



# DINOH



## WHITEPAPER

version 0.1

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# 01. INTRODUCTION

## 01.1 The story behind DinoX

DinoX was born out of the desire to create a fun, new way to interact with NFT collectibles while also trying to satisfy our inner child's dream of owning our very own dinosaurs. In doing so, we created a world of collectible and tradeable NFT dinosaurs, living and breeding on the Ethereum blockchain. And that's not all, the DinoX universe is a fully interactive ecosystem with exciting games where users can enjoy their dinos and potentially earn some rewards along the way.

## 01.2 Making of the DinoX NFTs

We really wanted to give people the experience of owning their very own digital dinosaur! Paying homage to the digital age we grew up in, we went with a pixelated artwork style for the DinoX collectible dinosaurs - DNX Tokens. Our dinos are even based on the real dinosaur genera and we've got all of your favorites - think Triceratops, Velociraptor, Stegosaurus, Brontosaurus, Tyrannosaurus - along with tons of really awesome ones you will be amazed by when you see them! We've created a procedural generator to help with creating the uniqueness of each dino. We eventually want to include the full spectrum of known dinosaur genera as well as create some new, never before seen dinos unique to DinoX.



### **01.3 Usage of DinoX NFTs**

We carefully chose specific dinosaurs for this first generation (G0) and handcrafted them down to the most minute detail. Aside from being pixelated, there is a ton of realism in the dinos' genetic code. For example, the color patterns and physical features such as actual size, scales, feathers, spikes, etc. are described in the backstory of each dino NFT and are accurately depicted just as they would be if the real dinosaurs were still roaming the Earth today.

Starting out as dino eggs, the owner can choose to hatch the egg and discover what awesome dino is inside or they can keep the egg unhatched. Unhatched eggs may be desirable to collectors since it's a mystery as to which dino is inside and when sold to a new owner, they get the experience of solving that mystery themselves. Both hatched and unhatched dinos can be traded, sold, or kept by their prospective owners.

### **01.4 The plan for DinoX**

We have extensive plans for the full DinoX universe. Considering the theme of the project and that the dinosaurs play a role within a well-designed ecosystem and game layered on top of blockchain, we think we will have a huge impact on the whole crypto world. Here are some of the plans in the early phases of DinoX:

1. Multiple generations of Dino NFTs (DNX)
2. Breeding and the possibility to create new, never before seen genera of dinos.
3. A full interactive game with the codename "DinoX WORLD"

## 02. DIGITAL GENESIS

To reach all the development goals of DinoX Universe, there are several different sales for each core type of asset that serves as fundraising. It's the first step on the roadmap split into a few separate phases. The majority of them use the DNXC token, which is an ERC20 standard token to be utilized within the full ecosystem of the DinoX universe. As it's the best asset to be used for liquidity and pre-sales, we decided to begin the Digital Genesis of DinoX in the following phases:

### **Phase 1 - Seed and private token sale**

This phase will allocate DNXC tokens for the first interested groups and will help us prepare the first steps for the successful launch of all the next phases.

### **Phase 2 - Public token sale**

The next allocation will be for the community and individuals interested in getting the DNXC in advance.

### **Phase 3 - Generation 0 DNX**

We want the community, users and players to be able to own the first pieces of their own DinoX universe in advance, before the game will be launched in an ALPHA version. These pieces are the building blocks of the project: dinosaurs. To buy these, the user will use DNXC to buy individual or packages of unhatched DNX eggs. This will bring the DNXC coins back into the ecosystem to be used in the next steps.

### **Phase 4+**

The last phase is the full after-genesis-sale phase, throughout which we will introduce many next DNX generations and the first interactive options like breeding and others.

