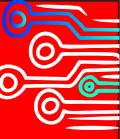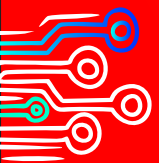WHITEPAPER HACKERSPACE

HACKERPAPER

Warning!

There are some important content in the next page, don't forget reading it!

AIMING AT TRANSPARENCY ABOUT ANY HKS TOKEN ACTIVITY, WE CLARIFY THAT:

he HKR Contract was created before HackerSpace [HKS], the reason of the contract substitution of HKR/HKS, was because of the supply having one less decimal place.

On the creation of the HKR contract we had a problem with the compilation of it , we tried to create a new contract but we didn't achieve success, so, to not have a problem with the HKR investors we decided taking a contract from the internet (Source Code: Github, credits due to the autor) and tried to swap the HKR contract to HKS, but we couldn't manage to realize it, in a meeting with the developers, we decided that it was better to refund all of the holds that where in the HKR, and the same was made.

The new contract [HKS] was released in the day 27/04/2021, at 22h (UTC – 3), which everyone had the opportunity to join with your puchases in the same conditions as the others. Without privileged informations or conditions.

We always try to promote transparancy and trust to everyone that share and contribute to the HKS project.

HACKER SPACE
ROADMAP

LAUNCH

- Burns 40% to provide liquidity.
- Structuring of social networks.
- Website (05/02).

TOGETHER WE ARE STRONGER

- We will mobilize the community for our listing on Delta and Blockfolio.
- Disclosure of $HKS to collect 2,500 Holders together and be able to put the logo on our wallets.

TRANSPARENCY

- Whitepaper (05/07).
- Opening of accounts by the developers.

THE PRODUCTION

- Search for partner brokers to list the $HKS token.
- Fundraising for the development of the game.
- Release of the "Beta" of our game

EXPANDING HORIZONS

- Start of paid campaigns.
- Optimization project.
- Search for partnerships.

E-COMMERCE

- Licensed products from the "Hacker Space" game.
- $Hks token products.
- Partnerships

NFT

-Make your NFT unique within the game "Hacker Space".
- Exclusive arts
- Unique packs

PHILANTHROPY

- Identify areas that need some kind of support through the world
- Community support $HKS.

For more details, visit hackerspace.digital

SUMMARY

CONCEPT

Hacker Space is an autonomous organization which it's essentials operations are automated agreeing with principles and rules atributted in contract/open-source with the human development looking for stability, robustness and honesty.

The name «Hacker Space» is inspired by the game Hacker Experience. (Browser game that you act as a hacker or cracker) The game's objective is to complete several stages and conquist fame and money from illegal activities.

The game presents reasonable facts.
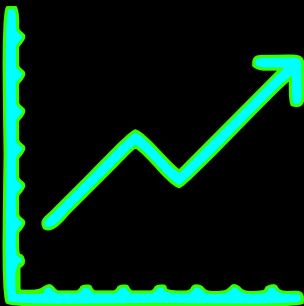
More than 5,000 people playing world-wide
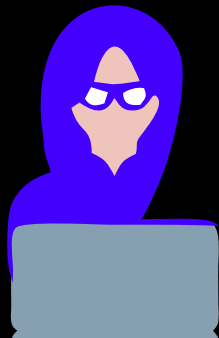
Realistic Interface that introduces the user to a new world

+
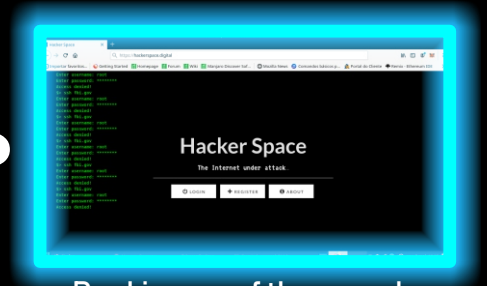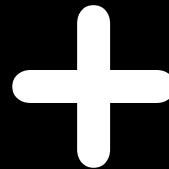
Real image of the game's development

But, our team noticed some problems, even if the game has a lot of qualities as already been mentioned. By curiosity, the game as been quoted in renowned media, for example, the brazilian magazine, Exame.

exame.

From this idea, when we were organizing our team, it was possible to build new ideas and build a new structure to inovate the games' world once it's demand was contested.

PROBLEMATIC

The Hacker Space's initial development is firstly financed by anonimous sponsors, the project has the interest to continue attracting more of those to progress with it's development.

Meanwhile, we are in the process of Hacker Space's formation, this is constant until's it's proven wrong. To incentive innovation inside the project we'll announce a list of the key team members, sponsors and advisors of the project's creation.

