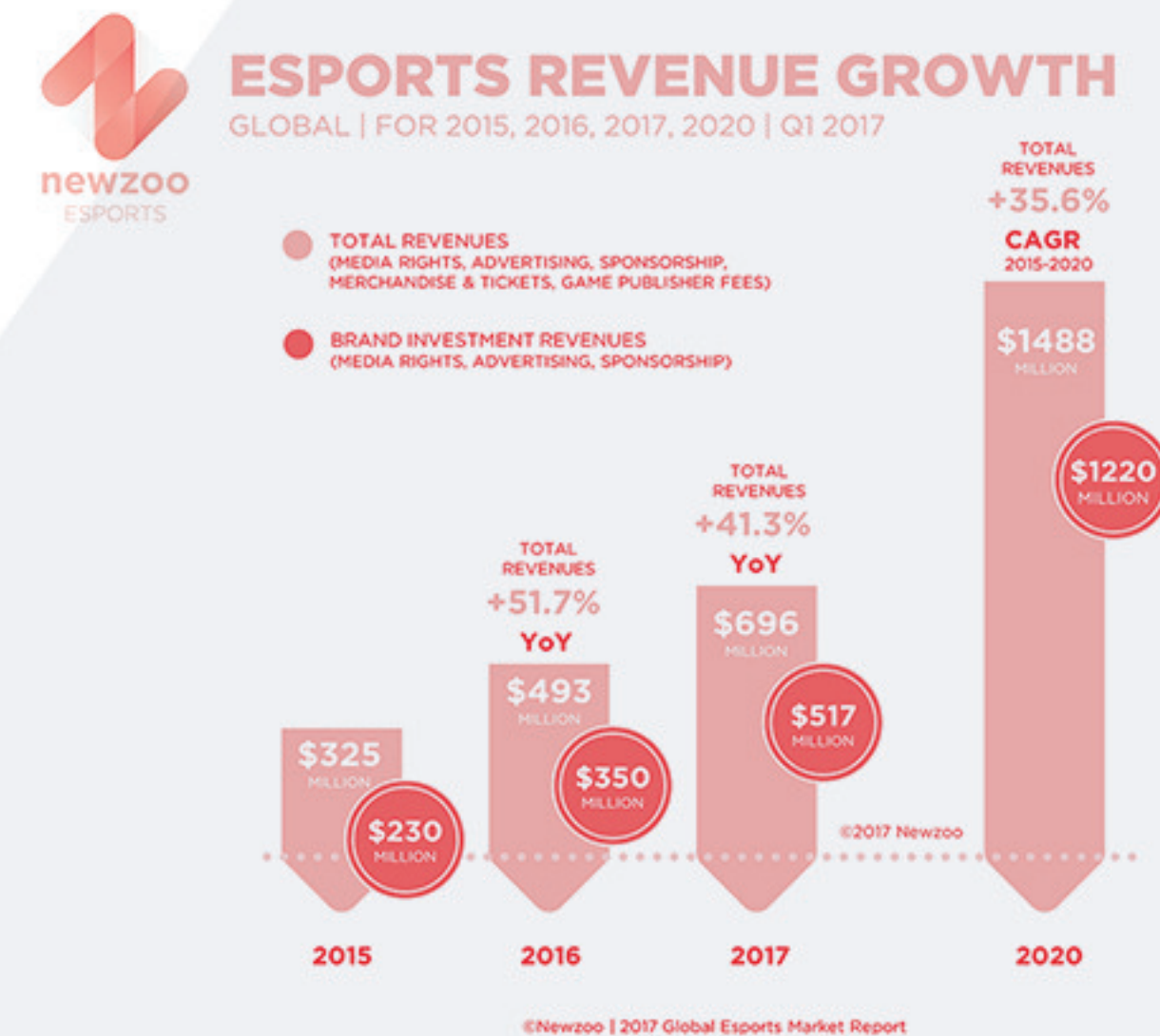