



## Virtual Reality Sports on Blockchain 3.0

With Smart Sensor Suits for **Earning while you play**



### Decentralised Kinetic Data Exchange

Creating Kinetic Data Liquidity using our Internet Of Things Ecosystem

Earn from your skill at VR eSports and even earn by testing VR games on a blockchain with POS Testing.

Support Real World causes as you compete, spectate & speculate in Real & Virtual Worlds.

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# Executive Summary

At dStadia we are already creating a whole new kind of big data. Human and animal biokinetic data. Recorded at ultra high resolutions not seen before.

dStadia is a decentralized network of smart wearable suits and accessories for collecting biokinetic data from vehicles, humans or animals at a 10X higher rate of technical accuracy than a UHD camera, motion capture studio.

This is because dStadia biokinetic data is recorded at up to an astonishing three thousand cycles per second (3 KHz), making it useful for injury impact assessment in the field, post injury recovery monitoring, as well preventative applications and a host of other applications across most established public and private industries where human labour is required and safety a concern.

dStadia is special because our unique technology will empower users through blockchain 3.0 to become their own digital asset in this newly emerging financial digital asset class of biokinetic data and also provide them the option to exchange their kinetic data with other users or realize financial liquidity from it, by selling their bio and kinetic data to medtech, pro sports and AI companies.

In addition dStadia also provisions a virtual reality world, our pre alpha is already compatible with market leading, high end Head Mounted Displays (HMDs) such as Oculus and Vive. dStadia world provides VR and AR games that are also designed to work with dStadia suits and accessories via our proprietary Self Development Kit or SDK.

Virtual Reality game developers will also be able to build the apps they want to build and submit them for voted inclusion into the dStadia, blockchain based, competitive gaming network, with tokenised rewards at hypercompetitive payout percentages compared to Steam or Oculus stores.

The dStadia web site will publish all dStadia transactions in a human readable and transparently accountable form in harmony with user expectations of the wider blockchain community.



# 6 Converging Markets

## 1 Virtual Reality

\$9.1 billion market cap in 2017 and predicted to rise to \$354 billion in 2020

## 2 Blockchain

\$18 billion market cap in 2016 and predicted to rise to \$1 trillion by 2020

## 3 Sports Apparel

\$168 billion market cap in 2016 and predicted to rise to \$188 billion in 2020

## 4 Smart Clothing

\$3 billion market cap in 2015 and predicted to rise to \$38 billion in 2022

## 5 Big Data

\$131 billion market cap in 2016 and predicted to rise to \$203 billion in 2020

## 6 Gamification & Gaming

\$101 billion market cap in 2016 and predicted to rise to \$128 billion by 2020

dStadia will grow with these Emerging Markets by using virtual reality, blockchain, sports apparel, smart clothing, big data and gamification to create a platform for competitive VR and real world, smart sports, but with an immutably democratic charitable and community-beneficial service provision to impact planet wide posterity through real time, democratic, smart charity.

## Axiological Solution

Axiology is a set of philosophical worth that depends crucially on notions of value. dStadia's axiological solution to the 4 converging markets uses blockchain 3.0 technology to "re-present" human competitive effort in a tokenised and speculative form, whilst promoting personal brands and autonomously rewarding democratically elected causes.



Smart Sports



Kinetic Data



DSTADIA



Blockchain



Virtual Reality

# Intrinsic Governance

dStadia will operate an openly transparent, public transaction ledger, providing accountability for all transactions involving value exchange as well as voting and election ledgers. These ledgers will be published into human readable reports on the supporting website.

## Democratically Determined Eligibility

dStadia will operate multiple voting systems for creating a dynamic flow of cause inclusion and exclusion as well as fluid autonomy and dynamic and truly democratic, intrinsic government.

## Non-profit Causes & Charities

Causes are not for profit entities, personal causes, or startups and crowdfunding initiatives. Any player can nominate a Cause for inclusion into dStadia's 'Community Donation Eligibility Poll' (CDEP) .

## Curators

Curators oversee community communications and settle disputes within clans and tribes. Curators are voted in via Community Curator Election or CCE.

