



Overview



STEPN is a Web3 lifestyle app with inbuilt Game-Fi and Social-Fi elements

STEPN is built around an essential daily activity for most people – moving around. We are the first project to effectively bring to life a functioning move&earn concept, finishing 4th out of 500+ projects at the Solana Ignition Hackathon 2021.

Users equip themselves with NFTs in the form of Sneakers. By walking, jogging, or running outdoors, users will earn game currency, which can either be used in-game, or cashed out for profit.

With Game-Fi, **STEPN** aims to nudge millions toward a healthier lifestyle, combat climate change and connect the public to Web 3.0, all while simultaneously hinging on it's Social-Fi aspect to build a long-lasting platform fostering user generated Web 3.0 content.

Note: STEPN is currently under Public Beta Phase, so contents in the Whitepaper could be changed in the future.

Definition

Game Token: GST

Governance Token: GMT

Next

Getting Started





Getting Started

To start, users need to download the STEPN app

1. **Download the STEPN app**

Download from [Appstore](#) or [Google Playstore](#).

2. **Sign-up for STEPN**

After getting access to the app on your respective device, you will be able to sign up for STEPN with your email address. You will receive a verification code that you need to key in to enter the app

3. **Create a new Wallet**

Click on the Wallet icon on the top right corner of the screen.

The app will generate a 12-word secret phrase. This will be used to recover your Wallet if you uninstall the app or forget your password. **Important** – Note this phrase and save it somewhere safe (Write it down physically and store it somewhere only you will have access to.)

4. **Use Apple Pay to purchase SPARK (iOS)**

Use SPARK from the in-app Marketplace to purchase Sneaker.

5. **Transfer GMT into your in-app Wallet (iOS/Android)**

Transfer GMT to in-app wallet to buy NFT Sneakers in the Marketplace and always keep some SOL/BNB/ETH as gas in your respective Wallet account.

6. **Purchase a Sneaker**

Head over to the Marketplace (in-app or m.stepn.com) and pick out a Sneaker! You can use the Filter tool to look for a Sneaker type of your preference. Ensure you have enough GMT for the purchase.

Congrats! You are all set. After the purchase of a Sneaker, energy will restore at a rate of 25% every 6 hours (Fixed at AEDT Time 00:00, 06:00, 12:00, 18:00) **You can start your STEPN journey immediately after the first 25% energy restoration.**

We strongly recommend you turn on the 2FA (Two Factor Authenticator) to prevent your account get hacked.

← Previous Overview Next Game Elements →



Game Elements



Here are the articles in this section:

Game Modes

Sneakers

Shoe-Minting

Gems and Sockets



Previous
Getting Started

Next

Game Modes



Last modified 3mo ago

Game Modes

Solo Mode

In Solo Mode, users are equipped with NFT Sneakers to earn tokens by moving. Energy is needed to earn Green Satoshi Tokens (**GST**). Every 1 Energy equals 5 minutes of move&earn movement and Energy which ONLY starts replenishing after users acquire an NFT Sneaker. To begin, users select a Sneaker of their choice, and press **Start**.

Users should see a status on the top of the screen showing either **Walking** or **Running**.

Moonwalking: This will be shown if the app detects a weak GPS/internet signal, or the user is not organically moving (i.e. using an electronic scooter or strap phone on their dog). No GST will be earned while Moonwalking, and users may/may not lose Energy depending on the circumstance.

GPS Signal: White - No GPS; Red - Poor GPS; Green - Strong GPS.

Always make sure you have Energy before moving, as there is no token earning if you have zero Energy.

GST/GMT will be paid out for every minute of movement, which is dependent on 4 main factors:

1. **Type of Sneaker** - Base **GST** returns for each Sneaker differs. Refer to the [Sneaker Attributes](#) section for the individual breakdown of each Sneaker type.
2. **Sneaker's Efficiency Attribute** - The higher the efficiency, the more **GST** earned per minute. Users can ONLY earn **GST** from Level 0 to Level 29. At Level 30, users can choose to stay earning **GST**, or switch to earn **GMT**. Users can switch between these two earning modes freely.
3. **Sneaker's Comfort Attribute** - The higher the Comfort, the more **GMT** earned per minute. Users will have the option to choose between **GST** and **GMT** earning at Level 30. Users can switch between these two earning modes freely. For GMT releasing detail, refer to the [Tokenomic](#) section. The higher the Comfort, the slower the HP decay, refer to [HP System](#) section for more detail.
4. **Speed of Movement** - To maximize earnings, users should keep within the optimal speed range of their respective Sneaker. Whenever a user falls below or above this range, their earnings will be reduced up to 90% depending on the speed discrepancy from the optimal range.

Once Energy is depleted, users stop earning tokens. They can either choose to carry on tracking their movements, or manually exit Solo Mode by briefly holding down the **Stop** button.

Mystery Box

Mystery Box is a loot box that is randomly dropped while you are moving in Solo Mode. It contains GST, Gems (Level 1 – 4). Each user has 4 Mystery Box slots.

Mystery Box has 10 qualities. Upon receiving a Mystery Box, opening the box requires waiting and the countdown starts automatically. Once the countdown ends, they will be spending a small amount of GST (a Base Cost) to open it. Mystery Box countdown duration increases proportionately to its quality.

Marathon Mode (Under Development)

In Marathon Mode, users need to register under the **Marathon** Tab at least 24 hours prior to commencement. There will both be **Weekly Marathons** and **Monthly Marathons**.

1. **Weekly Marathon** - These Marathons are held weekly and last for the whole week. Users can choose to participate in the 2.5km, 5km, or 7.5km Marathons, but can only take part in one Marathon at a time.
2. **Monthly Marathon** - These Marathons are held monthly and last for the whole month. Users can choose to participate in the 5km, 10km, or 15km Marathons, but can only take part in one Marathon at a time.

Only users who have successfully registered will receive a notification in their **Quest Log (Under Development)**. Users can utilise the **Set a Goal** function to keep track of their progress. Once the stipulated running distance is completed, users will be notified via the **Quest Log** that the Marathon is complete. Users will not be able to repair their Sneakers until the Marathon is over.

Registration Fee (Under Development)

To ensure commitment from users, a fee is imposed upon registration, which will be refunded upon completion of the Marathon. Participants who are unable to complete the Marathon within the time frame will have their fees pooled together and included into the Leaderboard rewards.

Leaderboard (Coming Soon)

Marathon participants are ranked using points. Points are calculated based on users' **running speed** and Sneaker's Attributes.

Rewards (Under Development)

1. The top % on the Leaderboard for the weekly/monthly Marathon will receive **GST/GMT** prizes and Gold NFT Badge (TBD)
2. The top % on the Leaderboard for the weekly/monthly Marathon will receive **GMT** prizes and Silver NFT Badge (TBD)
3. The top % on the Leaderboard for the weekly/monthly Marathon will receive **GST** prizes and Bronze NFT Badge (TBD)
4. All Marathon participants will receive an NFT Badge of Participation.

Background Mode (Under Development)

While the STEPN app is not been actively used, users will be able continue earning GST. So long as the user holds a Sneaker in the app, Background Mode will count the steps directly from their mobile device's Health Data app, capped at 3,000 steps daily. These earnings are fixed (not affected by Efficiency or other bonuses) and will not add towards the daily GST Cap.

Users will not incur Durability or Energy costs while earning through Background Mode.

Sneakers

Sneaker Attributes

- Efficiency (GST Earning) – Solo Mode, Marathon Mode**
In **Solo Mode**, Efficiency plays a part in GST earnings. Having a higher Efficiency Attribute will result in better GST earnings per Energy spent.
In **Marathon Mode**, higher Efficiency leads to a faster accumulation of Leaderboard points.
- Luck (Mystery Box) – Solo Mode, Sneaker Rental (Coming Soon)**
Luck determines the frequency and quality of a Mystery Box drop. Users are also able to receive Mystery Box drops while their Sneakers are leased out.
- Comfort (GMT Earning) – Solo Mode, Marathon Mode, Staking/Governance (Under Development)**
In **Solo Mode**, Comfort affects the decay rate of HP, and GMT earning.
 - When HP < 100% = Sneaker cannot be listed on Marketplace or transferred away.
 - When HP < 20% = Sneaker cannot be counted to provide energy in that Realm.
 - When HP = 0, Sneaker cannot be used for moving.
- Resilience (Durability/Repair) – Solo Mode, Marathon Mode**
In **Solo Mode**, Resilience affects the decay rate of Durability. Higher Resilience will result in a slower Durability decay.

The higher the Sneaker's level or quality, the higher the repair cost. Durability is a Sneaker's "stamina" bar. As a user moves, Durability will decrease. Sneakers receive a "worn-out" penalty at 2 Durability touch points:
 - At 50/100 Durability, Sneaker's GST/GMT earning efficiency drops to 90%
 - At 20/100 Durability, Sneaker's GST/GMT earning efficiency drops to 10%

In **Marathon Mode**, resilience will allow users to earn more points as their Sneaker will stay above the "worn-out" penalty mark longer.

NOTE: Moving above or below Optimal Speed will yield sub-optimal return on GST and Mystery Box.