### **Phase X**

The game introduction

## 03. ROADMAP 2021



- DNXC Presale - Digital Genesis Phases 1-3
- DNXC Sale
- DNX / NFT Farm ( Staking )
- DNX Marketplace - Generation 0 Eggs
- DinoX API v0.5



- DNXI Introduction
- Expanded Marketplace
- DNX Generation 1 - 2
- Pre-alpha version of the game
- DinoX API v1



- Beta version of the game
- DNX Generation 3-4
- DNXI Full stack of items and entities
- DinoX API v1.5 - 3rd party endpoints



## 04. DinoX ASSETS



ERC 721  
L1



ERC20  
L1



ERC 721  
L2

DinoX ecosystem could be separated into smaller functional pieces, all of them working together by utilization of 3 main assets fully deployed on the Ethereum main blockchain (and on sidechains).

**DNX** - Dinosaur NFTs (ERC 721)

**DNXC** - Currency used for trading DNX eggs, staking, governing, playing the game and fully liquidable on marketplaces (ERC 20)

**DNXI** - Tokens existing on ETH sidechains (Layer 2) - these tokens are representing all the utility assets to be used within the games. For example: Character equipment, Dino upgrades, Island park utilities, etc.



### 04.1 DNX - Dinosaurs

DNX is a standard ERC 721 token deployed and existing on the Ethereum mainnet. It's extended with some basic features -> sales and breeding. This token is represented within the game as a fully animated and functioning unique "dinosaur".

DNX is a building block of the DinoX universe. These tokens are like your heroes in WoW.

We have prepared a custom complex solution for generating these creatures, complete with their attributes, colors, names, animations, etc. All of this was done months before the time of the first phases of DinoX.

All the DNX tokens begin as unhatched eggs. This way all the collectors and non-players could use the NFT as an asset on its own and use it as a simple plain collectible, just like pokemon booster packs, as the content of the egg is hidden unless hatched by the owner. Similar to hatched DNX, unhatched eggs are all unique and they have some corresponding traits/colors/patterns to the future dino that will hatch out of it.



DNX dinos have some blockchain written traits and some centralized data tied to them. They have a family name (velociraptor, triceratops, etc.), a sizing indicator, rarity indicator, birthday, and many more game-related stats and traits.



## 04.2 DNXC - Currency

DNXC is a standard ERC20 token used for full interaction with the DinoX app and game.

The first and the most important role of this token is the ability to exchange (buy) them for individual or packages of DNX eggs. By doing so, the ecosystem of DinoX will have an important in-n-out flow of DNXC.

It wouldn't be necessary to have it, but as the ecosystem of this project is not only about the DNXs as collectible and tradeable assets and its main goal is to provide a fully developed casual but complex game, this token will be a very useful inclusion for DinoX.



The in-game marketplace will be handled by this token (only the DNX dinos are potentially going to be sold on open-sea or other NFT markets as it's a standard ERC721 token), so the user will be able to sell or buy other important items for usage. Mostly, it will be the DNXI token that will be described later in this whitepaper.

DNXC will be used for staking and governing too. We want to give the community an option to vote on or choose different aspects of the project and we want to reward them for participating in the ecosystem.

Last but not least, an important usage of this token will be as a reward for playing the game. (Winning tournaments, winning battles, finding treasures, etc.)



#### 04.3 DNXI - L2 tokens

DNXI are Layer 2 ERC721 tokens to be used as a progression within the game and ecosystem of DinoX. They exist on the second layer so we can use them as frequent as possible without overwhelming users with high gas prices and reward players with some nice looking and functional items: equipment, actions, island upgrades, etc.

These tokens will work as the uppermost layer of users inventory (with the bottom layer being DNXC and DNX on the main ETH blockchain). As the usage of these tokens will be only inside the game and they won't have collectible values, they will be sold within the game marketplace inter-connected to contracts of DNXC.

As the user upgrades their island, or even DNXs equipment, the actual values of DNXs will increase with the time the user plays the game. These relations between DNX and DNXI will be held by centralized storage and DinoX API. So, when the player sells DNX in the game or outside on other NFT markets, it will contain all the connected DNXI.

## 05. DINOX WORLD (GAME)

The building blocks of the project are the assets mentioned in the early pages of this whitepaper. However, the ecosystem is a complex solution where all the assets have to function together and provide the full experience for the end-user. For this case, we have pre-planned some of the most important features and functions that lay on top of those assets.