Considering that the foundation and the core team own 20% of the total HKS issued as a development reward, these HKS will be allocated to project sponsors and the future construction of the gaming ecosystem in general. Hacker Space is committed to using blockchain technology to establish an open internet platform and an ecosystem of dapps, we will gradually introduce mobile games, social networks, e-commerce and lifestyle services with the ultimate goal of transforming the role of each user as a consumer/investor and owner of the platform value at the same time.

HACKER CITY OR HKS CITY

In this topic we will present a superficial view of the game, aiming to preserve the ideas and the project, in order to bring exclusivity/innovation to the game until the launch.

The Hacker City Roleplay server will have the $HKS as the default currency.

The server will be able to simulate a virtual civilization, the player will "mine" our HKS token doing jobs in the game, it will have some professions like "policeman, mechanic, fireman, dealer and more ..."
Have fun with your friends at our unique events within our online server.

Our server will have some rules to be followed, which will be established at the beginning of the game.

Time is money ($ HKS). With a car, you optimize the time it will take to go to certain places to work and you are even more likely to run away or defend yourself from situations of conflict with other players or the police.

With a good weapon and a car, you're ready to start pursuing what drives the world of Hacker City: $HKS will be money. In Hacker City, you must think of money as an investment. With your $HKS you should be invested in properties that will make you more money, in ever higher amounts.

HACKER SPACE

In this topic we will present a superficial view of the game, aiming to preserve the ideas and the project, in order to bring exclusivity/innovation to the game until the launch.

Hacker Space is a browser-based simulation of hacking activity, in which you play the role of a hacker in search of money and power.

Play online against other users from around the world in an exciting battle to see who can conquer the Internet.

Hack, install viruses, search for better software, complete missions, steal money from bank accounts and more.

Join thousands of other players trying to be the most powerful hacker in the game.

TRANSPARENCY

In this topic, we aim to clarify and make it clear that:

○ The Hackerspace project aims to promote a safe environment for everyone present;
○ We make it clear that we are not here to bring any harmful activity, be it for investors, consumers or lovers of the project.

Such actions aim to reaffirm HackerSpace's commitment to everyone who is supporting the project. To do this, we leave the following sentence and reflection:

' 'If you see a fraud and don't say,' this is a fraud! 'You are also a fraud.''

LIQUIDITY AND JUSTIFICATION
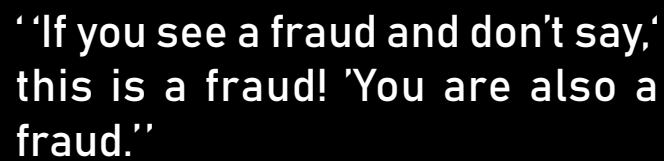
Here, you can find the division of the portfolios and their respective distribution:

Hacker Space Top 5 Token Holders
Source: BscScan.com

OTHER ACCOUNTS
0x0000000000000000000000000000000000000dead
0xeec6148a7218b30328ca3e8235bea55c4eefa769
0x54c0d70c4e4df24ba93809676390308c55d19caf
0x5380bf634ae5aaafc65bebd6aed5a0e7e1cfb5ce
0x50739d8c61739eda812b59d539e271f65d0c9345

Development: **10%**

Team: **6%**

Interaction: **4%**

Porfolio's address: 0x50739d8c61739eda812b59d539e271f65d0c9345

ABOUT THE TOKEN'S ECONOMY

This topic aims to clarify possible questions regarding the liquidity destined to the HKS token, why the HKS project dedicated a special part just to explain the economic part, its causes and consequences.

Such liquidity will be explained from:
• Why does the economic part exists?
• Investors
• Hacker City
– Marketing and partneships
– Monetization and applications
• Online store of digital and physical products
• Other games

WHY DOES THE ECOMONIC PART EXISTS?

The idea of bringing savings to the token is part of its sustainability. To clarify, let's imagine that we have the Azul Company. Within a free market and free competition, it is understood that the best company is the one that adapts (cause); consequently such a company yesterday consistent profits (consequence). Making this analogy, the token team observed flaws within a series of projects that aim at large and ambitious objectives and identified a simple thing, which they did not obtain: profit!

The idea of profit does not start as an objective, but as a base and sustaining factor. To build a house we have to start with the foundation. And so it is thought within the project. Once this segment is in place, we are off the bench: holders inject money and support the currency for growth, unfortunately and consequently, they are hostage to new people entering to support those who entered earlier. Evolving into a segment that: investors enter, the HKS team closes partnerships among all sources of profit, part of the profit is allocated according to (flowcharts in the next version), acquiring liquidity for the sum of the project (investor liquidity + profitable liquidity on profit of sales, marketing and partnerships).