Sneaker Types

There are four Sneaker types, each designed to suit a different exercise intensity and/or fitness level:

Name	Optimal Speed (km/hr)	Example Return at Optimal Speed
Walker	1 - 6	4 GST / 1 Energy spent
Jogger	4 - 10	5 GST / 1 Energy spent
Runner	8 - 20	6 GST / 1 Energy spent
Trainer	1 - 20	4 - 6.25 GST / 1 Energy spent

Users' GST return is not static, and several factors may cause it to fluctuate:

- Sneaker Efficiency (Low Durability affects Efficiency).
- GPS signal/External Environment - users will earn less if GPS signal is poor.
- Randomization.

Sneaker Quality

There are five Sneaker qualities. When a Sneaker is minted, the value of each Attribute will be chosen at random within the min. and max. values according to Sneaker quality. As such, even Sneakers of the same quality may have vastly different Attribute distributions.

Quality	Min. Attribute	Max. Attribute
Common	1	10
Uncommon	8	18
Rare	15	35
Epic	28	63
Legendary	50	112

Sneaker Level

Users can level up their Sneakers by burning **GST**, with **GMT being required at certain milestones**. Each level-up takes a fixed time to complete, which increases along with the amount of **GST and GMT** required according to the Sneaker level. This process can be made faster/boosted up by using even more **GST**.

GMT is currently required to level a Sneaker to Level 5, 10, 20, Level 29 and 30.

Upon level-up, users will attain 4 - 12 additional Attribute points to assign according to their Sneaker quality.

Quality	Attribute Point/Level up
Common	4
Uncommon	6
Rare	8
Epic	10
Legendary	12

Additional perks will be unlocked upon reaching certain level milestones:

Milestone	Triggered Event
Level 5	Unlocks Socket 1
Level 5	Unlocks Shoe-minting
Level 10	Unlocks Sneaker Lease function
Level 10	Unlocks Socket 2
Level 15	Unlocks Socket 3
Level 20	Unlocks Socket 4
Level 25	Restore HP to full
Level 30	Unlocks GMT earning

At max level, user needs to choose between earning GST or GMT. Switching between GST/GMT earning is allowed, but will be subject to a cooldown duration.

Co-branded Sneaker

STEPN works with top Sneaker brands to release co-branded Sneaker:

<https://www.binance.com/en/nft/event/stepn>

Genesis Sneaker

Genesis Sneakers have IDs that start with a "G", followed by a number between 1 to 20,000. Genesis sneakers may be found across different STEPN realms.

It is important to note **Genesis Sneaker** is different from **OG Sneaker**, which are short numbered Sneaker airdropped to Genesis Sneaker holder from time to time. OG Sneaker does not have the "G" mark, and does not have Genesis Sneaker Perk.

For example, OG Sneaker on BNBChain are Sneaker #20,001 - 30,000. OG Sneaker on Ape Realm are Sneaker # 40,001 - 60,000.

Rainbow Sneaker

Rainbow Series Sneakers (Rainbow, Rainbow Plus and Rainbow Infinite) can only earn GMT.

All Rainbow Sneakers are Trainers (1-20km/hr). All Rainbow Sneakers contribute to users' total Energy exactly like a Common Sneaker (<20% HP will cease to provide Energy).

Rainbow Sneakers have no Efficiency, Luck, Comfort, or Resilience. All Rainbow Sneakers start with 100%, unrestorable HP, and HP diminishes with energy consumption (ALL Rainbow Series Sneaker share an equal HP diminish rate). Rainbow sneakers with 0% HP can no longer earn GMT.

There will be 4 slots for **Rainbow Gems** on each Rainbow Sneaker. Removing Gems from Rainbow Sneakers will burn/destroy the Gems.

The Rainbow Sneaker does not have Minting Function, nor Level up, or Repair. The Rainbow Sneaker can only be sold or transferred when the HP is 100%. Rainbow Sneakers cannot be used in Sneaker Enhancement, and does not drop Mystery Boxes.

Rainbow Sneaker only have two attributes, Rainbow Power and HP.

Rainbow Power

Rainbow Sneaker under the same Series have the same Rainbow Power. Higher Rainbow Power results in higher GMT earning efficiency. Only Rainbow Gems can increase Rainbow Power further.

HP

Every 20% reduction in HP results in a proportional reduction of total Rainbow Power (Sneaker + Gem):

HP ≥ 80% = 100% Rainbow Power

60% < HP < 79% = 80% Rainbow Power

40% < HP < 59% = 60% Rainbow Power

20% < HP < 39% = 40% Rainbow Power

0% < HP < 19% = 20% Rainbow Power

HP = 0% = 0% Rainbow Power

Minimum Energy

The Rainbow Sneaker has a **minimum energy consumption requirement of 6**. Using the Rainbow Sneaker with less than 6 energy will result in an equivalent reduction in HP as if 6 energy were consumed.

Special Sneaker Skin

Special Sneaker Skin acquired from Enhancement and Marketing events comes in two types:

Temporary Skins

- ASICS 1&2
- Atletico Madrid
- SaaSGo
- Hypesaints
- World Cup event
- Xmas + NY: Letters, Socks, Sneakers

Permanent Skins

- Panda
- DeGods
- Ghost In the Shell
- The Whales x DefJam
- The Drip Haus Animated Skin
- Own The Doge
- Sunflower Land
- STEPNUMBER2 Gift Skin
- STEPNUMBER2 Skin

Temporary Skin will be lost if the same Sneaker are used for further Sneaker enhancement, Permanent Skin will be kept if the same Sneaker are used for further Sneaker enhancement.

Shoe-Minting

Shoe-Minting

Shoe-Minting Event (SME) is when users use 2 Sneakers they own as a blueprint to "breed", producing a Shoebox in the process. For reference, the 2 Sneakers will be called Vintages (Parents). Both Vintages need to be in the user's possession (not under lease) and have full durability to begin an SME.

Users can then select a Sneaker, by heading to the **Mint** tab, choosing the Sneaker to "breed" with, and pressing **Mint** to proceed. The user will instantly receive a Shoebox that can be opened immediately.

Users can perform a maximum of 7 SMEs per Sneaker. The higher SME count a Sneaker has, the more GST/GMT it will cost. Shoe-Minting costs for each Vintage is calculated separately and added together for the final Minting cost.

Shoe-Minting has a 48-hour cool down for both Vintages – Sneakers can still be used for movement.

Dynamic Minting Costs

Minting cost = GST (A) + [Base GMT (B) + Additional GMT ((A+B)*x)]

As of 15th June 2023, the additional GMT Cost is affected by the GST to GMT ratio "k", where k = GST / GMT

1. If $k < 1$, $x = 0\%$;
2. If $1 < k < 2$, $x = 100\%$;
3. If $2 < k < 5$, $x = 200\%$;
4. If $5 < k < 10$, $x = 300\%$;
5. If $10 < k < 20$, $x = 500\%$;
6. If $20 < k < 50$, $x = 800\%$;
7. If $50 < k < 100$, $x = 1300\%$;
8. If $k > 100$, $x = 2100\%$.

NOTE: Shoe-Minting cost will update daily on UTC 14:00. In extreme circumstances, we might adjust the Shoe-Minting cost multiple times a day.

The first two Shoe-Minting costs the same. Shoe-Minting has a chance to drop one extra Shoebox. The higher the Mint count, the higher the chance to drop multiple Shoeboxes.

The cost of Shoe-minting will be changed from time to time to balance the supply and demand of both GST and GMT.

Shoebox Quality is determined by the Vintage Sneaker's Quality:

Vintage 1 Quality	Vintage 2 Quality	Common Shoebox %	Uncommon Shoebox %	Rare Shoebox %
Common	Common	100	0	0
Common	Uncommon	50	49	1
Common	Rare	50	0	49
Common	Epic	50	0	0
Common	Legendary	50	0	0
Uncommon	Uncommon	0	98	2
Uncommon	Rare	0	49	50
Uncommon	Epic	0	49	1
Uncommon	Legendary	0	49	1
Rare	Rare	0	0	98
Rare	Epic	0	0	49
Rare	Legendary	0	0	49
Epic	Epic	0	0	0
Epic	Legendary	0	0	0
Legendary	Legendary	0	0	0

Users will get a new Sneaker once they open the Shoebox, with the Sneaker Quality determined by the Shoebox Quality:

Shoebox Quality	Common Sneaker %	Uncommon Sneaker %	Rare Sneaker %
Common	97	3	0
Uncommon	25	73	2
Rare	0	27	71
Epic	0	0	30
Legendary	0	0	0

Note: Legendary Sneaker drop is disabled at the moment.