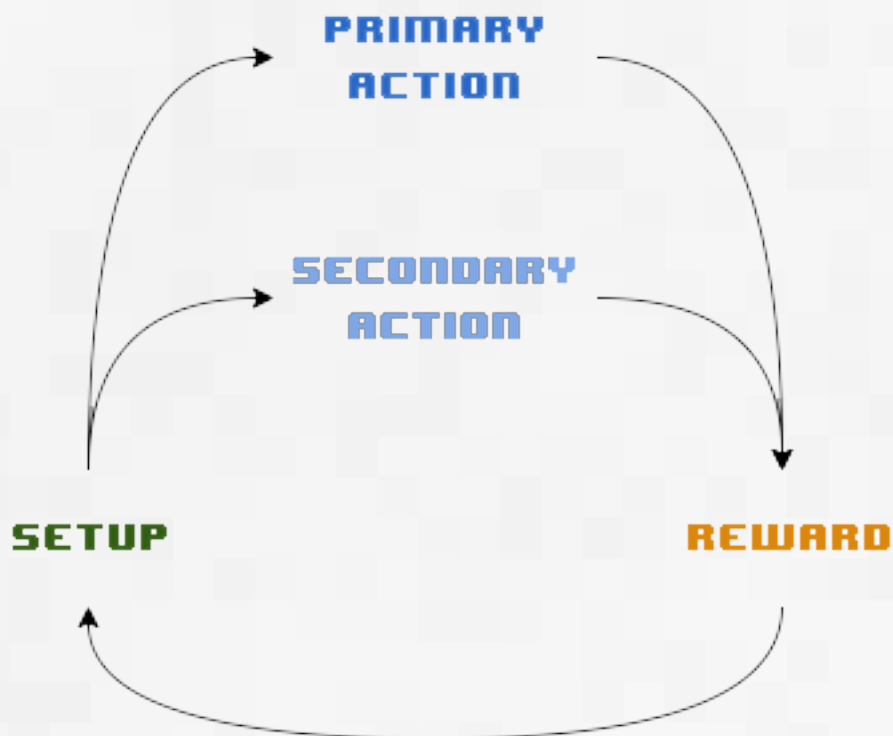
The main part of the ecosystem is the game, which is an entire world in itself. It's designed in a way to gain user engagement and trust while providing entertainment and even rewards for playing. All of this goes hand-in-hand with the collectible aspect of DNX.

The other important parts of the ecosystem are staking and governance features. We want the community to be as involved as possible and with it to provide functionality for all types of users. Passive staking accounts, speculative collectors, dinosaur lovers, and casual and softcore players.

### 05.1 Core gameplay loop

At the root of good game design, there is always a simple core loop for the player to experience. We don't want to be experimental when it comes to fun and enjoyment. And with it comes the core loop illustrated above and detailed underneath this paragraph. The game will have a story, non-player characters, and animated dinos fighting with other creatures. Overall, the game will get the biggest features from genres labelled as "idle games" and "turn-based card games" and it will be well mixed with "management" and "tycoon" game types.

We can split the core loop into smaller phases: Actions, Reward, Setup. And then split those into even smaller features as followed:



### PRIMARY ACTIONS

- Dino Battles
- DNX Training
- WILD HUNT

### SECONDARY ACTIONS

- Breeding
- Idle Tournaments
- Community created mini-games

### REWARDS

- In-game Items (DNXI)
- Currency (DNXC)
- Experience (meta)
- Dinosaurs (DNX)

### SETUP

- Island management
- Dino care (Tamagotchi)
- Inventory
- Marketplace
- Level ups / Experience usage
- Preparations for actions

## 05.2 Play to earn

All of the features included in the game and ecosystem have some basic ideas and thought processes behind them. One of these ideas is something called “Play to Earn”. We want this idea to become an important pillar of design choices for both the ecosystem and the game.



As the ecosystem has many dynamic features prepared, we want to use that to an extent where we will be rewarding the player as much as possible. Getting better, being a little lucky, thinking before doing, all of it will lead the user to gain more rewards and eventually he will be able to earn something for himself too. At the lowest level, it will be in the form of DNX (higher valued token) and DNXC (lower valued, but more available token).

