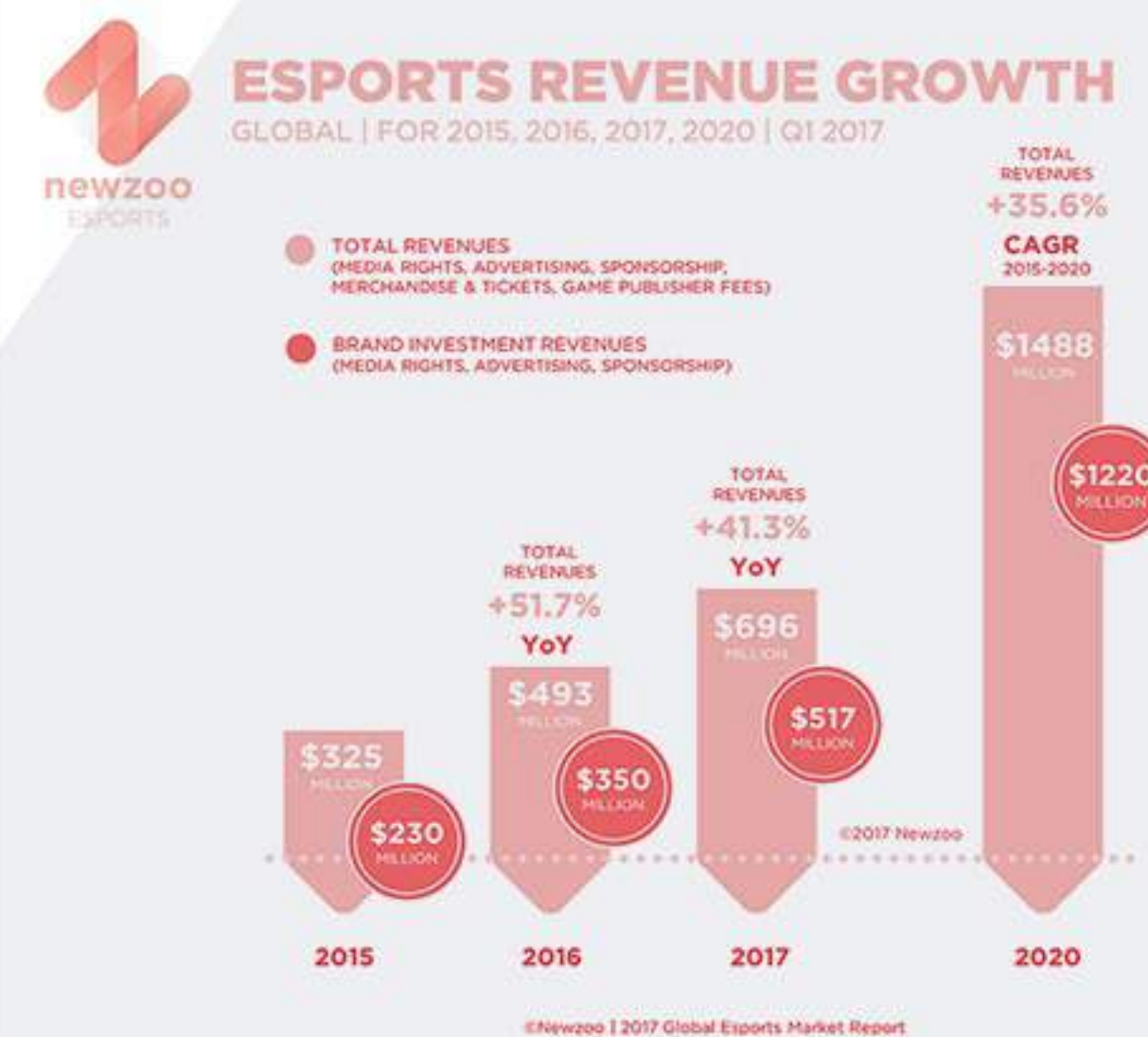
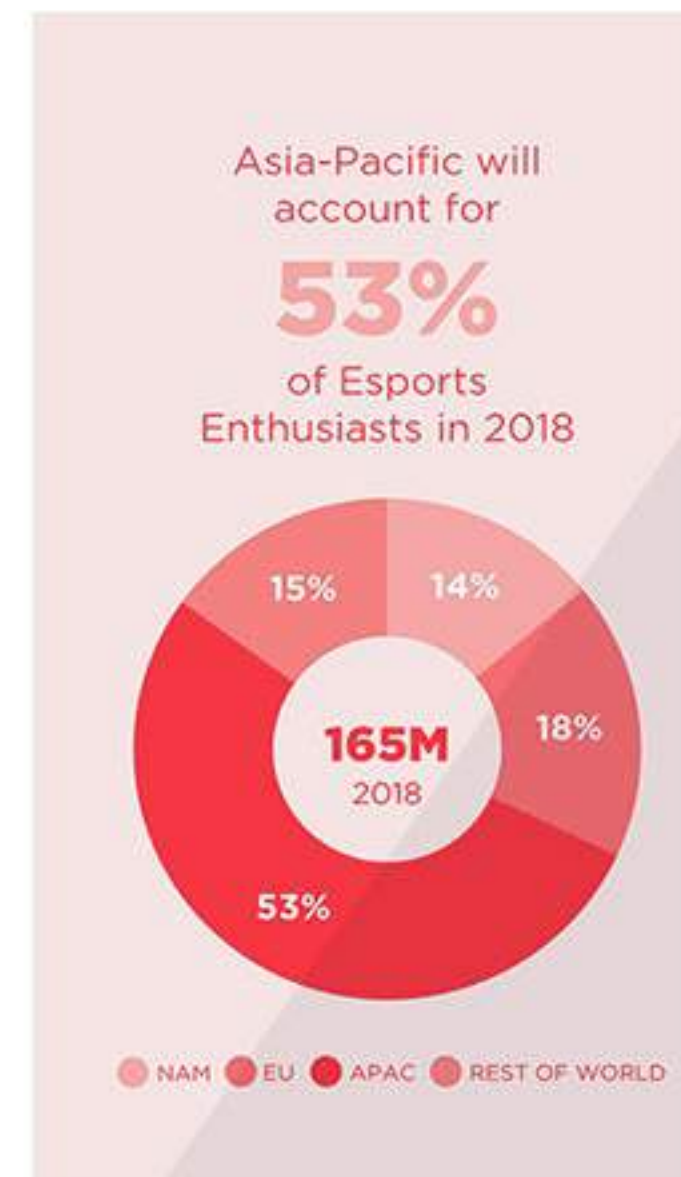