The new Sneaker type is determined by the two Vintage Sneaker types:

Vintage 1 Type	Vintage 2 Type	Walker %	Jogger %
Walker	Walker	85	6
Walker	Jogger	45	45
Walker	Runner	45	7
Walker	Trainer	80	6
Jogger	Jogger	6	85
Jogger	Runner	7	45
Jogger	Trainer	6	80
Runner	Runner	6	6
Runner	Trainer	6	6
Trainer	Trainer	25	25

The new Sneaker's Socket type is determined by two Vintage Sneakers' Socket types:

Vintage 1	Vintage 2	Efficiency Socket %	Luck Socket %
Efficiency Socket	Efficiency Socket	70	10
Efficiency Socket	Luck Socket	40	40
Efficiency Socket	Comfort Socket	40	10
Efficiency Socket	Durability Socket	40	10
Luck Socket	Luck Socket	10	70
Luck Socket	Comfort Socket	10	40
Luck Socket	Durability Socket	10	40
Comfort Socket	Comfort Socket	10	10
Comfort Socket	Durability Socket	10	10
Durability Socket	Durability Socket	10	10

Shoe-Minting Variation

Sneaker Attributes are randomized according to their quality, regardless of their Vintage's Attributes.

Minting Scroll

1. Minting Scroll has five qualities, that matches the Sneaker quality.
2. Minting Scroll can be found from Mystery Box, it is not a guaranteed drop.
3. Minting requires 2 Minting Scrolls, 2 Vintage Sneakers, GST and GMT.
4. The Minting Scrolls need to match the Vintage Sneakers' quality.
5. Minting Scrolls are permanently burned after use.

Note:

Minting Scrolls are in-app asset and cannot be transferred to Wallet.

←	Previous Sneakers	Next Gems and Sockets	→
---	-------------------	-----------------------	---



Gems and Sockets

:

Gem Types and Level

Users are able to unlock Gem Sockets once their Sneakers reach a certain level, and are able to enhance their Sneaker Attributes by inserting the corresponding Gems into the unlocked Sockets (i.e. only Efficiency Gems can be placed into Efficiency Sockets).

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

1. Yellow: Efficiency
2. Blue: Luck
3. Red: Comfort
4. Purple: Resilience

By heading to the **Upgrade** tab under the **Gems** section, users can upgrade their Gems by burning **GST** and combining 3 Gems of the same level and type to a higher level (i.e three Level-1 Efficiency Gems to one Level-2 Efficiency Gem).

GMT will also be required to upgrade a Gem from Level 4 onward.

Note:

Low level Gems Upgrade has a chance to fail.

Gems are in-app asset and cannot be transferred to Wallet.

Gem Level	Name	Number of Gems to Upgrade to Next Level	Attribute	Av
1	Chipped	3	Find out in-app	+%
2	Flawed	3	Find out in-app	+%
3	Regular	3	Find out in-app	+%
4	Glossy	3	Find out in-app	+%
5	Flawless	3	Find out in-app	+%
6	Radiant	3	Find out in-app	+%
7	Luminous	3	Find out in-app	+%
8	Immaculate	3	Find out in-app	+%
9	Enchanted	NA	Find out in-app	+%

Warning: There is a certain percentage Gem upgrade which can fail from Level 1 - 5, if the upgrade fails, users will lose their Gems.

Awakening Effect: Gem boosts the Base Attribute of the Sneaker. i.e. A Level 2 Efficiency Gem will boost a Level 0 Sneaker with 5 Base Efficiency is $5 (\text{Sneaker Attribute}) + 5 \times 40\% (\text{Gem Awakening Effect to Sneaker Attribute}) + 8 (\text{Gem Attribute}) = 15$.

Socket Types and Quality

A Sneaker has four different Sockets, identified by colors that match a Gem type. Users insert Gems into the Socket to boost the Sneaker's Attributes. One Socket is unlocked each time the Sneaker reaches level 5, 10, 15, and 20 respectively. Higher Socket quality will give extra boost to the inserted Gem's Attribute.

Users will be able to see the Socket type without unlocking the socket, but NOT the Socket quality, which is determined by the Sneaker's quality:

Sneaker Quality	Socket Quality % (Common)	Socket Quality % (Uncommon)	Socket Quality % (Rare)	Socket Quality % (Epic)
Common	90	10	NA	NA
Uncommon	30	60	10	NA
Rare	10	30	50	10
Epic	10	10	30	40
Legendary	NA	10	20	30

Rainbow Gems and Socket

The Rainbow Gems can be applied directly onto Rainbow Socket to increase the Rainbow Power. There is no quality for Rainbow Socket. The Rainbow Gems cannot be used for further upgrade.

A user doing the Gems upgrade (needs 3 Gems of the same category) will have a chance to get a Rainbow Gem of the same level. E.g. Three Level 1 Efficiency Gem upgrade will have a chance to turn into a Level 1 Rainbow Gem.

Removing Gems from Rainbow Sneakers will burn/destroy the Gems.

←	Previous Shoe-Minting	Next Game Systems	→
---	--------------------------	----------------------	---



Game Systems



Here are the articles in this section:

Achievement & Badge System

Anti-Cheating System

Attribute Points Redistribution System

Earning Cap/Mechanics

Energy System

Enhancement System

Fusion System

HP System

Mystery Box System

Quest System

Success Rate Increment System

Tax and Fee System



Previous
Gems and Sockets

Next

Achievement & Badge System



Last modified 2mo ago



Achievement & Badge System

Objective

Achievement system aims to provide additional challenges to users, upon completing the Achievement, users will get Achievement Badge, the badge could be used as future proof of airdrop and have various future perks.

Achievements

Achievements will be continuously added in future seasons. Achievement (and its associated Badge or Title) comes in five qualities, each with completion criteria.

NOTE: If you have an earned/unlocked BUT unclaimed badge, THEN buy the same badge, the badge's 'unlocked' status will reset. (You will have to re-earn the badge). To avoid issues, please do not purchase badges that you have already unlocked.

Type

There are two types of Achievements:

INDIVIDUAL ACHIEVEMENTS: Achievements from specific milestones.

META ACHIEVEMENTS: An achievement from accomplishing a range of individual achievements.

There are two types of Achievement Badges:

INDIVIDUAL BADGES: Badges obtained from Individual Achievements; non-tradable (except Lucky/Unlucky badges).

META BADGES: Badges from obtaining Meta Achievements; tradable.

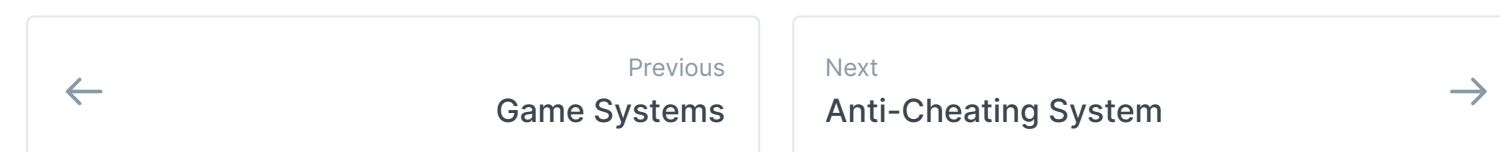
Acquiring achievements

Achievements are not granted automatically once user meets the achievement criteria.

1. When achievement criteria is met, the Achievement/Badge/Title can be acquired through spending Achievement points.
2. Achievement points are accumulated by users through GMT consumption and events participation.
3. There are a range of Achievements that do not require spending Achievement points.

Buying Home Page background

User can spend Achievement points to buy Home Page background, just simply tab the background from Home Page to enter the buying page.





Anti-Cheating System

Anti-Cheating System

Using devices that have been jailbroken, rooted, or with an altered OS will result in STEPN not working properly. Note that we will not assist you to retrieve your losing assets as a result of using GPS spoofing or hackware.

Three mechanics are used to stop cheating in the game, which includes the cheater's account being punished:

- Desensitized GPS data
- Motion sensor and health data
- A machine-learning STEPN'S Anti-Cheating System (SMAC)

After users long press the stop button and end the session, the SMAC System will take it time to analyze if users have exploited the STEPN move&earn mechanics.

A user starts with a 100/100 Turing Score (TS), the score is invisible to the users. When a user's Turing Score falls below a certain threshold, the user cannot interact with the NFT marketplace or transfer funds between spending and wallet accounts. If a user is moving outdoor without cheating, the Turing Score will gradually return to 100/100.

The SMAC System will add or deduct users' Turing Score and earnings once the analysis is done.

The following table outlines how the System works and you accept the Turing Score and token consequences that apply in these circumstances. The following table does not limit our rights to otherwise take action in connection with your misuse of the App or the Services.

Examples*	System Result	Consequence**
Reverse engineering	Cheating	No earning, reduce TS
GPS spoofing/hacking	Cheating	No earning, reduce TS
Motion simulation/hacking	Cheating	No earning, reduce TS
Move with multiple mobiles with STEPN activated at the same time	Cheating	No earning, reduce TS
Make animals carry phones with STEPN activated	Cheating	No earning, reduce TS
Run with a group of friends all with STEPN activated	No Cheating	Earning, increase TS
Carry two mobiles but only one with STEPN activated	No Cheating	Earning, increase TS

* Moonwalking is not part of the System's scrutiny, as the feedback from Moonwalking is instant, whereas the System only displays the result after the end of each session.

** If the reset token earning is GST, a portion of the GST will go to the Schadenfreude Pool. If the reset token earning is GMT, it will be refunded back to the total GMT release of the day.

