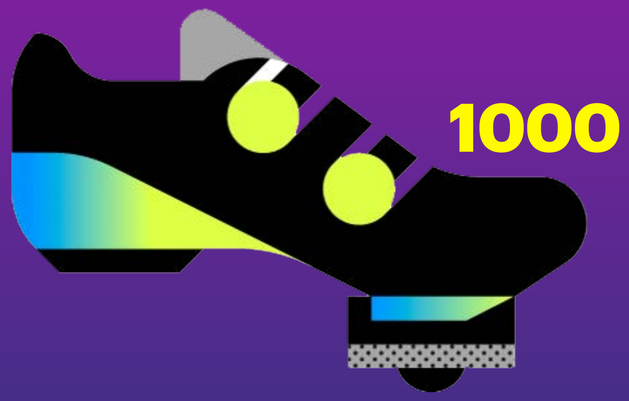
actiq
FITNESS SUPERAPP PITCHDECK

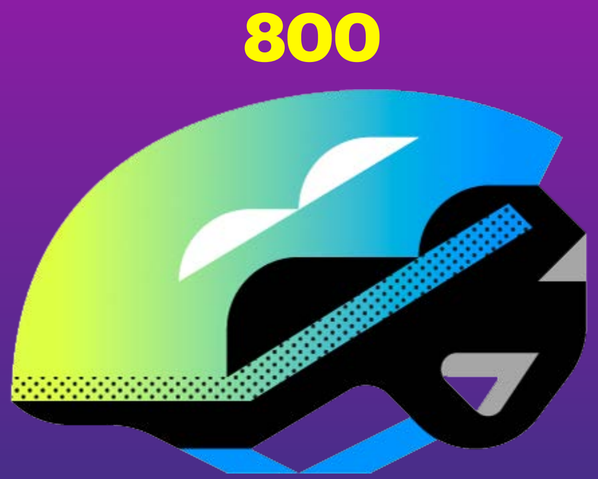
actiq

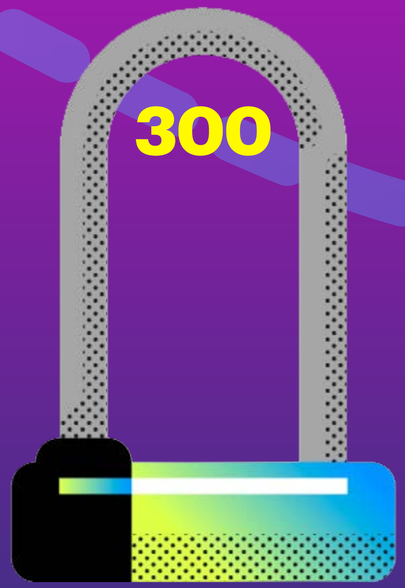
-—[BIKE]—--[RUN]—[SWIM]—-

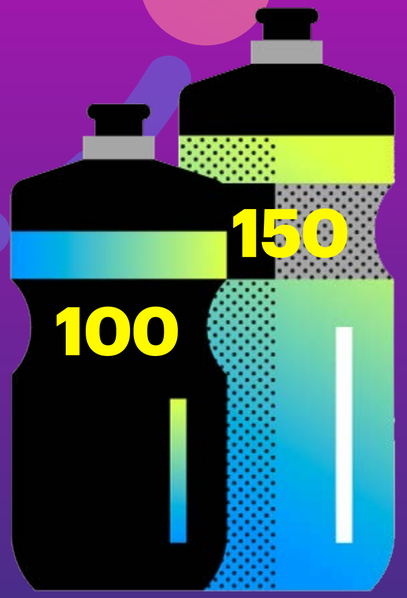
START YOUR QUEST

MINT YOUR HEALTH



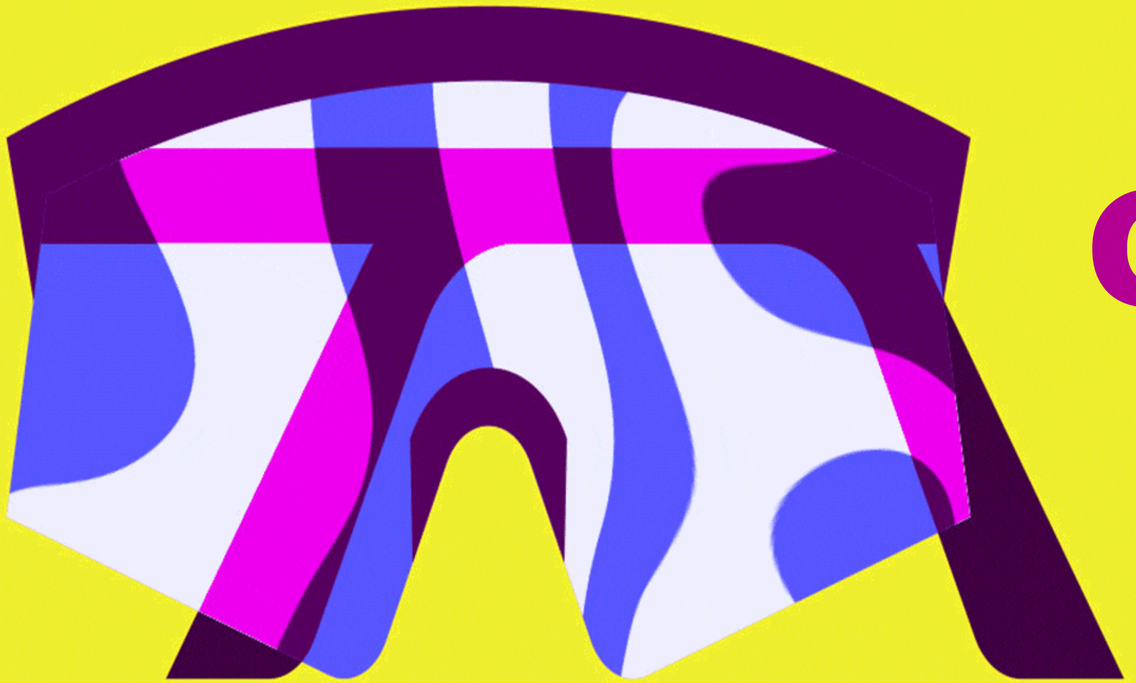






1500 [$ACTI TOKENS COLLATERAL]