## Custodians

Custodians oversee sporting events in a referee capacity to adjudicate on matters of contention between competitors. Custodians are voted in via a two stage process , first a Community Custodian Eligibility Poll or CCEP then a final Community Custodian Election Ballot or CCEB. Accountable competitive refereeing.

## Profit Focused Causes & Startups

The dStadia community will vote periodically on For Profit Causes and Brands eligible to advertise in dStadia and offer VR Point of sale throughout dStadia's gaming lobbies. These entities are voted in via Community Commercial Affiliate Election or CCAE.

Decentralised systems operationally deal with malicious actors through non violent means, like engineered de-incentivisation. To this end dStadia has taken inspiration from the Steemit reputation system to provide behavioural accountability to the benefit of all players, developers, causes and brands through ubiquitous interest alignment in intrinsic governance.



# Speculation

Speculate altcoin on your own skills in Peer to Peer virtual reality games.

## Peer to Peer

Single players of VR sports games can speculate with each other for tokens on who will win the match. The winner will then receive the pre-agreed value exchange via tokens, minus a transaction fee which remunerates developers and spectators.

## Peer to Platform

Spectators may also speculate directly through dStadia on upcoming matches and tournaments through the dStadia's social multiplayer lobbies, with odds algorithmically set by a performance.

## Speculation Specifications

All speculative actions in the dStadia network will carry a 10% transaction fee which is split between the developer of that game and the top voted causes from the periodic donation eligibility poll, which is a truly democratic voting process open to anyone in dStadia.

## Speculation Age Restrictions

All speculative actions in the dStadia network only be available to adults over 21. Declaration of age must be made before being able to speculate and acceptance of the additional terms and conditions involved for speculative accounts.

## Speculation Regional Restrictions

All speculative actions in the dStadia network will only be available to regions that do not pose regulatory concerns to dStadia such as the United Kingdom.

## Not a Casino

There will be no games of chance available to players throughout dStadia. All speculations that occur in dStadia are speculations on skill and performance only. dStadia does not enable or support third party gambling organisations.



# Posterity

We have developed strategic participation incentives such as 'paid to spectate' and 'network tournament community' and 'charity donation provisions' to be immutably set and recorded in blockchain.

All our community participation incentives focus on fair remuneration in tokens for behaviours that positively impact the community wide ecosystem. We reward civic responsibility. Actions which deliver the dStadia community higher elements of civic responsibility will carry a proportionally higher participation reward.

Democratically elected causes receive donations.

All speculations and other network wide value exchange transactions are processed using blockchain for immutability, transparency and accountability.

## DACC = Community

dStadia is a community first.

So in congruence with this, the dStadia platform is a community focused service. To align the dStadia platform with the interests of dStadia's global community we have designed something other than just a virtual reality gaming platform, we designed the world's first VR EOS dApp and Decentralised Autonomous Charitable Community (DACC).

This dStadia DACC enables everyone to create, play and earn through Competing, Supporting and Speculating in our Virtual Reality Gaming Tournaments while supporting causes they love from every speculation or optionally from every competition or tournament.

dStadia will positively impact posterity through democratic donation autonomy by leveraging a virtual reality competitive gaming and socially responsible service provision.

dStadia will enable the world to make itself a democratically better place through improved leveraging of human competitive effort and technology like Virtual Reality and blockchain.



# Social Responsibility

In harmony with emerging social global mega trends like social responsibility, dStadia also offers players an option to set percentages of their own winnings to be donated to eligible causes.

No gas cost for users to exchange value with each other because dStadia is built on EOS. There is no gas cost for P2P transactions because EOS does not use Proof of Work and so computational power is not wasted on reverse hashing blocks to verify transactions, or mining. Proof of work or GAS driven blockchains equate to metered transactions the proceeds of which are lost on mining.

Mining has an enormous impact on the environment through electricity consumption and so using a POW blockchain for an application like dStadia would be socially irresponsible.

# Continuous Autonomy

dStadia is self governing but also achieves “continuous autonomy” through self funding. Network allocated portions of the speculative transaction fees are deposited into a workers fund to pay democratically voted contractors to carry out elected worker proposals to the dStadia platform.

