

INVEST IN THE FUTURE OF GAMING

HYPERCHAIN X

HyperChain X is emerging as a **next-gen gaming platform** creating a **gaming ecosystem** that runs on the **blockchain**.

Our platform seeks to provide our user community with a safe, fun, and community-friendly environment with a new social media user experience.

HyperChain X offers its users an all-in-one platform for mobile and desktop.

THIS WHITEPAPER INTRODUCES THE **HYPERCHAIN X** PLATFORM AND ITS UNIQUE FEATURES.



WWW.HYPERCHAINX.COM



■ ABOUT HYPERCHAIN X

HyperChain X is the world's first community-driven token platform in the gaming industry. We are the next-gen gaming platform, and we provide our users with new opportunities for gamers, eSport teams, content creators and investors, by connecting multi-billion-dollar industries. The gaming and cryptocurrency industries are two individual multi-billion-dollar platforms and HyperChain X is infusing them together to create an extraordinary and unique experience for its users.

Our goal is to develop an all-in-one crypto gaming platform that consists of gaming elements such as **one vs. one high stake battles, buy-in tournaments, live streams, league creation options for eSport teams and a non-fungible token (NFT) marketplace** that is common in the gaming industry. **HyperChain X** believes in investing in the future of gaming.

We have come to realize that there is a need to create a platform that promotes a dedicated gaming and crypto environment where our gamers can get familiar with new hype in gaming. We at **HyperChain X** are fulfilling this dream. We will also be creating our very own mobile games for the platform. **All purchases made for the purpose of participating in our games and purchases made on the platform will be built on \$HYPER tokens.**

■ WHY HYPERCHAIN X?

Created by gamers that know the game, for gamers that play the game. HyperChain X is the ideal next-gen gaming platform. **Our gaming platform is the all-in-one crypto and gaming solution that combines the next generation of asset management with gaming.** All of the most popular games will be compatible. The mobile application gives users the ability to easily manage their assets and other gaming related content. We are the first community-driven gaming platform in crypto. From paid to play, community voting systems to rewards, **we provide a system that's sustainable, evolving and keeps all users engaged.**

■ CORE COMPONENTS



ONE VS. ONE BATTLES

This is an intense, high risk, high reward game mode. It's a one-on-one battle where the winner takes all. It is important to note that high stake games are relative. Our players can play for any amount. They set the stakes.



BUY-IN TOURNAMENTS

To qualify for these tournaments, players are required to pay a fixed buy-in fee. The buy-in fee will be added to the prize pool. The winners get their portion of the prize pool and are also able to win NFTs and physical products. Points earned by competing in these tournaments can be exchanged for valuable rewards.



LIVE STREAMS

Live streams will be a big part of our platform since all battles will be broadcasted and moderated. Streaming isn't just limited to battles though. Our users are allowed to stream any gaming related content that is compliant with our terms of service.

Tipping, donating NFTs and live betting are some of the ways our viewers can interact with their favourite streamers.



ESPORTS

We provide our most competitive gamers with the tools to create their own leagues and teams. This will include things like: team management, team chat, standings, brackets, match overviews and a calendar for upcoming games.

Hyperchain X, at its core, is also a social experience. The eSports section of our platform is no different.



NFT MARKETPLACE

On our platform we will have an NFT marketplace dedicated to the gaming industry. The marketplace will offer digital art and even some combinations with physical one of a kind art pieces, collectible cards and other raribles. The main items sold on our marketplace will be in collaboration with pro esportsers, popular streamers, pro athletes and well known designers. However, gamers will also be able to create NFTs from their best in-game video moments, think about that intense clutch, a last minute goal claiming the title or just that one crazy epic moment!



IN-GAME NFTS

Players will be able to buy and sell in-game nft items. These items are anything from weapon skins, to character skins. These items are purchased and traded with \$HYPER. Our designers will keep adding new nft items to the market. Some of these will be unique collaborations with popular brands and artists. These creations will also feature some guest appearances from well-known music artists, athletes, influencers and of course gamers.



SPONSORSHIPS

Popular players in or outside our platform can apply for a HyperChain X sponsorship. These sponsorships can be provided in \$HYPER coins and hardware. The goal is to reward these players and create incentives for other established players to join our program. This will attract a larger audience and create more exposure for HyperChain X.



MOBILE APPLICATIONS FOR IOS/ANDROID

The main application will allow our community to stay connected and up-to-date wherever they are. Chatting with team members, organizing matches, staying updated with the latest news and even tracking your NFT sales and earnings!