## 05.3 Stake to earn and govern

Users of DinoX will have an option to stake their DNXC tokens in exchange for rewards. The rewards will start higher and slowly, gradually decline in time to help grow the user acquisition. We will provide rewards weekly, monthly and annually and the value of the reward will depend on the amount of time staked.

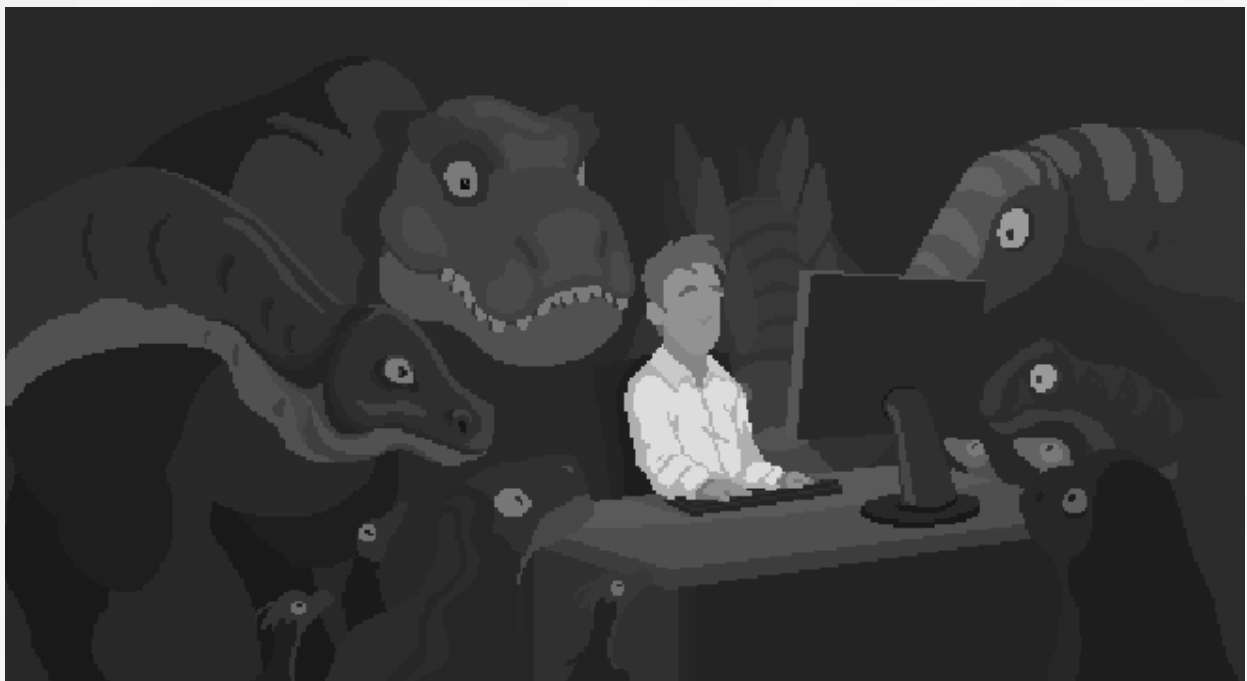


Users will be able to bring value into the DinoX project and if they do so, they will be rewarded. For example, instead of just getting DNXC they may have an option to earn special DNX tokens.

There are a few different ways that users will be able to bring value into the project:

- Participating in voting and governance
- Playing the game and using other assets within the game
- Completing the tasks all around the ecosystem and outside of the ecosystem

We want to introduce an option to create some form of guilds of users that might participate in tasks together. Those guilds will get tasks and quests for the game that are exclusive for those guilds. This way we can grow the community on different fronts than just with the game itself.