Worker proposals are mandatory and so funding of future platform development is guaranteed as set forth in the dStadia Constitution. This helps dStadia avoid some of the governance issues of Steemit and Bitshares.

# The dStadia Constitution

All members dStadia such as Players, Developers, Causes and Brands will have to agree to abide by the dStadia Global Community Constitution also called the dStadia GCC. The GCC stipulates guidelines for interaction in the dStadia network. Failure to abide by the dStadia GCC results in loss of civic reputation and ultimately Player, Developer, Cause and Brand category bans for repeated breaches of the dStadia GCC.

The dStadia Constitution will be based on the EOS constitution proposed on EOS GO by [Thomas B Cox](#) found [here](#).





# Players & Competitors

Play all games for free. Speculate on your own competitive skill using tokens in Player versus Player (PVP) matches with the option to set a percentage of your winnings to be donated to your favourite Causes.

Non-Competitors can speculate on who will win upcoming PVP matches using tokens as a basis for speculative exchange. Non-Competitors are rewarded with tokens when spectating and receive additional bonus tokens when spectating in a PVP match or tournament where friends, clan or tribe members are competing.

# Harnessing Personal Brand

Individual players compete against one another in individual matches.

Our avatars will be fully customisable in terms of style and accessories.

Players will be able to create their own personal tokens with values being set by algorithmic assessment of participation metrics of competitive performance.

# Personal Rewards

Players are rewarded in tokens for civic duties they carry out in dStadia.

Players can win tokens in competitions and from other players in Peer to Peer speculations. Players can speculate from the Lobby areas on the results of upcoming tournaments.

Each player will have a dStadia birthday, which will be the day they first logged in. Every year on each players dStadia birthday, dStadia will send them a unique 3D printable, non fungible item linked to a custom token which recognises their dStadia age.



Smart Sports



Kinetic Data



DSTADIA



Blockchain



Virtual Reality

# User Wallets & Savings

Each user account has two value storage containers in their dStadia wallet.

The first, just called the current account, is a classic transaction wallet and funds in here are fully liquid.

The second is more like a vault, or a savings and investment value container address. In dStadia it is called a Less Liquid Vault or LLV. By transferring funds to this container, the user agrees to store that value for at least 30 days scaling, up at intervals to 1 year or more. So the player can select an illiquid period that suits them.

The purpose of the LLV is to provide extra security for high value accounts as large funds in the savings account will be not be easily accessible or fully liquid like the tokenised funds in current account.

# Micro Donating to NFP Causes

A player can use the balance in their Wallet or their LLV to donate any amount of tokenised value at anytime to "Not-for-Profit" Causes voted in by CDEP such as personal causes. This provides the entire network full autonomy on personal "Peer to Cause" donations with regards to the level of donation and the recipient cause.

As dStadia uses blockchain generation 3.0 technology there are no fees for sending money to another dStadia user. It is completely free to exchange value P2P in dStadia. This enables real time micro investments in causes voted in by the dStadia community as well as P2P micro speculations and transactions. Only speculations carry a fee, which is used to reward elected causes and developers.

# Opt In Additional Contributions

Players can Opt In to set their own donation amounts in addition to the donations derived from the speculative transaction fee of 10% mentioned in the speculation section above.

This way players can donate more of their "personal activity derived rewards" to causes they personally support, as well as still supporting network wide voted causes from CDEPs.



# Clans

Clans are formed by individual players and can have up to 8 members. Each clan has a unique dStadia "Performance Ledger Token" (PLT) when first created.

The value of this PLT token is an aggregate and average hybrid of the Clans member players performance.

Clans are not geographically dependant. So clan members can be from any region and from different time zones around the globe. When a clan wins a tournament the prize pot is split between the constituent members.

Clans are groups of up to 8 players that can compete together in large scale 'Tournaments', special multi-discipline events organised by dStadia.

Clans will also have their own unique token to incentivise its members to continue improving their sporting performance for mutual benefit. Individual competitor ranking will be determined based on performance measurements while playing for their clan.