←
Previous
Achievement & Badge System

Next
Attribute Points Redistribution System
→



Attribute Points Redistribution System



Users can reset their Sneaker's allocated points back to unused points by using GMT. Higher quality Sneakers will cost more GMT per point reset, regardless of Sneaker level.

← Previous
Anti-Cheating System

Next →
Earning Cap/Mechanics

Last modified 1yr ago



Earning Cap/Mechanics

Solo Mode Earning Cap

Solo Mode has both a **Daily Energy Cap** and **Daily Token Cap**. These limits restrict the amount of Energy and tokens that users can have per day.

Daily Energy Cap

Users start the game with 2/2 Energy. Max Energy Caps at 20/20. Users can increase their Energy by getting more or higher quality Sneakers (Refer to Energy System above)

Daily Token Cap

Users start the game with a 5/5 Daily GST Cap. The Daily Token Cap maxes out at 300 GST. Users can increase their Daily Token Cap by leveling up their Sneakers. User can further permanently increase the GST cap beyond 300/300 by by burning some GMT. This option will only become visible when you reach 90% of your current Daily Cap.

There is **NO** earning cap for GMT.

Solo Mode Earning Mechanics

GST

$$\text{Player GST Earning (E)} = N \times (\text{PSE} + \text{PSEC})^{\text{System value } 3} \times \text{randbetween}(\text{Parameter 1}, \text{Parameter 2}) \times X \times Y$$

$$\text{Energy Consumption (N)} = \text{Int}\left(\frac{\text{Player's Total Energy}}{5 \text{ mins}}\right)$$

$$\text{Average Speed Adjustment Factor (X)} = (K < \text{Min Speed} \times \text{System Value 1}) \text{ or } (K > \text{Max Speed} \times \text{System Value 2}) = 0$$

$$\text{Average Speed Adjustment Factor (X)} = [0, 1] \text{ Linear change when } [50\% \text{ Min Speed}, \text{Min Speed}] \text{ or } [1, 0] \text{ Linear change when } [\text{Max Speed}, 200\% \text{ Max Speed}]$$

$$\text{Durability Adjustment Factor (Y)} = \text{Durability} < 50\% = 0.9 \text{ or } \text{Durability} < 20\% = 0.1$$

1. K: Player's Average Speed
2. PSE: Player's Sneaker Efficiency
3. PSEC: Player's Sneaker Efficiency's Coefficient (Gem/Socket, NFT Badges)
4. System value: Value set by the game developer, subject to change.
5. Parameter: A range of system values

In short, the factors which affect GST Earnings are:

1. Total Energy
2. Movement Speed
3. Sneaker (Type, Attributes, Quality & Level)
4. Gem (Type, Level & inserted Socket Quality)
5. NFT Badges

←
Previous
Attribute Points Redistribution System

Next
Energy System
→



Energy System

Energy System

Energy replenishes 25% every 6 hours until it reaches to the Energy Cap. Users start with one Sneaker and 2 Energy Caps. Users can increase their max. Energy by holding more Sneakers. The calculation is as follows:

Sneaker No.	Energy	Move&earn time (min)	Note
1	2	10	Newbie
3	4	20	Daily User
9	9	45	Savvied User
15	12	60	Pro User
30	20	100	Athlete

Additional Energy (cumulative) is given to users for higher Quality Sneakers:

1. Owning an Uncommon Sneaker: +1 Energy
2. Owning a Rare Sneaker: +2 Energy
3. Owning an Epic Sneaker: +3 Energy
4. Owning a Legendary Sneaker: +4 Energy

EXAMPLE 1:

1 Uncommon Sneaker + 1 Common Sneaker = 3 Total Energy (2 Base Energy + 1 Bonus)

EXAMPLE 2:

2 Rare Sneaker + 1 Common Sneaker = 8 Total Energy (4 Base Energy + 4 Bonus)

Listing Sneaker on the Marketplace will result Energy and Energy Cap loss. Transferring Sneaker from one account to another account will result the Sneaker enters a Cooldown period, during Cooldown period, users cannot use this Sneaker.

Energy Bridge

Each Realm, whether old or new, will have its own Energy bar, that earns Energy and burns Energy independently of other Realms. However, you can get extra Energy in the NEW Realm if you hold at least 1 Sneaker in an OLD realm. **This is called the Energy Bridge.**

This extra Energy from the Energy Bridge is ON TOP of the Energy you get from having local Sneakers in that NEW Realm. The extra energy only gets activated when you hold at least 1 sneaker in the NEW realm.

When a NEW Realm opens, the Energy Bridge grants **+1 extra energy for each OLD Realm where you hold at least 1 Sneaker**. Regardless how many older Realms there are, you can only get a maximum of +3 extra Energy. This is the **ENERGY CAP**. This means that if we were to open an 8th Realm, even if there were 7 older Realms, you will only get a maximum of +3 extra Energy, NOT +7 extra Energy.

The ENERGY CAP diminishes by -1 every 30 days that passes, starting from the DAY the newest realm is opened. See example timeline below:

EXAMPLE 1: NEW 3rd Realm, 2 OLD Realms where you hold 1 Sneaker each: total of +2 extra Energy)

1. 1st month: +2 extra Energy (ENERGY CAP is 3)
2. 2nd month: +2 extra Energy (-1 ENERGY CAP, ENERGY CAP is now 2)
3. 3rd month: +1 extra Energy (-2 ENERGY CAP, ENERGY CAP is now 1)
4. 4th month: 0 extra Energy (-3 ENERGY CAP, ENERGY CAP is now 0)

EXAMPLE 2: NEW 8th Realm, 7 OLD Realms where you hold 1 Sneaker each: total of +3 extra Energy ONLY, because the maximum ENERGY CAP is 3

1. 1st month: +3 extra Energy (because ENERGY CAP is 3)
2. 2nd month: +2 extra Energy (-1 ENERGY CAP, ENERGY CAP is now 2)
3. 3rd month: +1 extra Energy (-2 ENERGY CAP, ENERGY CAP is now 1)
4. 4th month: 0 extra Energy (-3 ENERGY CAP, ENERGY CAP is now 0)



Enhancement System

Sneaker Enhancement

By burning GST, GMT, and 5 low quality Sneakers, users can either get a higher quality enhanced Sneaker, or a Rainbow Series Sneaker.

An enhanced Sneaker is defined as a Sneaker has 20% higher Min/Max attribute parameter:

Quality	Sneaker Attributes	Enhanced Sneaker Attributes
Common	1 - 10	NA
Uncommon	8 - 18	9.6 - 21.6
Rare	15 - 35	18 - 42
Epic	28 - 63	33.6 - 75.6
Legendary	50 - 112	60 - 134.4

The Sneaker enhancement rules:

1. The enhanced Sneaker's Sneaker ID will be the shortest/lowest sneaker ID inherited from the five burned Sneakers.
2. The enhanced Sneaker's Sneaker Type will be drawn randomly from the five burned Sneakers.
3. Each of the the enhanced Sneaker's Gem Socket types will be drawn randomly from the five burned Sneakers.
4. The enhance Sneaker's Skin will be drawn randomly from the current Skin repertoire available in the app. When there is a Skin event, Special Skins may be added to the possible selection (if the enhancement is done during a Skin event).
5. There is a small chance that the quality of the enhanced Sneaker can be two levels above (e.g. 5 common -> 1 rare).
6. There is a small chance that the enhanced Sneaker turn into a Rainbow or Rainbow Plus Sneaker, which are used for [GMT earning](#).

For example, for enhancement with 4x Walker and 1x Jogger, the chance of getting a Walker is 80% and the chance of getting a Jogger is 20%.

←

Previous
Energy System

Next
Fusion System

→



Fusion System



Burning a Sneaker B to have a chance to improve all 4 base attributes of Sneaker A. Sneaker A and B do **NOT** need to be the same quality, as long as Sneaker A's quality is better or equal to Sneaker B's quality (Sneaker B's quality cannot be better than Sneaker A's).

As a result, if users wants to improve the base attributes of an Uncommon Sneaker A with a Common Sneaker B, the final Sneaker will still be Uncommon but the attributes will be improved by Sneaker B.

The points of each attribute after Fusion will work as the following:

If the base attribute of B is higher than that of Sneaker A, then the new Sneaker will have a base attribute **randomly selected** between the base attribute of Sneaker A and Sneaker B;

If the base attribute of A is higher than that of B, then the number stays the same (as that of A)

For example:

Efficiency A = 16, Efficiency B = 28, burn B and you may get the new Efficiency A = 17 or 20 or 27 (it will be a randomly selected number between 16 and 28);

Efficiency A = 18, Efficiency B = 16, burn B and your Efficiency on Sneaker A will not change.

←
Previous
Enhancement System

Next
HP System
→



HP System ⋮

Overview

HP stands for Health Points, Freshly minted Sneaker has 100% HP, HP of a Sneaker decays as users spent Energy and use this Sneaker to move. HP of a Sneaker does not decay if users only use this Sneaker to provide Energy.