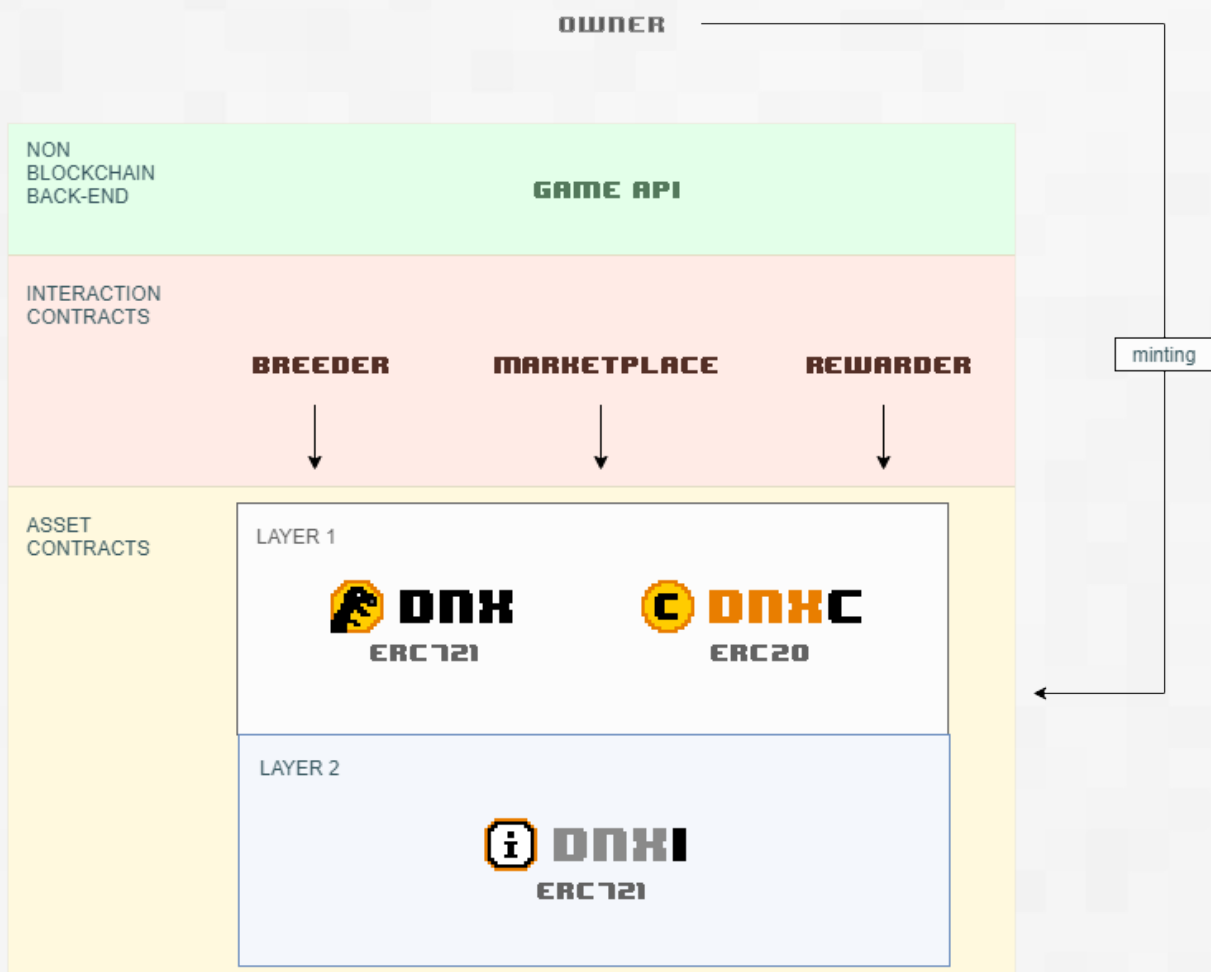
## 06. PROTOCOLS AND SYSTEMS

Another important aspect of the DinoX project and ecosystem are all the systems on the backend. These systems are decentralized and centralized. The decentralized systems include asset contracts and interaction contracts, while the centralized systems are for the DinoX API and storage for all the metadata.

We can split these into two groups: Mesa and Meta.

Mesa is a group of functional blocks that work in the lower layers and handle all the core features.

Meta is the opposite of mesa, and it's a block that's in the upper layer of the project. As the user interacts with the project and its parts, he mostly interacts with the Meta layer, or even more specifically with the DinoX API.