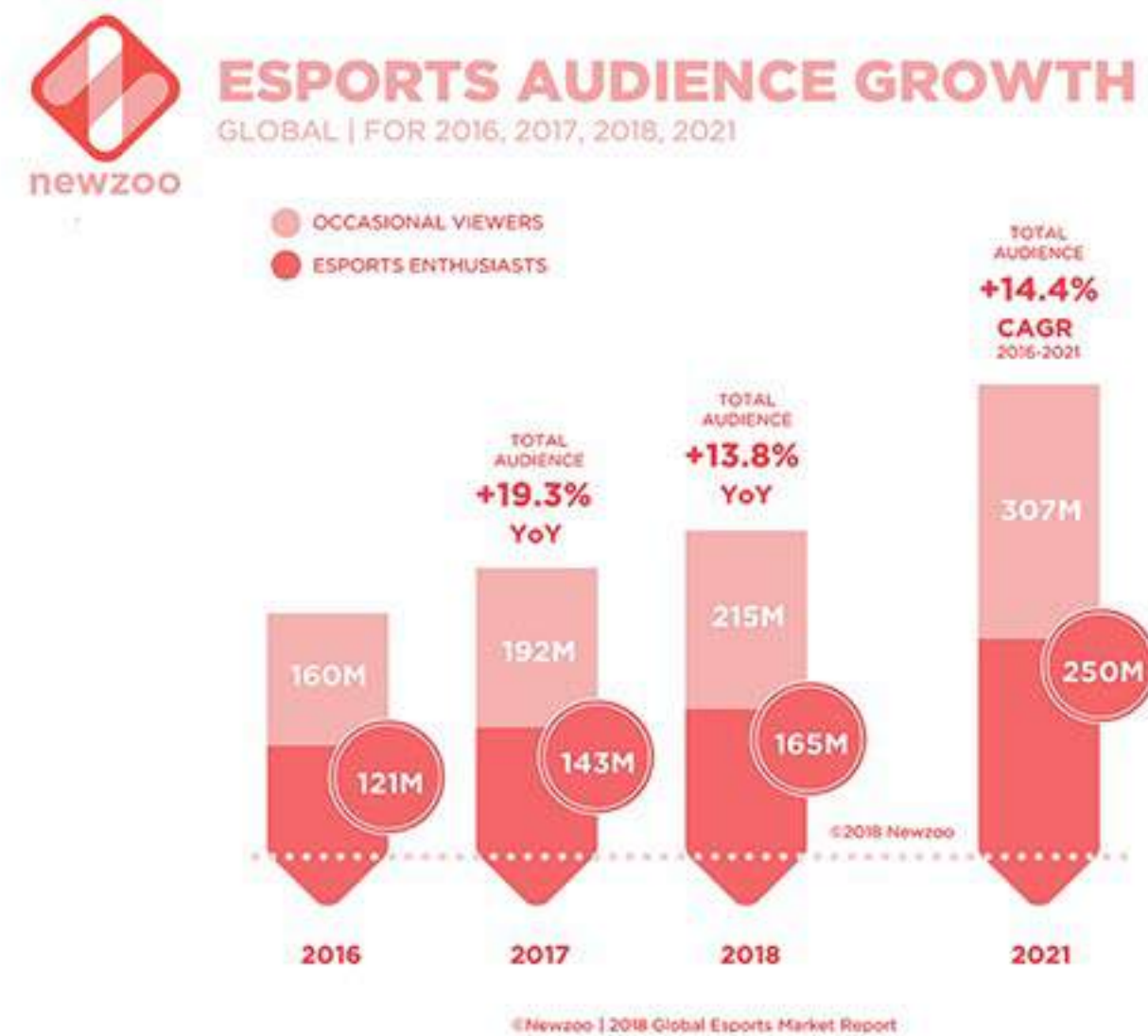


