ONESSUS
BLOCKCHAIN SYSTEMS

VOID TOKEN
WHITEPAPER

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You should consult a lawyer, accountant, tax professional and/or any other professional advisors as necessary prior to determining whether to purchase VOID tokens.

Caution Regarding Forward-Looking Statements

This white paper contains certain forward-looking statements regarding the business we operate that are based on the belief of Onessus as well as certain assumptions made by and information available to Onessus. Forward-looking statements, by their nature, are subject to significant risks and uncertainties. Forward-looking statements may involve estimates and assumptions and are subject to risks, uncertainties, and other factors beyond our control and prediction. Accordingly, these factors could cause actual results or outcomes that differ materially from those expressed in the forward-looking statements. Any forward-looking statement speaks only as of the date of which such statement is made, and we undertake no obligation to update any forward-looking statements to

reflect events or circumstances after the date on which such statement is made or to reflect the occurrence of unanticipated events.

Abstract

Blockchain Technology

Blockchain technology is a revolutionary technology that combines cryptography, distributed ledgers, and peer-to-peer networks. According to MIT Sloan Management Review, "Blockchains promise to be as fundamental as the internet in shaping how future business will be conducted."[1]

The first blockchain - the Bitcoin (BTC) blockchain - was developed by the pseudonymous Sataoshi Nakamoto. Nakamoto described Bitcoin as a "purely peer-to-peer version of electronic cash."[2]

Since the Bitcoin network was invented, there have been a handful of notable advancements in blockchain technology. Ethereum, the most widely used layer 1 network for hosting layer 2 activities, enabled the creation of smart contracts. A number of blockchain projects resolved the transaction throughput and environmental problems associated with proof-of-work networks. A number of other networks have deployed solutions to transaction privacy, network speeds, and security.

Yet, with over 7,000 token-based networks now operating[3] , Bitcoin, despite a transaction throughput inappropriate for wide scale use as a system for monetary payments, remains the dominant network. Ethereum, at least until its upgrade to proof-of-stake is finalised, remains sluggish and expensive to use. Faster networks, such as Ripple, suffer from criticisms of lacking true decentralization properties.

Blockchain technology, in short, has encouraged the copying and forking of existing technology (open source) more than it has innovation. Many innovations that are

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[1] Deloitte Insights, Global Blockchain Survey, https://www2.deloitte.com/content/dam/Deloitte/se/Documents/risk/DI_2019-global-blockchain-survey.pdf, 2019.
[2] Bitcoin: A Peer-to-Peer Electronic Cash System, https://bitcoin.org/bitcoin.pdf, 2008.
[3] CoinGecko, https://www.coingecko.com/en, Accessed 2021.

likely to benefit the industry and technology, such as cross-chain interoperability, remain in their infancy despite over a decade of active development.

The Gaming Industry

The gaming industry today is a "$200 billion behemoth."[4] The sector dwarfs the music industry's $24 billion in annual revenue, and is fast approaching the TV and video industry, currently earning around $290 billion combined.[5] A natural intersection of popular culture, technology, and entertainment, the gaming industry is growing rapidly and is considered by some to be the younger generation's version of social media, given the explosion of internet-enabled simultaneous competitive game play.

However, the gaming industry as it currently exists, is beginning to leave gamers dissatisfied. Pay to play models are giving way to free to play, which is funded by advertising and in-game purchases. The balancing act for the latter is to avoid harming the gaming experience with excessive advertising and also avoiding a pay to win scenario, which is intrinsically unfair to players who earn valuable in-game assets, rather than simply purchase them.[6]

Non-Fungible Tokens (NFTs)

A highly promising and energised sub-segment of the blockchain industry is NFTs. NFTs are unique tokens that reside on a blockchain, providing provenance and proof of ownership to holders of non-fungible assets.