The Sneaker HP decay rate* is affected by:

1. Comfort value (Base Comfort, added Comfort via leveling or Gems), the higher the Comfort value, the slower the HP reduction.
2. Sneaker quality, the higher the Sneaker quality, the slower the HP reduction.
3. The amount of the Energy used is proportional to the HP reduction.

*** From the moment a Shoebox is opened and a Sneaker is revealed, HP will not decay for the first 48 hours. The 48 hours grace period will become invalid if the Sneaker is transferred/listed/traded.**

HP restoration

HP needs to be restored via burning GST and Comfort Gems. If left unattended, following penalty applies:

HP < 100% = Sneaker cannot be listed on Marketplace or transferred away.

HP < 20% = Sneaker cannot be counted to provide energy in that Realm.

HP = 0, Sneaker cannot be used for moving.

To restore HP, user needs to burn GST and Comfort Gems. The higher Sneaker quality, the higher the cost.

Note: Sneaker HP will restore to full after user level from Level 24 to Level 25.

Rainbow Sneaker HP Rules

Rainbow Sneakers' HP cannot be restored, for detail, visit [here](#).

← Previous Fusion System Next → Mystery Box System



Mystery Box System

Mystery Box

Mystery box value determines if there will be a Mystery Box drop:

$$\text{Mystery Box Value (V)} = N \times (\text{PSL} + \text{PSLC})^{\text{SystemValue}3}$$

- 1. PSL: Player Sneaker Luck
- 2. PSLC: Player Sneaker Luck Coefficient (Gem/Socket, NFT badges)

$$\text{Mystery Box Quality (Q)} = V \times \text{randbetween} n(\text{Parameter 1, Parameter 2}) \times Y$$

In short, the factors which affect Mystery Box Quality are:

- 1. Energy used in one single session
- 2. Luck value of Sneaker

Mystery Box has 10 levels and it costs GST to open. Mystery Box contain Gems and [Minting Scrolls](#). Transferring Sneaker from Spending Account to Wallet that result Energy reduction will end up with all Mystery Boxes on that Realm getting purged.

Level	Mystery Box Quality
1	Damaged Mystery Box
2	Refurbished Mystery Box
3	Common Mystery Box
4	Uncommon Mystery Box
5	Rare Mystery Box
6	Epic Mystery Box
7	Legendary Mystery Box
8	Enchanted Mystery Box
9	Master Mystery Box
10	Satoshi Mystery Box

There are in total of four Mystery Box slots shared by all Realms, once the slot is filled, users will not be able to receive new Mystery Box until the slot is freed up.

Note:

Mystery Box drop rate is not guaranteed.

Losing energy by listing a Sneaker in the marketplace will NOT burn/purge Mystery Boxes.

←

Previous
HP System

Next
Quest System
→



Quest System ⋮

Under Development

Daily Quest: Fix reward

Weekly Quest: Gain more quests

Monthly Quest: Token reward

Holiday Quest: Special NFT Sneaker Airdrop

← Previous
Mystery Box System

Next →
Success Rate Increment System

Last modified 1yr ago



Success Rate Increment System

Burn GMT to permanently increase following success rate (the improved % can be seen):

1. Improve 1% success rate of ALL Gem upgrade;
2. Improve 1% success rate to receive a higher quality Sneaker from opening Shoebox;
3. Improve 5% success rate to receive DOUBLE Sneakers from Shoe-Minting.

User can burn GMT for each category at max 5 times, and every time the cost will get more expensive.

If the original chance of Level 1 -> 2 Gem upgrade is 35%, improve 5 times will bring the success rate to 40% and adding a 25% chance on top of the original chance of receiving DOUBLE mint from Shoe-Minting.

[←](#) [Previous Quest System](#) [Next Tax and Fee System](#) [→](#)

Last modified 1yr ago



Tax and Fee System



Tax and Fee System

The game will charge different tax and fee to various In-app Activities as indicated:

In-app Activity	Tax (%)
Platform Fee	2
Royalty Fee*	4
Shoe-Minting	6
Sneaker Rental	8

*** The Royalty Fee are payable to the NFT creators.**

← Previous
Success Rate Increment System

Social Elements Next →

Last modified 1yr ago



Social Elements ⋮

Here are the articles in this section:

Sneaker Customization

← Previous
Tax and Fee System

Next →
Sneaker Customization

Last modified 3mo ago



Sneaker Customization



Sneaker Customization (Under development)

At Level 30, users have the option of burning GST/GMT/NFT to customize their Sneakers, including but not limited to - name changing, adding a quote, adding extra Attribute points etc. More detail about customization will be released soon.

← Previous
Social Elements

Next →
Social Systems

Last modified 1yr ago



Social Systems ⋮

Social-Fi systems will be revealed once we have completed all Game-Fi systems.

← Previous
Sneaker Customization

Next →
User PFP

Last modified 3mo ago



User PFP



Under Development...

By holding a PFP NFT in user's Wallet, users can wear this PFP NFT as their profile picture in STEPN.

← Previous
Social Systems

Next →
Leaderboard

Last modified 12d ago



Leaderboard



Coming Soon...

← Previous
User PFP

Next →
Other Systems

Last modified 12d ago



Other Systems ⋮

Here are the articles in this section:

Activation Code System

Inventory System

Referral System

Notification System

VIP System

Music System

← Previous
Leaderboard

Next
Activation Code System →

Last modified 3mo ago



Activation Code System ⋮

STEPN is an invite only game. User can earn ONE Activation Code for every 10 Energy spent, each user can only hold ONE activation code at a time, until it is used.

STEPN will disable Activation Code from time to time to facilitate marketing activities and promotion, if you do not need Activation Code to register, it means it is disabled.

[←](#) Previous
Other Systems

Next [→](#)
Inventory System

Last modified 1yr ago



Inventory System ⋮

The STEPN inventory has two separate spaces:

1. NFT Sneakers share one space, users are capped at 256 Sneakers
2. Gems, Mystery Box, Minting Scroll and Shoebox share one space, users are capped at 500 slots.

Note: Inventory space is shared across all Realms. If user has exceeded the inventory limit, the items are not lost, but they are not displayed in the inventory either until the user sells the surplus, or uses them.

[←](#) Previous
Activation Code System

Next [→](#)
Referral System

Last modified 11mo ago



Referral System



Coming Soon...

← Previous
Inventory System

Next →
Notification System

Last modified 6mo ago



Notification System



Under Development

Notification System shows the earning and expenditure of users, including:

1. Solo/Marathon/Background Mode earning
2. Marketplace earning - rental and trade
3. Gift and donation
4. Repair/upgrade/socket cost
5. Over/under speed penalty received in solo mode
6. Mystery box/Gem/Shoebox opening record

← Previous
Referral System

Next →
VIP System

Last modified 1yr ago



VIP System



User can utilize Apple's In App Purchase function to subscribe STEPN monthly VIP. This function will soon also be available on Android.

← Previous
Notification System

Music System Next →

Last modified 1yr ago



Music System



Users can subscribe to Apple Music in STEPN and begin listening to music while walking, jogging, or running with STEPN. All the user needs to do is select the album from STEPN and press the START button to commence listening.

← Previous
VIP System

Next
Realm →

Last modified 14d ago



Realm



What is a Realm?

A Realm is a server that hosts a fork of the game - different users play the same game in different realms. A Realm could be built on a new Layer 1 Blockchain, or on STEPN's existing Layer 1 Blockchain. STEPN work with its ecosystem partners to release new "Realms" to onboard more users and offers new values propositions.

Each Realm will have a large degree of liberty to define its brand and community culture. STEPN's ecosystem partners can define the color theme, utility tokens, visuals of the NFTs and the Realm narrative.

By creating new values propositions, STEPN ecosystem partners can enjoy:

1. Share royalty fee
2. High engagement with Ecosystem partner's community members
3. Organic growth of impact of Ecosystem partner's core community values

Basic Rules of Realm

Users will find different realms that share a set of common laws:

1. Energy are shared across realms under specific condition*
2. GMT are bridged across realms
3. The in-game utility tokens are NOT bridged across realms

* Energy are shared across realms through Energy Bridge:

1. When there is a new Realm released, other than the Energy provided by Sneakers on the new Realm, user can share a maximum of 1 Energy per old Realm to the new Realm.
2. The Energy Bridge will diminish over time - 1st month with 1 Energies shared per Realm, 2nd month with 1 less Energy shared compared to 1st month, 3rd month with 2 less Energy shared compare to 1st month until no Energy is shared.

STEPN's Realms

1. Solana Realm (Solana)
2. BNB Realm (BNBChain)
3. APE Realm (Ethereum)

← [Previous](#)
Music System

[Next](#) →
Marketplace



Marketplace

The Marketplace is where users can rent/lease or sell/buy their NFT Sneakers, Badges, and Gems. A simple filter and sort function is available in the Marketplace for easy navigation.

Trade System

User can buy and sell NFT Sneakers, Shoebox, Minting Scroll, Badge and Gems on the Marketplace.

1. For iOS, user can access Marketplace directly within the app and use Apple Pay to purchase the in-app currency **SPARK, SPARK** cannot be transferred outside the app, and it can only be used in the in-app Marketplace.
2. For Android, user can access Marketplace directly within the app.
3. Alternatively, user can visit <https://m.stepn.com/>

Note: As of 10th December 2022, all Sneaker prices will be in GMT. User only need SOL/BNB/ETH for gas.

