ōLand Almanac

A mixed-reality world is floating above you.

[Nerds Only]

Version: Draft 0.8.3
Released: January 18th 2023
Updated: June 11th 2023
Changes will be minor but possible.
www.overline.network

Table of Contents

Introduction

Land Types
- Ice
- Stardust
- Cloud
- Lava
- Flora
- Geode
- Wonderlands
- Public Park Land

Land Generations

Minting & Earning
- How to mint your land?
- How to upgrade your land?
- ōTreat Flavors
- Dried Honey Steak
- How do I know what each upgrade does?
  - The Magical Class & Skill
  - The Energy Score
  - Native Lands

List of Upgrades
- Smoke Signals
- Tin Cans on a Wire
- Carrier Pigeons
- Walkie Talkie
- Rose Tree
- Totem Pole
- Bird House
- Olive Tree
- Fairy House
- Message in a Bottle
- Jade Sundial
- Wolf Collar for Explorers
- Dinosaur Tooth for Stewards
- Piece of Shipwreck for Explorers

Magic Lamp for Mystics
Telescope for Philosophers
Carpetbagger's Dice for Rulers
Ancient Bust for Philosophers
Star Gas Sample for Innovators
Temporal Rift for Builders
Rope Bridge
Energy Bridge
Water Slide
Turbo Trampoline
Rabbit BurrowThe rabbit burrow is the residence of cute, secretive little bunnies, who leave ōCash to say thank you, though these gifts are not there for long...
Dutch Windmill
Scorched Landing Pad
Teleporter
Wooden Dock
Tire Swing
Antique Carousel
Rainbow Farm
Bottle of O'Keefe
Wizard Hat for Innovators
Dragons Nest for Rulers
Fairy Wings for Stewards
Cloak of Invisibility for Explorers
Golden Harp for Rulers
Enchanted Music Box for Mystics
Glowing Mallard for Philosophers
Bubble Wand for Builders
Door to Candyland
Door to Wonderland
Door to Catlantis
Door to Fountain of Youth
Door to Kingdom of the Surreal
ōFriend Dog House
Fungi Farm
Flower Farm
Cactus Forest
Rock Garden

- Sandbox
- Rusted Circuit Board
- Token Mint
- Robot Factory
- Ferris Wheel
- Water Well
- Fish Tank
- Morleite 3000
- Treehouse
- Candy Tree
- Ball Pit

Combining Lands
- Required combination for each level.
- How is combining land risky?

Level Earning Power
- Level 128: Private Elevator
- Other benefits of combining?

Brews, Tonics, Elixirs, Potions, and Super Potions
- Minimum ōCash Potion Prices

List of Magic Items

Magical Skills

List of Magical Classes

List of ōLand Cities

Travel Using Warp Tunnels

Shadowland Warp Tunnels

Lite Vehicles
- Neo-Nightrider
- Flux Flyer
- AR-Fusion II
- Aurora Vortex
- Chrono-Rider Punk
- Pegasus Stampede
- Halo-X7 Ultra
- Raptor Racer
- Neuronet-Zypher 3

- Omega Jet
- Zenith Racer
- The Aztec Jungle Racer
- The Phantom
- Aqua-Surfer Hybrid
- Neo-Nightfury
- Tempus-Rider Prototype
- Aegis-Assault Cruiser
- Chrono-Surfer
- Gravity Racer
- Quantum Super Bolt
- Temporal Drifter
- Nano-Sprinter
- Chrono-Driver

How to get a Hoverboard

Heavy Vehicles

Asteroid Mining

List of Asteroids

Rare Asteroids

Ultra-Rare Asteroids

Buildable Structures in ōLand

ōFriends ❤️

Conclusion

Introduction

ōLand is a digital land ownership platform that utilizes blockchain technology to allow millions of ōLanders to buy, sell, and build on unique digital plots of land. Each plot is exclusively tied to float above a real world plot of approximately 1.67 acres in the United States. ōLand owners will be able to build social followings and online businesses using their land in addition to playing games and participating in experiences.

Understanding the features and potential of one's land is important for gauging earning potential and resale value. A checklist of factors to consider includes energy score, efficiency stars, number of housing units, area of land and water, proximity of academic institutions and roads, and upgrades installed. Upgrades are divided into six classes: Communication, Artifacts, Magic, Resources, Movement, and Gateways. ōLanders can combine upgrades to receive additional utility and craft upgrades for sale.

ōLanders can also mint their land to a blockchain to start collecting rewards in the form of wrapped ōCash on Ethereum or ōCash on the ōCash chain. Combining lands can increase their value and rarity, but also carries risks. The ōLand ecosystem includes ōFriends, a group of magical Akita-Inus that help build upgrades on ōLand plots which can increase the earning power of a given plot. The platform currently supports the ōCash and Ethereum chains, with plans to add more high-speed blockchains in the future.

Each of the characteristics native to your land are critical to being able to gauge the earning potential, combination capabilities, and resale value of a given plot.

Where is your land and why is that important?

To answer this question it's useful to go through this checklist, all of which are factored into the maturing speed of a plot of land.

Energy Score

- ☑ Combination of energy scores from all upgrades built on each ōLand, visualized as a blue lightning bolt in the upper left hand side of the land on the Overline platform. The higher the number, the more the land will earn once minted.

Efficiency Stars

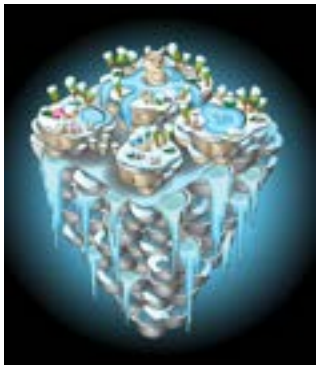
- ☑ A rating, one to five stars, of how well combinations (upgrades, potions, etc…) on a particular plot of land were performed. This can be found on the bottom left hand corner of the land on the Overline platform.

Physical Attributes of Land Area

- ☑ Total Housing Units
- ☑ Square Footage Area
  - Land
  - Water
- ☑ Number / proximity of academic institutions
- ☑ Number / proximity of roads

Land Types

When valuing your land it is important to know its land type, this is revealed when the land is placed into the reactor (launched early February 2023) to be combined or when it is minted. These types will affect various things, such as what can grow or prosper on the land.



Ice

The Ice lands are a mesmerizing and picturesque destination in ōLand, blanketed in snow and frost. These lands are renowned for their natural beauty and serene atmosphere, creating a perfect setting for those seeking a peaceful experience. Although Flora upgrades cannot be harvested in these lands, heavy vehicles can be used to clear the snow, if desired.

These lands have a peculiar effect on the prices of ōCash, and are often considered as the best place to find deals on potions, lite vehicles, and upgrades. The Ice lands offer a unique and exciting opportunity for players to explore and discover valuable resources while taking in the stunning vistas and tranquil atmosphere.

Stardust

The Stardust lands are the most brightly lit in ōLand. Known for their association with hoverboards and their unique construction from asteroids. These lands are the most common place to discover and collect valuable elements from asteroids, making them a prime location for those seeking to acquire rare and powerful upgrades.

The thrill of exploring these lands, dodging obstacles, and collecting valuable resources adds to the excitement and adventure of the ōLand experience.

Cloud

The Cloud type is a rare and unique class in ōLand, characterized by its cloud-like appearance and tranquil atmosphere.

This land type is ideal for a wide range of activities, including the development of racing environments, building a social following, and leveraging various upgrades to advertise products and services. One such upgrade, the Enchanted Music Box for Mystics, can be used to create an immersive and interactive racing experience, while the Glowing Mallard for Philosophers can be used to draw attention to products and services being offered.

The land's transparent floor allows for an unobstructed view of the surrounding area, providing an ideal location for advertising and promoting products or services. Cloud land is an excellent choice for players looking to create engaging environments for their customers and followers.

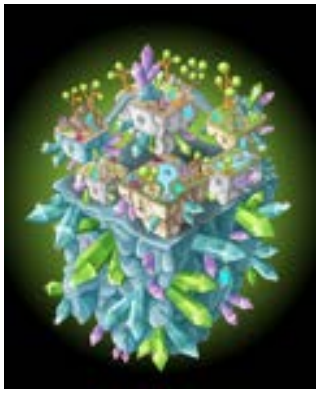
Lava

An otherworldly adventure awaits on this treacherous land, where rocky terrain and molten lava flows are the norm. Brave the scorching heat and mine precious asteroids, but be warned, this land is not suitable for traditional farming. But with the powerful Magma Mover heavy vehicle at your disposal, you can reshape the land to your liking and uncover new opportunities. Are you ready to take on this challenging and rewarding frontier?

Flora

Discover the thrill of adventure and the beauty of nature in the verdant expanse of the Flora lands. Surrounded by lush greenery, towering trees, and sparkling streams, this land type is a haven for those seeking to explore the great outdoors and discover new opportunities for farming and cultivation.

With its oxygen-rich atmosphere and biodiversity, a flora land is the perfect place to escape the hustle and bustle of the city and reconnect with nature. Whether you're looking to hike, farm, or simply relax, this land type is the perfect choice for those who value both beauty and opportunity.



Geode

Discover the ultimate destination for merchants and traders - the rare and coveted Geode lands. These lands are a treasure trove of valuable resources, including small stores of ōCash that can be unlocked with specialized heavy vehicles.

Each sparkling gem visible from below and above found in these lands can be crafted into its own unique product casing, offering endless possibilities for merchants to showcase their wares.

Whether you're looking to sell your goods or simply display them as a museum, the Geode lands offer the perfect platform for displaying your inventory. With a vast array of resources at your disposal, the opportunities for success in these lands are endless.

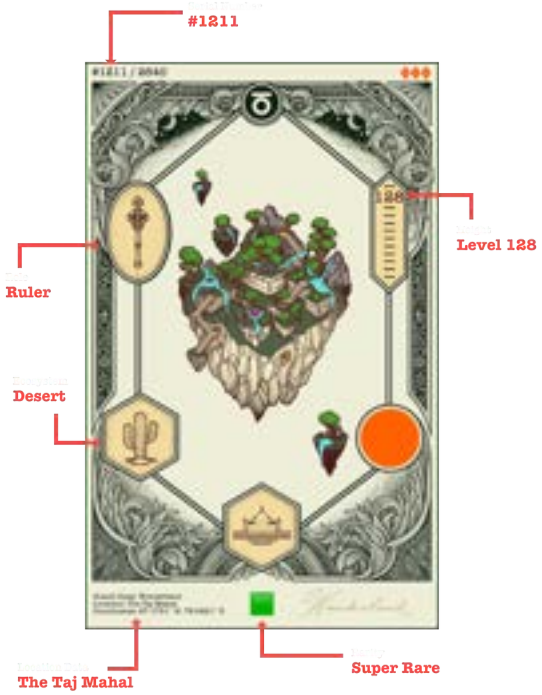
Wonderland

Wonderlands

The Ultra-Rare “Wonderlands” are 880 plots in truly extraordinary locations. The lands are situated high in the sky, hovering above some of the most famous and iconic locations on Earth, such as the Seven Wonders of the World, the Eiffel Tower, Marina Bay Sands Singapore, The Taj Mahal, or the Empire State Building.

The land is composed of lush greenery, rolling hills, and sparkling waterfalls, all set against the backdrop of these world most famous landmarks. The sun’s position and the weather is fully adjustable making them always perfect for taking in the best creations in human history. A direct invitation to visit these rare lands is highly coveted and sought after, making it a true treasure for those lucky enough to experience it.

As a business, Wonderlands can be compared to owning the landing page of Google.com or the search bar itself. Every time an ōLander logs in to collect ōCash or visit their lands they must travel through a randomly selected Wonderland, first making it the “5th Avenue”-esque Shopping District of the metaverse. With an estimated 100,000 visitors, or potential customers, per day by the end of 2023, it is estimated Wonderlands will be the most valuable plots of land in any metaverse.



Wonderlands on Good Quality Ordinals

Wonderland uses the “Good Quality Ordinal” GQO standard which means it uses two Bitcoin inscriptions. The first inscription is the media asset which in addition to other functionality provides the bearer the administrative functions of Wonderland such as “Global Notification” and the Content rating of that Wonderland system.

There are 3 categories of Wonderland’s;

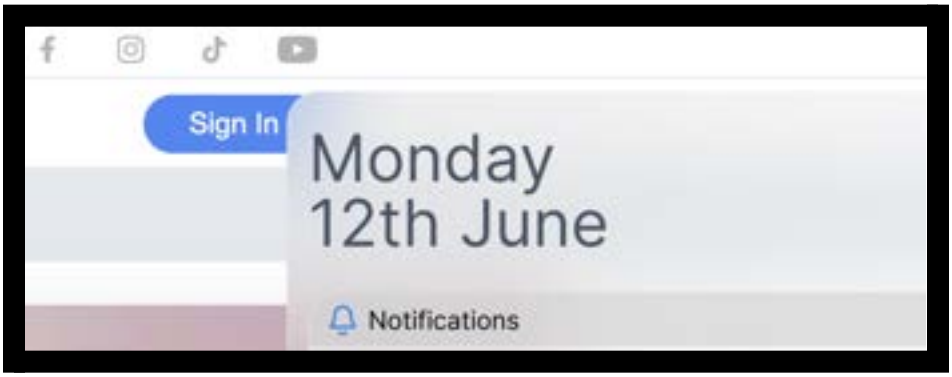
- Rare-Wonderland: 880
- Super-Wonderland: 880
- Ultra-Wonderland: 880

Total: 2,640

Each category reveals the total BRC-20 supply for that Wonderland. The BRC-20 supply has a number of uses but initially it can be used to access the Global Notification time for that Wonderland.

- Rare-Wonderland: 10,000 Tokens
- Super-Wonderland: 1,000 Tokens
- Ultra-Wonderland: 10 Tokens

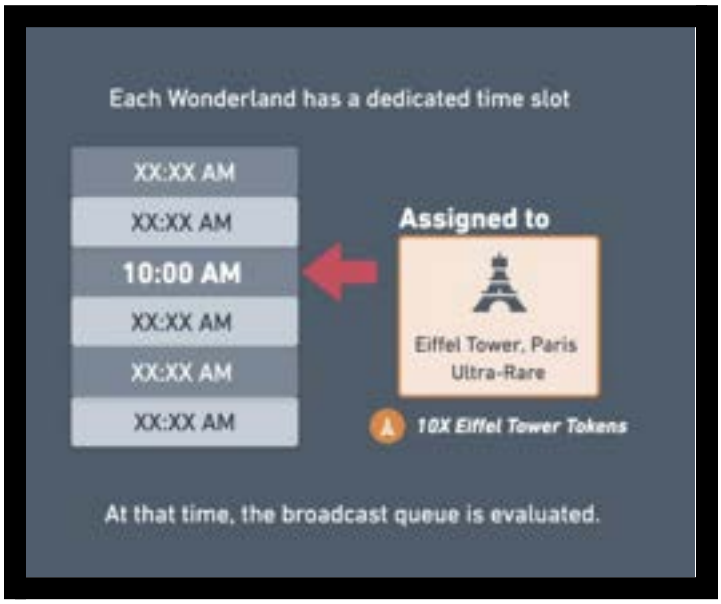
This means that for an Ultra-Wonderland, its unique slot of time is by a maximum of 10 owners one for each token whereas a Rare-Wonderland time slot could have up to 10,000 owners. To learn more about the Wonderland's and the GQO standard visit www.gqo.com.



www.overline.network - Notification feed.

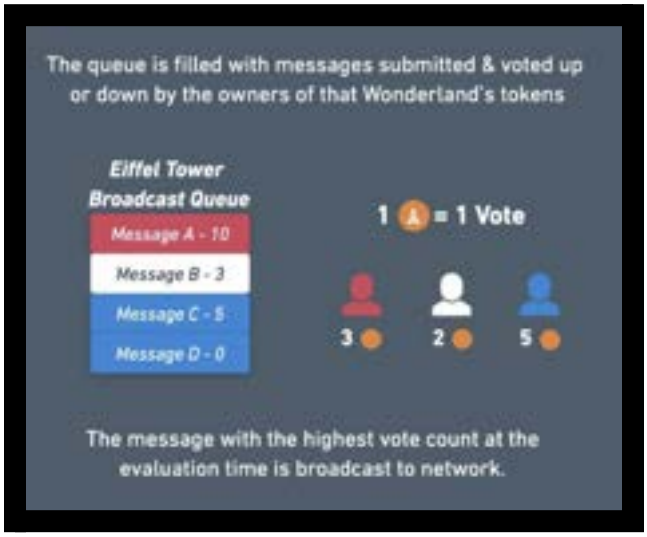
Wonderland Global Notifications

Every 24 hours each of the 2,640 Wonderland can broadcast a message to the entire Overline network across all connected networks starting with the homepage of Overline (which receives about 680,000 unique users a day at the time of this writing) and ending with the ōRouter wireless mesh network. Global Notification is an important mechanism for Wonderland owners to develop their own communities and increase self-governance of the Overline network.