Largely, they have been used in the arts fields, with platforms such as Rarible, OpenSea, and MakersPlace becoming popular sites for the buying and selling of digital art. Auction house Christie's recently sold an NFT created by Beeple, a popular graphic artist, for $69 million.[7] Performing artists such as The Kings of Leon and

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[4] Built In, https://builtin.com/gaming, Accessed 2021.
[5] Coin Telegraph Magazine, Investing in Blockchain Gaming: Why VCs Are Betting Big, https://cointelegraph.com/magazine/2020/06/29/investing-blockchain-gaming-vc, 2020.
[6] Hackernoon, Hot Business Models: Revenue in the Gaming Industry, https://hackernoon.com/hot-business-models-revenue-in-the-gaming-industry-yzw34vo, 2020.
[7] The Verge, Beeple sold an NFT for $69 million, https://www.theverge.com/2021/3/11/22325054/beeple-christies-nft-sale-cost-everydays-69-million, 2021.

celebrities like Paris Hilton are also taking advantage of the NFT boom.

e-Commerce

With the COVID pandemic accelerating the move away from bricks and mortar stores to online consumption, e-commerce is one of the fastest growing and most popular online activities in the world. From a market size of less than $1.5 billion in 2014, e-commerce is projected to grow to an over $6 billion market by 2024.[8]

From groceries to clothes, even the products many consumers tended to shy away from buying online are becoming more routinely purchased through e-commerce. Yet, online shopping faces two significant problems. When consumers use a credit card or services like Paypal to make a purchase, retailers face the risk of fraud. That fraud can be simply card fraud, where a buyer uses a fake or stolen credit card, or chargeback fraud. According to a 2015 Nilson Report, card fraud alone cost merchants, card issuers, and acquirers over $16 billion in 2014, and that figure was growing.[9]

Using cryptocurrencies, however, poses the opposite problem. Given transactions are irreversible, consumers face the risk that merchants and retailers will not honor sales and simply defraud customers. In such a large market, these losses facing consumers and merchants alike pose significant risks.

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[8] Statistica, Retail e-commerce sales worldwide from 2014 to 2024, https://www.statista.com/statistics/379046/worldwide-retail-e-commerce-sales/#main-content, 2021.
[9] Nilson Report, Card Fraud Worldwide, https://nilsonreport.com/publication_chart_of_the_month.php?1=1&issue=1068, 2015.

Vision

Blockchain Technology

Onessus is a US-based dApp development studio building decentralized apps that will create an ecosystem of NFTs, blockchain gaming, e-Commerce, and other blockchain apps all connected by our native VOID token.

At Onessus we want to push the boundaries of what is made possible with decentralized applications. Our company was born after seeing the amount of generic clone products in the blockchain sector, and the lack of innovation happening with this amazing technology. We have introduced a number of new concepts already and will continue to bring the community new products and ideas to expand the blockchain ecosystem.

We also believe in cross-chain interoperability. As we expand our suite of products, we will be ensuring cross-chain compatibility, so users will have a choice as to where they want their transactions settled. Cross-chain interoperability is an area that some projects have been working on, but Onessus feels that more needs to be done to let people use the networks they are comfortable using, without being siloed out of other networks.

This commitment is flavored by our preference for higher-level networks. One of the reasons we chose WAX to host our VOID tokens was that it is a high-functioning blockchain with extremely high transaction speeds and friendly user interfaces allowing anybody to interact with it with relative ease.

We are blockchain agnostic. We are focused on integrating with blockchain networks using cutting-edge technology that embraces cross-chain interoperability, ensuring maximum value for our customers. Onessus is committed to being at the leading edge of the industry.

Here at Onessus, we believe that the blockchain industry has yet to live up to its true potential because of a culture of copy and clone that discourages innovation. For example, Bitcoin has been hard forked over 100 times. Many of those projects are no longer considered active.[10] Blockchain technology has the potential to deliver efficiency, transparency, and societal gains in a number of sectors.

These include, but are certainly not limited to:
Financial services & banking;
Remittances & peer-to-peer cash services;
e-Commerce;
Logistics;
Pharmaceuticals & healthcare;
Identity services;

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[10] Forkdrop, How Many Bitcoin Forks Are There?, https://forkdrop.io/how-many-bitcoin-forks-are-there, Accessed 2021.

Real estate and other real-world assets;
Property rights;
City planning & traffic management;
Voting & elections;
Gaming;
International aid & development.