Rental System (Coming Soon)

The main barrier we face to onboarding new users into a Crypto-related game is the complexity of the onboarding process. This starts with creating an Exchange Account, converting fiat to Cryptocurrency and navigating Web 3.0 with a Decentralized Wallet. STEPN aims to breach this barrier by introducing a Rental System.

By offering a smart rent/lease system, getting started is as easy as downloading the app and renting a Sneaker, ensuring that new users will not be deterred from exploring the game.

Users looking to rent can head to the in-app Marketplace. They will need to apply for rental, and after being paired with a leaser, will need to fully agree to the leaser's rental terms before the rental is approved. Each rental contract lasts for 24 hours, after which the Sneaker will be returned to the owner for repair.

A Rental Agreement can stretch up to 7 days based on a renter's credit rating. Failure to fulfill the terms stipulated in the Rental Agreement will result in a 1-star deduction from the renter's credit rating.

Whenever a renter completes a session in the Solo Mode, the Smart Contract will distribute the earnings in accordance with the Rental Agreement. The renter and leaser earnings are fixed (TBD). The system will reward renters with 0.1 credit per successful Rental Agreement fulfilled.

Credit System (Coming Soon)

Renters are required to complete a set of "scholar" quizzes to increase their credit rating. Once their rating reaches 2/5, they can start renting. This process ensures they understand all the fundamentals of the app, preventing renters from underutilising/misusing the app and not yielding any returns (i.e. running on a treadmill, or walking with a runner Sneaker)

Credit Rating is capped at 5/5.

← Previous **Realm** Next **Tokenomics** →



Tokenomics



Definition

Game Token: GST (Green Satoshi Token)

Governance Token: GMT (Green Metaverse Token)

For GMT token distribution and vesting schedule, please visit <https://stepn.com>

What is GMT?

GMT is the native token of the Find Satoshi Lab (FSL) ecosystem, with a fixed supply of 6 billion tokens. GMT are well used in all FSL ecosystem products to be burned, used and staked to unlock various functions and perks.

← Previous Marketplace Next GST →

Last modified 1yr ago



GST



Supply and Earning

GST has an unlimited supply and is earned when a user moves in Solo or Background Mode.

Following are the contract and bridge address:

GST (SPL) Contract address: *AFbX8oGjGpmVFywbVouvhQSRmiW2aR1mohfahi4Y2AdB*

GST (BEP20) Contract address: *0x4a2c860cEC6471b9F5F5a336eB4F38bb21683c98*

GST (ERC20) Contract address: *0x473037de59cf9484632f4A27B509CFE8d4a31404*

Binance Bridge:

BNB Chain : *0xb310f03758f5222b5b1bb59b7d997f0e77327d04*

Solana Chain : *B1YT25taioVePS81piB5fnJ8inkGfYsQhHsPP1CMCnRS*

GST Burning Mechanics (Destroying)

The GST is burned by:

1. Shoe-Minting
2. Repair and restore HP
3. Leveling up Sneakers
4. Gems upgrade
5. Unlocking Socket
6. Opening Mystery Box
7. Sneaker Enhancement

← Previous **Tokenomics** Next **GMT Earning** →



GMT Earning



GMT Earning Starting Date

Stage	Prerequisite	Event	Status
Stage 1	Infrastructure prerequisite	GMT Swap/Trade function opened	Done
Stage 2	Utility prerequisite	GMT use case incrementally implemented	Done
Stage 3	Burning prerequisite	GMT burning progress bar installed	Done
Stage 4	GMT Earning Event	GMT earning kick off once the progress bar hit 100%	Done

GMT earning is enabled on 28th Sep 2022.

GMT Earning Mechanics (General)

Following are the GMT been distributed to each pool daily:

Classic Pool: 20%

Rainbow Pool: 30%

Rainbow Plus Pool: 50%

Rainbow Infinite Pool: Schadenfreude Pool (Mechanics TBD)

There is **NO** earning cap for GMT. Rather, the earning is changing dynamically every 1 mins based on the live GMT earners at the time. Similar to the concept of Hashrates*, the GMT earning is calculated and settled every 1 minutes based on the total Rainbow Power (Rainbow Pools) and Comfort (Classic Pool) been utilized in this 1 minutes.

When GMT earning is launched, the Classic Pool will be launched first (100%), followed by the Rainbow Pool (40% Classic Pool, 60% Rainbow Pool), and then followed by the Rainbow Plus Pool (20% Classic Pool, 30% Rainbow Pool and 50% Rainbow Plus Pool).

* Hashrate refers to how much computing power is being used by a network (for example, the Bitcoin network) to process transactions. Take Bitcoin for example. Every couple weeks, the Bitcoin protocol automatically adjusts how difficult it is to mine new bitcoins based on the current Hashrate. When the Hashrate is high, the mining difficulty is high and thus reward is low. When the hashrate falls, the difficulty falls with it and thus reward is high.

GMT Earning Mechanics (Classic Pool)

*Classic Pool is designed for all the **Non-Rainbow Sneakers**, Classic Pool comprises 20% of daily released GMT. In Classic Pool, different Sneaker **types** plays a contributing factor to GMT earning just like how GST earning works.*

Level requirement

GMT earning is only available to Sneakers that reaches to Level 30.

Halving Mechanics

Each day, a set number of GMT will be unlocked to earn. The daily release of GMT is fixed until exactly two years after the GMT earning is enabled, which the daily release will be halved.

Pro rata Mechanic

The GMT earning per person are pro rata based. The more users earning GMT at a given time, the less GMT earning will be available per person. Vice Versa.

Comfort Mechanics

The more Comfort, the higher the earning.

GMT Earning Mechanics (Rainbow and Rainbow Plus Pool)

If the Classic Sneakers as the Generation Zero GMT earner. Then Rainbow Sneaker is the Generation One GMT earner. **There is a chance to get Rainbow Sneaker from Sneaker Enhancement of Common Sneakers.** Rainbow Plus Sneaker is the Generation Two GMT earner. **There is a chance to get Rainbow Plus Sneaker from Sneaker Enhancement of Uncommon Sneakers.**

Rainbow Sneaker and Rainbow Plus Sneaker will be released at different time:

Rainbow Sneaker is enabled on 12th Oct 2022.

Find out more about [Rainbow Sneakers](#).

GMT Earning Mechanics (Rainbow Infinite Sneaker & Schadenfreude Pool)

Coming Soon.

←	Previous GST	Next GMT Burning	→
---	-----------------	---------------------	---



GMT Burning



Supply

The GMT is minted at the Token Generation Event (TGE), with a total of 6,000,000,000 minted on 9th Mar 2022. Following is the contract address of GMT:

GMT on SOL:

<https://solscan.io/token/7i5KKsX2weiTkry7jA4ZwSuXGhs5eJBEjY8vVxR4pfRx>

GMT on BNB:

<https://bscscan.com/token/0x3019BF2a2eF8040C242C9a4c5c4BD4C81678b2A1>

GMT on ETH:

<https://etherscan.io/token/0xe3c408bd53c31c085a1746af401a4042954ff740>

GMT on Polygon:

<https://polygonscan.com/token/0x714DB550b574b3E927af3D93E26127D15721D4C2>

GMT Vesting Mechanics

30% of total GMT will be distributed to users through move&earn and Governance participation. To ensure the longevity of the STEPN project, the total release of GMT will halve every two years. For more about GMT token distribution and vesting schedule, please visit <https://stepn.com>

GMT Burning Mechanics (Destroying)

NFT

1. Burn GMT to reach level 5/10/20/29/30
2. Burn GMT to upgrade Level 4+ Gems
3. Burn GMT to mint ALL Sneaker qualities
4. Burn GMT to re-distribute Attribute points
5. Burn GMT to enhance a better quality Sneaker

Enhance In-app Mechanics

1. Burn GMT to permanently increase GST Daily Earning Cap
2. Burn GMT to permanently improve success rate of ALL Gem upgrade
3. Burn GMT to permanently improve the chance to receive a higher quality Sneaker from opening Shoebox
4. Burn GMT to permanently improve the chance to receive TWO Sneaker from Shoe-Minting

Schadenfreude Pools (Under re-design)

'Schadenfreude is the experience of joy that comes from learning of the failures of another.'

Coming Soon.

GMT Staking Rules

Coming Soon.

[←](#) [Previous](#)
GMT Earning

[Next](#) [→](#)
GMT's additional utility



GMT's additional utility ⋮

DOOAR

Coming Soon...

MOOAR

- MOOAR members can use GMT as Ticket to vote on MOOAR's Launchpad's project, successfully winning voting on the winning project will entitle user to join a Raffle Pool to win the minting right of the project.
- MOOAR members can use GMT to trade NFTs on MOOAR.
- MOOAR members can burn GMT to create AIGC NFT collection, or to train their own profile engine.

[←](#) Previous
GMT Burning

Next [→](#)
Governance & Ecosystem fund

Last modified 5mo ago

Governance & Ecosystem fund

GST Burning

All GST users spent in the app are burned daily from the Spending Account.