# Tribes

Tribes are a higher level, more flexible, social structure for combined, upscaled VR eSports competitions.

Essentially groups formed by an aggregation of Clans and they will have their own sub tokens distributed to clans based on performance and participation levels and allow cooperatist competition, but without obligating individual clans to always cooperate instead of compete with one another.

Tribes have different locale granularities and to enter some types of tournaments, you and your clan will need to be a member of a regional tribe, for regional tournament or national tribe or international tribe for each of those respective tournaments.

When one member of a Tribe spectates another member while they compete, that spectating tribe member earns double the standard of the spectating rate.



# Games

dStadia will be launched with a suite of custom built initial games.

Developers will be able to submit their own games for a network wide voted inclusion pool to become part of the game suite for a specific dated period.

Games can be resubmitted in succeeding periods if not initially successful in the previous period's voting pool. Games that are included pay the developer a percentage from all speculations that occur within that game, with the remainder going to network wide voted causes and charities.

## Developers 1st

Developers are the cornerstone of dStadia.

Every developer who successfully submits a game into dStadia is subsequently rewarded with 90% of all the tokenised transaction fees occurring in their submitted game.

Developers get paid 90% of speculation fees in their games while bi-productively and autonomously support trending social causes.

There is a spread or transaction fee on each speculation of 10%. We are developer centric, so developers get 90% of that transaction fee with the remainder going to network wide voted causes, continuous autonomy fund and VR faucet top ups.

Developers are also rewarded for game submissions with non fungible unique tokens for their achievements, refer to the Developer Collectibles section for more information.

Being a developer is tough and so dStadia will support and reward developers for publishing games and community growth related achievements.



# Tournaments

Tournaments are a special kind of multiplayer match. Tournaments can be team games or PVP knockouts. Tournaments will be held periodically such as monthly or annually. To enter a tournament, an entry fee in dStadia (dSta) tokens will be required to create the prize pot and cause donations..

Individual player versus player tournaments would be regionally based and conform to geographic locale then scale up in granularity to national and international if required.

Clans and Tribes have borderless membership and would compete as an entity in specialist types of tournaments.

Provision of the token entry fee enables the player to compete in that tournament as well as join the specific 'Community Donation Eligibility Poll' (CDEP) to submit a social cause to the poll or vote on causes others have submitted.

The aggregate token entry fees from all tournament players is used to create the prize pool for that tournament for winners and democratically voted causes.

The tournament winner keeps 50% and 50% going to the top voted causes for that tournaments specific Community Donation Eligibility Poll' (CDEP) determined by the participants collated votes.

# Lobbies

The lobbies will look similar to an airport lounge.

dStadia's lobbies are social environments where players can interact, make friends and find PVP or tournament matches to enter.

Eligible brands and causes, voted in by network wide polling are able to display their brand campaigns and sales activations provisioning virtual reality point of sale to the entire dStadia network.

Lobbies are also where spectators can watch their friends compete and earn nominal amounts of the dStadia utility token.

All speculations on performance will also occur in lobbies using a dedicated interface.



# Achievements

Achievement boards for tournaments will be on display throughout each dStadia lobby. Players who have won a tournament will have their username and picture displayed as well as their collected winnings and any voluntary winnings donations, immutably recorded on a blockchain in a characteristically accountable and openly transparent way that you would expect from blockchain value storage and exchange systems.

# Player Collectibles

Players who win tournaments will receive their proportion of the prize pool and another type of unique prize in the form of a non-fungible, unique digital asset, such as a 3D printable, trophy token.

Trophy tokens are unique to their respective events. Each tournament has a Gold, a Silver and a Bronze Trophy token to win.

Contained within each trophy are the blueprints for 3D printing that digital trophy into a real life, physical trophy you can hold in your hand or display in your home.

The player will own the exclusive right to each trophy they have won in dStadia tournaments and will be able to print as many copies of their physically printed trophy as they like and distribute as they see fit.

# Developer Collectibles

Each developer who successfully submits a game to the dStadia platform which is then voted in by the community, will receive a unique set of completely non-fungible tokens, for each of their publishing milestones and community growth achievements.