Essentially, any sector that would benefit from trustless transactions, transparency, the efficiencies of decentralization, proof of transactions or other activities, and proof of ownership would benefit from deployment to a blockchain. Yet, the number of real-world applications remains limited and is largely focused on finance. Many blockchain tokens have little use outside of speculation for financial gains. Onessus wants to bring next-level innovation to the sector so that distributed ledgers become a central part of the decentralized digital future.

Gaming

We also believe that blockchain technology is set to revolutionize the gaming sector. As gamers' expectations rise, to include seeking verifiable ownership of any in-game asset or token they earn by playing and winning, blockchain technology will become more important to the giant sub-sector of the entertainment industry. As Chris Gonsalves from eSports events company Community Gaming said in a strongly worded op-ed in Cointelegraph, "Creating earnings opportunities for players in addition to just spending opportunities can help to establish more sustainable digital worlds that have flourishing auction houses and robust secondary marketplaces."[11]

We believe in a whole new paradigm of gaming. We believe in games with tokenized in-game assets, items, skins, weapons, etc. that are deployed to, and operate on, decentralized platforms. We believe in immutable player ownership of the in-game assets *they have earned*. And we believe in external marketplaces where those assets can be traded.

We believe that games should be accompanied by thriving economies of gamers buying and selling in-game assets and items, interacting in a whole new way. We believe that the days of Pay-to-Win gaming models are coming to an end, making way for a whole new game-play experience: Play-to-Earn.

That new way of imagining what the gaming experience can be for gamers would not be possible without the revolution of blockchain technology and tradeable tokens. And that's why our first venture into the gaming industry, HodlGod, is a play-to-earn game fueled by tokens and in-game NFTs that reside on the WAX blockchain.

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[11] CoinTelegraph Magazine, Play2Earn: How Blockchain Can Power a Paradigm Shift in Building Game Economies, https://cointelegraph.com/magazine/2020/06/27/play2earn-blockchain-gaming-economies, 2020.

Onessus believes that non-fungible tokens can be deployed much more widely than they currently are, which is largely in fine & graphic arts. We believe NFTs have a vast range of other use cases, including gaming assets, real-world assets like real estate, contracts, other forms of entertainment, environmental protection programs (such as NFTs representing carbon credits), among many more.

Non-Fungible Tokens (NFTs)

NFTs as in-game assets represent a game-changing paradigm shift in the gaming industry. Unique, blockchain-based tokens give gamers their first real opportunity to provably own the assets they've earned, creating the possibility for the Play-to-Earn model.

Onessus launched the pre-ALPHA version of [HodlGod](#) in February, 2021. HodlGod was developed with two very important considerations in mind. First, we wanted to build something new. So much of the development taking place within the blockchain space is copied from other sources, courtesy of the open source code culture that pervades in the sector. While there is nothing wrong with open source code, it can create a copy+clone culture. We wanted HodlGod to be entirely unique - to be a truly innovative use of this amazing technology.

We also wanted to ensure we built a game based on a sustainable economic model. Paying players to play sounds great, but that alone cannot possibly sustain development and growth. Our play-to-earn mechanism allows players to buy or stake rewards to increase their chances of more rewards. Not only that, HodlGod rewards game skill - you need to be competitive to win. Not everyone who plays will earn, but everyone who plays has the chance to earn - depending on their gaming skills.

e-Commerce

Onessus seeks to solve the pain points of merchants exposed to credit card or chargeback fraud and consumers exposed to risks associated with non-reversible transactions that characterize shopping with cryptocurrencies. Escrow solutions and cross-chain interoperability will both expand online shopping possibilities and ensure cryptocurrencies are at the heart of its growth.

Onessus believes that cryptocurrencies and decentralized finance (DeFi) can and will replace many functions currently fulfilled by a legacy banking sector that is broken, inefficient, and customer-unfriendly. This trend will follow that seen with online shopping substantially replacing bricks and mortar shopping experiences.

We believe in the expansion of decentralized finance and cryptocurrency use, one that prizes innovation over imitation. Given the open source code culture in the decentralized/blockchain industry, cloning a platform or dApp is fairly easy for an

accomplished developer. Open source code has enormous benefits, but it does have the potential to dampen innovation.