Team's Profit

The Platform Fee and Royalty Fee are reserved to the team to sustain its operation, no less than 5% of the Team's profit will be sent to the Ecosystem fund. Following are the Team's Profit on both Solana and BNBCChain, which will be taken on daily basis:

Fee on Solana: `Ffbor3Zx46oGPK59S7drZjcTSt8mygZGwC5qkcHLPtWV`

Fee on BNBCChain: `Oxb7D0749a64345552Ef01fF54D6864202215A09a1`

Fee on Ethereum: `Oxb7D0749a64345552Ef01fF54D6864202215A09a1`

Governance

The other taxes collected by STEPN will be funneled into a Treasury pool, which will be up to the GMT staker to decide:

Voting Option	Profit Distribution	Consequence
Generous Giver	70% Carbon Offsetting, 30% dividend	Reward voters' GMT
Kind Giver	55% Carbon Offsetting, 45% dividend	Reward voters' GMT
Matcher	40% Carbon Offsetting, 60% dividend	NA
Greedy Taker	25% Carbon Offsetting, 75% dividend	Burn voters' GMT
Selfish Taker	10% Carbon Offsetting, 90% dividend	Burn voters' GMT

Voting Power

By locking the staked GMT, users will get higher voting power:

Locking Period	Weight
1 month	1
3 months	4
6 months	8
1 year	16
2 years	32
3 years	64

Ecosystem fund (Treasury)

Every month, 0.3% of the total supply will be unlocked, which equals to 18,000,000 GMT. These GMT will be used to support building STEPN's global ecosystem. Unspent GMT will be held in the STEPN treasury.

Treasury address: `stepnmTZcdZQ6HDqUVoU6KcYP8kBAHKzyj2jpiiwaH`

On 6th July 2022, 50,000,000 SPL-GMT from the Ecosystem fund are burned and 50,000,000 ERC20-GMT are minted to serve as the liquidity bridge between SPL/BEP GMT and ERC20-GMT.

SPL TX (GMT burn):

<https://solscan.io/tx/vwNRM9nPMXKyJhK2VifCEXaNPRcPDFPcz4biKQIJ7FgqgvGJM69SbmLsLTU5eu8K3uhwQVfMjXJe51kJGMrzcF>

ERC20 TX (GMT mint):

<https://etherscan.io/tx/0x1e8443480619c03fa9a3274042ae15cf8fa353d5fa101e8fd0ac148e2ab8271d>

<https://etherscan.io/tx/0xba78f5fcee6eaf48e25a5c87d62ca1d7603d27ef1ae065375741a7fdf7e19244>

Following is the Trade Fee holding address from DOOAR. The address will convert the fee into stablecoins for future ecosystem efforts:

ERC-20: `0x08b60476688D222473eaf360Da63d9627e73054C`

On 7th Dec 2022, 50,000,000 SPL-GMT from the Ecosystem fund are burned and 50,000,000 ERC20-GMT are minted to deposit to Binance, a withdraw of 50,000,000 SPL-GMT is issued and sent back to the STEPN Ecosystem fund address:

Burning on Solana:

<https://solscan.io/tx/4YYMD3KQrEGQPbv2t5k8LMFQnikkz4QbFyBMfnCGDL1irwig4C9zFCuFtNrZo8ypJiLTxJg9aTmQGheR24gsxt3D>

Minting on Ethereum:

<https://etherscan.io/tx/0x483fb4618dec39b64ea30677f3f1f1b2ba8f5e564e5805f5f85ac58eb87cb91f>

Transfer to Binance:

<https://etherscan.io/tx/0xd0cdfa8ab385c727f9ec755cb7d3848871e34eb641da66376f7b0eb68b9d34e4>

Transfer back to Ecosystem fund:

<https://solscan.io/tx/AjhDvjvFKQC4EBkbbAHod9t5RYbNggzAiSD7AHLfs6XxqYARzLN4FcigVzMNIY34TbW1tQyegUquqkKXQx4y2XF>

Marketing expenditure: 3.6 million GMT will be used for marketing expenditure monthly from the monthly vested Ecosystem Fund.

On 17th June 2023, 3.085 billion SPL-GMT were burned on Solana Chain and minted on Ethereum Chain.

The GMT Mint Rights on Ethereum Chain were burned afterwards. The ERC-GMT were moved to a multi-signature address for monthly distribution. The 3.085 billion SPL-GMT comprises of the remaining GMT balance of Investor, Advisor, Team and Ecosystem Fund.

Burning evidence of SPL-GMT:

<https://solscan.io/tx/tvmkLbqqM9z1qHrgr75fp3Z8nWSq2YXcn7jXsr1wd2Vmq2L72QF3bAUrkiojZvfrsdHehhMR8BFaMR7thG3Joy>

<https://solscan.io/tx/5kW6W3htaH9Zggxz5JoVPGft8VJepVX3LUaqbZgfiZmmb96XZN9zhggu8o5Hk7rJt56PCwwZbtPScuU7GGgrZZQ>

Minting evidence of ERC-GMT:

<https://etherscan.io/tx/0xf9b9b5f80bd01712244f767505997ccc9a8d479c5908454ce0ba8b5a79c679a8>

<https://etherscan.io/tx/0xd0d540fa757a09b12a8955edf1cce41134beced65259342cfd1d4e7f0399bdf>

Evidence of destroying Minting right on Ethererum Chain:

<https://etherscan.io/tx/0x9119f936b2e8442fd23c6d194eaca031708f620c89b8cfbd478a8177015f0429>



Decentralized Wallet



Stage 1 Decentralized Wallet:

1. Is built into the game
2. Supports three chains' asset: SOL, BNB & ETH
3. Has a Swap (Trade) function with liquidity
4. Wallet backup function

Stage 2 Decentralized Wallet (Coming Soon):

1. Offers multi-chain asset deposit and withdraw
2. Supports NFT PFP (Profile Photo) display for ETH and SOL
3. New UI/UX

← [Previous](#)
Governance & Ecosystem fund

[Next](#) →
Decentralized Exchange

Last modified 1yr ago



Decentralized Exchange

STEPN has built its own multi-chain Decentralized Exchange (DEX) **DOOAR**, it will undergo a few stages as outlined below:

Stage 1: A STEPN in-app swap without an independent front end: the swap only serve users within the STEPN app

Stage 2: A DEX with a front end: anyone can provide liquidity to GST/USDC & GMT/USDC pairs.

Stage 3: A DEX with a front end: anyone can create liquidity pools for other tokens (MULTI-CHAIN).

The swap within STEPN will charge 1% trading fee. In this 1% fee:

1. 0.3% will be rewarded to the liquidity providers.
2. 0.6% will be held at a separate address to give back to the STEPN ecosystem. The potential use cases include: a) GMT buyback and burn; b) NFT sneakers buyback and burn; c) Support ecosystem building events ; d) Community giveaways and raffles.
3. 0.1% will be used for the future development work.

The contract address of **DOOAR** is:

Solana:

Dooar9JkhdZ7J3LHN3A7YCuoGRUggXhQaG4kijfLGU2j

BNBChain:

Factory: 0x1e895bFe59E3A5103e8B7dA3897d1F2391476f3c

Router: 0x53e0e51b5Ed9202110D7Ecd637A4581db8b9879F

Ethereum:

Factory: 0x1e895bFe59E3A5103e8B7dA3897d1F2391476f3c

Router: 0x53e0e51b5Ed9202110D7Ecd637A4581db8b9879F

Dooar is officially released on 17th August 2022, the DEX address is dooar.com

← [Previous](#)
Decentralized Wallet

[Next](#) →
Carbon Offsetting



Carbon Offsetting



Carbon Offsetting

STEPN will donate its profit to combat Climate change via burn Carbon Credit, for detail, please visit:

<https://nori.com/stepn>

Donation System (Under Development)

Users can choose to donate their GST Earnings, which will be swapped to USDC/Fiat, and donate to Carbon Credit Buying/Burning. Donation is voluntary.

← Previous
Decentralized Exchange

Next
Privacy →

Last modified 1yr ago



Privacy ⋮

STEPN has no interest in profiting from users' data; **STEPN** strictly follows the Google and Apple Privacy requirements. Please read our privacy policy below:

<https://privacy.stepn.com/>

← Previous
Carbon Offsetting

Next →
Security

Last modified 1yr ago



Security



Smart Contract Auditing

STEPN's Smart Contract is audited by Verilog Solution, for detail, please visit:

<https://hackmd.io/@verilog/stepn-audit>

2FA

STEPN has integrated Google 2 Factor Authentication to safe guard users' transaction and change users' information. Please save your 2FA code at place that is safe. Resetting 2FA could take month.

Note: Users should never give away their Verification Codes nor 2FA Code to anyone, not even to the STEPN team, as we don't need it/use these codes. Only scammers ask for these codes.

Security

Aside from allowing players to log in with a password, user can also use a one-time Verification Code system sending to their email address to log in.



