Whitepaper

1 hyprr



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Abstract.

Content publishing and consumption is changing. There is a definite shift from TV to apps, and many community owners are seeking direct relationship with their fans and communities. Also, Gen-Z and Millennials wanting more control and seeking more rewarding ways to consume and share content, and there are rising concerns over privacy, de-platforming, censorship, and the ownership of data and content. Streaming platforms like Twitch (acquired by Amazon in 2014 for \$1bn with 50m users), subscriptions platforms like Onlyfans and content sites like Patreon, are growing as a part of the creator economy but they are very limited in features.

Creators are **actively seeking new and more sustainable ways** to build revenue and predictable income. Frustrated and negatively impacted by the advertising 'free with ads' model that creates increasing pressure to produce more and more content, actively competing with their peers for ad impressions.

Hyprr is a **decentralised social media and community management application**, designed to reshape the relationship between brands, influencers, and users in the digital sphere. This platform enables creators to independently publish and monetise their content, while offering users complete ownership over their online identities and data. The primary objective of Hyprr is to establish an equitable digital ecosystem where users' personal data are valued, and the monetary benefits of sharing data are passed on to the data owner.

Built on the **blockchain** means Hyprr is secure, scalable and low cost. This means we can operate very efficiently with lower overheads when compared to a more traditional internet business. This allows us to offer a platform where 100% of tips go to creators immediately with no fee's and presents many more revenue opportunities including paywall content and in inbuilt NFT engine for digital collectibles with perpetual commission on re-sales.

Hyprr has its own chain and is **Proof of Stake**, and has a dedicated token the **HypeX**. This token runs the blockchain and provides staking rewards (through our node infrastructure) and is deflationary due to in-built burn mechanism driven by platform fees. The HypeX is not the currency in the application, but the utility token that powers our chain.

Alongside our utility token, the HypeX, we also have an **in-app currency the Hype**, which is a USD backed stable coin, works with our fiat gateway to take Hyprr beyond the crypto market and ready for mass adoption, allowing users to spend and earn in the application and then cash out to local currency to their bank all in our application, with no need for complicated exchanges or being concerned about the volatility of a crypto currency. 1 Hype = 1 USD. Early 2024 we will release our VIP Hyprr charge card, that will allow content creators to realise the value of their efforts with no delays, withdrawing to cash from any cash machine or purchasing locally in any currency.

Creators and community owners will **earn more on Hyprr**. We are offering a compelling and competitive solution for creators, where they receive 100% of any tips, 80% of any paywall or premium content, 60% of all advertising revenue generated on their channel and 97.5% of all NFT sales volume with a creator set sell on % in perpetuity. An additional benefit of our blockchain is that all creators are rewarded instantly. So there is no waiting on payment.

So we have the most compelling creator solution, own your content, earn more and get paid quicker with Hyprr. For launch we also have a very attractive Certified Creator Programme which has access to a pool of tokens, where contracted creators can earn a valuable stake in the platform for helping us be successful. We also have an incentive pool for partnerships with targeted industry bodies.

Coming out of Beta.

Following our fund raise in 2017, we have built the Hyprr application and launched into an open Beta programme. Here are some of the highlights

- Users we signed up 147,759 new accounts
- Digital Collectibles over 8,602 NFTs minted generating over \$295k in revenue from primary and secondary trades.
- Invested hours 15,980 man days invested at the cost of \$3.9m

Having changed ownership in 2023, and since securing funding, we have been preparing for full launch with major brands, new partnerships and roadmap to take Hyprr to the mass market.

Hyprr is now in closed beta while we prepare for our full launch in November 2023.

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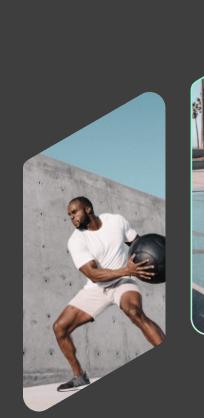
Our Management Team, Influencer Onboarding and Key Advisors.

56. Meet the team

Our Management Team, Influencer Onboarding and Key Advisors.

hyprr

Our mission is to build the future of community engagement and monetization, where users have control over their data and creators can independently monetize their content.





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We need to own our data as a human right – and be compensated for it.

Will.i.am



For Creators.

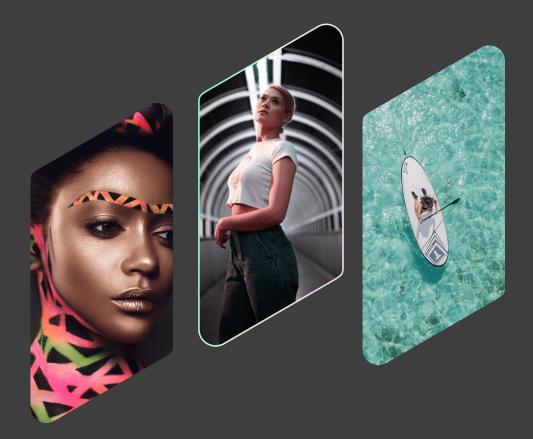
 Pay less (with our lower Fees)
 Earn more, paid quicker (with more monetisation tools and instant payment)
 Get closer (provide your fans with better quality & more unique and accessible content)

For Users.