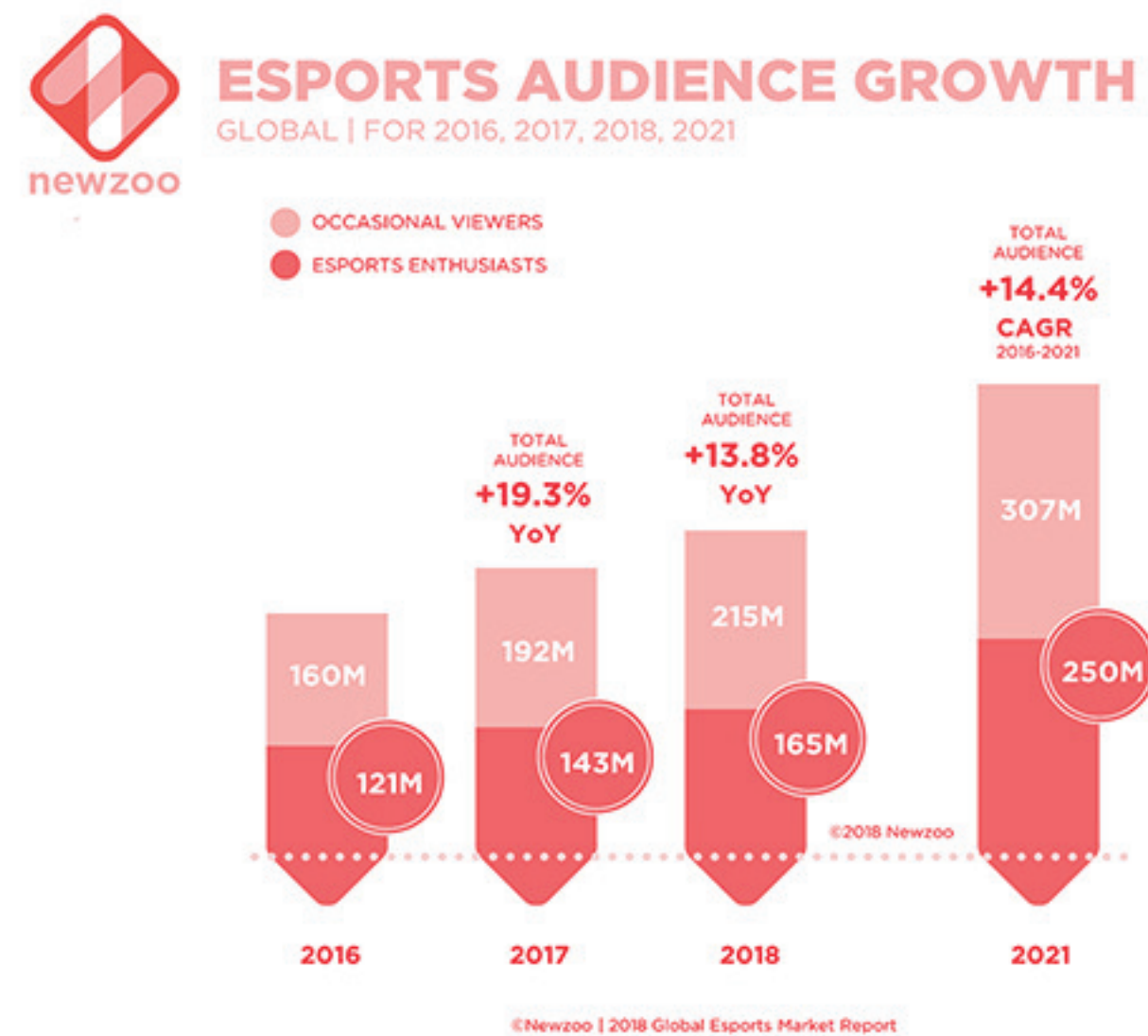# Hyperloot