## 06.1 Decentralized MESA

The super core of DinoX consists of data stored on blockchain and the main feature of this is to prove ownership. A secondary, but still very important feature, is the ability to mint and transfer ownership to relevant accounts. Last but not least, blockchain provides simple ways to get information about tokens and coins, and for purposes of DinoX (and its API), it's mostly about tokenURI etc.

Decentralized assets with their smart contracts:

- **DNX - Dinosaurs**
- **DNXC - Currency**
- **DNXI - L2 Tokens**

Decentralized interactive contracts (callable by the user or by API):

- **Marketplace** - contract that handles the marketplace within the game (with a version that works on L2 as well)
- **Breeder** - contract callable by the game API that mints and creates new DNX by the breeding feature
- **Rewarder** - contract callable by both the game API and the user that works as a middle man for claiming and transferring rewards

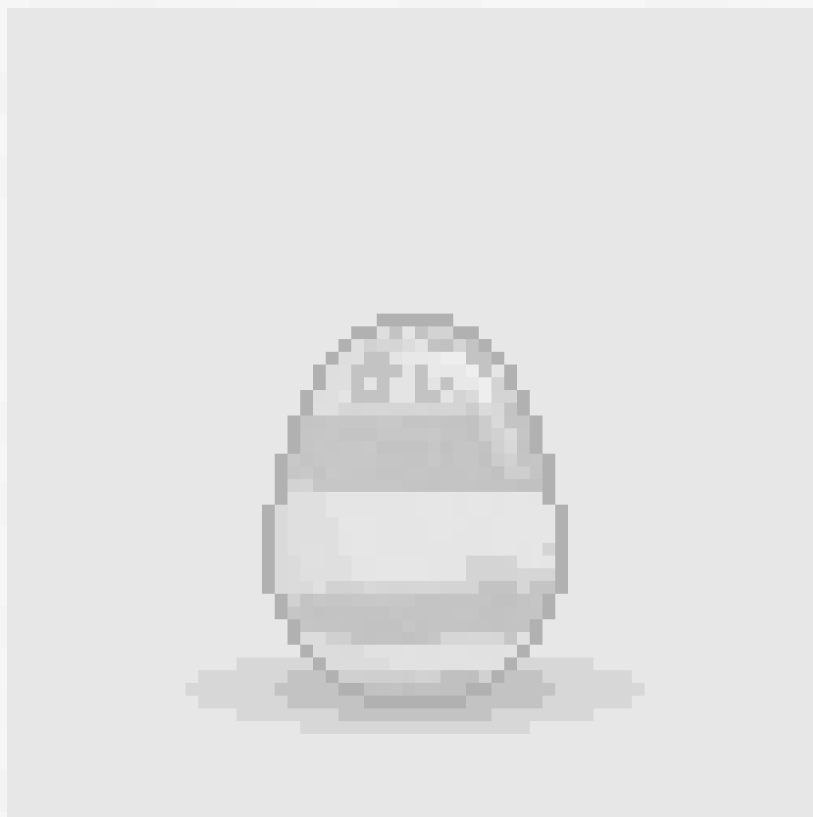
## 06.2 Centralized META

The centralized part of DinoX is partly an API and partly a relations database. The main feature of the API is to provide the metadata for the full ecosystem:

- **DNX metadata**
- **DNXI metadata**
- **ISLAND metadata**

The secondary feature of the API is to handle the history of player actions so everyone can see all the game events are provable and fair. Also, it handles other smaller features that don't need to be on blockchain (Achievements, or storing the relations between assets, entities and accounts):

- **Game Logs - proof of history**
- **Achievements**
- **DNX <-> DNXI Relations**
- **USER / ISLAND <-> DNXI Relations**