wNFT

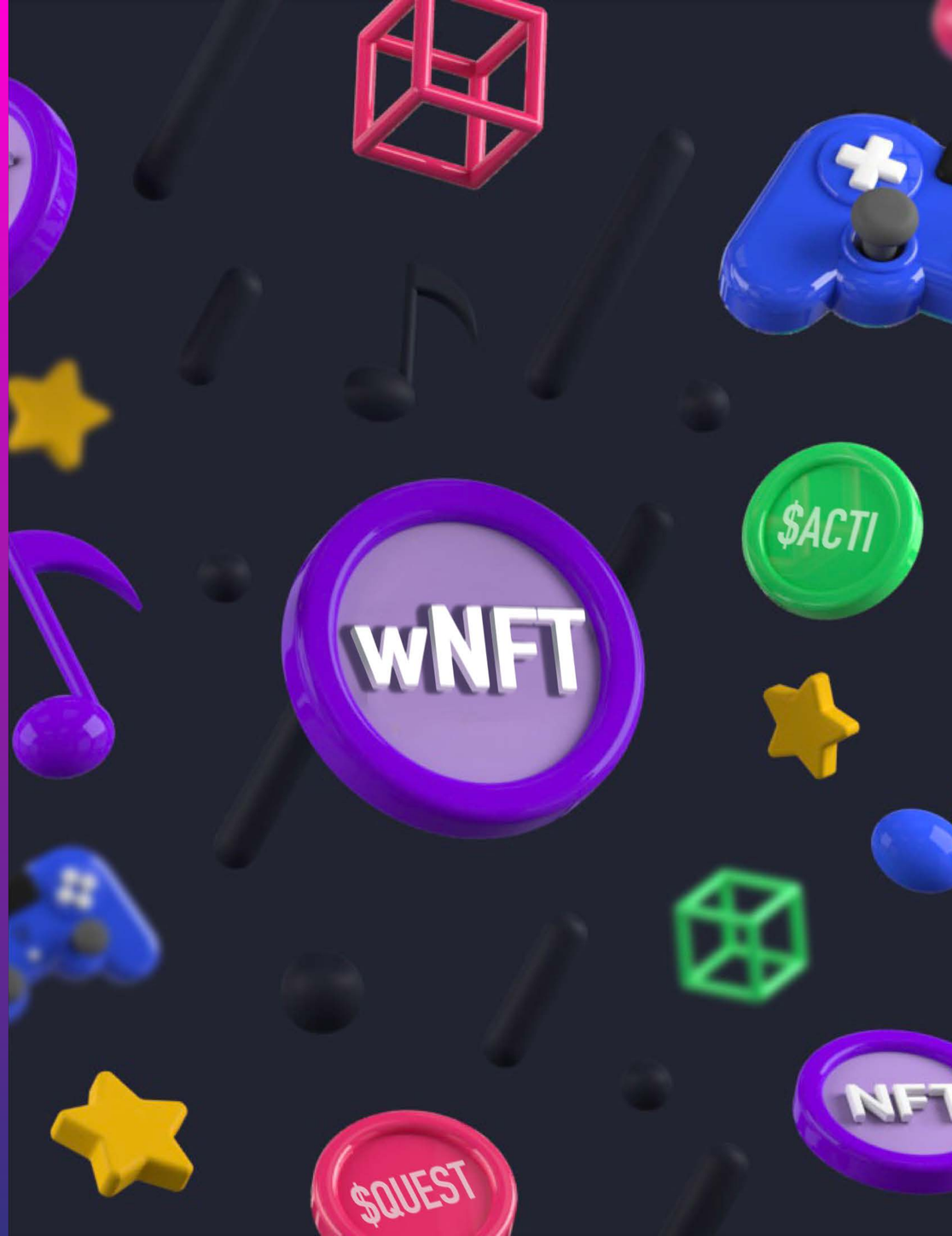


COLLECTIBLES

PRICE GROWTH [AS YOU UPGRADE ITEMS]

[MOVE FREE EARN FAST]