Onessus believes that true innovation, while not lacking in blockchain technology or any of its sub-segments, often lags cloning. The faster and the more faithfully projects and their developers seek to create truly innovative projects, the sooner DeFi and cryptocurrencies will replace many of the functions of the legacy banking infrastructure. That goal is something most in the crypto community would agree is a worthy pursuit.

The Onessus Suite of Products

Onessus is working on creating an ecosystem of dApps, platforms, and products that we hope will lead the sector in terms of innovativeness and product quality. VOID tokens will power the entire suite of Onessus' applications and users will be required to hold VOID to access certain utilities and features of all Onessus products.
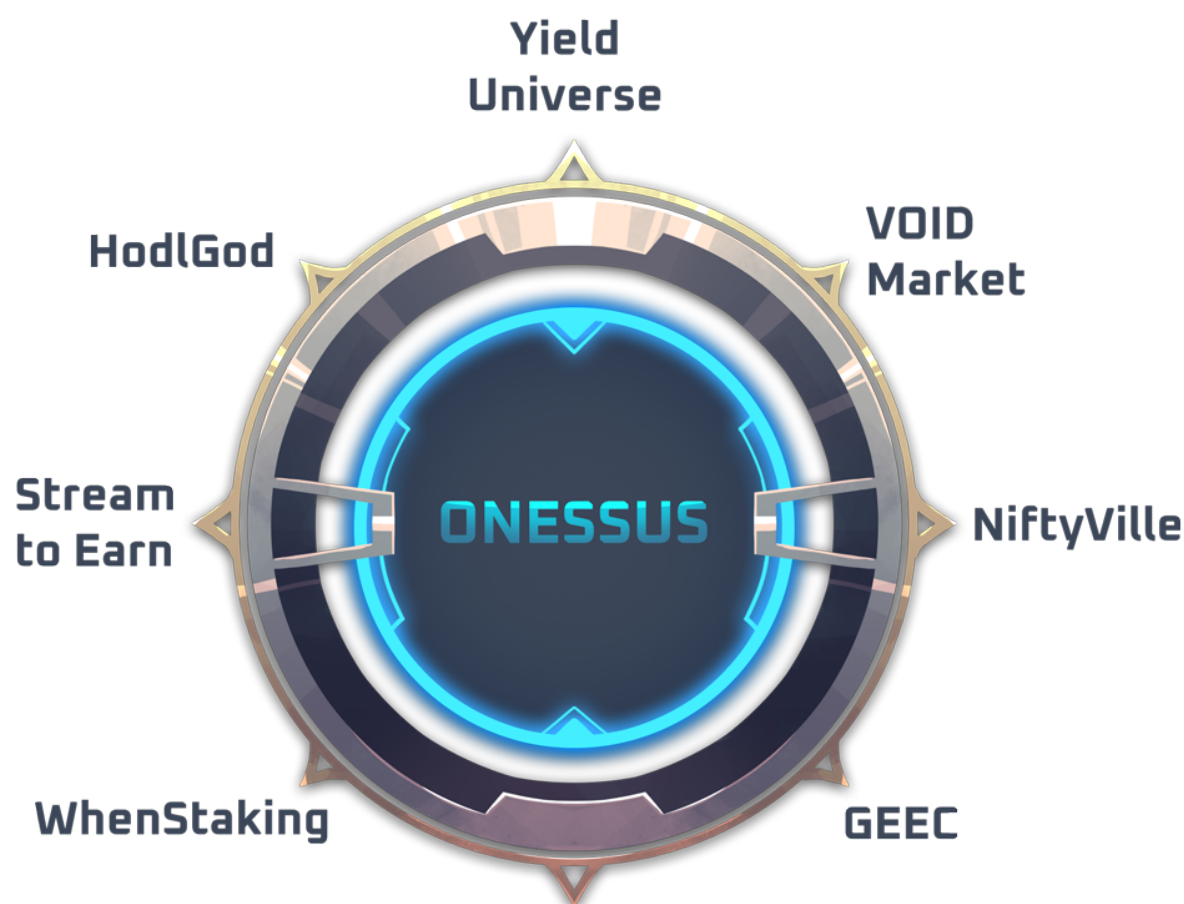
HodlGod

HodlGod is the first 3D Player-versus-Player (PvP) Battle Royale style blockchain game, built in Unreal Engine. Our goal was to create a game that gamers love with an associated NFT/DeFi economy around our in-game items for collectors and traders.

