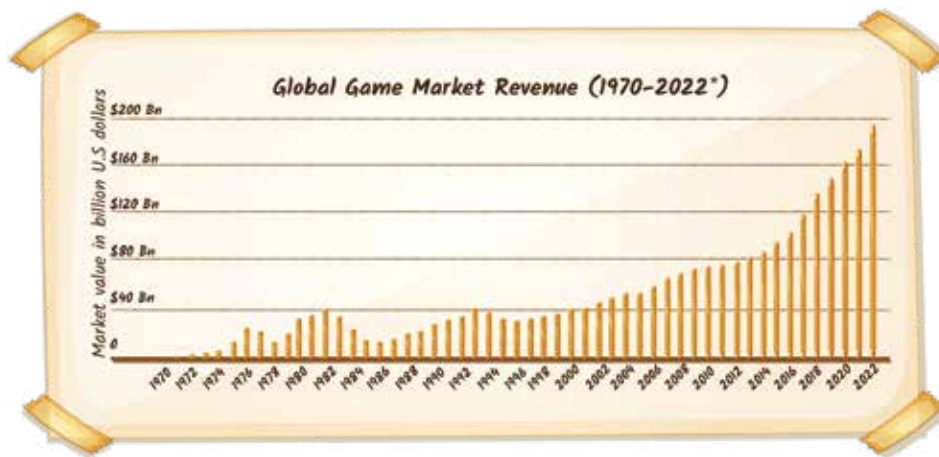


Figure 5. Global game market revenue (1970-2022)



An example of this can be seen on Axie Infinity which has become the most traded NFT collection by passing NBA Top Shot and CryptoPunks; as of Q3 2021 Axie generated over \$2.5 billion in trading volume. In general game footprint becomes more visible in NFTs as in-game NFT collectibles generated \$2.32 billion in sales during Q3, which represents 22% of the total NFT trading volume.

5.4. Competitive Landscape

Looking at the competition it is evident that Oceanland has critical advantages in comparison to some of the large tycoons. Starting at 1/1000th the market cap, Oceanland has a long journey ahead and the necessary partnerships and technology to become a major player in DeFi gaming (Table 1).

Table 1. Oceanland competitive landscape

	OCEANLAND	FARMERS WORLD	ALIEN WORLDS	DEFI KINGDOMS
MultiChain	YES	NO	YES	NO
Tokens	OLAND	WAX	TLM	JEWEL
Concept	Play to Earn Gamified DeFi	Play to Earn	Play to Earn	Play to Earn DeFi
NFT Collateral	YES	NO	NO	NO
Mobile App	YES	NO	NO	NO
Market Cap	\$933K	\$1B	\$228M	\$485M
Valuation	\$25M	\$2.2B	\$2.5B	\$3.8B

6. Tokenomics

OLAND is native token in the game. There are 960,000,000 OLAND in Binance Smart Chain network (Table 2).

Table 2. Oceanland token allocation

Allocation	Token	%	Vesting Period
Seed	48.000.000	%5,00	TGE +3 month cliff and unlocked equally over 3 months
IGO	19.200.000	%2,00	34% unlocked, remaining 66% unlocked equally over 2 months
Liquidity	81.600.000	%8,50	Unlocked as needed, estimated distribution over 12 months
Play to Earn & Farming Treasury	312.000.000	%32,50	Unlocked as needed, estimated distribution over 60 months
Team	96.000.000	%10,00	TGE + 2 month cliff and unlocked equally over 84 months
Development	96.000.000	%10,00	TGE + 2 month cliff and unlocked equally over 84 months
Marketing	144.000.000	%15,00	TGE + 2 month cliff and unlocked equally over 24 months
Strategic Partners	144.000.000	%15,00	20% unlocked, remaining equally unlocked over 24 months
Advisors	19.200.000	%2,00	TGE + 2 month cliff and unlocked equally over 12 months