WRAPPED NFT'S OVER MULTICHAIN BRIDGE ON NEAR PROTOCOL



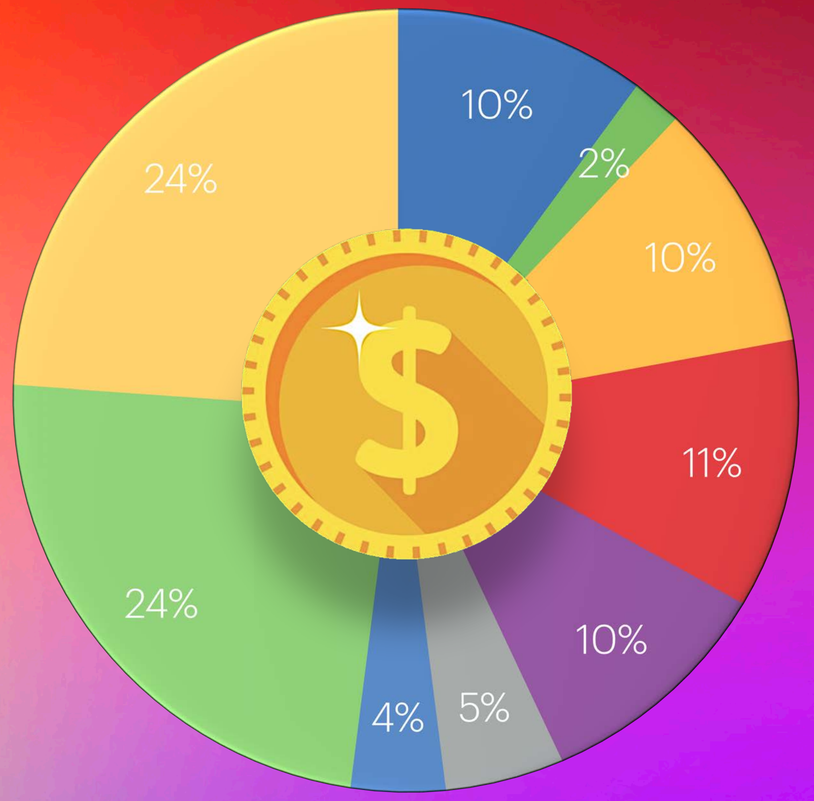
actiq

FOR KIDS

[Q4 2022]