Any Holder of The Wonderland's BRC-20 Can Submit A Notification

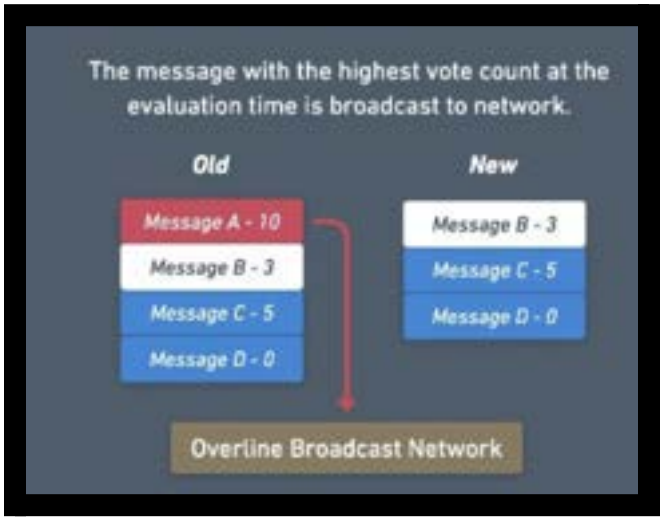
All notifications for a Wonderland are submitted to be "next to go out" in a queue for that Wonderland. Assuming you own the respective BRC-20, you can submit the same content to multiple Wonderland queues. By default the content is automatically approved however the owner of the primary media inscription of the Wonderland can veto content blocking it and/or the content is subject to "Upvote/Downvotes" by other holders of the BRC-20.



Upvotes & Downvotes

By default, only holders of one or more BRC-20 tokens for a specific Wonderland can submit notifications into a queue for that Wonderland. The maximum duration a notification can remain in the queue is 336 hours by default, which corresponds to the length of time the Bitcoin network maintains its mempool. Every 24 hours, when the scheduled time for Wonderland arrives (e.g., 10:00 AM), the queue is evaluated, and the notification with the highest balance is removed from the queue and broadcast to the Overline homepage and other distribution locations listed below. The following conditions impact the weight:

The submission serves as the initial balance vote for the notification. By holding the token, the submitter effectively casts a weighted vote of +1, indicating that their notification should be broadcast for that Wonderland. The initial balance is determined by the submitter's ownership of the associated Wonderland's BRC-20 tokens. For instance, if the submitter owns 30 BRC-20 tokens for that Wonderland, the notification balance would be 30.



Other members can vote for or against the notification, with their votes adding or subtracting from the total weight based on their ownership of the Wonderland's BRC-20 tokens. For example, if another member owns one BRC-20 token and votes in favor of the notification, the notification's weight would increase accordingly.

From an administrative standpoint, the owner of the primary media inscription of the Wonderland can veto content, ban or block specific Bitcoin addresses, and enable different balance requirements above one BRC-20 token for submitting Wonderland content. However, it is crucial to note that if the owner does not possess a sufficient amount of their own BRC-20 tokens, they cannot override other notifications with higher weight from being sent first in the queue.

Notification Distribution Locations

The following locations will be released in this order beginning with the homepage:

Property	**Platform**	**Max Content Rating**	**Audience**
Overline.network	www.overline.network	Y	500K-1M
Instagram	www.instagram.com/gqocom	T	100K
Twitter	www.twitter.com/gqo_com	T	3K
ōLand Chat & Ape Chat	iOS & Android Apps	T	NA
Wonderland Carrier	Users following the Wonderland	A	NA
ōRouters	ōRouters subscribed to the Wonderland.	A	NA

Notifications Overline Homepage

The notifications are open on a sleek, semi-transparent dark background with a subtle drop shadow, giving it a modern and sophisticated appearance. The color scheme is neutral, allowing the tray to blend seamlessly with the various content. Each notification features a small, circular app icon or image on the left side, providing a visual cue for the source of the notification. The icons are vibrant and well-designed, adding a touch of color and personality to the tray.

Notification Design & ōGem Content Ratings

Each notification is structured similarly to posts on platforms such as "Hacker News" or "Reddit," with a maximum text length of 280 characters and the option to attach media, such as links or images. The UTF-8 character encoding is utilized for these notifications.

The content rating system employed is referred to as the "ōGem Content Rating." While submitting high-quality content does not affect one's ōGem score, submitting content that is flagged outside of the allowed parameters may have an impact.

The rating categories are as follows:

- Rated Y: Youth – Appropriate for children and young audiences, focusing on educational and entertaining themes.
- Rated T: Teen – Recommended for audiences aged 13 and older, featuring content that may include mild violence, language, or suggestive themes.
- Rated M: Mature – Appropriate for audiences aged 17 and older, containing content that may involve intense violence, strong language, or explicit sexual themes.
- Rated A: Adult – Content specifically designed for adult audiences, including explicit sexual content, graphic violence, or strong language.
- Rated E: Educational – Content primarily centered on educational themes and suitable for all ages, with minimal violence, language, or suggestive themes.

What time is associated with each Wonderland?
The schedules for each Wonderland can be found on gqo.com. Every Wonderland is assigned a unique, unchangeable permanent time.

How do I get more notifications?
To receive more notifications, individuals can increase their broadcast time by owning more Wonderland primary inscriptions or by owning more of each individual's Wonderland BRC-20.

If I own multiple Wonderland’s at one address?
Wonderland BRC-20s and their primary inscriptions are stackable, allowing users to own multiple Wonderlands and submit notifications for broadcast

either collectively or individually from the Global Notification panel at overline.network.

What if I don't broadcast anything for 24 hours?

If no broadcasts occur within a 24-hour period, the feed will contain less content, but the slot will remain unfilled. In this regard, Wonderlands are comparable to airport gates; even if unused, the gate remains a part of the airport infrastructure. It is reasonable to assume that this principle applies to the Wonderland system as well.

Public Park Land

Public parks are the default land types and the ones you have likely come to recognize in ōland. These are created when a land combination is unsuccessful and thus the land is "burned" , turning it publicly accessible property and removing any way to change it.

Land Generations

In the mixed-reality world of ōLand, there is a limited number of plots of land available for users to build on and trade. These plots are divided into 9 different generations, with the earliest and most rare being Generation 1, also known as "Genesis" plots. As new ōLanders sign up, the newer plots are assigned to progressing generations: Generation 2 (GEN2), Generation 3 (GEN3), and so on. Each generation has differences between them, however, the most notable difference is that after Generation 3, the digital size of the plot of land begins to decrease. This means that plots from Generation 4 and beyond will be smaller in size compared to the plots from Generation 1 to 3. This scarcity of land and decrease in plot size makes the early generation plots more valuable and sought after among users.

Title	Status	Size
Genesis (GEN1)	CLAIMED	~1.67 Acres
Generation 2 (GEN2)	CLAIMED	~1.67 Acres
Generation 3 (GEN3)	CLAIMED	~1.67 Acres
Generation 4 (GEN4)	IN PROGRESS	~1 Acres
Generation 5 (GEN5)		~0.5 Acres
Generation 6 (GEN6)		~0.5 Acres
Generation 7 (GEN7)		~0.25 Acres
Generation 8 (GEN8)		~0.1 Acres
Generation 9 (GEN9)		Account only.

Minting & Earning

Before minting your land, ōLanders can upgrade it to do hundreds of things, primarily to increase its functionality and the amount it earns daily.

Valuing ōLand with upgrades installed can be done by comparing it to similar properties that have been sold. Factors to consider include the size of the land, the quality of the upgrades, and the location of the property.

When using the comparable sales approach, start by using their sale prices as a benchmark. The value of the upgrades should be factored into the valuation of the land. For example, the ōLand's generation, whether it has been marked as a shadowland, or if heavy vehicles come with the purchase can all be considered as part of the value of a given ōLand plot.

Another way to value the land is to use the income approach, which involves projecting the income the property will generate. Income can be from the earning rate of crypto or it can include a Race Track's proceeds or the value of foot traffic already using the land for any number of reasons. Ultimately, the value of the ōLand will depend on a variety of factors and it's recommended to consult with other users on Twitter or Discord to make informed decisions.

How to mint your land?

Minting your ōLand to a blockchain will be available at the third stage of the auction. A minting interface, which will also be used as the combining interface, will be revealed on the Overline platform at a later date.

How to upgrade your land?

Ready to start upgrading? Unleash the power of ōFriends - the magical dogs that bring excitement and wonder to your land! These mystical creatures are irresistibly drawn to the delicious ”ōTreats” you place on your land. When you place ōTreats on your land, you'll be inviting ōFriends to come and build incredible ***upgrades*** on your land. The more ōTreats you leave, the greater your chances of receiving awe-inspiring upgrades. And if you're lucky, some of these magical ōFriends may even choose to stay.

ōTreat Flavors

Dried Honey Steak

Steak freeze dried and flavored with honey, used to feed ōFriends.

Grilled Chocolate Chicken

A grilled chicken flavored with rich chocolate sauce, particularly delicious to the ōFriends.

Vegan Lime Tuna

No fish were harmed in the creation of this aquatic treat, beloved by ōFriends.

Shredded Cranberry Goat

A rare tasty morsel flavored with crushed cranberries and shredded goat.

Frozen Caramel Lobster

Lobster drizzled with caramel and frozen. A perfect snack for an ōFriend who’s looking to chill out.

Chunky Watermelon Buffalo

Plump delicious buffalo who love watermelons and now provide tasty sustenance to the ōFriends.

How do I know what each upgrade does?

The Magical Class & Skill

Every upgrade has a designated class. There are 6 classes:

- ★ Communication
- ★ Artifacts
- ★ Magic
- ★ Resource
- ★ Movement
- ★ Gateways

ōLand cities, which each float above a corresponding major US city, specialize in two of each class. Crafting potions and keeping upgrades on lands that specialize in each class is a good idea.

The Energy Score

Each upgrade built on your ōLand has an Energy Score attached to it, between 0 and 1000. These scores accumulate and are reflected in the overall Energy Score of your specific plot of land.

Native Lands

Most upgrades are imbued with a Native Land, meaning the item is more likely to be found on that Land Type.

List of Upgrades

Smoke Signals

Upward communication to land levels higher than the land it is deployed on. Visible in the sky on lands one level above and used in many potion combinations.

Energy Score: 460
Combinable: Yes
Magical Skill: Ruler
Native Land: Cloud

Tin Cans on a Wire

A webhook for connecting to data from the outside world. URLs must be submitted for review at a cost of 2 ōCash per URL. Potential use cases include streaming in the Bitcoin price to your land, tracking Twitter follower counts, or monitoring the scores of popular football games.

Energy Score: 460
Combinable: Yes
Magical Skill: Ruler
Native Land: Stardust

Carrier Pigeons

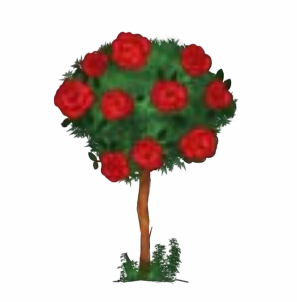
Broadcast message to anyone in selectable areas in ōLand who has a birdhouse. Carrier Pigeons are a social experiment that allows for safe and efficient networking.

Energy Score: 300
Combinable: Yes
Magical Skill: Philosopher
Native Land: Cloud

Walkie Talkie

Point to point transfer with any random walkie talkie holder, works across height levels...

Energy Score: 375
Combinable: Yes
Magical Skill: Innovator
Native Land: Ice



Rose Tree

Produces roses that can be gifted to other ōLanders, redeemable immediately for ōCash or can be planted and grown for a big rose tree of ōCash in a few years

Energy Score: 600
Combinable: No
Magical Skill: Steward
Native Land: Flora

Totem Pole

Displays the historical record of winners and losers from various races. A critical upgrade for those hosting large viewership of races on a property.

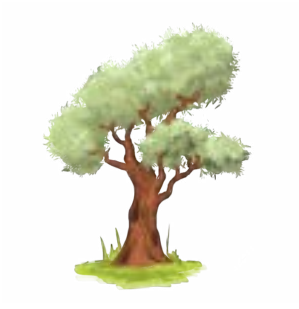
Energy Score: 750
Combinable: No
Magical Skill: Mystic
Native Land: Lava

Bird House

The receiving end of "global messaging network" for ōLanders is a communication tool that allows users to receive messages from other ōLanders. Users can set a minimum price for receiving messages, and the payment will be made in the form of ōCash.

Messages can be sent via carrier pigeon, which is a feature, or by another ōLander who refers the user to the platform. This messaging network allows for easy communication and transactions within the ōLand community.

Energy Score: 300
Combinable: Yes
Magical Skill: Steward
Native Land: Flora



Olive Tree

This item if placed on the root land increases the chances of a successful combination of land unless it is used in the creation of a potion, brew, tonic, or elixir. If the combination was unsuccessful the olive tree is removed irregardless of if the lands were destroyed.

Energy Score: 300
Combinable: Yes
Magical Skill: Ruler
Native Land: Stardust

Fairy House

Inhabited by adorable but tricky fairies, randomly “collects” things that are lost in the Reactor.

Energy Score: 460
Combinable: Yes
Magical Skill: Explorer
Native Land: Geode

Message in a Bottle

Allows owners to reclaim (in rare events) a random land that was lost when someone else failed a land merge.

Energy Score: 750
Combinable: Yes
Magical Skill: Explorer
Native Land: Flora

Jade Sundial

A rare item in ōLand that allows users to organize and store custom objects and assets that they wish to sell on their plot of land. This storefront device allows players to display the items they have for sale, along with their prices, in an easy-to-use and convenient way.

The Sundial has a dial that automatically points to different objects and displays their cost, allowing potential customers to quickly and easily explore the items for sale and their prices. This makes it easy for customers to browse and purchase items from a player's plot of land without having to navigate through a lot of menus or search for specific items. When integrated with the Token Mint one click purchases are possible.

Energy Score: 750
Combinable: No
Magical Skill: Explorer
Native Land: Cloud

Wolf Collar for Explorers

A very rare, very powerful tool that can capture any creature summoned from shadowlands or custom 3D assets brought forward from shadowland necromancy. However, The Wolf Collar will only support capturing creatures that are not on shadowlands. The Wolf Collar works even if it is not Freaky Friday.

Energy Score: 830
Combinable: No
Magical Skill: Explorer
Native Land: Stardust

Dinosaur Tooth for Stewards

From an ancient creature, this very rare type of item is useful in powerful elixirs, spells, and potions. Additionally, this item can add jaws to hoverboards which can be very useful in races where combat restrictions are lifted.

Energy Score: 830
Combinable: No
Magical Skill: Steward
Native Land: Flora

Piece of Shipwreck for Explorers

The only way to find heavy vehicles, the Shipwreck, is from an ancient society that existed before ōLand. Collecting enough of these pieces will lead you to a wreck buried somewhere in center island and possibly one of the ancient machines...

Energy Score: 830
Combinable: No
Magical Skill: Explorers
Native Land: Geode

Magic Lamp for Mystics

Roll modifier for reward (more ōCash, more ōTreats, etc...). Can only be used three times in one day.

Energy Score: 830
Combinable: No
Magical Skill: Mystic
Native Land: Lava

Telescope for Philosophers

Not your average telescope, but instead a mysterious kaleidoscope which acts as a viewfinder to hunt for valuable gems.

Energy Score: 830
Combinable: No
Magical Skill: Philosopher
Native Land: Ice

Carpetbagger's Dice for Rulers

Redeemable for one reroll of a land combination, heavy vehicle forging, or lite vehicle forging. Undoing the effects of the previous role.

Energy Score: 830
Combinable: No
Magical Skill: Ruler
Native Land: Stardust

Ancient Bust for Philosophers

A community center piece which is required to store and create ōLand “.ol” and “.oland” domains.

Energy Score: 830
Combinable: No
Magical Skill: Philosopher
Native Land: Geode

Star Gas Sample for Innovators

Description: Critical component in the construction of hoverboards.

Energy Score: 830
Combinable: No
Magical Skill: Innovator
Native Land: Cloud

Temporal Rift for Builders

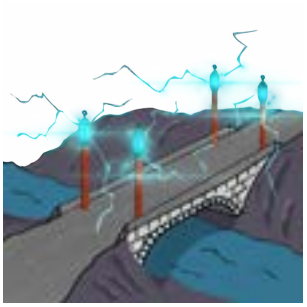
Very rare item that rapidly increases the speed and land starts earning and/or decreases the build time required for vehicles, mining asteroids, or generating Dream Engine credits.

Energy Score: 830
Combinable: No
Magical Skill: Builder
Native Land: Lava

Rope Bridge

Allows a user to create a direct link between their land and another land at their relative height, so friends and visitors can travel quickly to familiar locations

Energy Score: 250
Combinable: Yes
Magical Skill: Steward
Native Land: Cloud



Energy Bridge

The bridge acts as a pulsing and whirring starting line to a user created, electric themed race track on the owner's ōLand.