These are all completely unique collectibles, available only to developers who successfully enter a game through dStadia's game inclusion process..



# Proof-Of-Stake VR Game Testing

We are aiming to create a self sustaining Proof-of-Stake VR game testing ecosystem. Before a developer's game can be voted on for inclusion into the dStadia public game pool they must pass through the dStadia 3 stage inclusion process, concept, alpha and beta.

At concept stage developers can list their idea for VR Game testers to investigate and if they like the concept they have the chance to Stake into the Alpha Test group, capped at 100 Alpha testers. These staked tokens are fungible by the game developer and so can be used to purchase assets to improve their game.

Alpha stage is when the developer reaches a point with the game development where they are ready for an initial alpha release to the Staked-in Alpha testing team they acquired in Concept stage. Alpha testers then rate the game experience providing feedback for potential Stake-in Beta testers.

In Beta phase collated reviews from alpha testers inform Beta testers interested in Staking-in to the developers game, what the game experience is like. Beta testers can then use tokens as Stake to become Stakeholders in the developers game.

As mentioned developers get 90% of the speculation fee applied to all P2P speculations in their games. So if the developer made \$100 in 24 hours in speculations it is split as below:

## Developer & Test Team Rev Split on \$100 Speculative Revenue

The Developer gets 90% of \$100 = \$90

Leaving All Testing \$10 Total to be split between all VR Games testers

Alpha Testers	Tokens 20% \$1.20	Bugs 35% \$2.10	Improvements 45% \$2.70	Alpha Total \$6
at 1	100 (\$0.10)	1 (\$0.19)	5 (\$0.54)	at 1 (\$0.83)
at 2	10 (\$0.01)	10 (\$1.92)	20 (\$2.16)	at 2 (\$4.09)
at 3	1000 (\$1.08)	0 (\$0)	0 (\$0)	at 3 (\$1.08)
Beta Testers	Tokens 10% \$0.40	Bugs 60% \$2.40	Improvements 30% \$1.20	Beta Total \$4
bt 1	100 (\$0.03)	1 (\$0.22)	5 (\$0.25)	bt 1 (\$0.50)
bt 2	10 (\$0.01)	10 (\$2.18)	20 (\$0.95)	bt 2 (\$3.14)
bt 3	1000 (\$0.36)	0 (\$0)	0 (\$0)	bt 3 (\$0.36)
<b>Totals</b>	<b>Tokens Total \$1.60</b>	<b>Bugs Total \$4.50</b>	<b>Improvements Total \$3.90</b>	<b>All Testing Total \$10</b>

So dStadia incentivises active participation in bug hunting and improvement proposals for VR Game development over just passive, speculative whaling on VR game development.



# User Expectation Management

## Performance Requirements

Users of all software have a certain minimum expectation level on how the software should work, look and operate. Especially gamers who are used to near real time transactions and messaging not to mention a certain level of applied professional design to make games visually competitive and functionally scalable.

## User Experience To Rule Them All

Ultimately what determines if an open, decentralised systems succeeds or not is down to the end users community experience. Our underlying technology is key to delivering a user experience in line with user expectations.



*Screen from Dan Larmier's Presentation - dStadia supports EOS GO. [Follow this link for more info on EOS GO](#)*

# Technological Risks

Failing to manage these seemingly ubiquitous user experience expectations may have a serious impact on dStadia communities early stage de-entropy. User experience is fundamental to the realisation of dstadia as the VR DACC it aims to be, without happy, engaged and value satisfied users dStadia will not grow as a community.

## Human Friendly Interfaces

In addition to scalability dStadia UX will address the UX issues plaguing blockchain 2.0 applications like Ethereum that suffer from such public access, adoption blockers.





# dStadia on EOS

We Support EOS GO. [Follow this link for more info on EOS GO](#)

## Horizontal Scalability

Just like a decentralised exchange, dStadia will need to scale to serve 100k simultaneous connections for core operations and an additional 72k capacity for 3rd party blockchain and app integration and social media.



Screen from Dan Larmier's Presentation - dStadia supports EOS GO. [Follow this link for more info on EOS GO](#)

## Blockchain Candidates

The only platform that can deliver the critical requirements outlined above through better horizontal scaling and improved intrinsic governance approaches is EOS.