 Privacy as standard (own your data)
 Get rewarded (with a share of ad revenue if you opt in for advertising)
 Get closer (to your favourite creators with the ability to watch, engage, collect and donate)

The Market.

The social media landscape changes every year, but 2023/24 will bring bigger-than-usual transformations as Facebook, Instagram, Snapchat, and Twitter confront a slowdown in user and revenue growth, and as uncertainty about US regulation looms over TikTok. Meanwhile, new challengers wait in the wings.



⁶⁶ Users are fleeing Twitter's chaos for other platforms. And the hunt for the next big Gen Z social app is spurring the rapid rise of BeReal, Gas, and Hyprr, putting Snapchat and TikTok on notice.

3.86 billion

Monthly social network users this year which is 48.3% of the worlds population



of internet users are concerned about their online privacy.² **100m** New users of Threads in 5 days

Social media consumption is evolving

Youtube makes

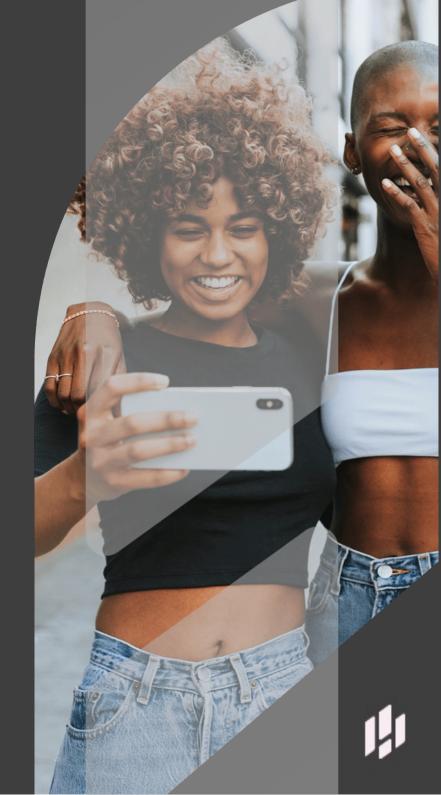
\$15bn In ad revenues.¹

Facebook makes



In ad revenues.¹

14% Year on year increase of independent creators



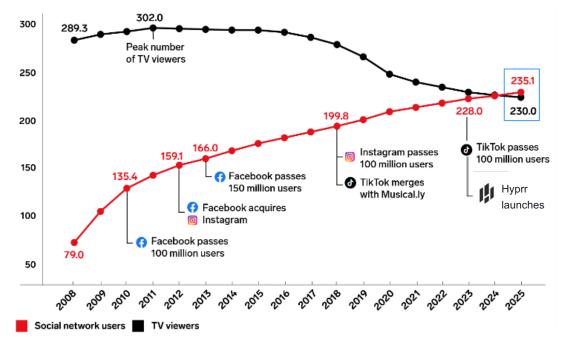
Social Media is still growing...

...but people want something different.

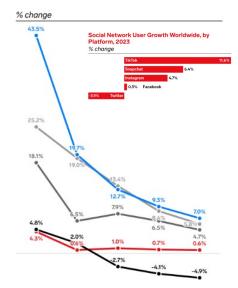
In a world where content matters more than ever, users are no longer satisfied with one-dimensional platforms. Sharing is no longer the only goal and although demand will grow, it won't be from the largest demographic.

Generation Z is the fastest-growing segment and are not joining Facebook and Twitter, who are at the same time losing users.

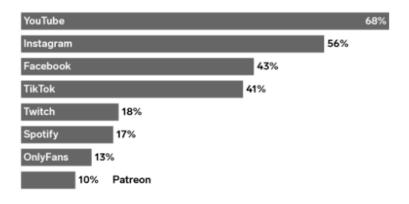
This presents a huge opportunity for Hyprr to attract an audience who are not really interested in Facebook. More people will consume content on social media than watch TV by 2025 (US data) (1)



Growth is slowing as user data concerns increase (2)



YouTube is still the predominate digital platform used by US creators to distribute content and generate revenues₍₃₎



Content is still king...

...but existing platforms can't adapt.

The old models don't give content creators transparency or the ability to optimize their income, so they're getting increasingly frustrated.





Snapchat

- No monetization
- Limited community
- De-platforming users for their views
- Very limited content creation options



- No monetization
- Shunned by Generation Z
- Plagued by scandal
- Restrictive content options



Instagram

- No monetization
- De-platforming users for their views
- Limited content options



YouTube

- Limited monetization
- Restrictive barriers to monetization
- No community features
- Irrelevant ads

However

Generation Z... ...want to consume content in different ways.

Users in the Gen-Z demographic follow by influencer, not by platform. But with content fragmented across sites, users have to flip between apps, while creators have to manage different systems.