 **Hyperloot**

**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.

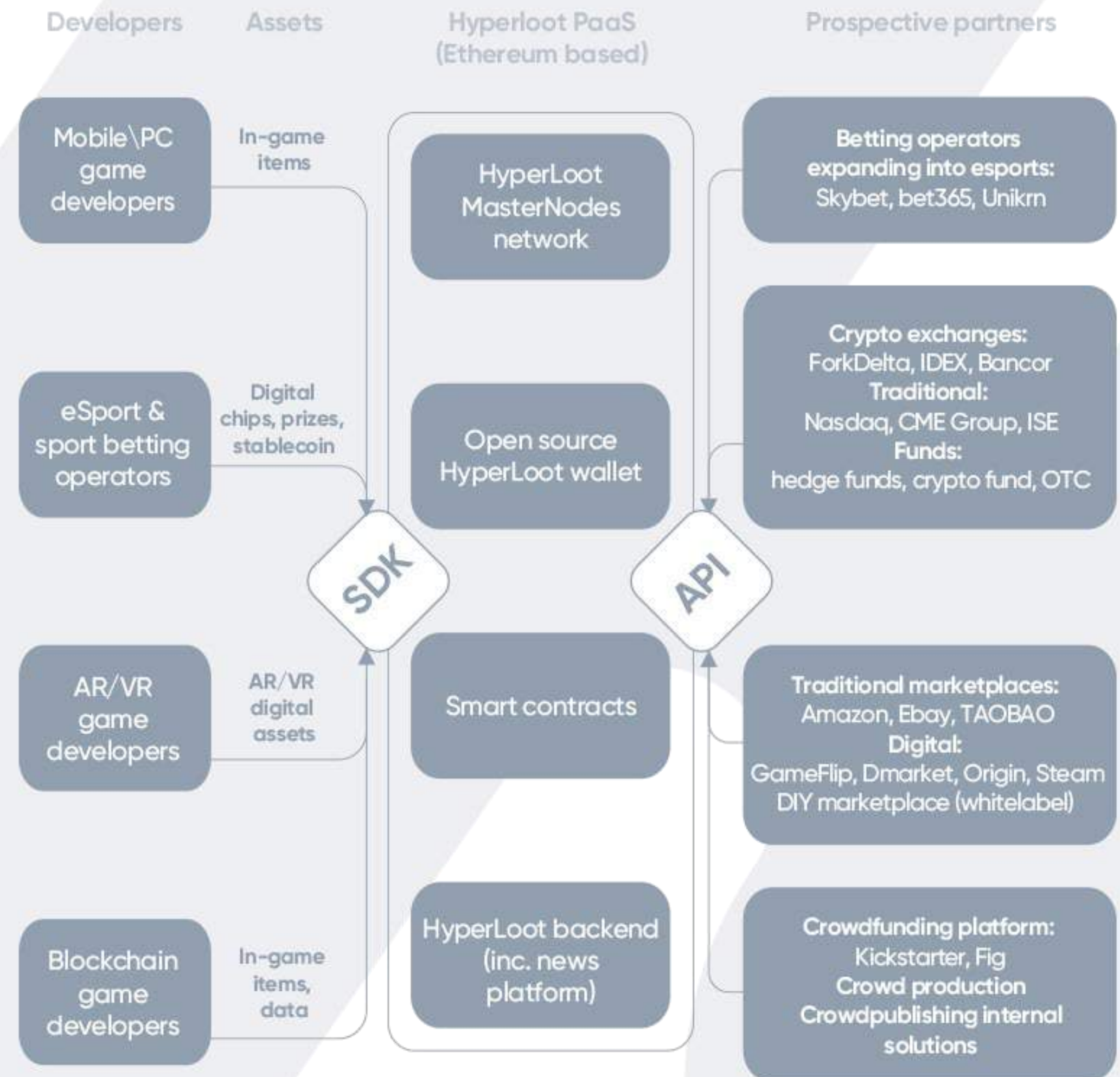
Absence of blockchain based property rights, is the biggest barrier in eSports betting adoption by non-publishers. Our got-to-market is focused on overtaking a major part of the eSport skin betting.