$ACTI: INCENTIVE TOKEN

- GOVERNANCE
- STAKING
- GAMIFIED REWARDS
- CAPPED: 500M
- BURNABLE



$ACTI TOKENOMICS

Token usage	%	Total Supply	Price per Token	Valuation, USD	Description	TGE Allocation|/USD Total
Private Sale	2	1000000	0,09	90000	2% at TGE, 3m. cliff, 15m. vesting (6.2%/m.)	2
Public Sale	10	5000000	0,17	850000	10% at TGE, 2m. cliff, 12m. vesting (7.5%/m.)	10
Team	10	5000000			0% at TGE, 1y. cliff, 2y. vesting (20%/q.)	0
Development (OPEX)	10	5000000			20% at TGE, 1m. cliff, 4m vesting (20%/m.)	20
Health Minting	24	12000000			2% at TGE, 1m. cliff, 60m. vesting (1-2%/m.)	2
Community	11	5500000			5% at TGE, 3m. cliff, 2y. vesting (5-10%/q.)	5
Liquidity (DEX, CEX, MM)	5	2500000			25% at TGE, 1m. cliff, 16m. vesting (3-5%/m.)	25
Advisors	4	2000000			0% at TGE, 6m. cliff, 2y. vesting (10-20%/q.)	0
NFT wrapping	24	12000000			5% at TGE, 1m. cliff, 16m. vesting (3-5%/m.)	5
Total	100	50000000		940000	N/A	648600

GAMEFI AND SOCIALFI ELEMENTS IN ACTIQ

GameFi elements	SocialFi elements
▸ Token rewards for user interaction ▸ Game assets with traits and attributes ▸ Training and mission system ▸ Multiple Game Modes (single and competition for 3 game types: bike, run, swim) ▸ Leveling up, breeding and upgrading game items ▸ Gem crafting ▸ Customization ▸ Badges, medals and competitive Leaderboard ▸ Location-based or friend-circle PVP (potential gameplay) ▸ QUESTS - time & location based games to collect wNFT game assets and win the prize ▸ wNFT Draws ▸ Interactive push messaging ▸ AI based selfies during the quests	▸ Connects people who are interested in fitness exercises in general ▸ Encourages / incentivizes people to run and exercise ▸ Supports a healthy climate via carbon offsetting and donation ▸ Leverages the competition and self-actualization factors through wNFTs and leaderboard appearance ▸ Consolidated proof-of-workout and anti cheating system for fairness ▸ Friend - following, competition, messaging and gifting ▸ Invite to Earn (Activation Codes to get the puzzle game item piece) ▸ Ranking ▸ Extended mode (loop mode after unlocking the level) ▸ Local Tournaments ▸ Quest Zones ▸ Building towards a DAO (TBD) to control a project

ROADMAP

PROTOTYPE

Pre-production stage & first build

We are here

- Company incorporation in USA
- R&D
- Game whitepaper
- Internal Playtests

Early testers — **June**

Community: 3000
DAU: 20

- Team battler:
  15 levels, 36 bears, 6 enemies
- AR game: beta release
- Marketplace & Auction
- Battle Pass, In-Game Store,
- Breeding smart contract
- Token smart contract
- Market analysis & strategy
- Community acquisition

IDO

AR Game release & IDO — **July**

Community: 10000
DAU: 500

- Smart contract audit by Hacken
- NFT items contract audit
- Staking (in-game & marketplace)
- Transport & Mutagen mechanics
- Skins mechanics
- Bags & Resources
- Play Market monetization tests

BETA

Team battler beta — **August**

Community: 15000
DAU: 1000

Content for 30 Days of gameplay

Goals
Data tracking setup
Gather & evaluate data
Debug & Benchmark
Bottlenecks in tutorial flow
Crash rate under 1%
ANR below 0.5%

TESTS

Public tests — **September**

Community: 50000
DAU: 3000

Goals

- LTV > CPI
- dX ROAS

Measuring

- Tutorial completion rate
- Ad Monetization
  (ARPDAU, LTV)
- Retention, FTUE, NPS