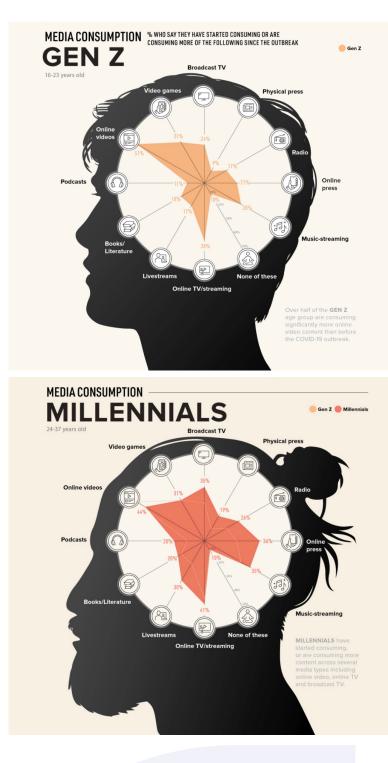
What Gen-Z wants

- To follow their favorite influencers without platform-hopping
- To be creators as well as consumers
- To be rewarded for their creativity and engagement

What Gen-Z currently gets

- YouTube videos and trailers
- Facebook data and groups
- Twitter updates and commentary

- Twitch streaming and gaming
- Instagram/TikTok short videos and photos
- Snapchat VR and self-destruct images



Creators...

...are focused on making money, but can't control how.

The 'free with ads' model requires huge volumes to support an income and doesn't work at all with premium content and subscriptions.

What influencers want

- To be given a choice of monetization options across free, paid, subscription, premium and paywall with low fees
- To have control over ad types, accounting for genres, ages, audiences and partners
- To have all their content in one place, whatever the type
- To be paid efficiently and consistently

What influencers currently get

- No options from existing platforms
- A need to work out their own third-party strategy
- A reliance on ad share for revenue Black box

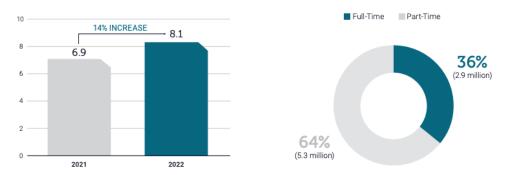


Creators...

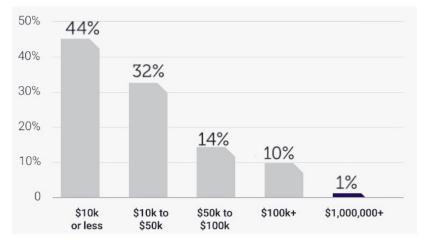
...deeper look at the state of the creator economy.

- From 73,000 independent creators surveyed only 1% of independent creators-report annual income over \$1 million, while 44% earn less than \$10k per year
- Single largest challenge is lack of predictable income but burnout and mental health issues associated with the creator economy have been widely documented in the press, due to the stresses of constantly producing engaging content to feed to algorithms in the 'free with ads' environment.
- Despite these challenges most content creators also report being happier (87%) and healthier (81%) than if they had a traditional job, and 68% say they lead fulfilling lives.
- They are also very tech savvy, with 87% being early adopters of technology, and 84% say they are advanced technology users. This compares to only 34% of traditional employees.
- And technology is making creative endeavours cheaper and easier. Platforms like Hyprr can provide independent creators the right tools access to audiences.

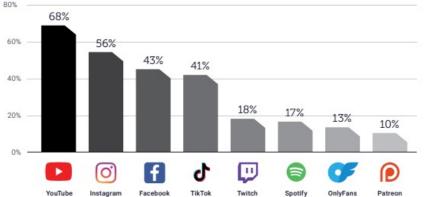
The Number of Independent Creators Increased 14% in 2022



Independent Creator Earnings (2022)



Online Platforms Used for Content Distribution by Independent Creators



Full-Time vs. Part-Time Creators

Advertisers...

...are feeling discontent for the same reasons as creators.

While existing platforms have the audience, they're years behind in what advertisers demand.

What advertisers want

- To pay by results, on a cost-per-acquisition, permission-based, influencer-led basis
- To deploy advertising that's highly relevant, opted into and targeted based on user interest
- To get consensual access to extended profile information and data

What advertisers currentlyget

- Restrictive payment by cost-per-click or cost-per-impression, where variable cost of traffic means constant monitoring and optimization, but still without predictable outcomes
- Declining results and increasing costs through bots and fake accounts harming campaign results, and a wider use of ad-blockers
- The blame for data scandals, where advertisers are paying for data access but platforms are disconnecting users from what is actually being shared



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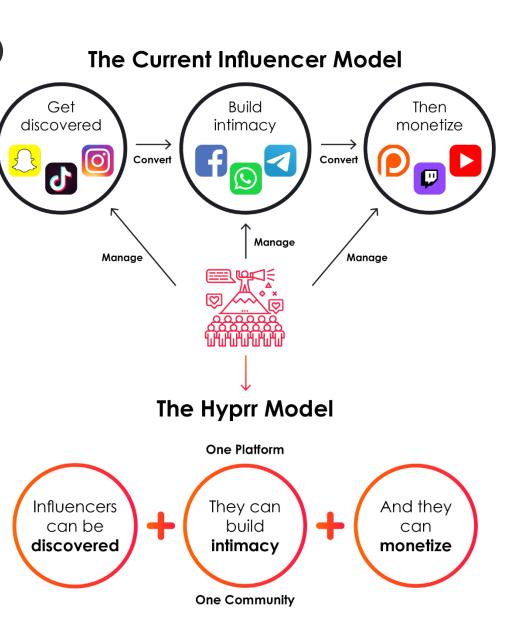
One platform to rule them all.