# 07. DINOX ECONOMICS

## Raising

\$1.28M

## Total supply

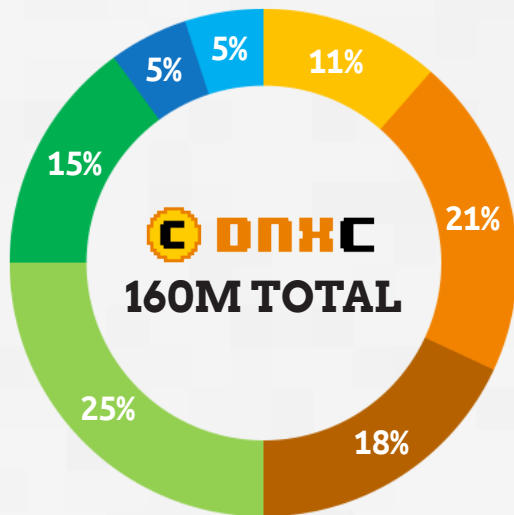
160M 















## Listing price

\$0.025

## Initial market cap

with liquidity \$0.472M  
w/o liquidity \$0.256M



	Seed Round	11%	17.6M 
	Private Round	21%	33.6M 
	Liquidity	18%	28.8M 
	Ecosystem Incentives	25%	40.0M 
	Team	15%	24.4M 
	Partners & Advisors	5%	8.0M 
	Reserve	5%	8.0M 

### Seed Round

- Allocation of 11% of total
- Supply of 17,600,000 DNXC
- 20% of tokens released after sale
- 20% released every 3 months following sale (4 transfers)

### Private Round

- Allocation of 21% of total
- Supply of 33,600,000 DNXC
- 20% of tokens released after sale
- 20% released every 3 months following sale (4 transfers)

### Liquidity

- Allocation of 18% of total
- Supply of 28,800,000 DNXC
- 30% of tokens released after sale
- 5% released every month following sale (14 transfers)

### Ecosystem Incentives

- Allocation of 25% of total
- Supply of 40,000,000 DNXC
- 4% released every month following sale (25 transfers)

### Team

- Allocation of 15% of total
- Supply of 24,000,000 DNXC
- 25% released every 6 months following sale (4 transfers)

### Partners & Advisors

- Allocation of 5% of total
- Supply of 8,000,000 DNXC
- 25% released every 6 months following sale (4 transfers)

### Reserve

- Allocation of 5% of total
- Supply of 8,000,000 DNXC
- 25% released every 6 months following sale (4 transfers)

## 08. COMMUNITY

Community is another important pillar of the DinoX project.

We will create a space for users, fans and the overall community to engage with the project even outside of the ecosystem. We know how important it is to care about the players, as our team had many opportunities to work on projects and games with millions of players.

Besides everything within the ecosystem, we will create an option for users and the community to interact with the project on a higher level than just “users”. We want the community to become part of the creative front. As one of the features within the game will be the island management, there will be a space for user-created content to be used there in the form of decorations. On the other hand, we would love to prepare a space for technically skilled people and have API endpoints that could leave them to create 3rd party applications and tasks/quests for the game too.



## 09. VISION

The full DinoX universe is a well-planned project made by a team of founders and advisors with expertise in blockchain and, most importantly, games. The aim is to provide a unique experience, full of fun and exciting moments for all users. We don't want to be just another game on Ethereum. We want to make sure to include know-how that's already settled in this crypto world, but bring in the aspects that weren't seen in this world yet. We see issues with the games out there and we will address those to make the game as good as it can be.

All of the pillars of this project are designed so that the whole experience could resonate within the community and potentially bring into this blockchain world, other people that may be hesitating because of complicated terms and volatile media posts.



The aspect of “**Dinosaurs**” targets as wide an audience as possible.

The aspect of “**Play to Earn**” targets more than just leisure players.

The aspect of “**Staking and Governing**” targets people who like to play in the upper layers of ecosystems.

And the aspect of “**Community**” is a building block of all successful projects, so we will work hard on this one too.

## 10. CONCLUSION

Project DinoX is an answer to the question of how good games and interesting ecosystems can emerge from “simple” ideas like blockchain. As we aim for our project to become an integral part of the whole Ethereum stack of apps and games, we will do everything we can to provide a fun, entertaining, challenging, and rewarding experience for everyone involved.

*If there's something that will stay alive for millions of years, it will be Dinosaurs.*