Previous
Privacy

Next

Getting Help





Getting Help



In you have trouble with the app, please use following link to contact our customer supports:



[Submit a request – STEPN](#)

Note:

Please be aware of scammer and hackers! We will never ask your password or to remove your security measurements.



Previous
Security

Next
Change Log



Last modified 6mo ago

Change Log

9th Jan 2022 Update

- Shoe-Minting has a 48 hours cool down for both Vintage Sneakers.
- Mystery Box does not always contain loots, and if a player reaches the daily GST Cap, the player will not receive GST from the Mystery Box exceeding the daily GST Cap.
- Activation code is available in-app, each STEPn player has a certain amount of Activation Code they can give to their friends and family. After the player gives out all of the Activation Codes, for each 10 Energy spent in STEPn, the player will be able to generate one extra Activation Code.
- Update the Energy calculation formula.

14th Jan 2022 Update

- Overview update.
- Fix wording: Comfortability to Comfort; player to user.
- Change default credit from 2 to 3.

16th Jan 2022 Update

- Clarify on Shoe-Minting cool down mechanic.

23rd Jan 2022 Update

- Rare Sneaker Shoe-Minting now require GMT.

24th Jan 2022 Update

- Add more explanation to the GST Base Return.
- Add more explanation to the repair mechanism.

4th Feb 2022 Update

- Comfort value replaces Efficiency to determine GMT Earning.
- GST and GMT cannot be earned at the same time.
- Change move2earn to move&earn.
- Move&earn on GMT will halve every three years.
- Add Customisation function.
- Socket removal no longer costs GST.
- Change Shoe-Minting cost.
- Marathon Mode rewards both GST and GMT.
- Marathon Mode rewards more participants.
- Add Social-Fi elements/systems to the Whitepaper.
- Gem upgrade needs GMT beyond Level 4.
- Gem upgrade might fail between Level 1 - 5; if upgrade failed, Gems will be destroyed.
- Change Socket Special Effect %.
- Adding Sneaker Attribute Reset feature.
- Trainer earning amended in the Whitepaper to reflect the actual Earning.

9th Feb 2022 Update

- Mystery Box now drops GST, Gems (Level 1 – 2), NFT Sneakers (Common, Uncommon).

19th Feb 2022 Update

- Sneaker's optimal speed has been readjusted to be user-friendly.
- Upon receiving Mystery Box, opening countdown starts automatically.
- Gem System has been reworked. Adding Awakening Effect - a multiplier to Sneaker's Base Attribute.
- Gem name has been reworked.
- Gem upgrade has a chance to fail now, the lower the level, the higher the chance to fail.
- Shoe-Minting cost has been reworked, first two mints now costs the same.
- Shoe-Minting has a chance to drop one extra Shoeboxes, the higher the Mint count, the higher the chance to drop two Shoeboxes.
- The 2% Marketplace Trading Fee will be reserved to the team to sustain its operation. No less than 5% of the Trading Fee will be given back to the STEPn ecosystem.
- Sneaker quality drop rate from opening Shoeboxes has been adjusted.
- Shoe-minting drop rate on Shoeboxes' quality has been adjusted.

5th Mar 2022 Update

- Increase the Gem Upgrade success rate.

6th Mar 2022 Update

- Clarify the Activation Code Rule.
- Clarify the Resilience/Repair Cost Rule.

20th March 2022 Update

- Update Anti-Cheating System section.

3rd April 2022 Update

- Update GMT earning mechanics.

16th April 2022 Update

- Add Inventory System under Other Systems.
- Gem attributes and awakening effects have been permanently buffed.
- Mystery Box waiting time has been permanently reduced (by 48 hours).
- A base cost is added to open Mystery Box once the timer runs out.

25th April 2022 Update

- Add Security page.
- Add Co-branded Sneaker section under Sneakers.
- Add Genesis Sneaker section under Sneaker.
- Epic Sneaker minting is available now, Legendary Sneaker minting is still disabled.
- Amend Carbon Offsetting page, STEPn has made its first \$100k donation to carbon removal in April 2022.
- Balance Shoe-minting cost by adding GMT cost and reducing GST cost.
- Add Ecosystem fund section under Governance & Ecosystem fund.

2nd May 2022 Update

- Shoe-minting cost for common Sneaker has change to 50% GST and 50% GMT.

9th May 2022 Update

- Adjust Shoe-minting cost page.

16th May 2022 Update

- Update Shoe-minting cost changing time.
- Update 2FA section under Security.
- Update Team's Profit page under Governance & Ecosystem fund.
- Update Treasury address under Governance & Ecosystem fund.
- Update the GST earning cap description under Game-Fi System.

6th June 2022 Update

- Add download links to the Getting Start Page.
- Add Mystery Box System Page to explain the new Mystery Box system.
- Add more information to Anti-Cheating System Page of how STEPn's Anti-Cheating System (SMAC) works.
- Add GST Burning, Team Profit, Ecosystem Fund details to Governance & Ecosystem fund Page.
- Update Energy System Page
- Update Inventory System Page.

8th June 2022 Update

- Change Minting Cooldown from 48 hours to 72 hours.
- Increase Base Minting Cost and amend Dynamic Minting Cost.
- Add more detail to Realm Page.
- Add Sneaker Customization Page under Social-Fi Element.
- Add NFT Burning System under Game-Fi Systems Page.
- Add Decentralized Exchange Page.

15th June 2022 Update

- The new Sneaker's Socket type table has been amended under Shoe-Minting Page.
- Add Minting Scroll description under Shoe-Minting Page.
- Amend Anti-cheating logic under Anti-cheating System Page.
- Mystery Box now drops GST.
- Add more detail to Genesis Sneaker under Sneakers Page.

21st June 2022 Update

- Add Energy Bridge under Energy System Page.
- Amend NFT Burning System Page.

6th July 2022 Update

- Burned the Ecosystem fund to provide liquidity between SPL/BEP GMT and ERC-GMT.

18th July 2022 Update

- Enhancement now requires Sneaker mint count ≥ 2 .
- Minting Cooldown has been reduced to 48 hours from 72 hours.
- In extreme cases, Dynamic Shoe-Minting Cost could be changed multiple times a day.
- Rephrase Energy Bridge under Realm to add clarity.
- Add HP System under Game-Fi Systems Page.
- Comfort value now affect HP decay rate.

26th July 2022 Update

- Leveling from Level 24 to Level 25 will restore HP to full.
- Clarify on how Energy Bridge works under Energy System Page.

15th August 2022 Update

- Remove the 3-Energy requirement for GMT earning to simplify game-play.
- Minting Scroll now is traded with SOL, BNB and ETH instead of GMT to reduce operating complexity.
- Add Rainbow Sneaker section under Sneaker Page.
- Add Rainbow Gem and Socket section under Gems and Sockets Page.
- Add Attribute Points Redistribution System Page.
- Add Fusion System Page.
- Add GMT Earning Page.
- Add Success Rate Increment System Page.
- Add VIP System Page.

27th September 2022 Update

- Change GMT earning halving mechanic - instead of linear halving, a cliff halving mechanic is used.
- Change GMT earning halving mechanics - instead of 3 years halving, 2 years halving is used.
- Change GMT earning settlement mechanics - instead of a 5 minutes settlement duration, 1 minute settlement duration is used.
- Durability affects both Sneaker's GST/GMT earning efficiency.

12th October 2022 Update

- Rainbow Sneaker is enabled.

1st November 2022 Update

- Add GMT's additional utility Page.

6th December 2022 Update

- Added Marketing expenditure explanation to Ecosystem fund.
- Added Dark mode.
- Update detail of how Inventory System works.
- Update detail of how Mystery Box works.
- Update Marketplace Page, as of 10th December 2022, all NFTs (Sneakers, Gems, Minting Scroll) prices will be in GMT.

20th February 2023 Update

- Browser Marketplace update. Add primary sale function, and users can browse without the need to log in.

8th May 2023 Update

- Update the Achievement Page to Achievement & Badge Page, removed Badge Page.
- Add Special Sneaker Skin section under Sneaker Page.

24th May 2023 Update

- Add Getting Help Page.
- Modify the whitepaper to include iOS IAP Marketplace.
- Add Ghost in the Shell Skin under the Permanent Skin collection.

14th June 2023 Update

- Edit the Dynamic Minting Cost, the additional GMT cost is now determined by the GST to GMT ratio, instead of GST price.

16th August 2023 Update

- Moving above or below Optimal Speed will yield sub-optimal return on both GST and Mystery Box.
- Please note if you have an earned/unlocked BUT unclaimed badge, THEN buy the same badge, the badge's 'unlocked' status will reset. (You will have to re-earn the badge). To avoid issues, please do not purchase badges that you have already unlocked.

20th September 2023 Update

- Add more permanent Skins.
- Add explanation of how enhancement chance work.

15th November 2023 Update

- Simplify the Genesis Number rule.
- Rainbow Sneaker now has a minimum energy consumption of 6.
- Update the Sneakerification System.
- Add "User PFP" and "Leaderboard" Page under Social System (Under Development...).
- Add "Music System" under Other System.

20th November 2023 Update

- Update GMT contract address on SOLANA/BNB CHAIN/ETHEREUM/POLYGON