Currently creators have to manage multiple platforms and rely on users moving from one to the other – with very low conversion rates.

All of this can be managed in one platform, Hyprr.

We offer a unique combination of short and long form content, with community management and monetization offered in one platform.

Be discovered, nurture your community and ultimately monetise them in one platform.



Hyprr. The natural evolution of social media





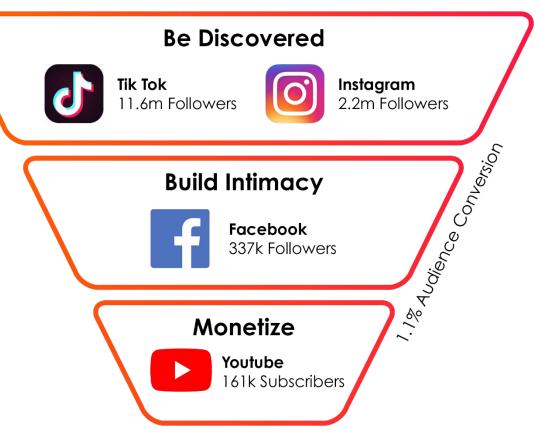
A Current Influencer Funnel...

Here is an example of how an Influencer works today, and how they seek to monetize their audience.

This is real live example from a Hyprr advocate.

- Get paid to post on Instagram and Tik Tok (\$2k - \$3k per post)
- Have to pay to build an audience on Facebook
- Gain advertising revenue from Youtube with an estimated \$9k per month (based on 500,000 views)

- Estimated Monthly Earnings of \$15k per month



Our Funnel isn't a Funnel...

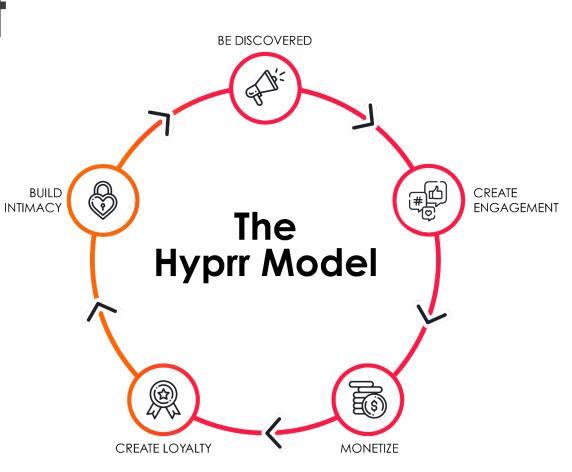
We are not part of the journey, but the destination. We offer an all-in-one 360' platform, that allows you to be discovered, build intimacy and monetize your audience.

With Hyprr, our Creator could earn:

- Advertising Revenue Share* \$33k
- Audience Content Revenue** \$80.5k
- Audience tips*** \$32k
- Potential Monthly Earnings of \$145k per month

Calculated from a 1.1% audience conversion (only161k users converted over to Hyprr from a fan base footprint of 13.2m)

Our Hyprr Creator will keep their other channels open, in order to convert more users over to Hyprr, thus increasing earnings.



9.6x increase in Earnings

* based on an ARPU of \$2 (compared to industry average \$7) and 60% share

** 10% of audience paying \$5 per month

*** 10% of audience tipping \$2 per month

hyprris

Social Fair Responsible It's at the heart of this whole thing. You deserve fair treatment. We hold ourselves accountable. To uphold The energy and creativity of communities. You deserve reward for the work you do. creative freedom and for social responsibility. The things we can achieve together. Everybody does. It's a work in progress and it always will be. Diverse Ethical Real 'For everyone' is a mission. Low-energy tech and zero carbon goals. A total rejection of fakeness. Openness and inclusivity are ground zero. Be Impact funds for social change. Real people creating real connections. who you are, you are welcome here. Our actions must speak louder than our words. That's where you get real value.

But it's got to work for everyone.





Hyprr NFT Platform

Using the power and innovation of NFTs, Hyprr is proud to announce our integrated NFT platform.

We will be partnering with some of the most influential artists, celebrities, and leaders representing different categories to raise money and awareness for non- profit organizations while offering a space for all artists to mint on a more environmentally friendly blockchain.



What is an NFT



ART

Actual pieces of art by real life artists (both digital native as well as traditional artists)



Most commonly profile-

pic (PFP) projects that

you see and which come

with different degrees of

rarity and real world and

digital flex



itself

These can be NFTs used

within a separate game

or the NFTs may be the

foundation of the game

METAVERSE

UTILITY

that don't necessarily apply gaming mechanics such as services,

Experience digital worlds Any NFT that provide current or future utility, membership or access to content

T.A.R.A



OWNERSHIP

Newest category, but we've started to see brands introduce NFTs as proof of ownership in limited series

While most tokens that run on a blockchain are fungible (meaning they are all the same – like a ± 10 note or a Bitcoin), you are able to create a special form of token called an NFT, a "non-fungible token", which is by definition provably unique, can be any content, and has many uses.