## No Gas Costs as with POW chains like BTC / ETH

Gas driven Blockchains dramatically reduce the flexibility of optimisation by limiting interaction to static sequential interactions that cannot be changed without heavy cost to the environment.

## Delegated Digital Democracies

Flexible and delegated, near real time voting systems are also of critical importance to dStadia for electing Causes, Curators, Custodians and For-Profit/Brands.



# EOS and dStadia Governance

Distributed Proof of Stake or DPOS means no “Proof of Work” like Bitcoin, so no environmental cost to large scale networks used to reverse hash for transaction verification (Bitcoin Mining). By not using “Proof of Work” we also avoid bitcoin’s fundamental community problems like “Might is Right”.

Using a consensus algorithm invented by Dan Larimer called “Delegated Proof of Stake” also means dStadia voting can be delegated to eligible candidates community wide for flexible and very responsive democratic process.

## EOS Improvement Proposals

At dStadia, we believe EOS is the future of horizontally scalable post blockchain era decentralised applications, not just in view of its technical innovations such as fee-less, near instant Peer to Peer transactions, but also because the Block.one team have paid special attention to implementing interest aligning principles of governance to promote community integrity and so business sustainability.

## Universal Suffrage for dApps Proposal

The Universal Suffrage for dApps proposal augments existing intrinsic interest alignment, improving the integrity and hence value of an EOS chain’s democratic process.

EOS could be described as, posterity-focused, hinting at the ultimate “value challenge” of sustainable autonomous democratic integrity. This seems sensibly and thoroughly addressed through application of the proposed dApp regressive voting algorithm and the resource spend, cost-averaging Turbo tokens.”

You can read the full improvement proposal submitted by EOS Go Member katzazi found here.



# Road Map 2018

## January 2018

Initial planning and One Pager. Initial development on dStadia virtual reality games.

## February 2018

The dStadia website was created and dStadia White Paper drafted.

## March 2018

Pre alpha development of suite of 6 virtual reality games.

## April 2018

dStadia online token faucet opened giving away free tokens to the first dStadians.

## May 2018

Development of pre alpha sensor array data visualization software for virtual avatars.

## June 2018

Pre Alpha games implemented with wearable sensor data as game input and implemented with data visualizer in both traditional and virtual reality display modes..

## July 2018

Continued development of dStadia platform and games.

## August 2018

Creation of the first dstadia smart suits with multiple configurations of sensor arrays.

## September 2018

Smart suit integration with multi sensor array with existing platform and data visualizer.

## October 2018

Suit prototype integration with dStadia's initial pre alpha, virtual reality games.

## November 2018

Biokinetic data schema definition for the dSta EOS based utility token.

## December 2018

Platform and product Alpha development.



# Road Map 2019

## Q1 2019

Initial alpha release of platform and dStadia smart clothing suits along with 6 dStadia virtual reality integrated games for testing.

Initial limited altcoin wallet support.

## Q2 2019

Collation of reports from Alpha Testing.  
Release minor augmented iterations.

## Q3 2019

Beta release of platform, API and games for testing.

## Q4 2019

Collation of reports from Beta Testing.  
Release minor augmented iterations.

# Road Map 2020

## Q1-Q2 2020

RC1 the full public release along with an initial API implementation for developers to submit games compatible with dStadia platform.  
The first public voting in community donation eligibility polls for global smart charity.

## Q3-Q4 2020

Integrate dStadia suits with innovative emerging human interface technologies like Neurable, Ultrahaptics, and Magic Leap.  
Launch of dStadia's Decentralized Kinetic Data Exchange.