Set in a fantasy setting, HodlGod utilizes NFTs to provide a genuine, sustainable Play-to-Earn experience for gamers. HodlGod will *never* be Pay-to-Win. Players can earn rare non-fungible tokens (NFTs) while they play, with everyone starting off with an equal chance of winning.

In-game HodlGod NFTs can be used to increase the chances of victory, and can also be traded in the AtomicHub marketplace for WAX tokens (WAXP). The peer-to-peer, decentralized exchange of gaming items is one of the benefits that blockchain technology can bring to the gaming sector, and HodlGod sees itself at the forefront of that revolution.

NiftyVille

NiftyVille is the world's first open world P2E game. Integrated with the Ethereum blockchain, with an ETH-WAX bridge, NiftyVille represents Onessus' first exploration of the Ethereum network and a continuation of the company's commitment to play-to-earn gaming models and in-game NFTs. NiftyVille is a massive multiplayer online social game/third-person shooter game built by NFTs. For players with connected wallets, everything in the NiftyVille world will be a non-fungible token: from unlockable characters, to vehicles, and weapons.

As our goal is to link the virtual world to the real world, a small number of the NFTs in NiftyVille will be redeemable for their real-world equivalents. These include even cars and real estate. Players are able to choose between playing NiftyVille as an online social game or as a third-person shooter game in Hitman Mode. NiftyVille is an online entertainment platform that creates an environment for the meaningful tokenization of everything in-game, and as a bridge to the real world.

VOID Market

VOID market will be an online marketplace for everything and anything (that is legal). Currently, Amazon dominates the sales of most consumer items, but there are other centralized platforms that dominate their respective industries. Uber dominates the rideshare market. Airbnb dominates the vacation home rental market. Etsy dominates craft marketplaces.

VOID Market will be one decentralized, open marketplace for the trading of everything. VOID Market will accommodate any blockchain in the world, leveraging

advanced cross-chain interoperability. This will allow buyers and sellers to settle in any cryptocurrency they want.

The marketplace will also operate a decentralized escrow system, where escrow agents act to protect the interests of both buyers and sellers and ensure fairness in all transactions. Anyone can become an escrow agent, making it a truly decentralized escrow service.

WhenStaking

WhenStaking is Onessus' NFT staking protocol that brings together the features and possibilities of NFTs and DeFi. A segment of VOID Market, [WhenStaking](#) is Onessus' central NFT staking platform. NFTs earned in other Onessus products, such as in-game drops in HodlGod, can be staked on WhenStaking, enabling players to stake their tokens to earn a yield, to borrow, lend, burn, upgrade, and trade. WhenStaking will grow over time to become a curated platform where NFTs demonstrating high artistic and/or innovative merit are added to the protocol. Collectors are able to stake their NFTs to the platform, back them with VOID tokens, and earn a passive yield - paid out upfront in VOID.

WhenStaking boasts two innovative functionalities that set it apart from other NFT staking platforms. Firstly, the in-built lending mechanism allows collectors to stake an NFT to the platform, and through the creation of a LEASE version of that NFT, continue to utilize its other utilities, such as use as in-game assets. The lending system also allows collectors to sell the Lease versions to gamers who can continue to use the non-expired NFTs, as the properties of the original NFT carries over to the Lease version.

WhenStaking also has an in-built level system. Over time, NFTs staked to the platform earn EXP linked to the VOID payouts they earn (which are directly related to the APR and the VOID capacity of the NFT). NFTs that gain EXP grow in potential value from level 1 to level 50. The level-up system helps reward collectors who choose to stake their NFTs on the platform.

Yield Universe

Yield Universe is a one-of-a-kind galaxy owned by the planet owners and Onessus' first generative art collection. Launching on Ethereum, with NFTs sold on OpenSea, Yield Universe lets explorers journey into the hitherto unknown corners of space, re-imagined by the creative minds at Onessus.

5,555 generative planet NFTs, built using Unreal Engine, and all completely unique, inhabit this universe. All have resources that can be farmed. But some have more

resources than others. All the celestial bodies in Yield Universe will be stakable on WhenStaking.