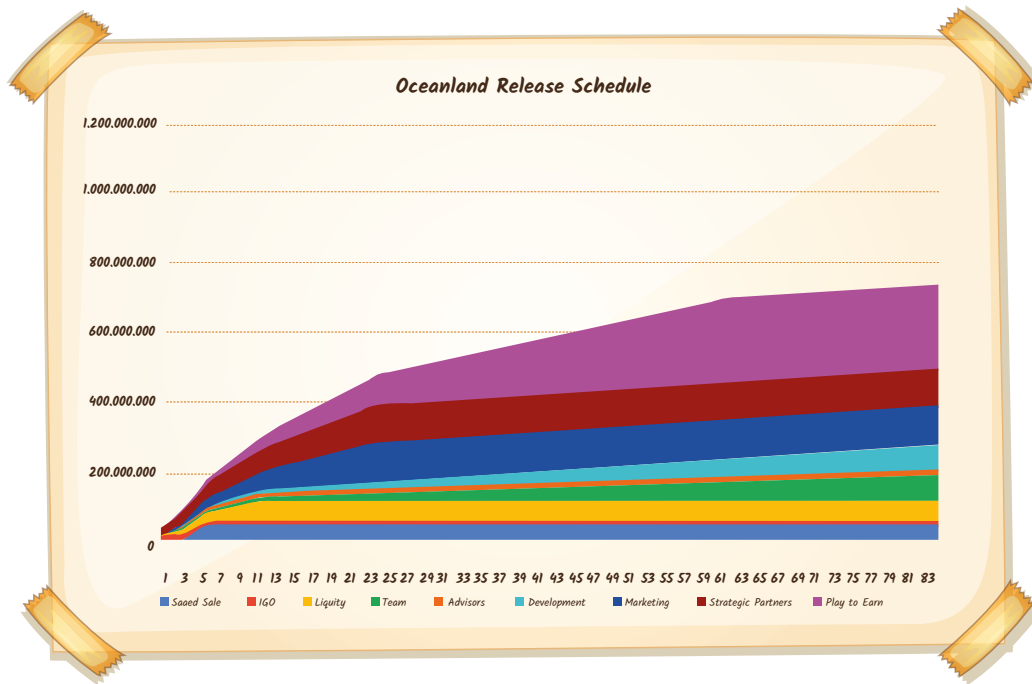
* Token sales in the Strategic Partner round will be used to increase TVL in the Farming Program.

6.1. Release Schedule

Oceanland will kick off with 3.50% of the token in distribution and a market capitalization of \$933,000. With mass adoption of the game and DeFi exchange within the game the circulating supply is estimated to be around 40%. Liquidity distribution is contingent on the demand for the token with the addition of new exchange listings and play to earn & farming treasury tokens will be unlocked as new players join the game and the total value locked (TVL) in farming increases (Fig. 7). For a detailed month by month release schedule you can click on this link

(https://docs.google.com/spreadsheets/d/1WAWUhtmQKOGYlty-r0_Y5In-hos_X0qmy/edit#gid=406996380).

Chart 6. Oland release schedule



6.2. Market Strategy

There are three main phases in the project which consist of the launch, growth and boom phase. Each phase is estimated to be around 6 months and highlight significant thresholds in the game's global adaptation along with Oland token's user market expansion. With each phase the game will add features tailored to the needs of the players and this will help increase the use of Oland. The game will grow from local to global and finally reach global level in the boom phase targeting users from more than 100 countries. This will also help increase the exposure of the token.

	Launch	Growth	Boom
Keystones	<ul style="list-style-type: none"> -Finalize Game Play -Release Token Contract -Release Full Game V1 	<ul style="list-style-type: none"> -NFT Package Sale -Launch Marketplace -Partnership programme 	<ul style="list-style-type: none"> -Release Full Game V2 -Multichain compatibility
Milestones	<ul style="list-style-type: none"> -Initial Game Offering -Reach 100 players during the launch phase 	<ul style="list-style-type: none"> -Successfully implementing DeFi within the game -Reach 1.000 players from 10 countries 	<ul style="list-style-type: none"> -Listing on a Top Tier Exchange -Reach 10.000 players from 50 countries
Axing Strategy	<ul style="list-style-type: none"> -Announce global partnerships -Introduce Capital partners -Complete Audit 	<ul style="list-style-type: none"> -Introduce the game to players around the world -Release mobile application 	<ul style="list-style-type: none"> -Partner up with gamer influencers to push the game in a global level -Reach high trading volume to grab attention of top tier exchanges
Time	2021 Q4 2022 Q1	2022 Q2-2022 Q3	2022 Q4-2023 Q1



7. Road Map



8. Team

- *Dr. Eyup Akcetin, CEO*
- *Umit Karaduman, CTO*
- *İsmet Bahadır, Game Math*
- *Erdem Atalayer, Game Designer*
- *Görken Atalayer, 2D Artist*
- *Mehmet Gercek, 3D Modelling Artist*
- *Tilmann Holm, Advisor*
- *Fabio Chiaramonte, Advisor*