Below you will find a list of Apps & Dapps we will be creating for our holders and community that will also integrated into our main application:

■ Lottery Dapp ■ Loyalty Rewards Dapp ■ HYPER token tracker



GET PAID TO PLAY

This sounds impossible and untrue, but HyperChain X assures you that this is possible. Users will be able to earn crypto by playing our mobile games. They will receive extra rewards in \$HYPER for winning games, reaching new levels and defeating opponents. Our games will have in-game ads which players can remove by purchasing the full game. This will also unlock more features. Another way to earn crypto is by selling and trading in-game NFTS which they can swap for real money!



GAME DEVELOPMENT

One of our aims is to develop smartphone games with blockchain technology based on the \$HYPER token. Our first HYPER game will be a high speed racing game with futuristic elements. All of our games will be compatible with the HyperChain X platform doing high stake battles, tournaments and of course NFT trading in-game.



SOCIAL MEDIA EXPERIENCE

We provide our gamers with a complete social experience, including multiplayer competitions, groups for playing together in real-time, customizable profiles with comments, live streams, a social feed, forums and friends lists. Share content, challenge friends or group up to defeat opponents.

■ SECURITY

The HyperChain X platform is completely safe. We guarantee our community a 100% safe, secure and audited token by Tech rate. We at HyperChain X want to make sure that your investment is safe and secure in every way. That is why we chose to work with one of the best audit companies in the crypto industry called 'Techrate.' This company is an audit company that ensures that crypto companies are not involved in fraudulent activities that may endanger the investments of its users. The audit is also done to prove that we have a professionally written and legally binding contract that protects both the users of HyperChain X and the management. HyperChain X has an anti-bot system that is designed to stop bad bots from gaining control of our token. The anti-bot technology detects harmful bots by studying algorithms that constantly update data about the activities of bad bots. These security measures help ensure the safety of the assets of our community.

RUG PROOF

Our platform is rug-proof. This means that our gaming ecosystem locks our token allocations in the pre-sale phase. This prevents a rug pull and reassures our users of our legibility.

■ MARKET POTENTIAL



THE GLOBAL GAMING MARKET

The Global Gaming Market was valued at USD 173.70 billion in 2020 and is expected to reach a value of USD 314.40 billion by 2026, registering a CAGR of 9.64% over the forecast period (2021 – 2026). Due to nationwide lockdown, people are staying home, and some are turning to the gaming platforms to pass the time. These platforms are attracting more than hundreds and thousands of new visitors in online traffic. Video gaming trends have experienced a massive surge in players and revenue recently.



THE CRYPTO GAMING INDUSTRY

It's indisputable that crypto is making its mark in the gaming industry. The crypto gaming industry has an estimated market revenue of \$321 million in 2020 with more than 41.9 million gamers who own crypto. According to Newswagg's research, 38% of them are Millennials aged between 21-38 years old and they are the biggest age group in this space. Amongst the gamers who own crypto, 80% of them are interested in using cryptocurrency for gaming purchases and 67% hope there are more opportunities for using cryptocurrency in gaming. Also big gaming companies like EA sports were in the news that they are looking for blockchain developers and showing that they are moving towards the crypto market.



SMARTPHONE GAMES

The smartphone gaming market has exploded in the past couple of years. There were more than 200 million mobile game players last year in the United States alone. This growing demand for mobile games is a direct result of the multiple technological advances in this market, such as AR, VR, and cloud gaming. As well as large companies creating games for consoles and PC's are also releasing their games on Mobile versions owing to the increasing Mobile Gaming Market. For instance, Nintendo was present at this year's E3 conference with its Super Mario Run game for iOS devices.