Why launch an NFT on Hyprr...

The revenue opportunities are for digital collectibles are huge.

However, there are some barriers to entry for creators wishing to launch an NFT collection and for a user to be able to buy and use the NFT.

Hyprr fixes these.

COMPLICATED NATURE OF CRYPTO

Currently users have to create a decentralised wallet, and sign up for a platform to convert fiat to ETH, and then send ETH to their new wallet to invest.

HIGH FEES...AND THE USER PAYS

At the moment the user has to pay high 'gas' fees on every transaction (est \$20-\$50) and this price is added on top of the sale price at checkout.

ITS A SMALL, SATURATED MARKET

With only around 350k users today, and over 80k collections, its very saturated.

(

Our system creates the wallet for the user, and allows them to buy in fiat. So no need for any complicated Crypto.

hyprr FIXES THIS

Our system has low fee's (2.5%) and everything in priced in Hypes which equal 1 USD. So the price you see is what you pay.



We remove the compilcation and cost of purchasing, owning and trading - allowing us to target the wider market.

The Creator NFT Opportunity...

The revenue opportunities are for digital collectibles are huge. And Hypr can provide utility through access to content with the NFT in your wallet.



- USER PAID HIGH TRANSACTION FE
- YOUNG MARKET

Collectibles Market



Hyprr for Advertisers.

And we provide the perfect 'opt-in' platform for advertisers with a unique CPL model.

Existing models

serve users to advertisers:

• The customer is the product. Traditional platforms are about building advertising revenue from user activity.

• As a result, the content is click-bait. Shorter-form content and click-bait headlines are what keep users clicking.

• The product is the user, who has little control over how their personal data is used

The Hyprr model

serves content and experience to users:

• The customer is the user, who is in complete control of their data and experience.

• As a result, the content is valued and monetized, with tipping and paywalls encouraging higher-quality content that users want while building token utility.

• The product is an empowered experience, where the user is in charge and enjoys a fair, ethical approach to their data.



In Summary.

Users are seeking **change** Creators are hopeful of **change** Advertisers are demanding **change**

Hyprr is the future of community engagement and monetization, where users have control over their data and creators can independently monetize their content.

The Hyprr Business Model.

Hyprr's business model revolves around our Flywheel.

Starting with creators and community owners, each component drives the next, thereby driving velocity throughout the platform.







Meet The Flywheel.

Creators drive Users drive Advertisers, Advertisers drive Revenue.

We have THE MOST compelling creator proposition, and an attractive creator incentive plan where they can earn tokens for achieving set goals with Hyprr.



Creators

want a better monetary return on their invested time, as do content creators.

Users

want all the features, and for it to be free, but also want a fairer experience and a more transparent data footprint.

Advertisers

want campaigns that are more predictable and which perform.

All powered by our HypeX token.



hyprr Content + Social + Digital Collectibles = More Ways to Monetise.

Memberships

Decide how you want to play it. Unlock live streams, provide exclusive content, build and future your community your way.

Subscriptions

Share long form or exclusive content and connect more deeply with a smaller audience.

Premium content

One off live events, intimate gigs, in-demand training or the secrets to your success. Give and get value.

Tips & Donations

Set up simple ways to receive tips or donate to good causes, and get money back on the time you spend creating.

Advertising

Date is valuable. You know it and your audience knows it too. If you choose to opt in to receive and share personalised ads, you receive a percentage of the revenue.

Plus exciting new options in development

Creator Earnings Model.

Feature	Hyprr	Youtube	Twitch	Instagram	
% of tips to Creator	100%	N/A	66%	N/A	
% Paywall to Creator	80%	46%**	45 %	N/A	
% NFT Sales	95 %*	N/A	N/A	N/A	
% Merch Sales	95 %	N/A	N/A	N/A	
% Ad Revenue Share	60%-80%	49 %**	Varied CPM	N/A	
Retains IP on content	YES	YES	NO	NO	
Control of ads	YES	LIMITED	NO	NO	
Community rewards	YES	NO	NO	NO	
Censorship resistant	YES	NO	NO	NO	
Zero Carbon	YES	NO	NO	NO	

*95% is the commission on all primary sales. Creators can they set a perpetual sell on % to benefit from all future sales. ** base level, this varies by creator

Our HypeX Token.

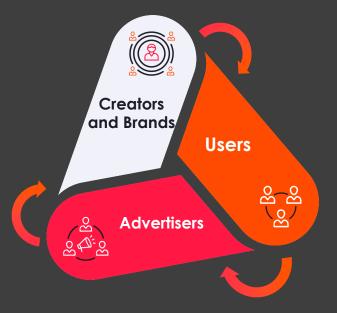
Our Hyprr Chain is powered by the \$HypeX token.

Hyprr employs a two-token model, the HypeX serves as the utility token that powers the POS blockchain and nodes, while the Hype token, a USD-backed stable coin, operates as the primary currency within the Hyprr ecosystem, to maximize utility and stability within the platform.

The HypeX token is now the lifeblood of Hyprr, utilized in a bespoke proof of stake model where token holders receive a portion of the platform's fees.