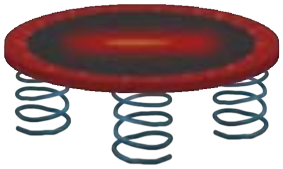
Energy Score: 460
Combinable: No
Magical Skill: Builder
Native Land: Lava

Water Slide

The slide acts as a roiling and sloshing starting line to a user created, water themed race track on the owner's ōLand.

Energy Score: 460
Combinable: No
Magical Skill: Builder
Native Land: Flora

Turbo Trampoline



Transport yourself to a land at a higher level than your current height.

Energy Score: 350
Combinable: No
Magical Skill: Builder
Native Land: Ice

Rabbit Burrow

The rabbit burrow is the residence of cute, secretive little bunnies, who leave ōCash to say thank you, though these gifts are not there for long...

Energy Score: 350
Combinable: Yes
Magical Skill: Ruler
Native Land: Geode

Dutch Windmill

Owners of a Dutch Windmill are able to blow (move) items from one plot to another, cooldown period for multiple uses.

Energy Score: 300
Combinable: Yes
Magical Skill: Explorer
Native Land: Cloud

Scorched Landing Pad

Something that puts off a lot of flames lands here and then leaves…but what could have done it?

Energy Score: 375
Combinable: No
Magical Skill: Innovator
Native Land: Lava

Teleporter

Something very cool always happens when you beam in, but sometimes you MAY go to the wrong place…these transportation devices link to an ancient system of warp tunnels which have never been fully charted, at times something or someone may also come out. Intentional or not, consider it a gift.

Energy Score: 750
Combinable: No
Magical Skill: Mystic
Native Land: Stardust

Wooden Dock

Go fishing in the river of rejected dream engine items, gives access to the ōLand Lake chatroom and hangout. First place where large groups can gather.

Energy Score: 350
Combinable: No
Magical Skill: Steward
Native Land: Ice

Tire Swing

I wonder what this tire used to be attached to? I'll bet if I find four of them I'd really be on to something…

Energy Score: 350
Combinable: Yes
Magical Skill: Builder
Native Land: Forest

Antique Carousel

If you die or lose in a game, you can go play in the antique carousel mini-game and if you win, you can win back what you wagered.

Energy Score: 800
Combinable: Yes
Magical Skill: Mystic
Native Land: Ice

Rainbow Farm

Keeping this upgrade on your land means that it can never be burned and is always protected during combines.

Energy Score: 830
Combinable: No
Magical Skill: Mystic
Native Land: Stardust

Bottle of O'Keefe

An extremely powerful and rare duplicator that allows you to duplicate whatever it is poured on.

Energy Score: 830
Combinable: No
Magical Skill: Ruler
Native Land: Stardust

Wizard Hat for Innovators

The most powerful and highly sought-after magic item in ōLand is the "Universal Catalyst." The Wizard’s Hat channels the power of the Universal Catalyst but can only do so once allowing any combination of vehicle, upgrade, or potion to be crafted without the need for the required magical skill level on that specific plot of land.

Furthermore, the Wizard’s Hat can be used as a rare and valuable ingredient in other combinations, making it a valuable addition to any ōLander's inventory.

Energy Score: 990
Combinable: No
Magical Skill: Innovator
Native Land: Forest

Dragons Nest for Rulers

Dragon's Nests are an extremely rare item in ōLand, and are necessary for crafting a hoverboard or heavy vehicle. They are also used in the creation of the most powerful Shadowland potions.

However, Dragon's Nests have a unique property that sets them apart from other items. They emit a red beam into the sky, which can be seen by all users in ōLand. This can attract unwanted attention from creatures, so users should be cautious when using them. Additionally, Dragon's Nests cannot be installed on lands that have been consumed by Singing Flowers.

Energy Score: 990
Combinable: No
Magical Skill: Ruler
Native Land: Mountain

Fairy Wings for Stewards

Often used as a crafting component this very rare item provides flying capabilities to vehicles and objects which makes movement of the item significantly easier. Since fairies shed their wings, use of this item does not imply a fairy was harmed.

Energy Score: 990
Combinable: No
Magical Skill: Steward
Native Land: Flora

Cloak of Invisibility for Explorers

A very valuable and rare equipable tool which allows you to visit lands owned or not without revealing your presence. Listen to conversations or simply enjoy experiences without anyone realizing your character is present.

Most vehicles support upgrades which leverage the powers of the invisibility cloak to also hide itself and its presence.

Energy Score: 990
Combinable: No
Magical Skill: Explorer
Native Land: Geode

Golden Harp for Rulers

The ultimate item for merchants and traders, the Golden Harp allows you to move a land auction “to the front” allowing for immediate global presentation of the asset. It is also a useful crafting tool.

Energy Score: 990
Combinable: No
Magical Skill: Ruler
Native Land: Cloud

Enchanted Music Box for Mystics

An extremely rare, beautiful, and intricately designed music box. Its primary use is to summon items from the Teleporter and create grandstands for hosting race tracks. Users with a music box also receive an audio broadcast option which allows you to host community events on your land and broadcast audio to visiting ōLanders.

Energy Score: 990
Combinable: No
Magical Skill: Mystic
Native Land: Ice

Glowing Mallard for Philosophers

A very rare item used to complete advanced potions if placed on land, users can add electrical signs and billboards to their land with customisable content inside. If you lean in close and listen you will hear a little voice chanting, “All hail the glowing mallard!”.

Energy Score: 990
Combinable: No
Magical Skill: Philosopher
Native Land: Lava

Bubble Wand for Builders

Once equipped to the user the bubble wand can be mounted on location or carried as a staff. Bubbles from the wand contain random resources and the wand itself can temporarily grant floating abilities to an object placed inside the wand. This allows the user to add floating 3D assets to their hoverboard which is very useful for hoverboards using displacement or entanglement engines.

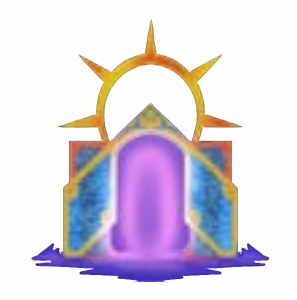
Energy Score: 990
Combinable: No
Magical Skill: Builder
Native Land: Stardust

Door to Candyland

A doorway to another dimension with new rules. Candyland is also a weather condition which is applied to travelers who enter the door.

Energy Score: 670
Combinable: No
Magical Skill: None
Native Land: All

Door to Wonderland



Return to a selected Wonderland at any time even if it is not owned using a Door to Wonderland. Very valuable for Wonderland owners to organize connections to their own lands that are not Wonderlands and valuable for non wonderland owners to access traffic and create resource bridges with Wonderland plots.

Energy Score: 670
Combinable: No
Magical Skill: None
Native Land: All

Door to Catlantis

Requires tools from the reactor to enter or a gas mask. Catlantis is a very useful crafting dimension which allows you to simulate crafting items in the reactor without destroying the item in the creation.

Energy Score: 670
Combinable: No
Magical Skill: None
Native Land: All

Door to Fountain of Youth

All items placed in the doorway are returned to their original state including hoverboards. Fountain of youth also accelerates any harvestable item when it is placed in the doorway. Unfortunately the stability of the land is impacted if the door is used too often which may trigger a “The Mountain” event.

Energy Score: 670
Combinable: No
Magical Skill: None
Native Land: All

Door to Kingdom of the Surreal

A doorway to another dimension useful initially as a component in complex potions, this doorway is of unknown origin and transportation through this door is unstable with unknown destinations.

Energy Score: 670
Combinable: No
Magical Skill: None
Native Land: All

ōFriend Dog House

Home to a furry new friend that can be opened and revealed and loved forever…learn more at https://mirror.xyz/0x68edBe29b331f211e4edB059919ECb64C5790c17/ei2N0kgyiJ5KGi83ANiydb2hA2T5PoL29Z6sT3KxtzY

Energy Score: 0
Combinable: No
Magical Skill: None
Land: All

Fungi Farm

Harvestable resource that also increases the strength of the land. Heavy vehicles cannot be delivered or built on land without Fungi Farms without extreme risk of triggering “The Mountain” event.

Fungi farms also allow for the heavy vehicle
Tweaker” to terraform more often on the land where installed.

Energy Score: 250
Combinable: Yes
Magical Skill: Steward
Native Land: Geode

Flower Farm

Flower farms increase the rate land matures to be able to start earning. They are combinable on a single plot and must be on the plot at the time of minting. Each flower farm increases the maturation rate by 3 days.

Energy Score: 250
Combinable: Yes
Magical Skill: Steward
Native Land: Flora

Cactus Forest

Commonly used to create biofuels for hoverboards these generate and can be harvested, these can be combined to increase their growth rate.

Energy Score: 300
Combinable: Yes
Magical Skill: Steward
Native Land: Lava

Rock Garden

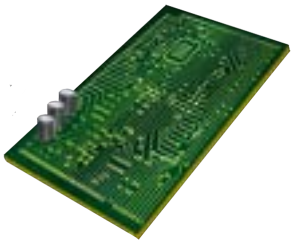
Rock Gardens are a communication beacon which are visible if a land is marked shadowland or not. They are commonly used in upgrades, but are also a required item when crafting hoverboards.

Energy Score: 250
Combinable: Yes
Magical Skill: Steward
Native Land: Geode

Sandbox

Place on your plot to explore items rejected from the Dream Engine.

Energy Score: 350
Combinable: No
Magical Skill: Explorer
Native Land: Cloud



Rusted Circuit Board

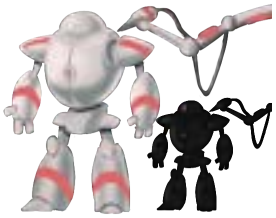
Mysteriously broken, you have a strong feeling you should figure out how to repair…

Energy Score: 460
Combinable: Yes
Magical Skill: Innovator
Native Land: Cloud

Token Mint

Required to register custom ōLand tokens; can create a new contract on ōCash chain. Overline is actively working with credit card processors to allow merchants to use a Token Mint to sell their own assets in addition to creating ōLand native tokens.

Energy Score: 650
Combinable: Yes
Magical Skill: Ruler
Native Land: Ice



Robot Factory

The only place where you can create robots that allow you to automate certain daily or timed tasks (aka claim daily ōCash). When paired with an ōFriend who has a rocket lab, allows you to manufacture hoverboards.

Energy Score: 650
Combinable: Yes
Magical Skill: Builder
Native Land: Ice

Ferris Wheel

Hosts carnival games on your land (choose from one of our three options: ring toss, hammer & bell hit, spin the wheel). visitors can bet resources to play and win, but the more they play, the more you win.

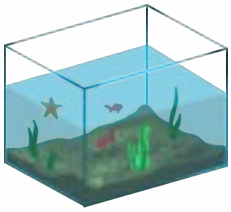
Energy Score: 750
Combinable: Yes
Magical Skill: Ruler
Native Land: Flora

Water Well

A living well for wishes that may grant you a wish if it echoes back to you...

Energy Score: 350
Combinable: No
Magical Skill: Mystic
Native Land: Ice

Fish Tank



In addition to a combinable resource, the Fish Tank allows the owner to host simple card games like Go Fish! on their land. Visitors can bet resources to play and win, but the more they play, the more you win. This is the first private mini-game available in ōLand.

Energy Score: No
Combinable: Yes
Magical Skill: Philosopher
Native Land: Flora

Morleite 3000

Special access to The Mountain and access to an internal pool of individuals who make and select popular projects. Extremely high earning rate and falls in the “Ultra-Rare” class of upgrades.

Energy Score: 991
Combinable: No
Magical Skill: Ruler
Native Land: All

Treehouse

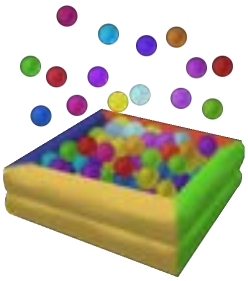
Your homebase on your ōLand plot. User’s can upgrade with other RESOURCES over time to improve and make personalized additions.

Energy Score: 375
Combinable: Yes
Magical Skill: Builder
Native Land: Flora

Candy Tree

Grows lollipops at a certain pace, consuming one initiates a SUGAR HIGH period, during which upgrades go faster, ōTreats work faster, and luck increases.

Energy Score: 600
Combinable: Yes
Magical Skill: Builder
Native Land: Stardust



Ball Pit

Generates spheres, more “molecular” than “playground”. Pick a ball out of the ball pit to change any item’s color including modify the colors of some lite and heavy vehicles.

Energy Score: 375
Combinable: Yes
Magical Skill: Innovator
Native Land: Stardust

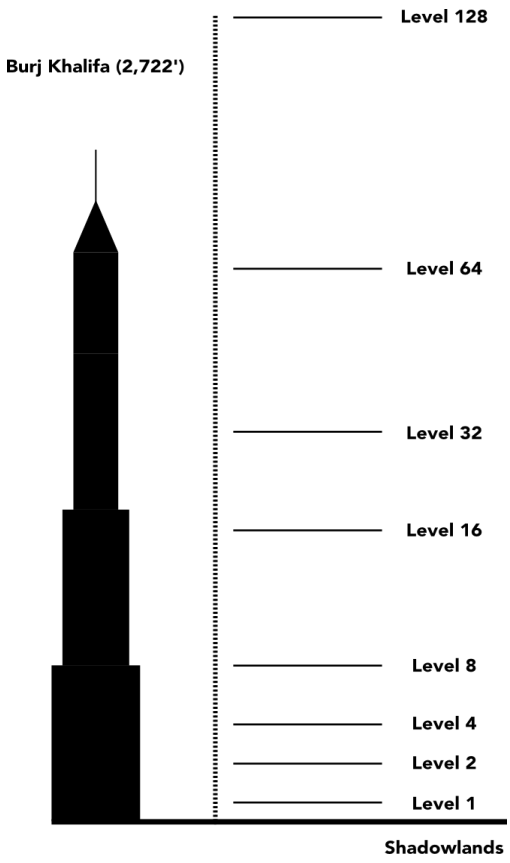
Combining Lands

Combining lands is a risky endeavor, but the reward is worth it, as combining increases the value, height, and rarity of your land as well as the reach of your *Sphere of Influence*.

There are 9 different heights at which lands can exist. Each of these heights require the ōLander to combine a specific number of lands, while choosing one “Root Land” which will be lifted to the new height and all others are burned.

Required combination for each level.

- ★ **Level Zero**: ShadowLands
- ★ **Leve One**: 1 ōLand Plot
- ★ **Level Two**: 2 ōLand Plots
- ★ **Level Four**: 4 ōLand Plots
- ★ **Level Eight**: 8 ōLand Plots
- ★ **Level Sixteen**: 16 ōLand Plots
- ★ **Level Thirty-Two**: 32 ōLand Plots
- ★ **Level Sixty-Four**: 64 ōLand Plots
- ★ **Level One Hundred And Twenty-Eight**: 128 ōLand Plots



How is combining land risky?

No thrilling adventure is without risks, which is why there is a chance (between 7% and 70%) that combining lands fails. If it does, you do not lose the potions you were crafting, but you do lose all land except the root land. Boost your chances of success by providing liquidity to Wrapped ōCash/Ethereum pool (more information coming soon) or unlock the power of advanced potions and elixirs that can safeguard your territory. In extremely rare cases, they may even be able to bring back lost lands. The potential rewards are endless, so don't be afraid to take a leap of faith.

Level Earning Power

One important difference between heights is the time required or maturation period before a plot of land can start earning ōCash. Maturation

resets every time land is moved from one address to another (for instance during a trade).

- ★ **Level Zero**: 90 days
- ★ **Level One**: 120 days
- ★ **Level Two**: 100 days
- ★ **Level Four**: 80 days
- ★ **Level Eight**: 50 days
- ★ **Level Sixteen**: 40 days
- ★ **Level Thirty-Two**: 30 days
- ★ **Level Sixty-Four**: 7 days
- ★ **Level One Hundred And Twenty-Eight**: 3 days

Level 128: Private Elevator

Users who have minted Level 128 lands and have that land in their account can use the LEVEL128 dedicated login page and server infrastructure to ensure rapid and easy access to all Overline services. Think of it like a private elevator to your penthouse.

Other benefits of combining?

Combining lands is a scientific process that utilizes the unique properties of different upgrades and resources found in ōLand. By expertly blending these resources together, players are able to craft powerful potions that can be used to create various events, items, buildings, and more. In addition to being useful, these resulting upgrades or potions can be sold for profit. The combination process is vital to the ōLand economy as it provides players with access to otherwise unobtainable utility, while constantly decreasing the available land supply. The science behind combining lands is complex and requires careful experimentation and analysis to master, making it a key component of the ōLand experience. With the right knowledge and resources, users can unlock the full potential of their lands and pave their way to success.