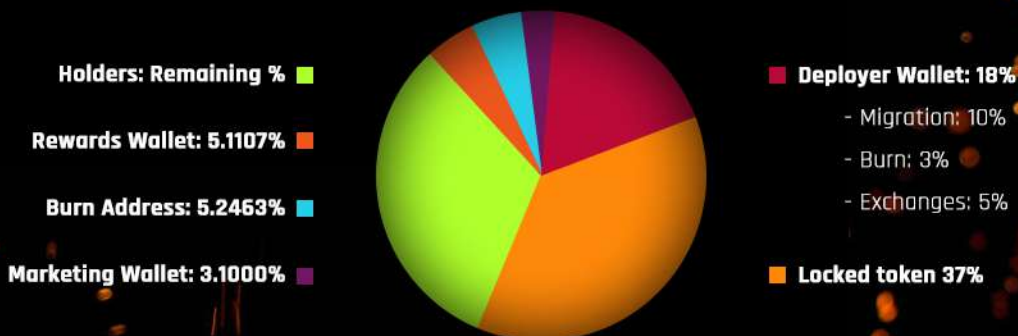
\$HYPER is the currency of the HyperChain X platform. The token is the fuel that sustains the platform and enables exchange. The network is a Binance Smart Chain (BSC) network. The Hyper token is designed to provide our users with a safe and reliable payment method. Since our platform is community-oriented, our token currency will be used to raise funds for giveaways and different charity causes such as 'Save the children'. By doing this, we are re-investing in the next generation. This is one of the visions and ideals of our community.

Our tokenomics are designed for the future. The anti-bot and anti-dump features will provide all holders with the stability they need to operate in a safe and 100% rugproof environment. We also know that the marketing and liquidity features play an important role in the growth of the token. To address this, our fees will ensure that this is taken care of with every transaction carried out on the blockchain. \$HYPER has a low buy-in fee of 5% and a higher selling fee in different tiers/levels, starting from 10% and above depending on the selling amount of the user. We have some policies designed to protect our users during their buy transactions. To prevent bots from manipulating our chart, we have set up a time delay between each consecutive buy. We have programmed our platform to wait for a minute before the next buy. So, the waiting time between each buying transaction of our users is one minute.

This is a snapshot of the Token Distribution on 15 September 2021.

These numbers dynamically change over time.

Total supply: 1,000,000,000,000 \$HYPER

**WALLET ADDRESSES:**

DEPLOYER WALLET:

0XCD47238F19042A521831850D4522D65F83ADB3BA

MARKETING WALLET:

0X052F1F77EEF9045D9C7D4187717E8C370E589054

REWARDS WALLET:

0XDC6A218203DC03989718F9585461EEBBB3006A58

BUYBACK WALLET:

0X88F25AA48DABE2D8C8FFCED55061D6740AB1DF7C

BURN ADDRESS:

0X000000000000000000000000000000000000DEAD

LOCKED TOKENS ADDRESS:

0X81E0EF68E103EE65002D3CF766240ED1C070334D

LOCKED LIQUIDITY ON DXSALE:

YOU CAN USE THE LINKS BELOW TO VERIFY THAT THE LP TOKENS ARE LOCKED.

1.2 LP - LOCKED UNTIL 15 SEP 2022 AT 19:37

**HTTPS://DXSALE.APP/APP/V3/DXLOCKVIEW?ID=0&AD
D=0XCD47238F19042A521831850D4522D65F83ADB3/
BA&TYPE=LPLock&CHAIN=BSC**

1.3 LP - LOCKED UNTIL 1 JAN 2022 AT 20:23

**HTTPS://DXSALE.APP/APP/V3/DXLOCKVIEW?ID=0&ADD
=0XCAC1C7E9C4094D0CF4193B78C1EE3D8B0974E499&
TYPE=LLOCK&CHAIN=BSC**

1.5 LP - LOCKED UNTIL 15 SEP 2022 AT 19:37

**HTTPS://DXSALE.APP/APP/V3/DXLOCKVIEW?ID=0&AD
D=0X052F1F77EEF904509C7D4187717E8C370E589054
&TYPE=LPOCK&CHAIN=BSC**

1.67 LP - LOCKED UNTIL 15 JUN 2022 AT 20:29

**HTTPS://DXSALE.APP/APP/V3/DXLOCKVIEW?ID=0&ADD
=0X88F25AA48DABE2D8C8FFCED55061D6740AB1DF7C&
TYPE=LPLock&CHAIN=BSC**



THE HYPER TOKENOMICS

HyperChain X \$HYPER launched with an initial supply of liquidity in the form of BNB/HYPER LP Tokens.

BUYING FEE

2% MARKETING FEE

2% BUYBACK FEE

1% REDISTRIBUTION FEE

DELAY TIME FOR NEW BUY-IN
1 MINUTE

SELLING FEE

HOW DO THE SELLING TOKENOMICS WORK?

ONE CAN SELL A MAXIMUM OF 20 TIMES WITHIN 24 HOURS.

THIS WOULD BE 100% OF \$HYPER TOKENS IN THE WALLET OF MOST HOLDERS (EXCEPT WHALES).