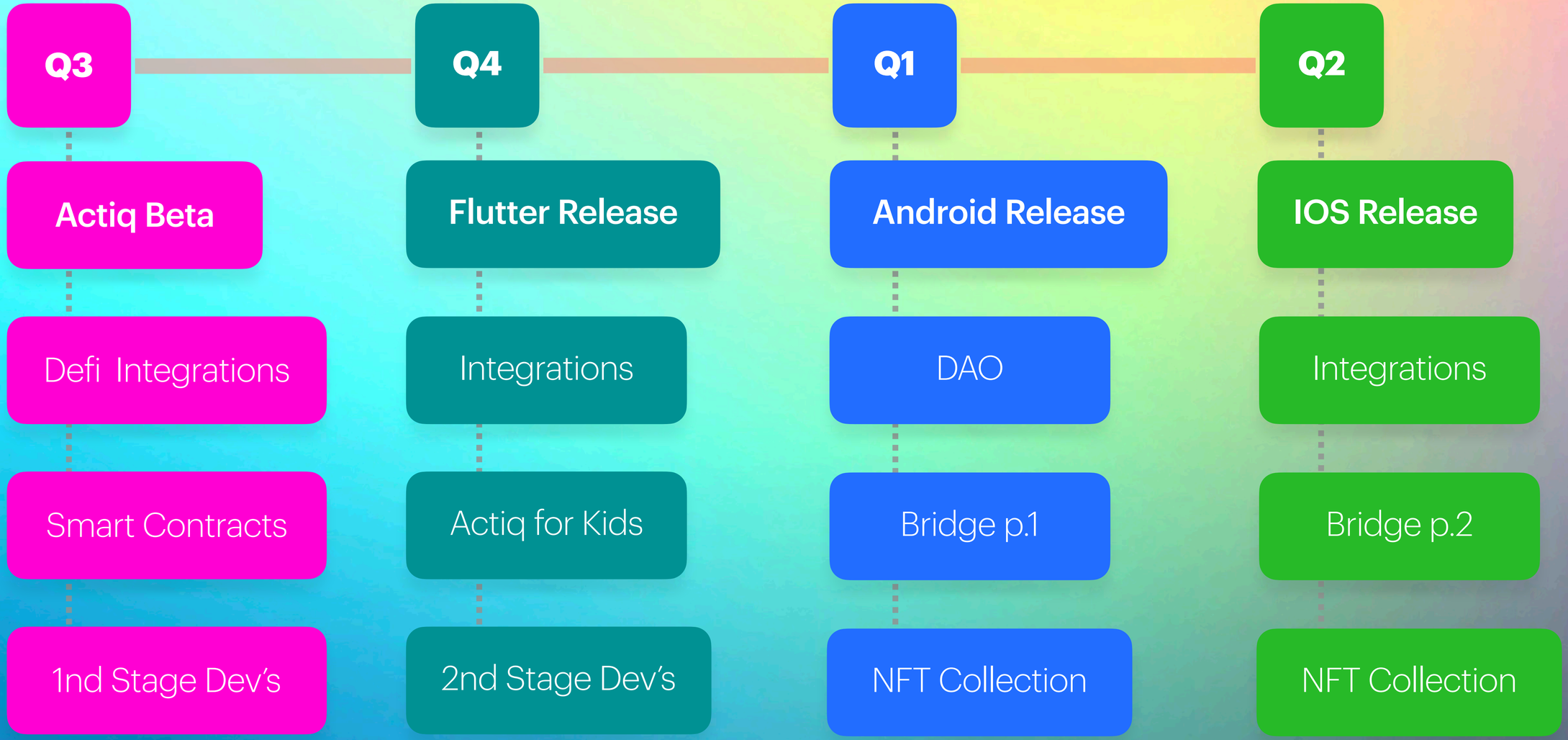
LAUNCH

Global Launch — **October**

DAU: 20000
PU: 4% | **ARPPU:** $40
eCPI: $0.7 | **CPPU:** $25

- Worldwide release on both platforms
  (Play Market & Apple Store);
- Marketing scaling

TECH TIMELINE Q3 22 : Q2 23



COMPETITOR ENVIRONMENT

	GENOPETS	STEP'N	BIKERUSH	ACTIQ
Type of Activities	Walking/Jogging/ Running	Walking/Jogging/ Running	Cycling	Walking/Jogging/ Running, Cycling, Swimming
App Integrations	Google Fit & Apple	Strava, Fitbit	Google Fit & Apple	Built in pedometer, Garmin, Strava, Fitbit, Zwift, Apple Watch, Samsung etc.
OS Availability	Android (ready), IOS (testflight), Web	Android, IOS	Android (ready), IOS (soon)	Web, Android, IOS (soon)
Estimated Starting Costs	Players can mint a Genopet for free or buy floor-priced item (27 SOL)	A floor-priced Sneaker (15 SOL)	Players can mint a bike for free	Players can join certain Challenges for free. Some Challenges (e.g. 10KM run) costs about $20 + Rentals
Scholarship model	Lease land for other users to boost the growth rate of their Genopets	Sneaker owners can lease their Sneakers through an in-game rental agreement	None	wNFT Rental System
Chain	Solana	Solana/BNB Chain	BNB Chain	NEAR/BNB Chain