Brews, Tonics, Elixirs, Potions, and Super Potions

Embark on a journey as one of the most advanced ōLanders and discover the power to craft enchanted potions that shape the land, build incredible

towns, race tracks and stores, and even sell your own unique 3D assets. Utilize a combination of mystical brews, tonics, elixirs, potions and super potions to transform your land and unleash its full potential.

These consumable items are created by combining upgrades:

1. A ***brew*** is a simple consumable liquid.
2. A ***tonic*** is a more complex consumable liquid.
3. A ***potion*** is a consumable liquid and often bioluminescent.
4. An ***elixir*** is an extremely complicated consumable liquid with lasting effects.
5. A ***super potion*** is the most powerful magical consumable and is sometimes in a gaseous form.

Below is a list of all known consumables, but there are many more yet to be undiscovered combinations available in ōLand:

Minimum ōCash Potion Prices

All things that require magical skill have an ōCash cost which essentially rewards the ōCash chain miners. However, in order to drive sales of potions to the secondary market the prices automatically adjust based on the floor prices of major NFT markets. Each type has a minimum ōCash price but also a maximum so that powerful magic items are never inaccessible.

1. **Brews**: 20 ōCash
2. **Tonics**: 100 ōCash
3. **Potions**: 100 ōCash
4. **Elixirs**: 200 ōCash
5. **Super Potions**: 1000 ōCash

Auction market rates prioritize buying potions from other ōLanders. This means that if there are a significant number of Dreamland Elixirs for sale in the range of ōCash on major NFT marketplaces the cost to purchase an Elixir is higher with a maximum range encouraging users to purchase them from the secondary market.

List of Magic Items

Dreamland Elixir

Combine: Door to Candyland, Door to Wonderland, Door to Catlantis, Door to the Fountain of Youth, Door to the Kingdom of the Surreal
Difficulty: 80
Magical Skill: Innovator
Description: This elixir opens a portal to a dreamlike world where the consumer can explore and indulge in their wildest fantasies on their land. All content restrictions are lifted from a given plot, however dreams from Dreamland Elixirs may become marked as shadowlands.
Cost: 200 - 2,000,000 ōCash

x1

+

x1

+

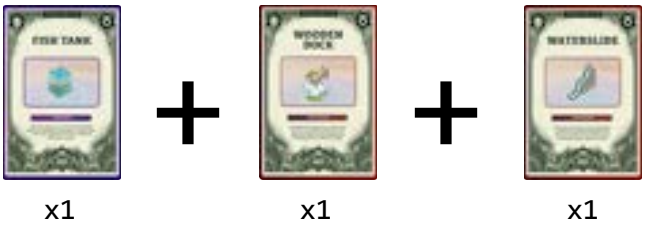
x1

= **Portal Tonic**

Combine: Ferris Wheel, Jade Sundial, Teleporter
Difficulty: 75
Magical Skill: Explorer
Description: This tonic allows the user to temporarily teleport to any plot of ōLand without needing an invitation, for a duration of five minutes. This allows for greater exploration and ease of access to different plots of ōLand.
Cost: 100 - 5500 ōCash

= **Shark Elixir**

Combine: Fish Tank, Wooden Dock, Antique Carousel, and Water Well
Difficulty: 60
Magical Skill: Mystic
Description: This elixir gives its consumer the power to communicate with aquatic ōFriends, understand their language, and summon water to a given ōLand plot.
Cost: 200 - 5000 ōCash



= **Shark Tonic**

Combine: Fish Tank, Wooden Dock, and Waterslide
Difficulty: 40
Magical Skill: Builder
Description: This tonic allows the user to control and manipulate water on a given ōLand plot for a short period of time. Water is the most valuable resource on earth, it is expected controlling this resource in ōLand will be just as valuable.
Cost: 100 - 2000 ōCash

x2

+

x2

+

x2

= **Aquatic Communicator Potion**

Combine: 2X Fish Tank, 2X Wooden Dock, and 2X Waterslide
Difficulty: 70
Magical Skill: Philosopher
Description: This potion permanently grants ōLanders to communicate and befriend aquatic creatures.
Cost: 100 - 5000 ōCash

x1 x1 x1

= **Adventurer's Super Potion**

x1 x1 x1

Combine: Energy Bridge, Rope Bridge, Tire Swing, Antique Carousel, Bottle of O'Keefe, and Piece of Shipwreck for Explorers
Difficulty: 100
Magical Skill: Explorer
Description: This super potion enhances the consumer's sense of adventure and desire to explore lands they do not own including shadowlands. It is a permanent potion and shields the users holdings from the effects of Singing Flowers, prolonged exposure to shadowlands, participation in Freaky Friday events.
Cost: 1000 - 2,000,000 ōCash

x1

+

x2

+

x2

x2

=

Healing Super Potion

Combine: Water Well, 2x Fungi Farm, 2x Rose Tree, and 2x Door to Fountain of Youth
Difficulty: 100
Magical Skill: Steward
Description: This potion enhances the consumer's natural healing abilities allowing a user to recover a land marked as a shadowland or consumed by Singing flowers.
Cost: 1000 - 500,000 ōCash

x1

+

x1

+

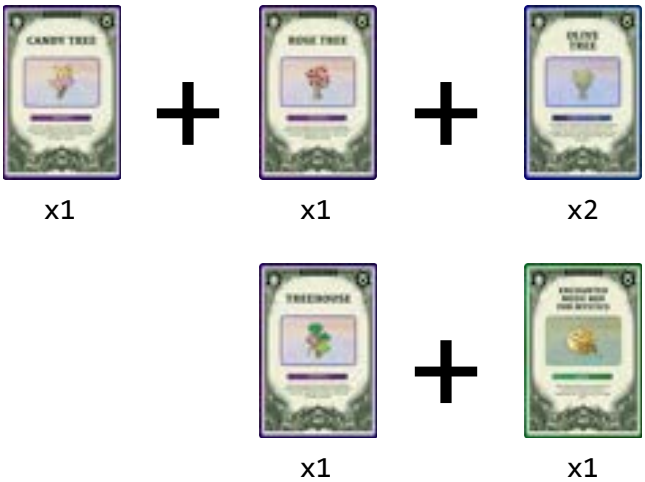
x1

x1

=

Illusion Super Potion

Combine: Walkie Talkie, Energy Bridge, Carpetbagger's Dice for Rulers, and Cloak of Invisibility for Explorers
Difficulty: 100
Magical Skill: Explorers
Description: This potion, called the Illusion Super Potion, allows ōLanders to manipulate their appearance and create illusions on their land. The potion temporarily transforms the ōLander's character to look like other players or 3D objects, allowing them to deceive others and create unique experiences for themselves and others on ōLand. The potion can be used for a limited period of time, giving ōLanders the opportunity to have fun and explore different personas and designs.
Cost: 1000 - 500,000 ōCash



Enchanted Grove Super Potion

Combine: Candy Tree, Rose Tree, 2x Olive Tree, Treehouse, Enchanted Music Box for Mystics
Difficulty: 100
Magical Skill: Mystic
Description: This potion enhances the beauty and magic of the consumer's flora, attracting fairies and other magical creatures. Land where this potion was consumed cannot ever become shadowland.
Cost: 1000 - 1,500,000 ōCash

Animal's Guardian Tonic

Combine: Bird House, Rabbit Burrow, and Dinosaur Tooth for Stewards
Difficulty: 50
Magical Skill: Steward
Description: This tonic gives its consumer the ability to summon and communicate with high animals (such as Unicorns and Dragons) for a short period of time.
Cost: 100 - 10,000 ōCash

x1 x1

Animal's Ally Brew

Combine: Bird House and Rabbit Burrow
Difficulty: 20
Magical Skill: Steward
Description: This brew gives its consumer the ability to summon and communicate with a single animal for a short period of time.
Cost: 20 - 10,000 ōCash

x1 x1 x1

Summoning Brew

Combine: Token Mint, Robot Factory, and Door to the Fountain of Youth
Difficulty: 80
Magical Skill: Builder
Description: This brew allows the consumer to summon creatures from other 3D assets, custom made or otherwise. Summoning is possible even if the asset was not created with the Dream Engine.
Cost: 20 - 250,000 ōCash

x1

+

x1

+

x1

=

Shadowland Summoning Brew

x1

Combine: Token Mint, Robot Factory, Door to the Kingdom of the Surreal, Dragon's Nest for Rulers
Difficulty: 90
Magical Skill: Ruler
Description: This brew allows the consumer to summon and control dark and mysterious entities from the shadows.
Cost: 20 - 1,500,000 ōCash

Reality Bender Potion

Combine: Door to the Kingdom of the Surreal, 2x Bottle of O'Keefe, Temporal Rift for Builders,and Star Gas Sample
Difficulty: 100
Magical Skill: Philosopher
Description: Allows the consumer to manipulate and change reality by duplicating entire ōLand plots including the 3D assets on them for a long period of time.
Cost: 200 - 1,000,000 ōCash

Reality Warp Elixir

Combine: Door to the Kingdom of the Surreal, Bottle of O'Keefe, Temporal Rift for Builders
Difficulty: 70
Magical Skill: Builder
Description: Allows the consumer to manipulate and change reality by duplicating entire ōLand plots including the 3D assets on them for a medium period of time.

Cost: 200 - 500,000 ōCash

x1

+

x1

+

x1

= **Reality Warp Tonic**

Combine: Door to the Kingdom of the Surreal, Star Gas Sample for Innovators, Bottle of O'Keefe
Difficulty: 40
Magical Skill: Innovator
Description: Allows the consumer to manipulate and change reality by duplicating multiple 3D assets on their plot for a short period of time.
Cost: 100 - 80,000 ōCash

x1

+

x1

= **Reality Warp Brew**

Combine: Door to the Kingdom of the Surreal, Bottle of O'Keefe
Difficulty: 10
Magical Skill: Philosopher
Description: Allows the consumer to manipulate and change reality by duplicating a single 3D asset on their plot for a very short period of time.
Cost: 20 - 25,000 ōCash

x1 x1 x1

Dream Engine Merchant's Elixir

x1 x1

Combine: Door to Candyland, Door to Wonderland, Door to Kingdom of the Surreal, Door to Fountain of Youth, Door to Catlantis
Difficulty: 100
Magical Skill: Builder
Description: Allows ōLanders to create a storefront for 365 days on their land to sell custom objects they created using Dream Engine 1.
Cost: 200 - 2,000,000 ōCash

x1 x1 x1

Dream Engine Merchant's Tonic

Combine: Door to Candyland, Door to Wonderland, Door to Catlantis
Difficulty: 80
Magical Skill: Builder
Description: Gives the consumer the power to control and manipulate their dreams and also have lucid dreams enabling a

storefront for 90 days on their land to sell objects created by using Dream Engine 1.
Cost: 100 - 10,000,000 ōCash

x1 x1

Dream Engine Merchant's Brew

Combine: Door to Candyland, Door to Wonderland
Difficulty: 50
Magical Skill: Builder
Description: Allows the user to control and manipulate their dreams, allowing them to shape their own reality and sell custom objects they created using the Dream Engine 1 on their land for 30 days at any time, even outside of the auction.
Cost: 20 - 2,000,000 ōCash

x1 x1 x1

Dream Credit Potion

Combine: Door to Candyland, Door to Catlantis, Antique Carousel
Difficulty: 50
Magical Skill: Builder
Description: Allows ōLanders to control and manipulate dreams from Dream Engine 1 and use DE1 without waiting for a creation credit.
Cost: 100 - 200,000 ōCash

Magic Garden Tonic

Combine: Flower Farm, Rock Garden, Cactus Forest
Difficulty: 35
Magical Skill: Builder
Description: Enhances the growth and beauty of the consumer's garden and also increases the fertility of the soil for all living upgrades significantly.
Cost: 100 - 5,000 ōCash

Magic Garden Brew

Combine: Flower Farm, Rock Garden
Difficulty: 20
Magical Skill: Builder
Description: Enhances the growth and beauty of living upgrades on the consumers land including Rose Tree's, Fungi Farms, and Rainbow Farm.
Cost: 20 - 2,000 ōCash

x2 x2 x2

Flying Elixir

Combine: 2x Carrier Pigeons, 2x Dutch Windmill, 2x Fairy Wings for Stewards
Difficulty: 80
Magical Skill: Steward
Description: Grants the consumer the ability to fly to a given higher level without owning land at that height for a LONG period of time. A hoverboard is not required.
Cost: 200 - 1,500,000 ōCash

x1 x1 x1

Flying Tonic

Combine: Carrier Pigeons, Dutch Windmill, Fairy Wings for Stewards
Difficulty: 40
Magical Skill: Steward
Description: This tonic grants the consumer the ability to fly to a given higher level without owning land at that height for a SHORT period of time. A hoverboard is not required.
Cost: 200 - 1,000,000 ōCash

x1 x1

= **Flying Brew**

Combine: Carrier Pigeons, Dutch Windmill
Difficulty: 20
Magical Skill: Steward
Description: This brew grants the consumer the ability to fly, but only at heights of land that they own for a short period of time.
Cost: 200 - 200,000 ōCash

x1 x1 x1

x1

= **Nature's Guardian Potion**

Combine: Smoke Signals, Rock Garden, Fairy House, Ancient Bust for Philosophers
Difficulty: 80
Magical Skill: Philosopher
Description: This potion grants ōLanders the ability to protect and defend nature from one dark magic of any type.
Cost: 100 - 500,000 ōCash

x1 x1 x1

Nature's Friend Potion

Combine: Smoke Signals, Tin Cans On A Wire, Fairy House
Difficulty: 65
Magical Skill: Philosopher
Description: This potion grants ōLanders the ability to recover lands consumed by Singing Flowers, banish creatures summoned through Necromancer Summoning Super Potions.
Cost: 100 - 2,000,000 ōCash

x1 x1 x1

Dreamcatcher Elixir

Combine: Smoke Signals, Tin Cans On A Wire, Rusted Circuit Board
Difficulty: 40
Magical Skill: Explorer
Description: This elixir allows the user to have more intense and realistic dreams, and gives them the ability to report any copyrighted material or inappropriate content they may come across in their travels through ōLand. If the reported content is found to be valid, the user will receive a very large reward.
Cost: 200 - 500,000 ōCash

x1

+

x1

= **Dreamcatcher Tonic**

Combine: Smoke Signals, Rusted Circuit Board
Difficulty: 20
Magical Skill: Explorer
Description: This tonic in ōLand allows its consumer to have vivid dreams and to remember them upon waking. This ability allows the consumer to report certain types of content to the ōLand team such as terms of service violations, copyright violations, and explicit content. By reporting this kind of content, the consumer can earn a reward if the report is valid. This tonic thus gives users the ability to help keep content safe and enjoyable for all users. It also helps the ōLand team monitor and make the world a more experience for all users.
Cost: 100 - 500,000 ōCash

x1

+

x1

= **Dreamcatcher Brew**

Combine: Smoke Signals, Tin Cans On A Wire
Difficulty: 10
Magical Skill: Explorer
Description: This brew in ōLand grants the user the ability to report any terms of service violations, explicit content, copyright violations, or stolen products they might encounter during their travels. If their report is validated by the ōLand team, the user will receive a small reward.