FIRST ESPORT MONETIZATION PLATFORM AS A SERVICE

HYPERLOOT AUDIENCE

Major eSports leagues such as those for popular games **League of Legends, Overwatch, Counter-Strike:** Global Offensive and Dota 2 continue to rise in value at a meteoric pace (Washington Post) Overall projected market cost is $1488 million in 2020, including sponsorships, advertising, media rights, game publisher fees, merchandise and tickets.

MARKET PROBLEM

Betting on eSports is the hottest topic in the real-money gaming industry, as betting companies see eSports as a huge "blue ocean" of opportunity. It has been around for many years, as it does not require the involvement of any eSports companies to organize. (Newzoo, 2017)

Today in-game items have fake property rights. When gamers spend thousands or even hundreds of thousands of dollars to purchase in-game items, they are entirely exposed to the whims of one company. Theoretically, game publisher could ban a player, confiscate their items, or simply shut down the game deliberately or inadvertently in a bankruptcy.

Turning in-game purchases into bearer assets that live on a public blockchain helps insulate players from these issues.
We are solving this via blockchain technology and second layer standards. By giving gamers property rights to their items creates a new economic dynamic. It unlocks the market potential for growth and development.
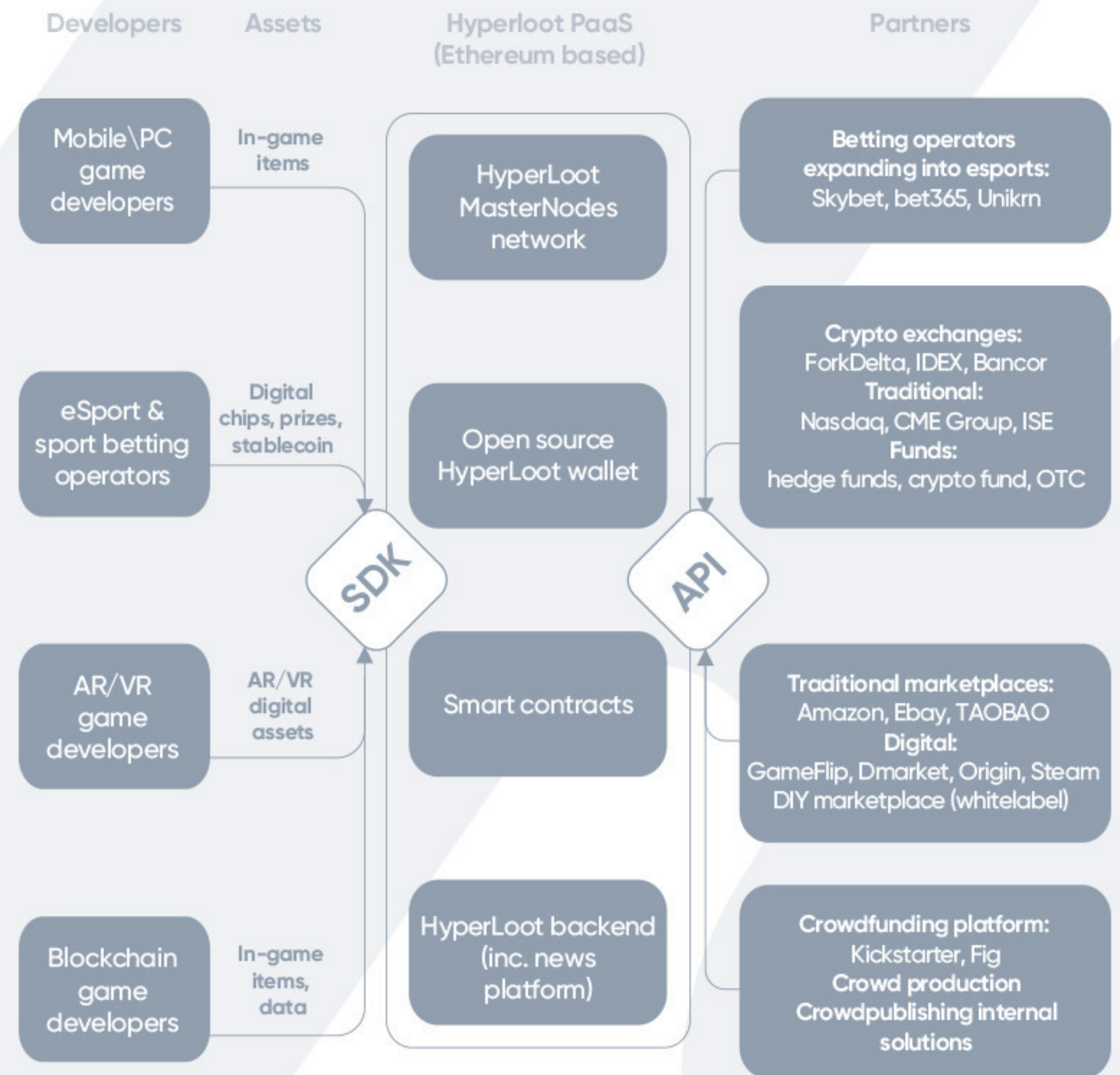
Absence of blockchain based property rights, is the biggest barrier in eSports betting adoption by non-publishers.
Sport betting is the largest segment in online gambling universe, is our go-to market.