A percentage of fee's go to reward our node holders through staking rewards, and a percentage are used to buy back and burn the HypeX from supply, reducing the overall token count and supporting its value.

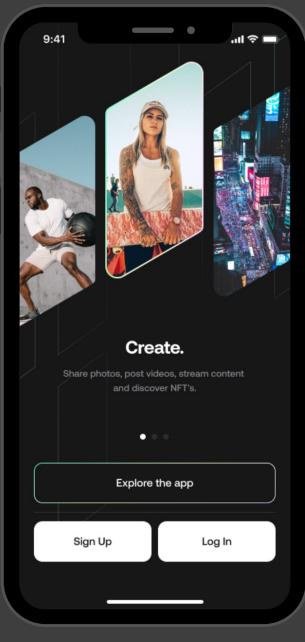




The in-app Hype token works in tandem with our fiat gateway, which paves the way for mass adoption of Hyprr by enabling users to spend, earn, and cash out in their local currency, all within our application. This feature bypasses the need for users to learn about complicated exchanges and mitigates concerns about the volatility of cryptocurrency. All Hype transaction fees go to support the blockchain operation and HypeX utility token.

One Hype token always equals one USD, providing a dependable value reference for all Hyprr users. Our dual-token structure navigates around the volatility issues of cryptocurrency, offering a more stable environment for creators to earn and spend.

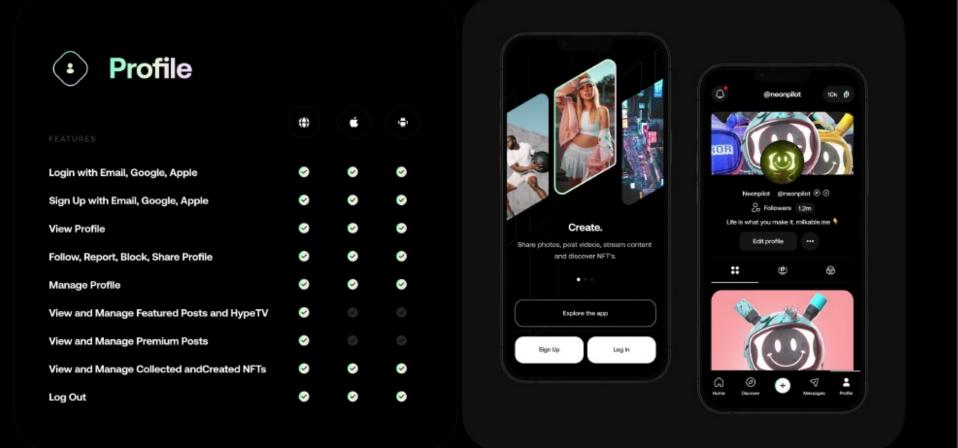
The Hyprr Application.



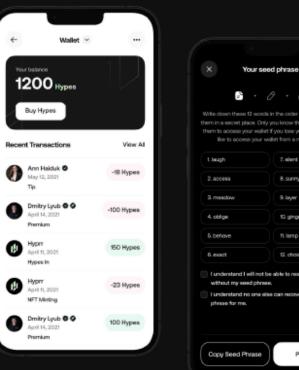
Available on web, iOS and Android



Build your profile.



Set up your wallet.





Wallet Ê

		•	•
Create Hyprr Wallet	\diamond	0	0
Sync Hyprr Wallet (Seed Phase and QR code)	0	>	0
Buy Hypes with Fiat (Stripe)	0	0	0
Buy Hypes with Crypto (Bitpay)	0		
Buy Hypes with XDB Tokens	0		
Cash out	0		
Reset Pin	0	0	0
View Transactions with Details	0	0	0
View Purchased and Tipped Content	0		



Manage your followers.

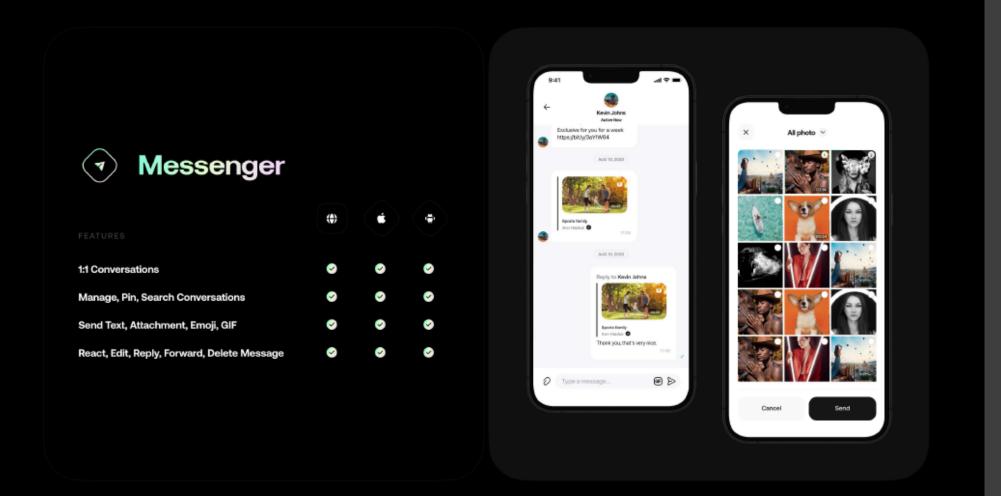


	()	۲	
View and Manage Profiles you Follow	0	0	0
View and Manage Profiles that Follow you	v	0	0
View and Manage Blocked accounts	0	0	0





Secure, decentralized Messenger.