THESE FEATURES PREVENT A SINGLE SELLER FROM DUMPING THE PRICE BY SELLING LARGE AMOUNTS QUICKLY.

THE BASICS:

- HOUR SELLING WINDOW
- MAX 5 SELLS WITHIN A SELLING WINDOW
- WAITING TIME IS 30 MINUTES AFTER EACH SELL
- 4 SELLING WINDOWS WITHIN 24 HOURS
- MAX 20 SELLS PER DAY

EXAMPLE:

Sell 1 > wait 30min > Sell 2 > wait 30min > Sell 3 > wait 30 min > sell 4 > wait 30 min > sell 5 >

wait remaining time (i.e. 4 hours) until the next selling window. Besides the time restrictions there are also two tiers which you can use.

THE TWO TIERS

TIER 1:

- MAX PRICE IMPACT = 0.10%
- MARKETING FEE = 6%
- BUYBACK FEE = 3%
- REDISTRIBUTION FEE = 1%
- WAITING TIME = 30 MINUTES BETWEEN SELLS

SLIPPAGE: 12% - 16%

TIER 2:

- MAX PRICE IMPACT = 0.20%
- MARKETING FEE = 12%
- BUYBACK FEE = 6%
- REDISTRIBUTION FEE = 2%
- WAITING TIME = 30 MINUTES BETWEEN SELLS

SLIPPAGE: 22% - 26%

YOU MAY SELL WITH THE RULES OF TIER 1 OR TIER 2

EXAMPLE: TIER 1 > WAIT 30MIN > TIER 2 > WAIT 30MIN > TIER 2 > WAIT 30 MIN > TIER 1 > WAIT 30 MIN > TIER 2 > REMAINING TIME (I.E. WAIT 4 HOURS) UNTIL NEXT SELLING WINDOW



TRANSFER TO OTHER WALLET FEE

1% REDISTRIBUTION FEE

2% MARKETING FEE

2% BUYBACK FEE

LOCKED PROJECT TOKENS

PROJECT TOKENS A: 24% LOCKED WHICH WILL RELEASE IN 10 TIMES UNTILL 17 SEP 2022

[HTTPS://DXSALE.APP/APP/V3/DXLOCKVIEW?ID=0&ADD=0xcd47238f19042a521831850d4522d65f83adb3ba&TYPE=tokenlock&chain=bsc](https://dxsale.app/app/v3/dxlockview?id=0&add=0xcd47238f19042a521831850d4522d65f83adb3ba&type=tokenlock&chain=bsc)

37% OF THE DEPLOYER TOKENS HAVE BEEN ON DXSALE.APP

PROJECT TOKEN B: 13% LOCKED: RELEASED 17 SEP 2022

[HTTPS://DXSALE.APP/APP/V3/DXLOCKVIEW?ID=1&ADD=0xcd47238f19042a521831850d4522d65f83adb3ba&TYPE=tokenlock&chain=bsc](https://dxsale.app/app/v3/dxlockview?id=1&add=0xcd47238f19042a521831850d4522d65f83adb3ba&type=tokenlock&chain=bsc)

THESE TOKENS WILL BE USED FOR BURNING, COMMUNITY REWARDS AND EXCHANGES.



INITIAL DISTRIBUTION OF TOKENS:

When the HyperChain X contract was launched, tokens were distributed to the contract wallets for various purposes.



CONTRACT DEPLOYER WALLET

The contract deployer wallet holds most of the total supply.

THE MAIN REASON FOR THIS WALLET TO HOLD THESE TOKENS ARE THE FOLLOWING:

- **25%** for the migration of V1 holders through the use of our migration Dapp
- **30%** to be used to create bridges to different blockchains
- **X%** to be used for manual burns of the token
- **X%** to be used for promotions when launching on exchanges or other means of



COMMUNITY WALLET

5% of the total supply is initially put into the community wallet. This supply will remain in custody of the team to be **used for prizes and rewards**. Either through our Rewards Dapp, Lottery Dapp, Battle platform, Games and other community based events.



BUYBACK WALLET

0% of the total supply is initially put into the buyback wallet



MIGRATION WALLET

25% of the total supply is initially put into the Migration wallet. This migration wallet is used to migrate V2 holders to V3. Since all migration has completed this wallet now holds 0% of the total supply

THE CONTRACT FEATURES

Many functions of smart contracts for tokens have a lot of the same functions. Think of functions like approving, transferring, etc. Below we have listed some unique or noteworthy functions of the \$HYPER smart contract.