TECHNOLOGY OVERVIEW

HOW IT WORKS

HyperLoot Platform as a Service (PaaS) provides blockchain infrastructure-on-demand. We allow any gambling or gaming entrepreneur or IT developer, to setup whiltelabel esports betting or digital marketplace franchise using our smart contracts, HyperLoot sidechain masternode network based on Ethereum and liquidity protocol for long-tail NFT tokens.

Distributed developers and entrepreneurs will be able to utilize crowdfunding and HyperLoot emission standards, in-game asset distribution and promotion. We are pioneering Game Asset Placement (GAP). What Ethereum did for ICO we are doing for Entertainment industry.

Developers | Assets | Hyperloot PaaS (Ethereum based) | Partners

Developers

- Mobile\PC game developers
- eSport & sport betting operators
- AR/VR game developers
- Blockchain game developers

Assets

- In-game items
- Digital chips, prizes, stablecoin
- AR/VR digital assets
- In-game items, data

SDK

Hyperloot PaaS (Ethereum based)

- HyperLoot MasterNodes network
- Open source HyperLoot wallet
- Smart contracts
- HyperLoot backend (inc. news platform)

API

Partners

- Betting operators expanding into esports: Skybet, bet365, Unikrn
- Crypto exchanges: ForkDelta, IDEX, Bancor Traditional: Nasdaq, CME Group, ISE Funds: hedge funds, crypto fund, OTC
- Traditional marketplaces: Amazon, Ebay, TAOBAO Digital: GameFlip, Dmarket, Origin, Steam DIY marketplace (whitelabel)
- Crowdfunding platform: Kickstarter, Fig Crowd production Crowdpublishing internal solutions

USER BENEFITS

01

REAL PROPERTY RIGHTS

02

ZERO TRANSACTION FEES VIA HLT

03

EASY & NON NEED TO KNOW TECH

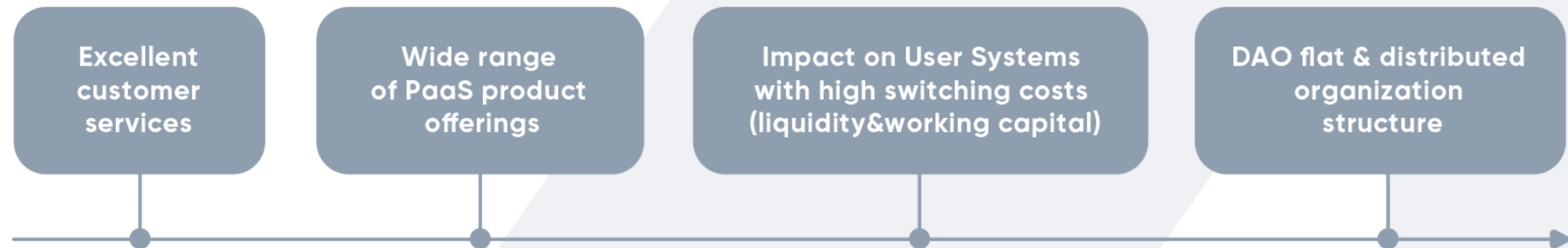**04**

ZERO INVESTMENTS IN ASSET CREATION

05

RISKLESS PROCESSING AND CUSTODY

HOW WE GOING TO BUILD MOAT?

We compete at the convergence of gaming, gambling and financial services. We will utilize our first-to-market advantage in eSport betting with in-game assets. Providing zero transaction fee and open source model we will drive active usage from professional online gambling operators.