Cost: 20 - 500,000 ōCash

x1

+

x1

+

x1

=

Auction Time Extending Tonic

Combine: Turbo Trampoline, Treehouse, Ball Pit
Difficulty: 35
Magical Skill: Builder
Description: This tonic increases the length of time an upgrade or plot can be up for auction when its countdown begins.
Cost: 100 - 100,000 ōCash

x1

+

x1

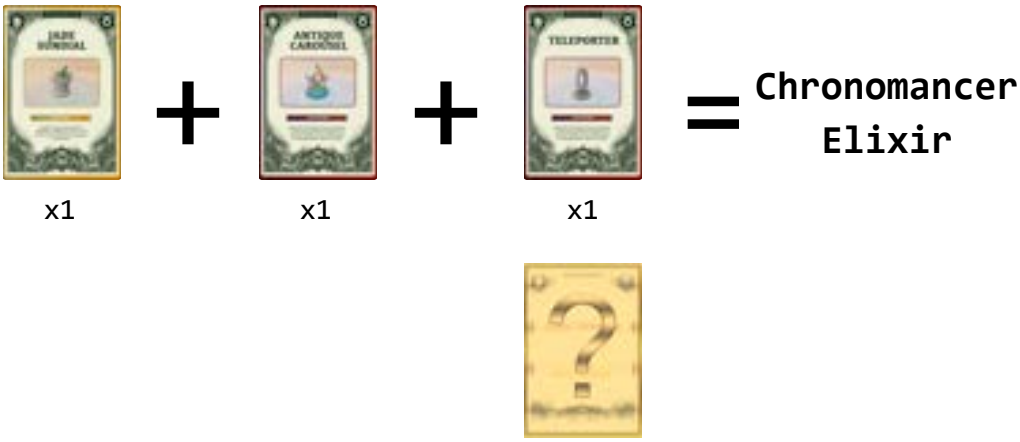
+

x1

=

Auction Priority Potion

Combine: Jade Sundial, Ferris Wheel, Magic Lamp for Mystics
Difficulty: 75
Magical Skill: Mystic
Description: This potion allows the consumer to travel through time and space and also manipulate it, placing items at auction at the front of the line (+/- 60 minutes).
Cost: 100 - 500,000 ōCash



Combine: Jade Sundial, Antique Carousel, Teleporter, Ultra-Rare upgrade.
Difficulty: 75
Magical Skill: Innovator
Description: This elixir grants ōLanders the ability to control time with an extremely high level of power. The power can be applied to plots and creatures not owned by the consumer of the elixir and impacts almost all temporal components of ōLand.
Cost: 200 - 50,000,000 ōCash

x1 x1 x1

Chronomancer Tonic

Combine: Jade Sundial, Rusted Circuit Board, Teleporter
Difficulty: 75
Magical Skill: Innovator
Description: This tonic grants ōLanders the ability to control time and manipulate it with a high level of power. This tonic applies to most of the time based items in ōLand including land regeneration, location revelation, and the earn rate cycle.
Cost: 100 - 30,000,000 ōCash

x1 x1 x1

Chronomancer Brew

Combine: Jade Sundial, Ferris Wheel, Teleporter
Difficulty: 75
Magical Skill: Innovator
Description: This brew allows the user who drinks it to control the flow of time. This means that they can make time pass faster or slower, depending on their needs. This can have useful applications in agriculture, for example, by speeding up the growth of crops or the maturity of harvested resources. Additionally, this brew can be used to enhance the effects of certain land types, such as ice or lava, by manipulating the flow of time in those areas.
Cost: 20 - 10,000,000 ōCash

x1

+

x1

+

x1

= **Time Prince Potion**

Combine: Token Mint, Robot Factory, Door to the Fountain of Youth
Difficulty: 80
Magical Skill: Ruler
Description: This potion enhances the consumer's control over time and the ability to manipulate it by resetting failed land combinations (for up to 14 days after the land combination has failed) or removal of nightmare marked land indefinitely.
Cost: 100 - 5,000,000 ōCash

x1

+

x1

+

x1

= **Weather Wizard Brew**

Combine: Dutch Windmill, Rock Garden, Wizard’s Hat for Innovators
Difficulty: 50
Magical Skill: Innovator
Description: This brew allows the user to control and change the weather within a specific plot of land, called "ōLand." This can be useful for capturing lightning or improving the growth of crops on that plot. It should be noted that the effects of the brew are limited to only one plot and will not affect any other plots of land.

Cost: 20 - 500,000 ōCash

x1 x1 x1

Weather Wizard Tonic

x1

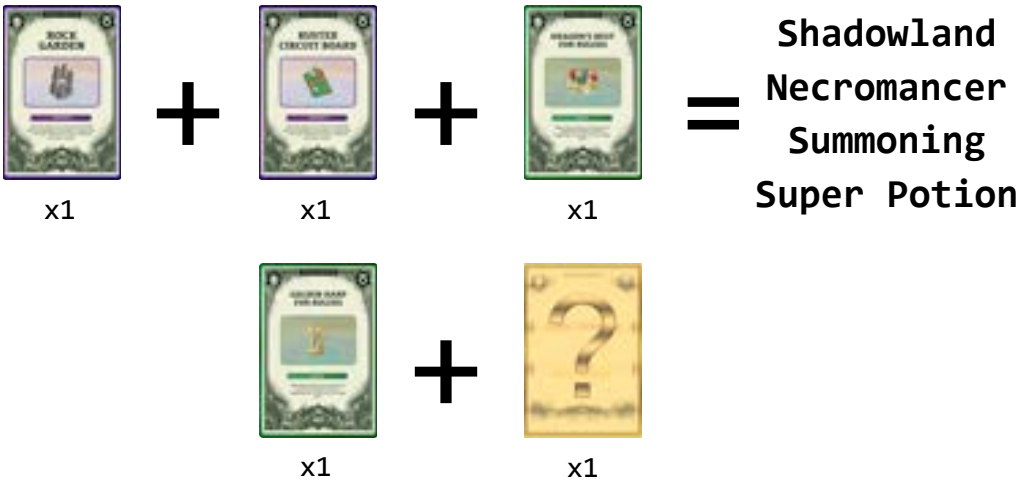
Combine: Dutch Windmill, Rock Garden, Wizard's Hat for Innovators, Ultra-Rare upgrade
Difficulty: 60
Magical Skill: Innovator
Description: This tonic grants ōLanders the ability to control and manipulate the weather (including rain).
Cost: 100 - 500,000 ōCash

x1 x1 x1

Weather Wizard Elixir

x2

Combine: Dutch Windmill, Cactus Forest, Wizard’s Hat for Innovators, 2x Ultra-Rare upgrades
Difficulty: 90
Magical Skill: Innovator
Description: This elixir allows the user to control and manipulate the weather, allowing them to shape the environment to their advantage.
Cost: 200 - 1,500,000 ōCash



Combine: Rock Garden, Rusted Circuit Board, Dragon's Nest for Rulers, Golden Harp for Rulers, Ultra-Rare upgrade
Difficulty: 80
Magical Skill: Ruler
Description: This potion let’s ōLanders communicate with the dead and raise them from the grave, allowing them to summon 3D objects and creatures to lands they do not own, if their owner is out on Freaky Fridays.
Cost: 1000 - 6,600,000 ōCash

x2 x1

= **Shadowland Curse of the Moon Potion**

Combine: 2x Carrier Pigeons, Wolf Collar for Explorers
Difficulty: 85
Magical Skill: Explorer
Description: This potion lets ōLanders control the power of the moon and curse ōLanders who have practiced dark magic or cast dark potions on their land.
Cost: 100 - 6,600,000 ōCash

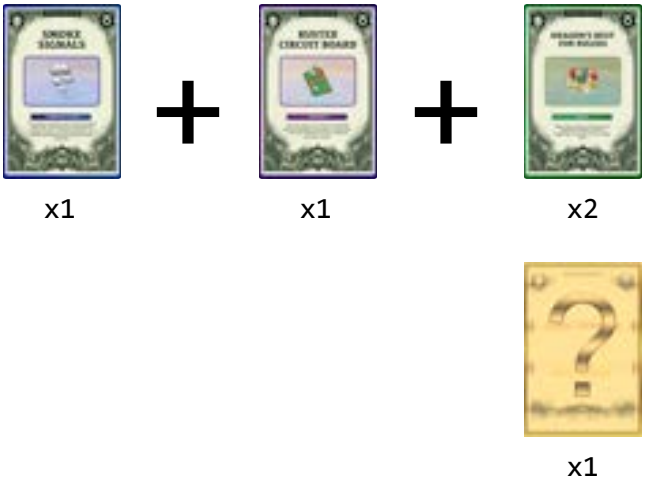
x1 x2 x1

= **Shadowland Dark Magic Potion**

Combine: Smoke Signals, 2x Tin Cans On A Wire, Rusted Circuit Board
Difficulty: 80
Magical Skill: Mystic
Description: This potion allows ōLanders to perform dark magic and control the power of the shadows.
Cost: 100 - 6,600,000 ōCash

Shadowland Traveler Potion

Combine: Jade Sundial, Ferris Wheel, Teleporter
Difficulty: 80
Magical Skill: Explorer
Description: This potion allows the consumer to see all shadowlands at all times.
Cost: 100 - 6,600,000 ōCash



Shadowland Master Potion

Combine: Smoke Signals, Rusted Circuit Board, 2x Dragon's Nest for Rulers, Ultra-Rare upgrade
Difficulty: 95
Magical Skill: Ruler
Description: This potion allows ōLanders to master the power of the shadows and control them to their advantage. Its effects are unknown and it is not clear if the land becomes a shadowland where this potion was created.
Cost: 100 - 6,600,000 ōCash

x1 x1 x1

Shadowland Blood Magic Potion

x1

Combine: Fish Tank, Wooden Dock, Rusted Circuit Board, Dragon's Nest for Rulers
Difficulty: 90
Magical Skill: Mystic
Description: This potion let's ōLanders perform magic using the power of blood. A creature sacrificed to create the potion. Land is immediately marked as a shadowland where blood magic potions have been created.
Cost: 100 - 100,000,000 ōCash

x1 x1 x1

Shadowland Necrotic Elixir

Combine: Flower Farm, Rock Garden, Rusted Circuit Board, Dragon's Nest for Rulers
Difficulty: 80
Magical Skill: Mystic

Description: This elixir can control and manipulate death to create life, importing their own 3D creations that can be bought and sold on their land.
Cost: 200 - 6,600,000 ōCash

x1 x1 x1

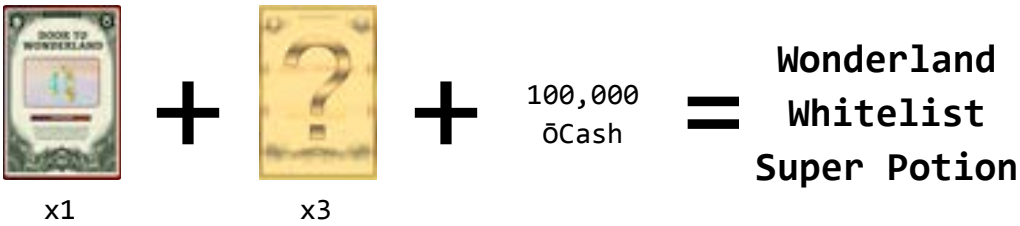
= **Shadowland Binding Brew**

Combine: Door to Candyland, Door to Wonderland, Door to Catlantis
Difficulty: 90
Magical Skill: Mystic
Description: This brew gives the ability to bind and control lands from the shadows to its user, forcing unoccupied land temporarily into the shadowlands.
Cost: 20 - 6,600,000 ōCash

x1 x1 x1

= **Shadowland Dragon Fire Potion**

Combine: Dutch Windmill, Cactus Forest, Dragon's Nest for Rulers
Difficulty: 85
Magical Skill: Ruler
Description: This potion transforms its consumer into a powerful and dark creature.
Cost: 100 - 6,600,000 ōCash



Combine: Door to Wonderland, 3X Ultra-Rare upgrades, 100,000 ōCash
Difficulty: 100
Magical Skill: Innovator
Description: This Super Potion grants allowlist privileges to the Wonderland Mint.
Cost: 1000 - 1,000,000 ōCash

Magical Skills

All plots of land and ōFriends have one of seven magical skills which can be thought of as a personality type. The land skills have not been revealed however each has been preassigned. All magical potions, brews, tonics, and elixirs require combining plots that have the required magical skill.

1. Innovator
2. Steward
3. Philosopher
4. Explorer
5. Mystic
6. Ruler
7. Builder

List of Magical Classes

There are thousands of potential items in ōLand that can be created through the combination of various upgrades, elements sourced from asteroids, and potions that aid in everything from earning income to building a following. The organization of magic in ōLand is structured according to class attributes. These class attributes serve as a framework for understanding the specific properties and capabilities of each item and aid in determining the

most effective usage of them in gameplay. The sheer number of potential combinations and the strategic possibilities they offer add a layer of complexity and depth to the ōLand experience. Additionally, the sourcing of elements from asteroids through asteroid mining adds a layer of realism simulating the process of resource gathering and management found in real-world scenarios.

Magic Type	Description
Elemental Magic	Allows the user to control and manipulate the elements of the land including 3D objects.
Illusion Magic	Allows the user to create illusions and deceive the senses of others by projecting fake assets, lands, and even other ōLanders.
Necromancy Magic	Only permitted on Fridays from 12AM EST to 11:59PM EST ("Freaky Fridays"). A group of dark potions that is relatively undocumented and often only performed in the shadowlands.
Healing Magic	Allows the user to heal the impacts of Necromancy Magic or in some cases
Summoning Magic	Allows the user to create new 3D assets and in some cases create entire structures, objects, or vehicles.
Blood Magic	Only permitted on Fridays from 12AM EST to 11:59PM EST ("Freaky Fridays"). An incredibly risky form of magic which immediately converts the land of the consumer to shadowland. The power of and consequences are not documented.
Enchantment Magic	Allows the user to imbue objects and creatures with magical properties, often as a defense against unlucky outcomes such as land combinations or shadowland marking.

Astral Magic	Types of magic that require Doors and are most often performed before using Warp Tunnels or Teleporters.

List of ōLand Cities

Imagine soaring above the hustle and bustle of the big city, in a floating communal ōLand city where the skies are the limit! These exclusive metropolis hotspots are meeting places for ōLand owners in an area. Own a piece of ōLand above New York City? Congratulations! You are a resident of Neo-New York! And that residency offers more than just a piece of land, they come fully loaded with upgrade classes that give you performance boosts, making vehicles, potions, and upgrades created here especially powerful. And as an added bonus, you'll have access to a private chat community for owners in your region, where you can connect with like-minded individuals and share tips and tricks on how to make the most of ōLand experience.

All ōLand cities can be directly accessed via a unique login page (think of it like a private elevator) however you must have UNMINTED land located in that city to use that login.

City	Specializes In
Neo-New York	Communication, Artifacts
Futura-Chicago	Magic, Resource
Delta-Los Angeles	Movement, Gateways
Ultra-Albuquerque	Mystic, Gateways
Musk-Houston	Innovator, Steward
Elysium-Phoenix	Philosopher, Explorer
Nova-Philadelphia	Mystic, Ruler
Eterna-San Antonio	Builder, Communication
Tronic-San Diego	Magic, Resource
Nexus-Dallas	Movement, Gateways

Hyperion-San Jose	Innovator, Steward
Nirvana-Jacksonville	Philosopher, Explorer
Aurora-Indianapolis	Mystic, Ruler
Omega-Austin	Builder, Communication
Zenith-Fort Worth	Magic, Resource
Nebula-Charlotte	Movement, Gateways
Atom-Seattle	Resource, Movement
Neuronet-Denver	Communication, Innovator
Hypernova-Boston	Builder, Philosopher
Chronos-Nashville	Chronomancer, Explorer
Neuromancer-El Paso	Neurotech, Ruler
Ultima-Washington D.C.	Philosopher, Mystic
NeoNora-Memphis	Gateways, Steward
Mira-Tulsa	Communication, Artifacts
Cosmic-Louisville	Builder, Communication
Nirvanium-Portland	Philosopher, Explorer
Cybertron-Las Vegas	Magic, Resource
Para-Baltimore	Mystic, Ruler
Meta-St. Louis	Innovator, Steward

Travel Using Warp Tunnels

The warp tunnels in ōLand are the result of advanced scientific research and experimentation in the field of teleportation and levitation technology. The network of tunnels is a sophisticated system that allows users to quickly traverse the world of ōLand. The tunnels are operated by Wonderland owners who have managed the tunnels. The cost of using these tunnels varies depending on the operator in a given area, with some tunnels requiring no cost at all and others requiring a minimal amount of ōCash. To

access the known 12 warp tunnels, users must possess both a Teleporter and a Hoverboard. The use of warp tunnels in ōLand is a representation of the ongoing scientific research in the field of teleportation and levitation and offers a glimpse into the potential future of real world transportation.

Warp Tunnel Connection	Length
Delta-Los Angeles and Musk-Houston	1386.24 miles / 2234.0 km
Elysium-Phoenix and Nova-Philadelphia	1891.58 miles / 3041.0 km
Eterna-San Antonio and Tronic-San Diego	1403.13 miles / 2259.0 km
Nexus-Dallas and Hyperion-San Jose	1474.38 miles / 2368.0 km
Nirvana-Jacksonville and Aurora-Indianapolis	809.58 miles / 1302.0 km
Omega-Austin and Zenith-Fort Worth	189.16 miles / 304.0 km
Nebula-Charlotte and Atom-Seattle	2424.13 miles / 3902.0 km
Neuronet-Denver and Hypernova-Boston	1748.13 miles / 2812.0 km
Chronos-Nashville and Neuromancer-El Paso	1424.13 miles / 2289.0 km
Ultima-Washington D.C. and NeoNora-Memphis	815.13 miles / 1309.0 km
Mira-Tulsa and Cosmic-Louisville	535.38 miles / 861.0 km
Nirvanium-Portland and Cybertron-Las Vegas	962.13 miles / 1546.0 km

Shadowland Warp Tunnels

Shadowlands can only be accessed through warp tunnels which are not managed by Overline. The following warp tunnels will be made available to Wonderland owners should they choose to enable them. Shadowland tunnels are extremely unstable and regularly deliver items and users to random plots, however they do not have a cost to use unless one is set by the Wonderland operator where the Shadowland Warp Tunnel is enabled.