Stream To Earn

Stream To Earn will be Onessus' Economic Streaming Community, where gamers will be able to earn VOID and NFTs for streaming their game play. This is another exciting initiative that gives gamers more avenues to earn for playing (and streaming) Onessus games. The decentralized escrow agent system used in VOID Market will also be deployed in Stream to Earn, ensuring real game players are really streaming their game play.

GEEC (Global Economic Esports Community)

Onessus' Global Economic Esports Community will allow gamers to compete in Esports, and be paid in VOID for competing. This is strictly a non-gambling/non-betting platform, dedicated solely to competitive gamers. This is yet another product Onessus is working on to reward gamers in our community. Once again, GEEC will utilize an escrow agent system to ensure fairness.

Ultimately, it is Onessus' mission to develop an ecosystem of dApps that boasts the best implementations of blockchain technology, and incorporates and co-joins blockchain games, NFTs, and e-Commerce. More products and applications are in the development pipeline. This suite of products will be fueled by our native VOID utility token as outlined in detail below.

Tokenomics of VOID Tokens

History of VOID Tokens

VOID tokens were originally launched on the EOS blockchain, with a distribution made to wallets via an airdrop. The snapshot for the airdrop was taken on October 10th, 2018. The airdrop took place March 14th to 15th, 2019. 15% of the total VOID supply (9,375,000,000 VOID) was airdropped to EOS wallets holding 100+ EOS tokens. All qualifying wallets received roughly 300,000 VOID tokens each.

A further 40% of the total VOID supply (25,000,000,000 VOID) was made available to be claimed for free through our staking dApp up until May 14th, 2019. Only 2/25 Billion was claimed during this event, the remaining moved back into the Onessus treasury to be distributed back to the community in other manners.

VOID tokens were then bridged to the WAX network March 22nd 2021. EOS wallet holders with VOID tokens running on EOS are able to send their tokens to the WAX network by sending them to a designated EOS address, voideostowax, with the users' WAX cloud wallet address as the memo.

Background and Distribution

Token Name: Void

Ticker: VOID

Issuing Entity: Onessus Blockchain Systems LLC

Token Total Supply: 62.5 Billion (pre-minted). No new VOID will ever be created.

Token Circulating Supply: 34,375,000,000

Token Network: WAX & EOS (and possibly other networks such as Ethereum in the future. Note that the EOS-WAX VOID bridge will be permanently suspended April 30th, 2022 as all VOID utility is on WAX at the time of writing, with no plans of any VOID utility on EOS in the future.)
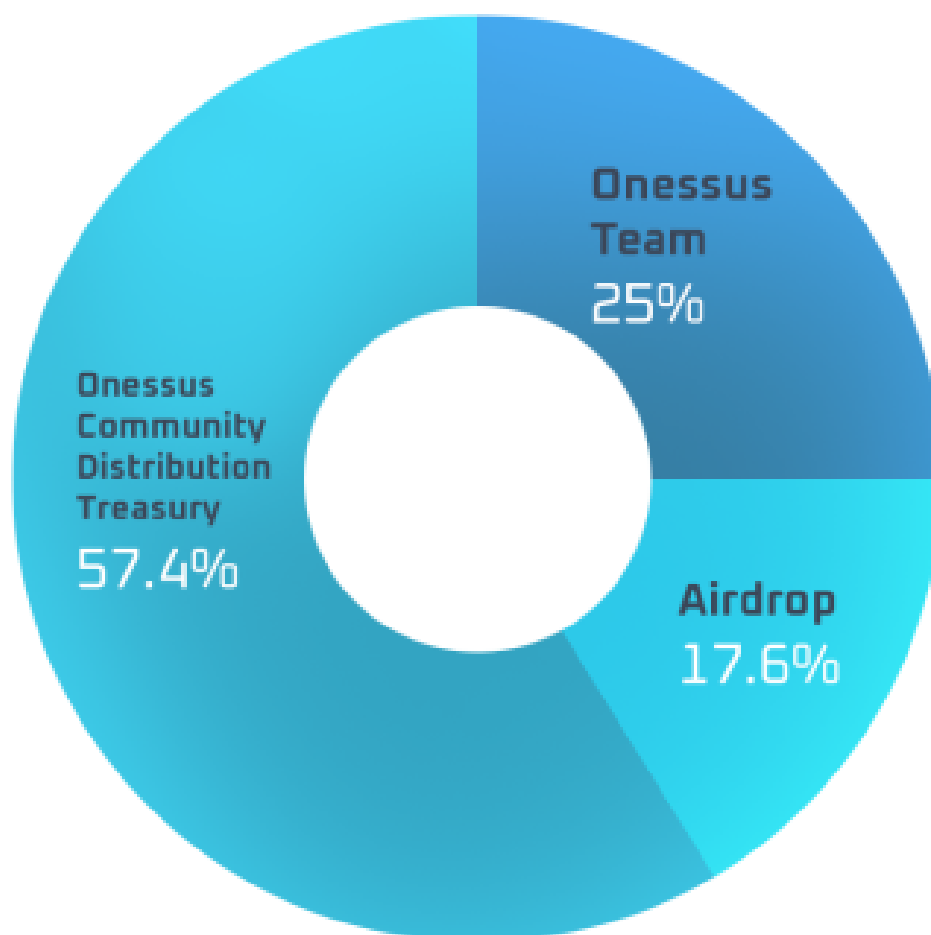
Distribution:

Airdrop: 17.6% (11,000,000,000)
Onessus Community Distribution Treasury: 57.4% (35,875,000,000) (the allocation of VOID that will be distributed, over time, to users as they use Onessus products)
Onessus Team: 25% (15,625,000,000)
No pre-sale, no public sale, and no ICO

Onessus Team 25%

Airdrop 17.6%

Onessus Community Distribution Treasury 57.4%

VOID Token Utility

VOID tokens are the native utility tokens for use across the Onessus ecosystem of products. VOID token utility is outlined specifically for each product below.

HodlGod: By holding VOID tokens, players will unlock additional NFTs and VOID drops in-game. The more VOID tokens players hold, the more drops they will be able to access.

NiftyVille: In-game NFTs in NiftyVille can be purchased with either ETH or VOID. Players who stake VOID (or who have certain NFTs equipped) can get a boost to their NFT/VOID drops in-game. NFTs bought or earned in-game are stakable on WhenStaking for a passive VOID income.

VOID Market: Sellers and escrow agents who stake VOID as credit will appear higher in the marketplace search engine. VOID is a measurement of credit and reputation. The more VOID sellers and escrow agents hold, the higher they will place in the search results.

VOID staked as credit in VOID Market also acts as a form of collateral to deter fraud. If found to have committed fraud, a seller or an escrow agent can lose their staked VOID credits.

WhenStaking: Gamers who acquire NFTs in-game on Onessus games can stake their NFTs to WhenStaking to lend out to other gamers and earn a yield, borrow, burn, upgrade, and trade. By backing an NFT with VOID, collectors will be able to increase their yield and increase the value of the NFT. VOID effectively powers up the value and earnings potential of NFTs.

Yield Universe: Yield Universe planets will be stakable on WhenStaking, allowing collectors to back their NFTs with VOID to earn a yield. WhenStaking will be supported by an ETH-WAX NFT bridge, enabling holders to move their ETH-based NFTs across to their WAX wallets, so they can interact with WhenStaking.

Stream To Earn: VOID tokens power streamers' earnings potential. Streamers who hold more VOID have an increased earnings capacity. Additionally, the same escrow agent system as in place in VOID Market is in place in Stream To Earn, and staking VOID tokens similarly acts as a credit and reputation weighting, and a deterrence against fraud. The more VOID staked by escrow agents, the higher their reputation and the higher the cost of cheating/defrauding.

GEEC: VOID tokens power competitive gamers' earnings potential on GEEC. Players are paid in VOID for competing, and the more VOID players hold, the higher their earnings potential. The same escrow agent system described above is also involved on the GEEC platform.

VOID holders will also have prioritized access to NFT sales in the future. Holders of certain threshold levels of VOID will be given the chance to access NFT drops before others.

Team

Dante Scott
Co-Founder of Onessus. Creator of dApps.

Jon Scott
Creative Director and Co-founder of Onessus Blockchain Systems. Implementing innovative and dynamic visual concepts for future blockchain apps.

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