At the second layer, we will focus on building the following Advantages:

| Excellent customer services | Wide range of PaaS product offerings | Impact on User Systems with high switching costs (liquidity&working capital) | DAO flat & distributed organization structure |

HYPERLOOT TEAM

Gene Xata
Interim CEO\Acceleration

Alex Vasilenko
Co-Founder

Nick Murashov
Community

Valery Voskobovich
Architect

Dmitry Gogolev
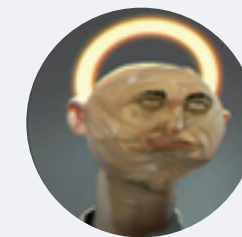Smart contracts

Maria Galenko
PR/Publications
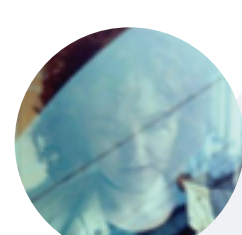
Vasilisa Versus
Lead developer

Andry Ivannikov
Marketplace/betting

Anita Bakieva
Marketing

Uri Voronov
Art/Design

Konstantin Kysel
UX/Design

Evgenia Kareva
UX/Design

COMPETITORS

	SDK	Wallet	Decentralized open source solution	Layer for betting	Layer for marketplaces	Integrations with third party marketplaces	Liquidity & Clearing protocol for long-tail assets
Hyperloot	Yes	Yes	Yes	Yes	Yes	Yes	Yes
FUNFAIR	No	Yes	Decentralized, Not open source	No	No	No	No
loom	Yes	No	Decentralized, Not open source	No	No	No	No
WAX	No	No	Decentralized, Not open source	No	Yes	No	No
Dmarket	Yes	No	Centralized, Not open source	No	No	No	No
GAMERTOKEN	No	No	Centralized, Not open source	No	No	No	No
MOBILEGO	No	No	Decentralized, Not open source	No	No	No	No
unikrn	No	Yes	Centralized, Not open source	Yes	No	No	No

WHAT IS THE NEED FOR YOUR TOKEN?

HLT token is the lifeblood of HyperLoot protocol stack. It serves as a licensing unit for protocol usage.

HLT is needed for:

01. **Exchange**
     If you don't want to be charged trading fees, you will need to possess HLT
     (think of it as Binance token with a 100% discount).

02. **Stacking**
     It is required to issue crypto-assets and provide reserves that are used to guarantee
     asset quality.

03. **Clearing**
     HLT reserves are used for riskless clearing & settlement.

04. **Liquidity**
     Integration of new liquidity providers requires reserves to fund smart contract relays.

05. **MasterNodes**
     HLT is the only way to purchase master node tokens (HLTM).

06. **Governance**
     Voting using HLT is the main standard for protocol governance and development.

HLT TOKENOMICS

Legal Entity :	Estonian non-profit entity
Token types:	HLT – utility token, HLTM - MasterNode token
Pre-mine:	Zero. Emission began 07.05.2018 and will last 5 years
Emission:	Decline by 0.1% per day to stimulate early adoption
Maximum supply:	1 billion
Circulating supply:	178 million

Distribution:

40% of to MasterNode token holders (pro-rata)

30% to fund game development, through Investment fund

30% to finance DAO organizational development

DO YOU HAVE A PRODUCT?

As of September we delivered the following core features for the product stack to follow:

01. SDK for integration with game developers

02. Smart Contract portfolio that manages the emission rules, procedures and standards

03. HyperLoot open source mobile wallet

04. HyperLoot MasterNode sidechain solution

05. Hyperloot digital marketplace

Our aim is delivering working products not selling our token supply like an ICO.
Whitepaper, project documentation, real tasks and commits are in **GitHub page**

THANK YOU

WE ARE ALWAYS UP FOR A CHAT ON DISCORD
SHOOT US AN EMAIL TO ALEX@HYPERLOOT.NET
FOR ANYTHING YOU CAN'T GET ANSWERED THERE

OR MAYBE YOU'D LIKE TO SEE WHAT WE HAVE
ACCOMPLISHED SO FAR OR LEARN ABOUT OUR
TEAM AND PARTNERS? CHECK OUR GITHUB THEN!