COMPETITORS ENVIRONMENT

GENOPETS

- $8.3M (10/21) (SEED) KONVOY VENTURES, PANTERA CAPITAL + 20 OTHERS.
- N/A DOWNLOADS/MONTH (ANDROID)
- $1,2M+ 24H TRADE VOLUME
- PROFIT IN 2022: N/A
- GENE -63% IN 3 MONTH

STEP'N

- $5M (09/21) (SEED) FOLIUS VENTURES, SEQUOIA CAPITAL, SOLANA VENTURES + 5 OTHERS.
- 400K DOWNLOADS/MONTH (ANDROID)
- $5,5M+ 24H TRADE VOLUME
- PROFIT IN Q2 2022: 122M
- GST -93% IN 3 MONTH

BIKERUSH

- $1.5M (04/22) (SEED) N9EGENTHROPY CAPITAL
- $6.5M (05/22) (SEED) NEGENTROPY CAPITAL, LINKVC CAPITAL, VINGO CAPITAL, KASAN AMINA FAMILY FUND
- DOWNLOADS: N/A
- $400K+ 24H TRADE VOLUME
- PROFIT: N/A
- BRT -85% IN 3 MONTH

Recovery Status
Sessions
Week
Roadmap
Nov 19 - Nov 26
Updating
SUN 19
2:30h
10:30
MON 20
TUE 21
1:30h
09:30
30m
21:30
WED 22
4h
14:30
THU 23
1:20h
09:30
FRI 24
SAT 25
1h
09:30
1h
17:00
Training Summary
Key Sessions
0 of 3
Training Volume
3:52 h of 13:20 h
Swimming Quest
Today | 09:30
65 $ACTI
1500 m
CSS
R
R
R
R
Warm-up
Preparation (optional)
Main
Set 1
1x
200m @ 1:30 min/100m
Pull Buoy & Paddles
00:30min static rest
300m @ 1:25 min/100m
Paddles
00:30min static rest
400m @ 1:20 min/100m
Pull Buoy
Recovery swim 02:00 @ 2:35 min/100m
Set 2
3x
100m @ 1:30 min/100m
Backstroke
100m @ 1:20 min/100m
Paddles
00:30min static rest
Swimming Quest Leader
Laura Wilson

ACTIQ TEAM

Michael Aprossine
(CEO, Blockchain Entrepreneur),
Apla Blockchain

Phil Khomenok
(COO, Blockchain product lead)
ADVCash

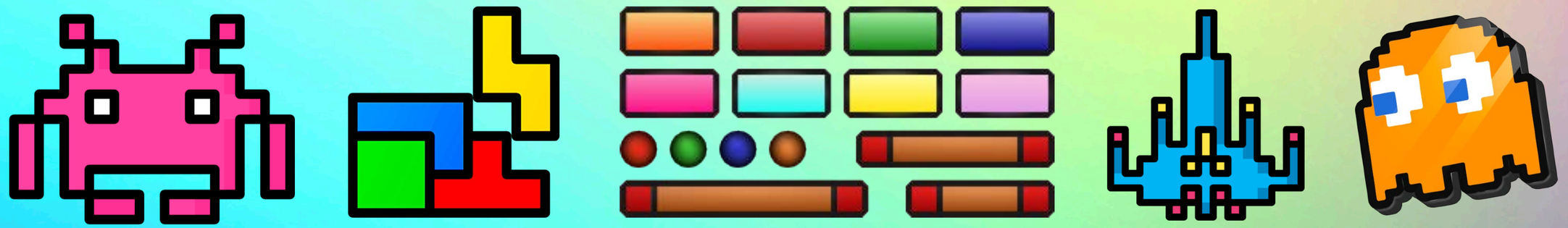
Michael Keer
(CTO, AI/ML product lead),
Warden Machinery

Alex Solovyev
(UI/UX genius),
Hyundai Mobility, 10+ year's in Game Design

TEAM EXPERIENCE

Apla advcash WARDEN MACHINERY Hyundai Mobility

GAMIFY YOUR LIFE



actiq

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