## Board

Chief Executive Officer - Head of Platform - Tom Vivian - Founder

Chief Product Officer - Head of Product - Jason RM Smith - Co Founder

Chief Marketing Officer - Head of Marketing - Paul Wayne

Chief Financial Officer - Head of Finance - Russell Burke

Chief Operations Officer - Head of Operations - Sam Beer

Chief Technology Officer - Head of Development - David Nicholls

Chief Happiness Officer - Head of Happiness - Jo Tracey

## Advisors

Technical Advisor - Martin Gossling

Business Development Advisor - Alex Brook

Legal Advisor - James Klein

Medical Consultant - Andrew Forbes-Haley

Strategic Advisor - Evan Hirsch

Financial Advisor - Nicholas Casagrande

Charity Advisor - Sonia Hutchinson

Charity Advisor - Iain Chedburn



# Social Channels

dStadia games will allow for easy invites and sharing so players can easily network to form clans and tribes. Intrinsic governance of tribes and clans focused on community self policing with tokenised civil remuneration for civically responsible actions, such as valid bug reports and confirmed community policing. We will also have good channel presence.

dStadia Telegram  
<https://t.me/dStadia>

dStadia Discord  
<https://discord.gg/RjcsXyw>

dStadia Steemit  
<https://steemit.com/@dstadia>

dStadia dTube  
<https://d.tube/#!/c/dstadia>

dStadia Medium  
<https://medium.com/@dstadiavrdacc>

dStadia Reddit  
<https://www.reddit.com/user/dstadia>

dStadia Twitter  
<https://twitter.com/dStadiaVRDACC>

dStadia Facebook  
<https://www.facebook.com/dstadia>

dStadia Youtube  
<https://www.youtube.com/channel/UCnRdDas1ECuuDi3ssqevN-g>

dStadia Instagram  
<https://www.instagram.com/dstadia1/>

A global community requires a visible presence in each Continent, Country, Region, Country, City, Town, Village. dStadia will offer promoters, social media influencers and channel managers incentives to start and maintain groups at each of the 6 levels of locale granularity.



# dSTA ERC20 Tokens

We have 750,000,000 dSTA ERC20 tokens in total supply at contract address [0x4Ccf1b0d44607CC80bBA94B35cCB97463FB35b06](https://etherscan.io/address/0x4Ccf1b0d44607CC80bBA94B35cCB97463FB35b06)

340,000,000 dSTA will be available for purchase through our token sales in 2019.

dStadia is being built on EOS so all ETH based ERC20 dSta tokens will be air dropped at a non-diluting ratio of 1 to 1 for our EOS based dSta tokens before RC1 launch.

## ERC20 Token Distribution

From 340,000,000 dSta sold across Private, Pre & Main token sales we aim to raise approximately \$44,680,000 USD equivalent.

140,000,000 dSta will be held in reserve for paying active team and advisors and SM channel managers.

55,000,000 dSta will be used to incentivise the first 1 million early adopters and website registrations with email confirmations through the dStadia faucet programs.

215,000,000 dSta will be an unallocated remainder which will be used for network growth initiatives, bug bounties and contingency.

## Estimated Raise

Funds Raised \$44,680,000 USD approximately.

Remaining Value \$28,840,000 USD approximately.

Total estimated raise of \$73,520,000 USD approximately.

Reserved Tokens are used as development funds for Influencers, Development Partners and Collaborators to build a strong portfolio of VR Touch games by forging inclusive partnerships with developers of newly emerging virtual worlds.



# Platform Revenue Projections

## Platform Revenue Stream 1: VR Point Of Sale

With 1,000,000 active users by 2020 and projected of those 1% daily making an average price purchase of \$20 from dstadia partner brands under a Point-Of-Sale tax rate of 10% =  $10,000 \times \$20 / 10 = \$7,300,000$  net profit per year from VR Point of Sale.

## Platform Revenue Stream 2: Match Speculations

Note: 90% of speculation revenue goes to game developers, when speculations occur in games that are part of dstadia core, dstadia gets the developer's 90%. With 6 core games dStadia will initially make all profit from speculations. In all cases the remaining 10% of revenue goes to network wide, democratically elected not-for-profit causes and charities.

With 1,000,000 active users if 5% speculate daily with an average speculation amount of 0.1 ETH and at a dstadia speculation tax rate of 10% =  $50,000 \times 0.1\text{ETH} / 10 = 500 \text{ETH} = \$360,000$  approximately per day in net revenue generated from speculations = approximately \$131,000,000 per year.