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 whitelabel esports betting or digital marketplace franchise using our smart contracts, HyperLoot sidechain masternode network based on Ethereum and liquidity protocol for long-tail NFT.

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.



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

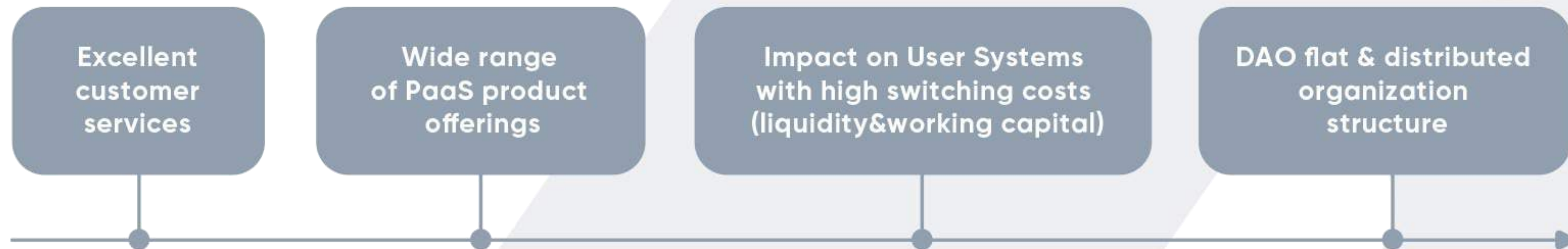


RISKLESS
PROCESSING
AND CUSTODY

HOW WE GOING TO BUILD THAT?

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:



WHO ARE WE



Gene Xata

Board Member / Acceleration
ex-BCG, KPMG, Cybertrust
capital, serial entrepreneur



Marcelo Garcia

HyperLoot Foundation
Crypto Explorers, UN, TEDx
World Economic Forum



Alex Vasilenka

Co-Founder / CRO
15+ years of game
development expertise



Sam Mcculloch

Strategy & BizDev
Partner at Smarter Ledgers



Misha Granin

Community Management
NEM Foundation,
20+ years in IT development



Nikita Murasan

Co-founder / B2B sales
Startup manager, Former
Internal Management Head at
Moeco, 8 years of gamedev
experience



Valery Vaskabovich

Co-founder / CTO
10+ years Full stack and Game
development lead experience



Alex Uglovs

Marketing & BizDev
Decentralized Games
community founding member,
Host&Producer of Sasha Coin
Show



Julia Su

China Market
10+ years of experience in
Chinese market biz dev



Yuri Voronov

Art / Design
Multiple Lead Artist positions
over the last 15 years



Konstantin Kysel

UX / Design
UX/UI specialist for healthcare,
fintech, big data, IoT



Evgenia Kareva

UX / Design
Art-director, pixel-artist and
animator, 3D-modeller



Maria Galenko

Marketing
Co-founder Smetana
production studio, content
creator, podcast host, crypto
marketing specialist



Anita Bakieva

Marketing
Esteemed content
creator/writer with extensive
experience of target markets



ADVISORY TEAM



Zach Hamilton

Airfoil Capital

first investor into Ripple Labs,
General Crypto, Venture51



Coast Sullenger

GAIA Family Office

Geneva Polo Club,
Lombard Odier & Cie,



Thomas J. Stieger

Carraigmore Group

Hess Family Office, United
Water Group



Scott Freeman

C2CX

CEO of the China-based IT Group
and C2CX, a 3rd generation digital
assets exchange based in
Shanghai, China.



Andrei Veressov

Bright Law

Member of the Estonian BAR
association. Founder of Bright Law.
Over 15 years' hands-on experience
of dealing with corporate and
investment legal issues.