9. Contact

Web: www.oceanland.io

Telegram Announcement Channel: https://t.me/oceanland_io

Telegram Chat Group: https://t.me/Oceanland_en

Medium: oceanland.medium.com

Twitter: www.twitter.com/oceanland_io

Discord: discord.gg/oceanland

Reddit: www.reddit.com/user/oceanland_io

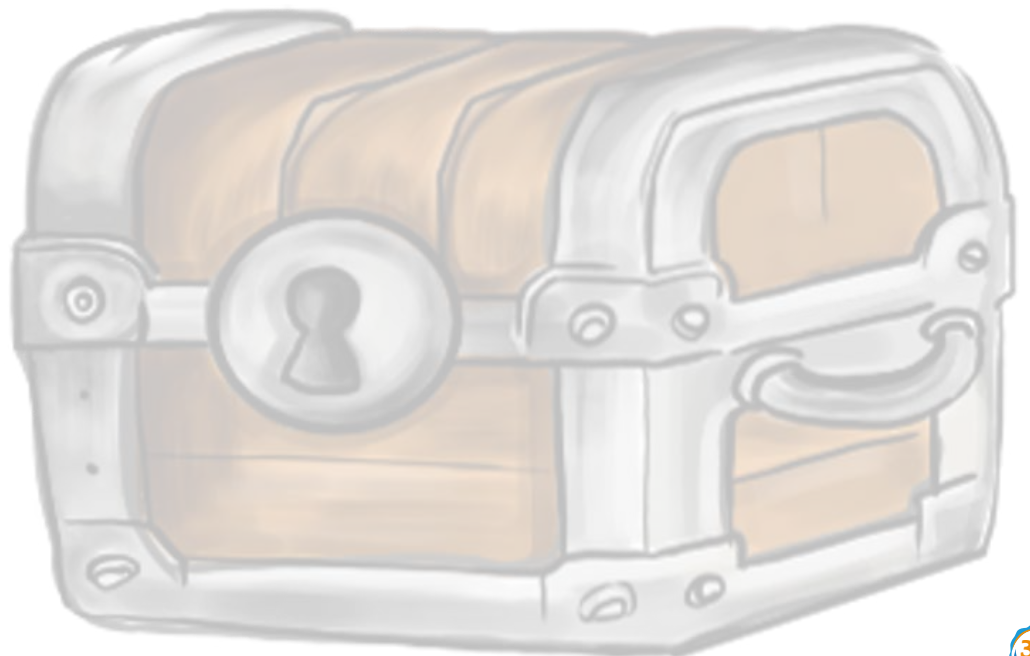
E-mail: info@oceanland.io

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- (b) you will and shall at your own expense ensure compliance with all laws, regulatory requirements and restrictions applicable to you (as the case may be);
- (c) you acknowledge, understand and agree that OLAND may have no value, there is no guarantee or representation of value or liquidity for OLAND, and OLAND is not an investment product nor is it intended for any speculative investment whatsoever;
- (d) none of the Company, the Distributor, their respective affiliates, and/or the Oceanland team members shall be responsible for or liable for the value of OLAND, the transferability and/or liquidity of OLAND and/or the availability of any market for OLAND through third parties or otherwise; and
- (e) you acknowledge, understand and agree that you are not eligible to participate in the distribution of OLAND if you are a citizen, national, resident (tax or otherwise), domiciliary and/or green card holder of a geographic area or country (i) where it is likely that the distribution of OLAND would be construed as the sale of a security (howsoever named), financial service or investment product and/or (ii) where participation in token distributions is prohibited by applicable law, decree, regulation, treaty, or administrative act (including without limitation the United States of America, Canada, and the People's Republic of China); and to this effect you agree to provide all such identity verification document when requested in order for the relevant checks to be carried out.

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(b) is non-refundable and cannot be exchanged for cash (or its equivalent value in any other digital asset) or any payment obligation by the Company, the Distributor or any of their respective affiliates;

(c) does not represent or confer on the token holder any right of any form with respect to the Company, the Distributor (or any of their respective affiliates), or its revenues or assets, including without limitation any right to receive future dividends, revenue, shares, ownership right or stake, share or security, any voting, distribution, redemption, liquidation, proprietary (including all forms of intellectual property or licence rights), right to receive accounts, financial statements or other financial data, the right to requisition or participate in shareholder meetings, the right to nominate a director, or other financial or legal rights or equivalent rights, or intellectual property rights or any other form of participation in or relating to Oceanland, the Company, the Distributor and/or their service providers;

(d) is not intended to represent any rights under a contract for differences or under any other contract the purpose or pretended purpose of which is to secure a profit or avoid a loss;

(e) is not intended to be a representation of money (including electronic money), security, commodity, bond, debt instrument, unit in a collective investment scheme or any other kind of financial instrument or investment;

(f) is not a loan to the Company, the Distributor or any of their respective affiliates, is not intended to represent a debt owed by the Company, the Distributor or any of their respective affiliates, and there is no expectation of profit; and

(g) does not provide the token holder with any ownership or other interest in the Company, the Distributor or any of their respective affiliates.

Notwithstanding the OLAND distribution, users have no economic or legal right over or beneficial interest in the assets of the Company, the Distributor, or any of their affiliates after the token distribution.

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