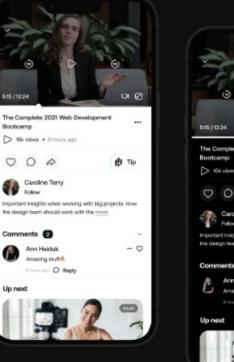
Create a post.



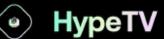




Long form video with HypeTV.

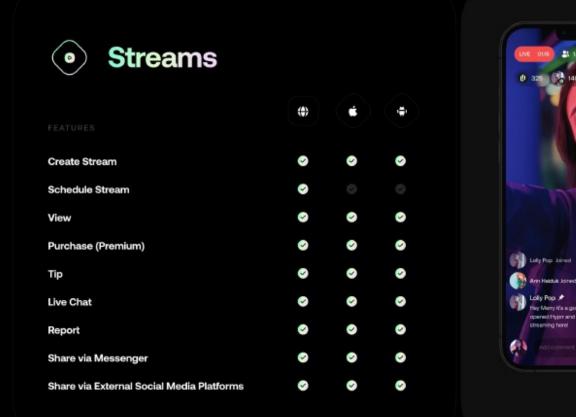


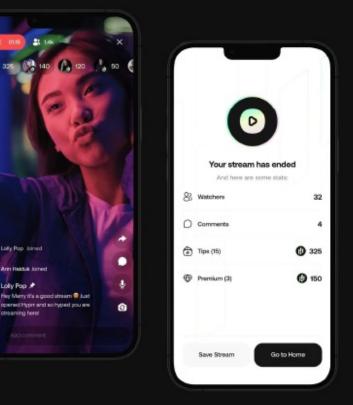




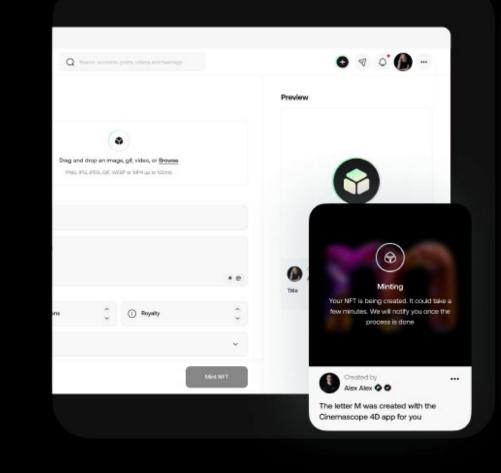
		۲	
Create	0		
View	0	0	٢
Purchase (Premium)	0	٥	٢
Тір	0	9	۲
Comment	0	0	0
Report	0	0	0
Share via Messenger	0	0	0
Share via External Social Media Platforms	0	٥	۲

Stream (optional charging).





Launch digital collectibles (NFTs).



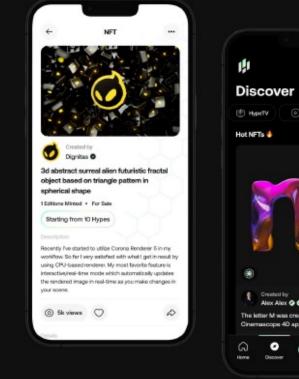


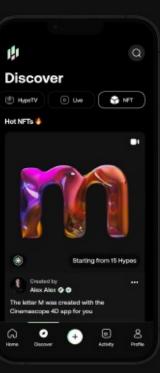
	۲	٤	۲
Mint NFT (up to 100 editions)	>		
Split Profit (with other users or charities)	0		
Charitable NFTs	0		
Manage NFT	0		
Rare NFT	0		
Buy NFT	0		
Sell NFT	0		
Report	0		
Share via Messenger	0	0	0
Share via External Social Media Platforms	0	0	0

Trade digital collectibles (NFTs).

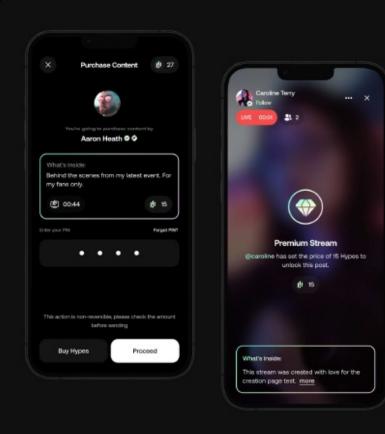
NFT Matketplace

		é (•
Browse NFT	>	0	S
Promoted NFTs Sections	 Image: A start of the start of	v	S
View NFT Assets	S	0	>





Additional Creator Tools.