BLACKLISTING

The blacklisting of addresses can be used to stop certain addresses from any usage of the token. In very rare cases this could be done, each individual case would be very carefully researched before coming to any decision.



BRIDGE WHITELISTING

When we create a bridge we have control over what type of fees will apply to sending tokens to one of these bridges. It's a feature that is unique to HYPER as it is a contract code which is designed specifically for \$HYPER.



EXCHANGE WHITELISTING

Exchange whitelisting is used for internal systems of an exchange. Normal holders will still pay the sending fee when sending tokens to an exchange.



HODLING TIME

Holding time calculates how long you have held the \$HYPER token without sending or selling it. This holding time feature will be used as a metric for our Rewards Dapp.



PROJECT FUNDING

This feature is split into two things that it does. First it sells tokens which are in the contract for BNB's, when the amount exceeds a certain % of the total supply. Secondly half of those BNB's will be sent to the marketing wallet and the other half to the buyback wallet. Note that buybacks will be done manually to ensure nobody can use it for personal gain.



ANTI-DUMP

The max selling price impact is 0.2% these percentages are divided into two tiers. Tier 1: up to 0.1% with it's own fees. Tier 2: up to 0.2% with it's own fees. Also a 30 minute waiting time is applied between sells. After much research we have found this to be the sweet spot to ensure dumping is not feasible. We encourage every holder to hold and wait till they can sell on exchanges. This way we raise the price of HYPER on Pancakeswap and grow the liquidity there.



COMMUNITY FEATURE

The HyperChain X community plays a big role when it comes down to tokenomics. The community will govern what we do with unused tokens. This can be accomplished by our loyalty rewards Dapp through voting power, or by winning games, lotteries and other community driven events we offer.



BUYBACK TOKENS

Tokens that have been bought by our buyback wallet will not remain there. Instead the community will decide what we will do with those tokens. We can either send those tokens to the community wallet or send them to the burn-address.

■ CHARITY



We are not only focused on creating a game platform. We are also invested in personalizing our user experience by being involved in community service activities. We have an initiative, 'Save the Children', that seeks to give back to the community. HyperChain X provides gamers with a platform where they can get paid to play. But we cannot forget about those who cannot play. Children work in the mines, in the fields, in households, and even in factories. They do not have the opportunity to live a decent life and enforce their basic human rights. We at HyperChain X believe that all children have the right to receive a good education, have time to play, and be a child. Child labor is a crime, and no child should be made to do that. We at HyperChain X have an obligation to give back to the children by supporting this charity cause with donations from our earnings. A percentage of our revenue will be dedicated to the 'save the children' charity. And we also encourage our community to do the same.

■ TEAM



BOY DENNIS HILLING
(CO-FOUNDER)

Dennis is the owner of a model subscription platform/magazine, restaurant co-founder and a rap artist. He is well-connected in the entertainment industry.



LOCATION

He is based in The Netherlands



JOSHUA BRUERS
(CO-FOUNDER)

Joshua is a content/marketing and search engine expert as well as a blockchain and smart contract developer.



LOCATION

He is based in The Netherlands



DEREK TRAN
(HEAD ADVISOR)

Derek owns Inphantry, a digital agency company based in San Jose, USA. He is a marketing expert, UX/UI liaison, and a software engineer. He has access to a full team of brilliant minds in PR, app development, and emerging technology. Derek has worked with brands like Nike, Jordan, Puma, Delta Airlines, HBO, eBay, Google, etc.



LOCATION

He is based in The USA



JOANNA BRUERS
(ASSISTANT DIRECTOR)

Joanna has 12 years of experience as a manager and planner. She is experienced in managing big projects.



LOCATION

He is based in The Netherlands



YURI MARTINEZ YURI
(IT DIRECTOR)

25+ years experience in IT Technology: Network and System Administrator, Linux, E-Mail and Web servers, DNS, Java Application servers. Contractor at Major Software Companies (Boeing / Jeppesen, Volvo Cars Corporation etc.) **Languages: English, Swedish, Russian and Spanish**



LOCATION

He is based in Sweden



DANIEL LE BLANC
(CO-FOUNDER)

is the designer/developer of a model subscription platform/magazine. Full Stack Developer with experience in Angular, React, NodeJS, Express, Ionic, MongoDB, UX/UI Design and Music Production



LOCATION

He is based in The Netherlands

HYPERCHAIN X

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