George Hwang

dAlchemy

Experienced investor and
advisor in the blockchain
space. Apple, Accenture, AIDS
Healthcare Foundation,
Cofound.it, dAlchemy



Antony Conrad

Decade Later Consulting

An avid gamer and an MBA graduate,
Antony is making HyperLoot happen
in both Americas.

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, HLPMT – MasterNode token
Pre-mine:	Zero. Emission began 07.05.2018 and will last 10 years
Emission:	Decline by 0.1% per day to stimulate early adoption
Maximum supply:	1 billion
Circulating supply:	163 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?**

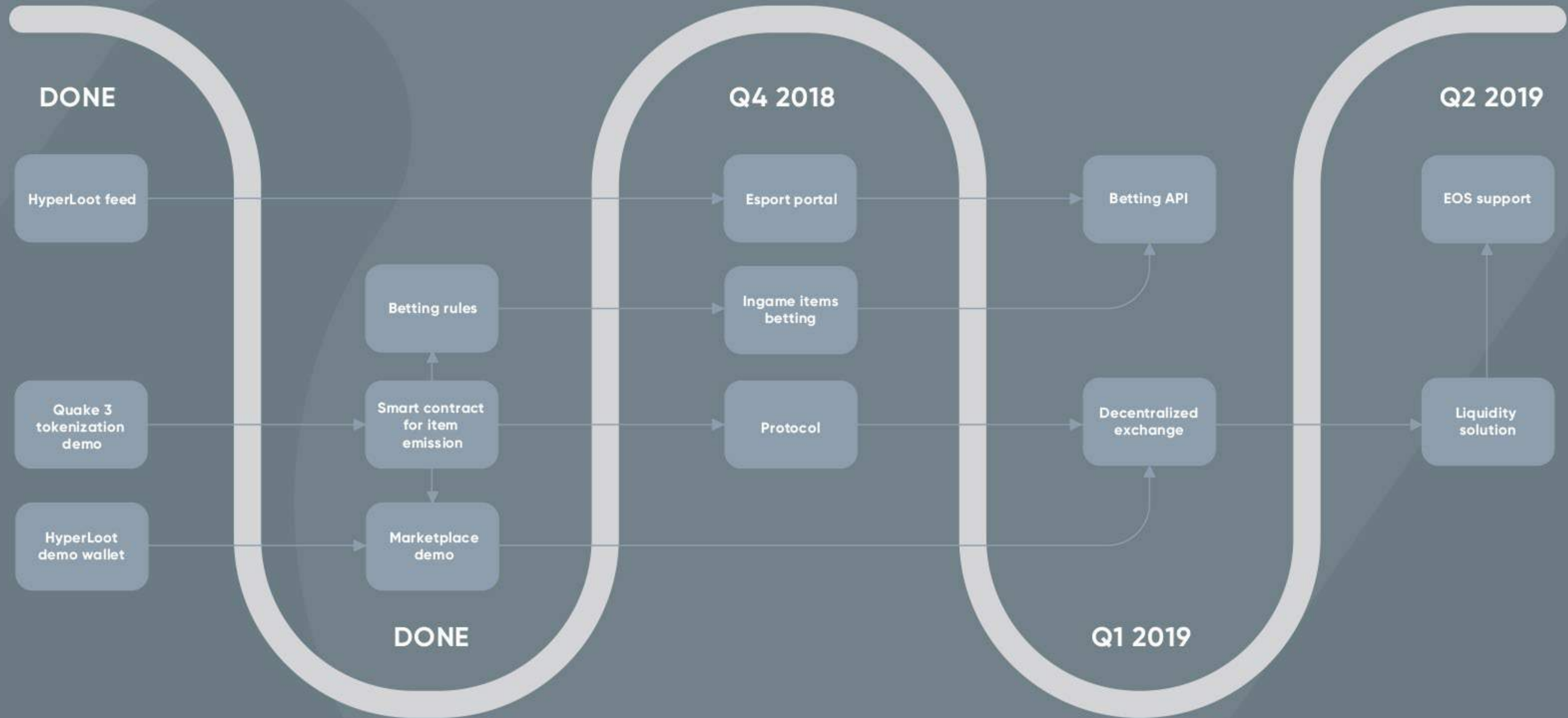
We delivered the following core features for the product stack to follow:

01. SDK for integration with game developers
02. Smart Contract portfolio that manages the emission rules, procedures and standards
03. HyperLoot opensource iOS 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](#)

ROADMAP



THANK YOU

WE ARE ALWAYS UP FOR A CHAT ON [DISCORD](#)
SHOOT US AN EMAIL TO [WAZZUP@HYPERLOOT.NET](mailto:wazzup@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!