## Platform Revenue Stream 3: Monthly Tournaments

With 1,000,000 active users each tournament entry in dSTa tokens will cost approximately \$10. If just 10% of active users enter a tournament on average each month and they pay \$10.00 each =  $100,000 \times \$10 \times 12 \text{ months} = \$12,000,000$  per year raised in prize pools. dStadia network keeps 20% of this pool as profit from monthly tournaments = \$2,400,000 per year.

## Platform Revenue Stream 4: Seasonal Tournaments

With 1,000,000 active users each tournament entry in dSTa tokens will cost approximately \$50. If just 5% of active users enter a seasonal tournament on average each season and they pay \$50.00 each =  $50,000 \times \$50 \times 4 \text{ seasons} = \$10,000,000$  per year raised in prize pools. dStadia network keeps 20% of this pool as profit from seasonal tournaments = \$2,000,000 per year.

## Platform Revenue Stream 5: Annual Tournaments

With 1,000,000 active users each tournament entry in dSTa tokens will cost approximately \$500. If 10% of active users enter a tournament per year and they pay \$500.00 each =  $100,000 \times \$500 \times 1 \text{ per year} = \$5,000,000$  per year raised in prize pools. dStadia network keeps 20% of this pool as profit from annual tournaments = \$1,000,000 per year.





# Suit Styles & Estimated \$RRP

## Leisure and Pro Sports

Smart Suit Type	Sensor Configuration	Est. RRP
VR Compatible Sports Top (Full Sleeved)	13 Sensor Configuration	\$3000
VR Compatible Sports (Full Leggings)	13 Sensor Configuration	\$3000
Pro Sports Suit Top (Long Sleeve)	26 Sensor Configuration	\$6000
Pro Sports Suit Leggings (Full Leggings)	26 Sensor Configuration	\$6000
MotorX Armour Torso (Long Sleeve)	13 Sensor Configuration	\$3500
MotorX Armour (Full Leggings)	13 Sensor Configuration	\$3500
Pro Wetsuit Suit (Full Suit)	26 Sensor Configuration	\$7000

## Industry and Commerce

Smart Work Wear Shirt (Short Sleeved)	3 Sensor Configuration	\$3500
Smart Work Wear Cargo Shorts	3 Sensor Configuration	\$3500
Smart Work Wear Top (Long Sleeved)	6 Sensor Configuration	\$7000
Smart Work Wear Bottom (Full Leggings))	6 Sensor Configuration	\$7000

## Impact Resistant Combat Suit

Full Torso, Long Sleeve & Gloves + Helmet	9 Sensor Configuration	\$12000
Full Leggings + Smart Boots	7 Sensor Configuration	\$8000



# ETH Public Pre Pre Sale

Mar 2018 - Apr 2018

Phase 1 is a private sale which was held in April of 2018 using an ERC20 token. We issued 40 million tokens for sale at \$0.10 to raise \$4,000,000 USD equivalent.

# EOS Public Pre Sale

Jan 2019 - July 2019

Phase 2 is the public pre sale which is held before the main sale. We are issuing approximately 4 million tokens for sale at \$0.11 to raise \$440,000 USD equivalent.

# EOS Public Sale

Jan 2020 - Jan 2021

Phase 3 is the public main sale with a public focused message. We are issuing 296 million tokens for sale at \$0.14 to raise \$41,440,000 USD equivalent.

# All Sale Restrictions

All purchasers of dStadia tokens will have to declare that they are not located in the United States of America or China. We do not sell tokens to buyers in these regions. dStadia does not enable third party gambling organisations. All participant email addresses must be whitelisted for entry into dStadia sales.



# Legal Disclaimer

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## Health Considerations

We have designed our competitive rounds to adhere to normal physiological tolerances. Enforced rest periods after players complete a set number of competitions. There will be appropriate health warnings.

## 55,000,000 FREE dSta Tokens

dStadia Faucet will give a random allocation of 55,000,000 total tokens to the first 1 million people that sign up to dStadia.com and confirm their email address.

So what are you waiting for?

Be involved, be rewarded!

Sign up to dStadia [here](#) to get FREE dSta tokens.