The consequence is: the possibility of any manipulation, as more liquidity enters and time passes, is broken. The set built yesterday sturdiness, once the foundation is created. Thus, a favorable and beneficial investment environment is obtained, thus being able to bring value (foundation) for HKS.

INVESTORS

Investors, from the beginning, make up the base of the currency. Since, from applications and liquidity obtained through allocations of resources from investors, provided via the development wallet, the project will raise funds for team building, possible acquisition of equipment and content for the development of games and arts, in order to bring a professional profile and, as a consequence, evolution of the token (higher value/foundation; higher price/ reflection in value figures). Such value is also sought, within the evolution of the currency, to bring its use in the gaming niche (such an idea will be better debated in the CHALLENGES AND IDEAS topic, POSTERIORMENTLY).

ABOUT THE TOKEN'

HACKER CITY

Hacker City (or HKS City), in an economic context, will take place between sets of Partnerships and marketing; Monetization and applications. This action aims to fulfill the basic construction of sustainability of the HKS token.

*The topics now described will not expose specific points in order to protect the ideal currency and thus bring exclusivity during the process of coupling all the features..

Partneships and marketing

The objective of reaching partnerships and marketing for the token is aimed at two pillars: visibility and liquidity. The visibility will be given to the currency partners, obviously the HKS technical staff responsible for this area will look for better, more profitable and beneficial ways for the project. Liquidity will be the result of such actions.

Monetizations and applications

Monetization will seek to choose elements within the game to comply with partnerships, opening space to enhance the structuring basis of the token. Such actions will always seek to unite the functional / profitable to provide maximum benefit to the token, therefore, to investors, to developers to provide resources, and thus, create a sustainable cycle.

ONLINE STORE OF PHYSICAL AND DIGITAL PRODUCTS

As a way of engaging the HKS community, exclusive pieces will be produced and made available for sale to the public. Examples of pieces: shirts, caps, coats, etc. Such products are designed to provide exclusivity, innovation and use. Not just for use for the cause, but that these parts are used in the day-to-day lives of the people who purchased them. The initial reach of such sales will be throughout the national territory of Brazil, aiming to work with the best forms of chartering, if applicable.

On the next page we provide some initial ideas that are in development to compose initial pieces.

The actions seek to promote visibility, based on closed partnerships; token sustainability, based on profit from parts sales; marketing, since it will have exclusive products, people who will have views for the project will be empowered.

OTHER GAMES

The HKS team aims to produce other games for accessibility, as already seen in topic x. The economic structure of any nature produced will follow the same basis as described above, in order to preserve the financial and sustainable essence already structured. Changes, if any, tend to provide improvements and optimizations in order to promote a better user experience.

IMAGES OF THE PHYSICAL PRODUCTS
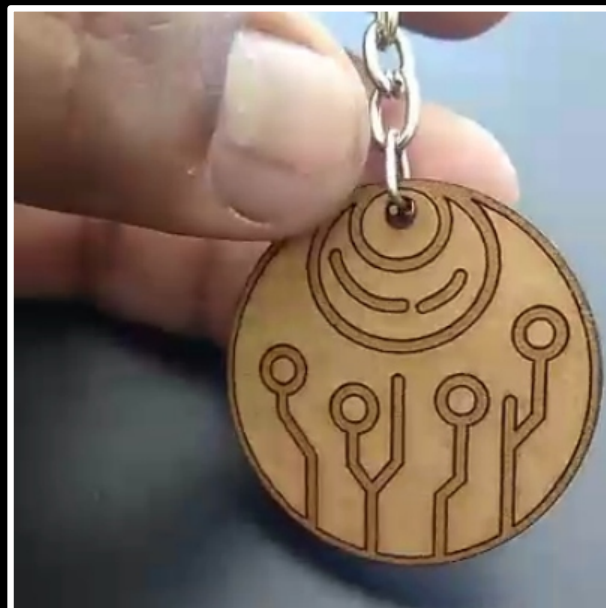
CHALLENGES AND IDEAS

This topic aims to inform actions that are being studied by the HKS team, during the present moment of the version. The topics covered here give only a brief and initial overview of the topics.

Educational

Seen a great series of errors, be it on basic principles on economics to specific points on the world of cryptocurrencies and DeFi, the team studies to link financial education and crypto education content for the community. Such actions, as reported, are being well studied to combine the benefit of the people who will use such a resource and the growth of the token.

Games' optimization

Here in this topic we make it clear that the games will have effective teams, still being studied and assembled to better optimize them. In order to keep up with innovations and new possibilities.

Here we are leaving our acknowledgments of the patience and confidence of all the people who support the Hackerspace project!