1. "Shadehold"
2. "Nightfall"
3. "Twilight City"
4. "Eclipse"
5. "Darkhaven"
6. "Necroville"
7. "Shadowfall"
8. "Midnight City"
9. "Abyss"
10. "Necropolis"

Lite Vehicles

Hoverboards are engineered using cutting-edge technology and materials (such as advanced composites and fusion-powered engines). The precise combination of elements used in the fusion process varies from vehicle to vehicle. Hoverboards can be improved to possess unique properties and abilities by combining specific land upgrades and potions. For example, some hoverboards may have base characteristics with increased speed and maneuverability compared to other models, while others may be upgraded to include advanced defensive systems or the ability to navigate extreme environments.

Furthermore, the ōLanders can customize the design of their hoverboards, from the color scheme and lighting effects to the shape and detailing. This allows them to create truly unique and personalized vehicles that reflect their style and preferences or demonstrate they are part of a specific community.

The ōLanders who own hoverboards can also compete in races, where they will use the unique properties of their hoverboards to gain an advantage over their competition and their environment. Racing can be challenging and

intense, with a wide range of obstacles and hazards to overcome. These races are not just a test of skill, but also a test of the hoverboard's performance and durability. Spectating ōLanders can back racers, which raises the stakes even higher because winning the race can claim a portion of the race's pot (similar to real world horse racing).

As the only mechanism capable of flying (if you don’t have a potion or ōFriend), hoverboards in ōLand are not just a means of earning prizes through racing, but also a valuable tool for exploring and showcasing one's style and achievements in ōLand. They are crafted with precision and care, making them a true technological marvel in this mixed-reality world.

Neo-Nightrider

Built with a sleek, black carbon fiber frame and neon green accents, this hoverboard is designed with a wolf theme. It is powered by the nuclear fusion of the elements Helium-3 and Deuterium.

Difficulty Score: 85
Durability Score: 90
Top Speed: 300 miles per hour
Cost: 25,000 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Neo-New York" which specializes in "Communication" and "Artifacts" upgrades.

Design Features: The design features a fierce wolf head at the front of the board, with silver wolf paw prints running along the sides. The neon green accents on the board glow brightly in the dark, creating a striking contrast against the black carbon fiber. The light reflects off the surfaces, creating a mesmerizing effect as the hoverboard moves.

Items Required To Upgrade: a "Dreamland Elixir" potion, "Cloak of Invisibility for Explorers", and "Fairy Wings for Stewards".

Flux Flyer

Constructed with a durable titanium frame and a tempered glass covering, this hoverboard is designed with a futuristic theme. It is powered by the nuclear fusion of the elements Lithium and Tritium.

Difficulty Score: 80
Durability Score: 90
Top Speed: 275 miles per hour
Cost: 22,000 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Tronic-San Diego" which specializes in "Magic" and "Resource" upgrades.

Design Features: The design features a sleek, minimalist style with clean lines and a silver and blue color scheme. The tempered glass covering allows light to pass through, creating a unique and dynamic display of colors and patterns as the hoverboard moves. The titanium frame provides a durable and lightweight structure, making the Flux Flyer a top choice for riders who value both style and function.

Items Required To Upgrade: a "Reality Warp Potion", "Temporal Rift for Builders", and "Water Well"

AR-Fusion II

Made with a combination of a special polycarbonate material and a silver-plated metal, this hoverboard is designed with a dragon theme. It is powered by the nuclear fusion of the elements Plutonium and Uranium.

Difficulty Score: 90
Durability Score: 95
Top Speed: 290 miles per hour
Cost: 28,000 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Hyperion-San Jose" which specializes in "Innovator" and "Steward" upgrades.

Design Features: The design features a fierce dragon head at the front of the board, with dragon scales running along the sides and a purple and black color scheme. The special polycarbonate material used in the construction of the board reflects light in a unique way, creating a mesmerizing and dynamic display as the hoverboard moves. The silver-plated metal used in the construction also adds a futuristic touch to the overall design, making the AR-Fusion II a top choice for riders who value both style and performance.

Items Required To Upgrade: a "Weather Wizard Elixir" potion, "Totem Pole" and "Fungi Farm" upgrades.

Aurora Vortex

A hoverboard with a unique design featuring a purple and green color scheme, luminescent patterns and symbols that glow in the dark. The materials used to make the board are a combination of a special type of glass reinforced with a rare and strong composite material, and a lightweight metal alloy called "Nebula-Core."

Difficulty Score: 90
Durability Score: 85
Top Speed: 250 miles per hour
Cost: 27,500 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Aurora-Indianapolis"

Design Features: The design features a purple and green color scheme, with luminescent patterns and symbols that glow in the dark and leaves a trail of light wherever it goes. It is made of a special type of glass reinforced with a rare and strong composite material and a lightweight metal alloy called "Nebula-Core". A flashy choice for ōLanders with a stylistic flair.

Items Required To Upgrade: a "Nature's Guardian Potion" potion, "Dragon's Nest" and "Carpetbagger's Dice" upgrades.

Chrono-Rider Punk

A steampunk themed hoverboard with roots in "Futura-Chicago", but don't let its "old-timey" aesthetic fool you, this vehicle packs a punch. Retrofitted with a nuclear-fusion powered engine, this hoverboard's propulsion system goes fastest in water and cloud based environments due to its ability to create steam.

Difficulty Score: 90
Durability Score: 85
Top Speed: UNRATED
Cost: 28,000 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Futura-Chicago" which specializes in "Chronomancer" and "Explorer" upgrades.

Design Features: The steampunk design features copper and brass accents, made of a combination of titanium and a special type of glass reinforced with a rare and strong composite material. Funny hats and goggles are encouraged.

Items Required To Upgrade: a "Chronomancer Elixir" potion, "Jade Sundial" and "Ferris Wheel" upgrades.

Pegasus Stampede

Constructed with a combination of a titanium frame and a purple tinted tempered glass, this hoverboard is designed with a pegasus theme. It is powered by the nuclear fusion of the elements Neon and Helium.

Difficulty Score: 70
Durability Score: 65
Top Speed: 300 miles per hour
Cost: 20,000 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Nirvana-Jacksonville" which specializes in "Philosopher" and "Explorer" upgrades

Design Features: The design features a beautifully detailed pegasus head at the front of the board, with white wings running along the sides and a purple and white color scheme. The purple tinted tempered glass covering gives the hoverboard an ethereal and mystical appearance, and also allows for an impressive display of light and colors as the hoverboard moves.

Items Required To Upgrade: a "Nature's Friend Potion" potion, "Fairy House" and "Fairy Wings for Stewards" upgrades.

Halo-X7 Ultra

This hoverboard is constructed with a combination of a magnesium frame and a clear tinted tempered glass. It is powered by a nuclear fusion engine that utilizes elements of Plutonium and Antimatter, which have been specially modified to create a more powerful propulsion system.

Difficulty Score: 95
Durability Score: 85
Top Speed: 300 miles per hour (rated)
Cost: 20,000 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Nexus-Dallas" which specializes in "Movement" and "Gateways" upgrades.

Design Features: The nuclear fusion powering this hoverboard provides for quite the combustible experience. As a result, while the design features sleek lines and a futuristic look, the board is fitted with a large rear exhaust pipe that emits powerful explosions, providing boosts of speed at semi-regular intervals. It is recommended to wear fireproof clothing while operating.

Items Required To Upgrade: a "Reality Warp Brew" potion, "Turbo Trampoline", and "Energy Bridge" upgrades.

Raptor Racer

Commonly known was the “Raptor” and designed by legendary racing group DCR Performance out of Elysium. The Raptor Racer is constructed with a combination of a titanium frame and a gold tinted tempered glass, this hoverboard can reach speeds of up to 310 miles per hour. It is powered by a nuclear fusion based engine that has been expertly tuned, but this engine is said to have a life of its own, drawing additional power from sources known only to the Dragon’s of old.

Difficulty Score: 95
Durability Score: 75
Top Speed: 310 miles per hour (rated)
Cost: 24,000 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Elysium-Phoenix" which specializes in "Philosopher" and "Explorer" upgrades.

Design Features: The design features razor sharp chomping teeth at the front of the board, simulating a Velociraptor’s jaw opening wide to devour its prey. The rest of the board features titanium scales, each outlined with gold tinted tempered glass that allows for a unique display of light and colors unique on this primal-themed board.

Items Required To Upgrade: a "Weather Wizard Elixir" potion, "Dinosaur Tooth for Stewards” and "Star Gas Sample for Innovators" upgrades.

Neuronet-Zypher 3

A hoverboard built in "Neuronet-Denver", it has a sleek and modern design with a silver and white color scheme. The materials used to make the board are a combination of glass, "Neurolium", and a lightweight metal alloy called "Quantum-Flex." The engine is a hydro-cooled rift reactor which was illegal to operate until earlier this year. In addition the Neuronet-Zypher 3 has the latest in non-invasive brain computer interface technology giving it the best known handling among hoverboards.

Difficulty Score: 100
Durability Score: 90
Top Speed: 316 miles per hour (rated)
Cost: 36,000 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Neuronet-Denver"

Design Features: The design features a beautifully detailed map of “neural connections and synapses” in a brain pattern on the surface of the hoverboard. The pattern is primarily silver and white, with a mirrored tint across the entire body. The tentacle effect of brain computer interfaces has been channeled to the back of the hoverboard to give it a 90 ft / 27.5 m long run trail.

Items Required To Upgrade: a "Reality Warp Tonic" and "Energy Bridge" and "Teleporter" upgrades.

Omega Jet

A hoverboard built in a Rocket Lab in "Omega-Austin" that was originally a government contract before the collapse. The hoverboard was created by defense contractor QQS and featured their blackbox "M" dual jet-engine that allows for extreme acceleration with minimal power consumption and top of the line handling.

Difficulty Score: 95
Durability Score: 85
Top Speed: UNRATED
Cost: 29,500 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Omega-Austin"

Design Features: The design features a sleek and futuristic design with a silver reflective surface and light refracting shards to cloak the board when racing. It is made of a composite glass ("Flutter Glass") reinforced with a lightweight metal alloy called "Aero-Core."

Items Required To Upgrade: a "Reality Warp Brew" potion, "Walkie Talkie" and "Smoke Signals" upgrades.

Zenith Racer

A hoverboard built in "Zenith-Fort Worth" that is one of the lightest ever developed uses a modified energy shield to displace gravity in front of the board. It is unknown what the top speed is of this board as temporal rifts were opened and prevented further testing.

Difficulty Score: 100
Durability Score: 20
Top Speed: UNRATED
Cost: 30,000 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Omega-Austin"

Design Features: The design has a minimalist and function-first design style. The energy shield is visible as a layer of light that surrounds the board, giving it an ethereal look and convenient protection from other hoverboard riders.

Items Required To Upgrade: a "Flying Tonic" with the "Rusted Circuit Board" and "Fungi Farm" upgrades.

The Aztec Jungle Racer

This hoverboard is made of a combination of titanium and a special type of biodegradable polymer that is designed to have minimal environmental impact. It is powered by a unique engine that uses nuclear fusion of the elements of Helium and Oxygen, which provides high energy efficiency and powerful propulsion. The engine also captures and converts greenhouse gasses into energy, making it one of the more environmentally friendly options. It is pre-fitted with "Rainbow Farm", "Nature's Guardian Potion", and "Weather Wizard Brew" upgrades.

Difficulty Score: 80
Durability Score: 85
Top Speed: 220 miles per hour on land and 220 miles per hour on water
Cost: 25,000 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Nexus-Dallas" which specializes in "Movement" and "Gateways" upgrades.

Design Features: This hoverboard is designed to navigate through the challenging terrain of the jungle and effortlessly glide across water. The biodegradable polymer coating on the hoverboard changes its color to match its surroundings, mimicking the colors of rainbows, dense vegetation, or water depending on its most recent surroundings. It is an ideal choice for those looking to explore the jungle, conduct research, or participate in ecotourism activities.

Items Required To Upgrade: a "Rainbow Farm", "Nature's Guardian Potion" and "Weather Wizard Brew" upgrades.

The Phantom

A hoverboard made of a combination of carbon fiber and a special type of stealth polymer that absorbs radar and infrared signals. It is powered by a whisper quiet engine that uses nuclear fusion of the elements of Neon and Xenon.

Difficulty Score: 90
Durability Score: 90
Top Speed: 250 miles per hour
Cost: 30,000 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Nirvana-Jacksonville" which specializes in "Philosopher" and "Explorer" upgrades.

Design Features: The design is all-black with several small red blinking lights surrounding the edge of the board. The emphasis on stealth allows the hoverboard and its rider to become invisible to radar and infrared signals, making it perfect for stealth operations and reconnaissance. This hoverboard is highly experimental and it is only available to select military units and special forces.

Items Required To Upgrade: a "Cloak of Invisibility for Explorers", "Ancient Bust for Philosophers", and "Temporal Rift for Builders" upgrades.

Aqua-Surfer Hybrid

This hoverboard is made of a combination of titanium alloy and a special type of polymer that becomes transparent underwater. It is powered by a unique engine that uses nuclear fusion of the elements of Helium and Krypton, and is equipped with a specialized underwater propulsion technology called "Aqua-Thrusters" which allows it to travel underwater and make it the only hoverboard that can do so. This makes it perfect for exploring the depths of the oceans and rivers.

Difficulty Score: 80
Durability Score: 85
Top Speed: 150 miles per hour on land and 60 miles per hour underwater
Cost: 25,000 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Elysium-Phoenix" which specializes in "Philosopher" and "Explorer" upgrades.

Design Features: The hoverboard is designed with a special type of polymer that allows it to become completely invisible when submerged in water. However, when out of the water, the board boasts an impressive light display featuring pulsing waves of blue and green light that emanate from the sides. This mesmerizing effect can also be activated while underwater, making it a one-of-a-kind hoverboard.

Items Required To Upgrade: a "Aquatic Communicator Potion", "Enchanted Music Box for Mystics" and "Rainbow Farm" upgrade.

Neo-Nightfury

This hoverboard is made of a combination of titanium alloy and a special type of polymer that becomes transparent underwater. It is powered by a unique engine that uses nuclear fusion of the elements of Helium and Krypton, and is equipped with a specialized underwater propulsion technology called "Aqua-Thrusters" which allows it to travel underwater and make it the only hoverboard that can do so. This makes it perfect for exploring the depths of the oceans and rivers.

Difficulty Score: 95
Durability Score: 90
Top Speed: 319 miles per hour (rated)
Cost: 30,000 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Elysium-Phoenix" which specializes in "Philosopher" and "Explorer" upgrades.

Design Features: The default look of the hoverboard is black, but the black screen covering the board displays a live feed of various communications and commands coming in through the wireless mesh networking device, creating a matrix-like stream of numbers and letters in the wake of this vehicle. The Neo-Netrider provides a reliable and secure means of communication among the hoverboard pilots, allowing them to share information and coordinate their actions in real-time, making this the go-to vehicle for races where collaboration with one’s team is critical.

Items Required To Upgrade: a "Nature's Guardian potion" potion, "Energy Bridge" and "Teleporter" upgrades.

Tempus-Rider Prototype

Constructed with a combination of an Aluminum frame and a red tinted tempered glass, this hoverboard was the prototype version of the "Chrono-Surfer" hoverboard, but was never released to the market due to concerns over the engine core. The engine core was designed to harness the energy from the flow of time, but the prototype had a faulty design that caused a temporal rift to open during a test ride, which was cool to look at, but not so fun if you were within the affected blast radius.

Difficulty Score: 90
Durability Score: 75
Top Speed: 290 miles per hour (rated)
Cost: 35,000 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Chronos-Nashville" which specializes in "Chronomancer" and "Explorer" upgrades.

Design Features: The design is still very much a prototype, as it features crude red racing stripes painted along the roughly welded together metal body. Due to the faulty engine design that caused a catastrophic accident, what remains of its original prototyping team have wrapped caution tape around the back of the board to serve as a warning to potential riders.

Items Required To Upgrade: a "Auction Time Extending Tonic" and "Temporal Rift for Builders" upgrades.

Aegis-Assault Cruiser

This hoverboard is made of a combination of a Carbon-fiber frame and a black tinted tempered glass. It is designed with military applications in mind, featuring advanced armor and weapon systems.

Difficulty Score: 80
Durability Score: 98
Top Speed: 250 miles per hour (rated)
Cost: 25,000 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Musk-Houston" which specializes in "Innovator" and "Steward" upgrades.

Design Features: This hoverboard boasts an aggressive look with its base black frame augmented with heavy armored plating, able to withstand attacking fire from enemies and slots for various weapons such as heavy machine guns and missiles. When fully upgraded, the Aegis-Assault Cruiser looks like a floating tank, ready to take on any foe who dares challenge its rider.

Items Required To Upgrade: a "Nature's Guardian potion" potion, "Star Gas Sample for Innovators", "Dragon's Nest for Rulers" and "Wolf Collar for Explorers" upgrades.

Chrono-Surfer

This hoverboard is made of a combination of a Temporal-shifting frame and a purple tinted tempered glass. It is powered by a unique engine that utilizes principles of time manipulation, creating an extremely powerful propulsion system allowing it to reach incredible speeds.

Difficulty Score: 85
Durability Score: 95
Top Speed: 290 miles per hour (rated)
Cost: 29,500 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Chronos-Nashville" which specializes in "Chronomancer" and "Explorer" upgrades.

Design Features: The design is made with speed in mind. Red racing stripes along its purple frame, a spoiler resting on the back of the hoverboard, and a razor sharp front bumper that creates both aerodynamic and attack-based advantages for the rider. Because the Chrono-Surfer uses time based propulsion, a trail of ascending digital red numbers can be seen following the craft’s movement like a ribbon behind it.

Items Required To Upgrade: a "Chronomancer Elixir" potion, “Star Gas Sample for Innovators”, "Temporal Rift for Builders" and "Auction Time Extending Tonic" upgrades.

Gravity Racer

This hoverboard is made of a combination of a Gravity-defying frame and an orange tinted tempered glass. It is powered by a unique engine that utilizes principles of gravity manipulation and harnesses the energy from the surrounding environment to power its propulsion system, allowing it to reach incredible speeds.

Difficulty Score: 96
Durability Score: 90
Top Speed: 270 miles per hour (rated)
Cost: 28,000 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Nebula-Charlotte" which specializes in "Movement" and "Gateways" upgrades.

Design Features: While the orange hoverboard itself is visibly similar to other vehicles like it, the gravity based engine provides for a uniquely organic look when riding. When powered on, it creates a gravitational pull that slowly sucks in small objects and rocks into a spinning orbit around the hoverboard. This creates a rather unique look, but also has the byproduct of acting as an organic and regenerating shield against attacks from other riders.

Items Required To Upgrade: a "Weather Wizard Elixir" potion, “Star Gas Sample for Innovators”, "Energy Bridge" and "Rainbow Farm" upgrades.

Quantum Super Bolt

This hoverboard is made of a combination of a Quantum entanglement frame and a blue tinted tempered glass. It is powered by a unique engine that uses principles of quantum entanglement to enable its pilot to predict the path ahead.

Difficulty Score: 100
Durability Score: 93
Top Speed: 300 miles per hour (rated)
Cost: 31,000 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Hyperion-San Jose" which specializes in "Innovator" and "Steward" upgrades.

Design Features: The Quantum Super Bolt has a dynamic LED lighting system that displays the current state of quantum entanglement, providing real-time feedback to the rider. The hoverboard also features an advanced navigation system that uses an onboard OCR to predict and avoid obstacles and enemy attacks on the racecourse.

Items Required To Upgrade: a "Reality Bender Potion" potion, "Wizard's Hat for Innovators" and "Star Gas Sample for Innovators" upgrades.

Temporal Drifter

A hoverboard made of a combination of a Flux capacitor frame and a purple tinted tempered glass. It is powered by a unique engine that utilizes principles of time travel, which allows for the manipulation of time to create a more powerful propulsion system. By using a flux capacitor to create a small wormhole in time and space, the hoverboard is able to travel through time, and use the energy from different time periods to power its propulsion system.

Difficulty Score: 92
Durability Score: 89
Top Speed: 250 miles per hour (rated)
Cost: 28,500 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Eterna-San Antonio" which specializes in "Builder" and "Communication" upgrades.

Design Features: A sleek, stainless steel body with various vents and black edges along the body. The back paneling on the hoverboard opens up to create a gull-wing style spoiler. Be careful not to hit 88 MPH…

Items Required To Upgrade: a "Reality Warp Brew" potion, “Star Gas Sample for Innovators”, "Temporal Rift for Builders" and "Dragon's Nest for Rulers".

Nano-Sprinter

This hoverboard is made of a combination of a carbon nanotube frame and a green tinted tempered glass. It is powered by a unique engine that utilizes principles of nanotechnology, which allows for the manipulation of matter on a molecular level and enables the hoverboard to self-repair, self-clean, change its shape and even adapt to the environment.

Difficulty Score: 85
Durability Score: 92
Top Speed: 300 miles per hour (rated)
Cost: 30,500 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Nano-Tucson" which specializes in "Magic" and "Resource" upgrades.

Design Features: The nanotube frame on the green hoverboard provides a rugged and comfortable base for its rider, however the nanotechnology of the board instantly forms a pair of large boots around the rider's ankles as soon as they step on. This allows for greater maneuverability as well as a sleek style while riding.

Items Required To Upgrade: a "Weather Wizard Elixir" potion, "Star Gas Sample for Innovators", "Turbo Trampoline", and "Rainbow Farm" upgrades.

Chrono-Driver

Built with a combination of a titanium frame and a blue tinted tempered glass, this hoverboard utilizes principles of time dilation to create a more powerful propulsion system and a small time dilation field around the hoverboard. It can travel faster than the speed of light within that field (Dodge).

Difficulty Score: 96
Durability Score: 90
Top Speed: 270 miles per hour (rated)
Cost: 26,500 ōCash + Star Gas Sample for Innovators

Where to Find: This hoverboard can be found in the city of "Chronos-Nashville" which specializes in "Chronomancer" and "Explorer" upgrades.

Design Features: This hoverboard is a sleek mixture of silver from the titanium and blue from the glass, but the time dilation field causes a blurry, almost electric haze to appear around the board when riding. This makes the board extremely visible at night. Because the Chrono-Drive uses time based propulsion, a trail of ascending digital blue numbers can be seen following the craft’s movement like a ribbon behind it.

Items Required To Upgrade: a "Chronomancer Elixir" potion, "Golden Harp for Rulers", and "Teleporter" upgrades.

How to get a Hoverboard

Some hoverboards are easily found, but require ōLanders to participate in a special mini game (accessible to all) in order to purchase. The games are different depending on the city the hoverboard is located in. The prices are significantly cheaper for ōLanders who have lands in or near the city. The closer to the city center, the cheaper the ōCash cost of the hoverboard.

For example, in "Neo-New York", the player would need to complete a Communication and Artifacts-themed maze. The player would need to navigate through the maze until they are directed to a secret location where they can purchase the "Neon-Nightrider" hoverboard.

Hoverboards can also randomly arrive in Teleporters from the divine chance of failed teleportations through warp tunnels.

Heavy Vehicles

Heavy vehicles in ōLand are extremely valuable due to their ability to change core elements of the mixed reality world. The origin of the heavy vehicles is unknown, but it is believed they were first made in an ancient society before ōLand ever existed; only recently have the ōFriend s learned how to craft these machines with modern technology.

In ōLand, Heavy vehicles can be earned (free) based on a user’s activity. These vehicles allow the user to manipulate the environment on their lands, from building new types of plots to even altering planetary conditions like weather. This vehicle allows players to have greater control over their ōLand experience by enabling mining, resource gathering, construction, and greater exploration. Additionally, heavy vehicles are also able to maneuver through difficult terrain and can be used to access previously unreachable areas of the ōLand. Overall, heavy vehicles are a powerful tool in ōLand, and their acquisition is highly sought after by ōLanders.

GEOFORMER

This massive machine can reshape the planet's surface on a large scale, creating mountains, valleys, and other topographical features. It can also be used to create artificial lakes and rivers, or to sculpt the landscape into specific shapes.

BIOSPHERE MANIPULATOR

This vehicle is equipped with advanced genetic engineering technology and can be used to create new ecosystems on a new planet. It can introduce new species of plants and animals, or genetically modify existing ones to thrive in the new environment.

REGOLITH REBUILDER

This vehicle can transform the planet's surface by breaking down and compacting the soil, creating a more stable base for buildings and roads. It can also be used to access advanced mineral deposits and natural resources from Asteroids. It is possible to use the Regolith to return lands marked as shadowlands to their original state, but it is not guaranteed.

MAGMA MOVER

This vehicle is equipped with advanced technology that can manipulate the planet's molten core, allowing it to stem volcanic activity or redirect existing lava flows from a “The Mountain” event. These vehicles will only have a use for a very short time however may be the most valuable heavy vehicle.

HYDROFORMER

This vehicle is equipped to manipulate water sources, it can create beautiful waterfalls on ōLand plots, redirect existing water flows from minted ōLand plots, or even create fountains.

SKY-SHAPER

This mobile vehicle is equipped with advanced technology that can control the planet's weather patterns. It can create or eliminate storms creating specific microclimates for the ōLander’s plots.

ECO-RESTORER

This vehicle is specifically designed to restore damaged ecosystems from Singing Flowers and dark magic.

SEEDER

This vehicle is equipped with advanced technology that can duplicate some kinds of flora upgrades if they are already on a given MINTED plot. For instance, a user with a Rainbow Farm already placed on a minted plot, the Seeder could add an additional Rainbow Farm on the land.

BIG TALLADEGA 2

This massive vehicle can create land bridges to connect isolated lands without requiring multiple Rope Bridges or Energy Bridges. It is particularly useful for the creation of race tracks.

ICE CHOMPER

This vehicle is designed to manipulate the ōLand ice and snow after a “The Mountain” event and will immediately come in handy after the Magma Movers are used and can redirect ice flows, create new ice formations, or even melt ice to create new water sources.

TECTONIC TWEAKER

This vehicle can be used to control the planet's tectonic activity, namely changing the sediment of a plot of ōLand. However, overusing the tweaker can cause “The Mountain” to destabilize and its subsequent consequence on your land.

Asteroid Mining

The "ōLand Reactor" is a device or system that utilizes minerals found on asteroids in the ōLand plots to forge and craft **unknown** upgrades and potions. There will not be a list of the items that can be created from minerals found in asteroids; they can only be discovered.

These minerals are unique to the ōLand and are not found on Earth, making them oddities that encourage exploration and imagination in their use. The process of gathering these minerals involves finding and extracting them from asteroids that randomly crash on your ōLand plots. Once extracted, they can be processed in the **ōLand Reactor** and or mined with a heavy vehicle to create new, advanced materials and items that are not currently known or available elsewhere. This process is likely to be highly specialized and requires advanced technology and expertise.

List of Asteroids

Mineral Name	Composition	Usage
6 Ni “Nanocrystalline Iron”	Ultra-fine iron crystals	Upgrade heavy vehicles or improve the raw earning potential of reactors
7 Hd “Hymnal Diamonds”	Harder and more durable than natural diamonds on Earth	High-performance drilling to upgrade some heavy vehicles.
8 Eh “Exotic Helium”	Reaches Superconductivity in all land types except Ice.	Advanced cooling systems. Must be combined or used on Ice lands.
9 Ni “Neutroniumn”	Extremely dense and high energy output	Advanced propulsion systems, power source for structures that require power.

10 Sl “Solarite”	Highly reflective material that absorbs and concentrates sunlight	Solar power systems, hydrogen fuel production
11 G “Gravitite”	Manipulation of gravity, exclusive to Stardust lands.	Upgraded propulsion systems for hoverboards, useful in some theoretical object transformations and illusion reveal magic. Can only be applied in Stardust lands.
12 Qt “Quantumite”	Manipulation of quantum states, time potions have no effect on mineral	Highly unstable element used in fission based fuel production systems.
13 Au “Aurorium”	Rare metal that conducts electricity and heat efficiently	Adds internal flame to any object, useful for lighting lands after dark and illuminating hoverboard tracks and energy bridges for night races.
17 Nr “Nanorods”	Tiny elongated crystals that conduct electricity and heat efficiently (especially in GPUs).	Advanced batteries that recharge the Dream Engine faster enabling rapid asset creation in a shorter period of time.

21 H “Hypermetal”	Combination of rare metals with unique properties	Widely useful in propulsion systems, upgrades to vehicles, and upgrades to Energy Bridges.
22 Ps “Plasmarite”	Sustaining a plasma state	Advanced propulsion systems, clean energy production from fusion reactions inside unstable propulsion systems
23 Gp “Graphenite”	Rare form of carbon that conducts electricity and heat efficiently	Advanced electronic devices, clean energy production from thermoelectric reactors for combining on shadowlands
24 Nc “Nanocomposite”	Combination of minerals engineered at the nanoscale with unique properties	Advanced materials, advanced batteries, clean energy production from advanced heat exchangers
25 Ng “Nanogold”	Ultra-fine gold crystals	Heavy vehicle productivity upgrades, lite vehicle performance upgrades, may cause decrease in durability

26 Hp “Hyperplatinum”	Harder and more durable than natural platinum	Advanced catalyst for flying potions, consumable by summoned creatures.
27 Ex “Exotic Boron”	Superconductivity at high temperatures	Undocumented but appears to only be useful in Shadowland potions.
28 Nt “Nanocrystalline Thorium”	Ultra-fine thorium crystals	Extremely productive upgrade resource for asteroid drill upgrades, also used to repair Dragon Wings from lost tournaments.
29 Hc “Hypercarbon”	Harder and more durable than natural carbon	Advanced materials, clean energy production from carbon-based fuels.
30 El “Exotic Lithium”	Superconductivity at low temperatures	Advanced cooling systems, clean energy production from lithium-ion batteries that increases the earning output of land if combined with the right items.

31 As “Astro-Silicon”	Form of silicon found in space	More efficient in solar cell production
32 Np “Neutronium-Platinum”	Combination of Neutronium and Platinum	Advanced propulsion systems, clean energy generation from manipulation of gravity and nuclear reactions
60 Qi “Quantum-Iron”	Combination of Quantumite and Nanocrystalline Iron	Advanced quantum computing, clean energy production from quantum and electromagnetic reactions
61 Hg “Hypercarbon-Gold”	Combination of Hypercarbon and Nanogold	Advanced materials, clean energy production from carbon-based fuels and chemical reactions
62 Ab “Aurorium-Boron”	Combination of Aurorium and Exotic Boron	Advanced electrical systems, clean energy production from heat and nuclear reactions

63 So “Solarite-Lithium”	Combination of Solarite and Exotic Lithium	Advanced solar power systems, clean energy production from solar power and lithium-ion batteries
64 Ne “Nebulite”	Found in the clouds of gas and dust that make up nebulae	Glows with a soft light and is used to create beautiful jewelry and other decorative items
65 Af “Astroflint”	Hard, flint-like rock found on asteroids and other small bodies in space	Durable tools and weapons
66 Cc “Cosmic Crystal”	Rare and beautiful crystal found in deep space	Highly valued for its unique colors and patterns, used to create powerful lenses and prisms
67 Gg “Galactic Granite”	Type of granite found on other planets and moons	Highly durable, used to construct buildings and other structures

68 Ss “Stellar Sandstone”	Type of sandstone found on other planets and moons	Highly porous, used to filter and purify water
69 Ao “Aurora Ore”	Found in the aurora of gas giant planets	Glows with a vibrant color, used to create advanced electronics and energy storage systems
70 Nn “Nebula Nitrate”	Found in the clouds of gas and dust that make up nebulae	Highly reactive, used to create powerful explosives
71 Su “Supernova Sulfur”	Found in the remnants of supernovae	Highly reactive, used to create advanced fuels and chemicals
72 Dm “Dark Matter Dust”	Made of elusive dark matter that makes up most of the universe.	Incredibly powerful dark magic potion mix that works with most “undocumented” potion types. Unknown impact if combinations are made on land types that are not Lava.

73 Bh “Black Hole Beryllium"	Extremely rare mineral found from asteroids that escaped black holes	Highly dense, used to create advanced materials and for shielding against dark magic, shielding of hoverboards during no-holds races, and other forms of dense materials from the reactor.
75 Mm “Meteorite Marble”	Made from meteorites	Highly durable, used to create sculptures and other decorative items on land, reflective at night
76 Ct “Cometary Cobalt”	Found on comets that split into asteroids before arriving in ōLand	Highly reactive, used to create advanced fuels and chemicals for structures and building custom vehicles
77 Aa “Astro-Actinide”	Found on asteroids and other small bodies in space	Highly radioactive, used to generate power in advanced reactors and to extend the time a potion is effective
78 Ir “Interstellar Iridium”	Found in the asteroid debris from ōFriend home planets	Highly durable, used to create advanced tools and weapons

79 Nn “Nucleosynthesis Nickel”	Formed during the process of star formation	Highly conductive, used to create advanced electronics and energy storage systems
80 Cs “Compressed Silicon”	Found in the outer layers of asteroids from a supergiant star	Highly reflective, used to create advanced solar power systems
81 Cn “Cased Nitrogen”	Found in the gaseous asteroid dust that once made up nebulae	Highly reactive, used to create advanced fuels and chemicals
82 Ep “Exoplanetary Platinum”	Found on asteroids from collapsed exoplanets	Extremely rare, highly conductive, used to create advanced electronics and ōCash generating upgrades
83 Al “Astro-Aluminum”	Found on small asteroids	Highly lightweight, used to create equipment for the scorched landing pad structures and hoverboards

84 Ne “Nebula-Neodymium”	Found in the clouds of gas and dust that make up nebulae, it is highly magnetic	Used to create and upgrade advanced reactors
85 Co “Celestial Copper”	Found on celestial bodies such as moons and planets, it is highly conductive	Used to create advanced electronics and energy storage systems
86 At “Asteroid-Astatine”	Found on asteroids, it is highly radioactive	Used to generate power in advanced reactors
87 Si “Stellar-Silver”	Found in the from asteroids made by the collision of other dead stars (Ripple?), it is used to repair the Tweaker and recover lands from lava damage	The use is undocumented.

88 No “Nebular-Neon”	Found in the clouds of gas and dust that formed small asteroids when passing through a star field, it is highly reactive to the “Rock Garden” and is used to create advanced fuels for vehicle upgrades	The use is undocumented.
89 Go “Goldica”	Found on other planets and moons, it is highly conductive	Used to create advanced electronics and energy storage systems
90 Rc “Radioactive Cobalt”	Found in deep space, it is highly reactive	Used to create advanced fuels and chemicals
91 An “Auroron”	Found in the aurora of gas giant planets, it is highly reactive	Used to create advanced fuels and chemicals

92 S2 "Sulfa Type II"	This mineral is found in the remnant asteroids of supernovae, it is highly reactive, extremely rare, and extremely powerful.	Used to create the most dangerous elements in ōLand.
93 N2 "Nebula-Nitrogen"	This mineral is found in the clouds of gas and dust that make up nebulae, it is highly reactive.	Used to create advanced fuels in reactors but requires upgraded heavy vehicles capable of handling nitrogen.
94 A "Astranium"	This mineral is found on common asteroids made of planets and moons, it is highly lightweight.	Used to create structures, vehicles, and super potions.
95 Ee "ExoEuro Black Dust"	This mineral is found on Shadowland exoplanets, it is highly reactive.	Used to create dark magic potions. Its effects are unknown.

95 Dd "Dark Matter-Dysprosium"	This mineral is made of the elusive dark matter that makes up most of the universe, it is highly magnetic.	Used to create advanced motors and generators.
96 Bl "Black Hole-Bismuth"	This mineral is found near black holes, it is highly dense.	Used to create advanced materials and for shielding against radiation.
97 M2 "Meteorite-Mercury"	This mineral is made from meteorites, it is highly conductive.	Used to create advanced electronics and energy storage systems.
98 C2 "Cometary-Cerium"	This mineral is found on comets, it is highly reactive.	Used to create advanced fuels and chemicals.
108 A2 "Astro-Antimony"	This mineral is found on asteroids and other small bodies in space, it is highly reactive.	Used to create advanced fuels and chemicals.

109 I2 "Interstellar-Indium"	This mineral is found in the dust and debris of other stars, it is highly conductive.	Used to create advanced electronics and energy storage systems.
109 Ny "Nucleosynthesis-Neodymium"	This mineral is formed during the process of star formation, it is highly magnetic.	Used to create advanced motors and generators.
109 S2 "Supergiant Samarium Class 2"	This mineral is found in the outer layers of supergiant stars which were hit by some cataclysmic forming high speed asteroids, it is highly magnetic.	Used to create advanced motors, upgrade reactors, and create undocumented Ultra-Rare items.
110 N "Neodymium"	This mineral is found in the clouds of gas and dust that make up collapsed nebulae forming asteroids, it is highly magnetic.	Used to create advanced motors and generators.

111 E "Erbium"	This mineral is found on exoplanets, it is highly reactive.	Used to create advanced fuels and chemicals.
112 Ac "Astro-Arsenic"	This mineral is found on asteroids and other small bodies in space, it is highly reactive.	Used to create advanced fuels and chemicals.
113 Nd "Nebula Neodymium"	This mineral is found in the clouds of gas and dust that make up nebulae	Used to create super advanced motors, nuclear fission, and undocumented propulsion systems.
114 Ch "Celestial Chromium"	This mineral is found on celestial bodies such as moons and planets	Used to create advanced tools and weapons.
115 Av "Alfvenium"	This mineral is found on asteroids	Used to create advanced electronics and energy storage systems.

116 Se "Selenium"	This mineral is found in the dust and debris of other stars	Used to create advanced fuels and chemicals.
117 Rn "Refined Nickel"	This mineral is found in the clouds of gas and dust that make up nebulae	Used to create advanced electronics and energy storage systems.
118 G2 “Quantumite”	This mineral is found on other planets and moons	Used to create advanced electronics and energy storage systems.
119 Et "Eternal Turmoil"	This mineral is found in the most chaotic and unstable regions of the earth	Used to create powerful explosives and fuels used commonly when creating potions in the shadowlands.
120 Ca "Corrosive Acid"	This mineral is found in highly acidic environments	Used to create advanced chemicals and industrial processes.

121 Be "Botanic Essence"	This mineral is found in lush and verdant regions	Used to create advanced fuels for vehicles.
122 Rl "Radiant Luster"	This mineral is found in asteroids that have passed one or more solar flares	Used to upgrade land energy rates.

Rare Asteroids

Rare asteroids only fall on specific types of ōLand or in specific areas of the real world that match real world conditions.

Mineral	Description	Location	Uses
900 Ts “Toxic Sludge”	This mineral is found in polluted and heavily industrialized areas.	Polluted and heavily industrialized areas	Create disturbing potions.
901 Eo “Eclipse Obsidian”	This mineral is found in dark and shadowy regions.	Cold regions near or on Ice lands	Create advanced tools and weapons for races.

902 Fm “Fungal Mycelium”	This mineral is found in damp and humid regions.	Damp and humid regions on Flora lands	Create advanced medicine and biofuels for lite and heavy vehicles.
903 Nh “Nocturnal Shadow”	This mineral is found in areas of low light.	Areas of low light on Geode lands	Create advanced electronics and energy storage systems for increased land earning rates.
905 Cy “Celestial Sky”	This mineral is found in high altitude regions.	High altitude regions on Ice lands	Create advanced solar power systems, increasing land earning rate.
906 Ec “Eternal Crystal”	This mineral is found in remote and isolated regions.	Remote and isolated regions on Geode lands	Create advanced tools and weapons for lite vehicles.
907 Ob “Ossified Bone”	This mineral is found in areas of ancient ruins.	Areas of ancient ruins and lava lands	Dragon wing repair material for cybernetic prosthetics.

908 Cp “Contagious Plague”	This mineral is found in areas of high population density.	Areas of high population density on Cloud lands	Create necromancy potions without some of the rare items.
909 Fa “Floral Mallow”	This mineral is found in areas of lush vegetation.	Areas of lush vegetation or Flora lands	Create advanced biofuels.
910 Vc “Vermilion Crimson”	This mineral is found in areas of intense heat.	Areas of intense heat on Stardust lands	Create advanced industrial processes and advanced fuels.
911 Us “Unknown Skull”	An extremely rare artificial asteroid found in ōLand plots in mountainous regions.	Mountainous regions on Geode or Lava lands	Create weapons for restriction lifted racing, and weapons for Dragon Sky Tournaments.
912 Ev “Elysian Veldan”	This mineral is found in areas of natural beauty.	Areas of natural beauty often near Wonderlands	Create advanced electronics and energy storage systems.

913 Me "Mystical Essence"	This mineral is found in asteroids on lands near waterways.	On Stardust lands	Create advanced propulsion systems that defy the laws of physics.
914 Aw "Arid Wastes"	It is unknown what this element creates.	Unknown	Theorized to be productive when placed into the reactor with rare movement items
915 Sd "Sulfurous Depths"	This mineral is found in volcanic regions	Volcanic regions near or on lava lands	Create advanced industrial processes and advanced fuels

Ultra-Rare Asteroids

Ultra-Rare asteroids only fall on specific types of ōLand or in specific areas of the real world that match real world conditions.

Mineral	Description	Location	Uses
3000 Dr "Decrepit Ruins"	Undocumented	Found in areas of ancient ruins	Advanced tools and weapons

3001 Bu “Bioluminescent Glow Dust”	Undocumented	Found on asteroids in lands with very high water content	Upgrade land earning rate
3002 S3 “Sky Serpent Skin”	Undocumented	Found on asteroids which crashed into lava ōLands	Reveal shadowlands on days outside of Friday
3003 Tw “Thorny Woodlands”	Undocumented	Found on ōLand plots in forest regions	Private structures for private events
3004 Mi “Molten Titantium”	Undocumented	Found in lava ōLands	Structural materials
3005 Sh “Steppes of Shadow”	Undocumented	Found in grassland regions	Advanced engines and energy storage systems

3006 Fg “Frozen Glacia”	Undocumented	Found in icy regions	Advanced energy storage systems
3007 51 “Area 51 Slime”	Undocumented	Found in asteroids in marshy and swampy ōLands	Upgrade vehicles which consume biofuels

Buildable Structures in ōLand

Building structures in ōLand is challenging and requires specific resources, such as upgrades and potions, and in some cases, a specific heavy vehicle. These structures are essential as they facilitate truly profitable endeavors; each structure is unique and recorded on the blockchain as a digital collectible.

The functionality of each structure is specific to its name however Dream Engine 1 will enable potentially millions of different appearances for any given structure.

1. **Vertical farms**
   These tall structures can be used to grow flora based upgrades in a controlled environment, using hydroponics, aeroponics, and other advanced techniques. They require significant resources from asteroid mining or from the land auction market.
2. **Community centers**
   Designed to bring people together, with spaces for events, and social gatherings. They are awarded to influential members of the community and help small businesses and designers sell their work and build their own following.
3. **Smart transportation hubs**
   Integrates different forms of transportation, such as warp tunnels, hoverboard racks, energy bridges, and teleporters. These

hubs can be setup can be used to help visitors or customers easily navigate or participate in your environment.

4. **3D printed structures**
   Can be constructed quickly and cheaply using heavy vehicles equipped with advanced 3D printing technology.
5. **Underwater structures**
   Designed to be partially or fully submerged in water, underwater structures are primarily for meeting spaces and residences of ōLanders when for missions in Deep Sea Divers.
6. **Bioclimatic buildings**
   Designed to adapt to the local climate, using natural ventilation, shading, and other techniques to maximize energy efficiency regardless of the type of lands. These buildings create microenvironments enabling items such as harvestable upgrades to be grown on lava lands.

ōFriends ❤️

The heart of the ōLand ecosystem revolves around a magical group of Akita-Inus (a bigger cousin to the Shiba-Inus of Doge fame) called ōFriends. While their entire history is unknown, pieces of their legacy have been discovered over the years. It is a tale filled with super powers, magical feuding family trees, and a desire to munch on as many ōTreats as possible. While being incredibly cute, the ōFriends are also responsible for building upgrades on your land and can increase the earning power of your land when placed on it. If you are lucky, you may even discover an ōFriend to call your own.

Excerpt from Known Family Tree

An ōFriend family tree, including some tales from the Dragon and Unicorn houses.

- *HOUSE UNICORN (Exact Date Unknown, roughly 4,000 B.C.E.)*
    - *King (…), the King of Unicorns (born on planet Lupp)*
        - *Wielded the Super Power of Mega Zoomies which allowed him to travel quickly across battlefields with ease. He was a vengeful king who boasted many victories.*
    - *Mother: Ranqui, the Queen of Unicorns (born on planet Equus)*
        - *(...)*
    - *Daughter: Canis, the Princess of Unicorns (born on planet Lupp)*
        - *Tale of Valor: Canis was known for her courage. She was gifted the Adventurer's Super Potion by her parents and used it to lead her pack on many successful hunts and battles against the Dragon warlords.*
    - *Son: Cornix, the Prince of Unicorns (born on planet Equus)*
        - *Tale of Woe: Cornix was known for his vanity and pride. He discovered the Illusion Super Potion in the hollow of an old Fairy Tree, but rather than use it for the betterment of the kingdom, he used it to craft illusions improving his own physical beauty and appearance, causing him to exile himself, wishing only to spend time gazing at himself.*
    - *Daughter: Bovis, the Princess of Unicorns (born on planet Lupp)*
        - *Tale of Valor: Bovis was known for her wisdom and intelligence. She crafted the Summoning Brew with the help of the mages of the royal court and used it to summon powerful Wolf allies to her side in times of war.*
- *HOUSE DRAGON (Exact Date Unknown, roughly 3,900 B.C.E.)*
    - *King Magnus, the King of Dragons (born on planet Titan)*
        - *A good and noble king, who was much beloved by his people. Sought peace through diplomacy, even towards the Unicorn kingdom. Kept Wolf advisors in his court against the wishes of his queen.*
    - *Mother: Nympha, the Queen of Dragons (born on planet Titan)*
        - *Wielded the Super Power of Golden Poops to fund a large standing military during her reign.*
    - *Daughter: Phoenix, the Princess of Fire (born on planet Titan)*
        - *Tale of Valor: Phoenix was known for her courage and determination, and was said to be the princess of fire. She was gifted the Time Prince potion by an old Wolf scientist and used it to manipulate time to her advantage, turning the tide of a great battle in a land far away from home.*

- *Son: Draco, the Prince of Storms (born on planet Titan)*
  - *Tale of Woe: Draco was known for his arrogance and impulsiveness. He took a Reality Warp Tonic that he found in a thieves' den. He was unable to control its power, and created a dangerous and destructive storm that caused widespread damage to the eastern realms of the kingdom.*
- *Daughter: Emberlyn, the Patron of Earth (born on planet Terra)*
  - *Tale of Valor: Emberlyn was known for her adventuring spirit and generosity, and was the first to arrive in (...)*

More is being learned about the ōFriends legacy and the battle between Unicorns and Dragons all the time. Check back in with the Overline team every now and then to see what else is discovered.

Known ōFriend Types [Redacted Until Reveal]

UNICORN

777 in Serial

DRAGON

666 in Serial

WOLF

All other ōFriends

SUPER	PRIMAL
Repeating 4 digit serials	Each serial in the 1000’s

Attributes

House

Each discovered ōFriend comes in a Dog House (ERC-20) that must be opened to fully reveal the ōFriend's attributes. These houses have six types:

Uncommon ōFriend Den

Rare Rocket Lab

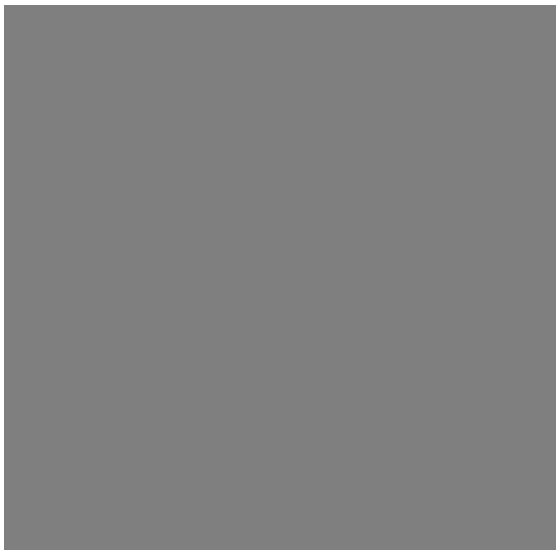
Rare Immortal Coffin

Rare Punk Underground

Rare Holographic Palace

Ultra Rare Galaxy Vault

Opened ōFriend *[Redacted Until Reveal]*



Once opened, the majority of information about this new ōFriend is displayed in a card (ERC-20), while there are some hidden characteristics that can only be discovered by reading the metadata.

Below are a few of those characteristics:

Power Bar (Visible)
Each ōFriend possesses a Power Bar, which is displayed at the top-center of the card. Like the energy score on your ōLand, this bar can be improved through various events and actions from their owner.

Origin Level (Visible)
At the top-left of the card, the origin level of the ōFriend corresponds to the height levels of ōLand (1 through 128). The displayed level indicates a dog's ability to communicate and visit with ōLanders at this height, even if the ōFriend owner has no lands there.

The Cryptonomicon (Visible)
All 10,000 ōFriends are charged with stewarding a section of this sacred text, their individual piece of which is displayed on the left hand side of their image.

Skills & Outfits (Visible)
At the center of each card is a display of the unique combination of attributes associated with each ōFriend's pack. Be on the lookout for the Ultra-Rare SUPERS or PRIMALS or friends with an ANIMAL SKILL.

Racing Position (Not Visible)
Racing Position indicates which role an ōFriend is best suited for when creating a racing team (pack). It is unclear who will win and who should win in the ongoing conflict between the Unicorns and Dragons. It is also unclear when their next confrontation will occur, so it may be wise to choose a side now before that happens. An alternative to end the fighting is for ōFriends to form their own pack under the Wolf banner, which could potentially bring peace to ōLand at long last.

Conclusion

In closing, the Overline community and the ōLanders themselves are grateful you took the time to review this document. The journey is always better spent with friends along the way, and we are excited to be together on this road. Onward and upward!

Freedom through cryptography,

Overline team, advisors, partners, family and friends.