	(\$)	۲		
Deep Links	N/A	0	٥	
Home Feed	>	>	0	
Legal Documents	0	0	0	
Help Center	0			
Media Kit	0			
Dark/Light Theme	0	0	0	
Blog	0			
Contact Us/Leave Feedback Forms	0	0	0	
Email Notifications	0	0	0	
Notifications Center	0	0	0	
Apps Force Update	N/A	0	0	
Push Notifications		>	0	
Content Watermark	>	0	0	
Accounts Verified, Founder, Charity Badges	0	0	•	

New Features in Development.

Recurring Subscriptions

Monthly recurring payments for access to premium content and experiences.

Creator AI tools

Al tool set for creators to create and edit images and videos and write promotional copy.

NFTs unlocking content and experiences

Creators able to sell NFTs that can be used as a key to access premium channels. Providing advanced income and ongoing utility.

Evolving NFTs and Printing (inc 3D)

NFTs that evolve over time or on set milestones, and the ability for users to order physical prints of NFTs including 3D prints.

Physical Merchandising Store

A fully integrated merch store with optional turn-key drop shipping for creators.



New Features in Development.

Creator 'Own a Share' Offering

Certified creators being able to fractionalise their future earnings, and sell NFTs that automatically earn a share.

In addition they can set a future sell on % for NFT trades.

Content 'Royalty' Offering

Creators will be able to sell NFTs that represent a share of revenue for a premium piece of content (video or music).

Allows creators to crowd source fund a production, then share income with backers.

Fractional ownership is delivered through an NFT which is also tradable within Hyprr.



New Features in Development.

Expanded Wallet

We are expanding our Hyprr wallet features to include the ability to purchase HypeX tokens and utilise other crypto currencies within the Hyprr app.

We are investigating the ability for us to offer a Hyprr Cold Wallet to allow users to have additional security on their wallet contents.

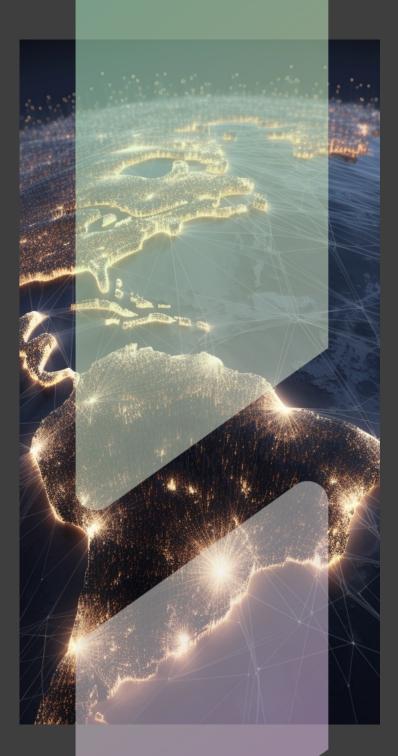
Certified Creator Cards

We will be launching a Creator Card to allow the ease of spend of Hyprr earnings, this is expected to roll our Q2 '24.



The Hyprr Blockchain.

Our ecosystem and tokenomics





The Hyprr Chain.

Hyprr is a forward-thinking decentralized social media and community management platform, underpinned by a bespoke blockchain system designed for optimum functionality and user experience.

Our blockchain facilitates a vibrant, fast, and efficient ecosystem that is free of transaction costs.

We use a Delegated Proof of Stake (DPOS) consensus mechanism, an approach that offers rapid block production times and high throughput, thus improving the platform's efficiency and user experience. The Hypr blockchain's seamless operation is ensured by representative delegates of geographically dispersed Super nodes and Seed nodes.

Key features of our Hyprr chain architecture include:

Firewall: This component safeguards our infrastructure from potential spam requests.
 Keystorage: This local, front-end service securely stores users' blockchain keys.
 Hyprr Nucleus: This element manages the collaboration between the user, the blockchain, and the back-end. The wallet is an integral part of the Hyprr Nucleus.
 Blockchain Cache Storage): This feature accelerates requests by caching blockchain data. Data is validated and pushed via the Blockchain layer, and can only be read, not modified, by the back-end layer.

5.Two-layer Application: Comprising the Blockchain and back-end layers, this design efficiently represents data from the blockchain in a user-friendly format, enabling functions such as filtering and sorting.

6.Seed Node: These nodes proxy requests to the producing node (Super node) and receive responses. They also share lists of all other seed nodes, ensuring consistent operation even if a seed node goes offline.

7.Public API Node: This node performs initial transaction validation and further processing.

User Flow:

Registration and Private Key: Upon signing up on Hyprr, each user is assigned a private key. This key will be used to authenticate all actions performed by the user on the blockchain. **Action Signing:** All user actions on the blockchain are digitally signed with their unique private key.

Transaction Processing: User actions, represented as transactions, are forwarded to the supernodes through our API nodes.

Transaction Validation: Supernodes validate these transactions. Once validated, they are added to a new block. This block is then distributed across all nodes and added to the blockchain. **Initial Transaction Validation:** The API node performs an initial transaction validation or declination before forwarding it to the supernodes.

Blockchain Cache Storage (BCS): The BCS provides rapid, read-only access to a cache of blockchain data for the Hyprr network, allowing for quick retrieval of information.

Killer Features:

1.Artificial Intelligence: Hyprr employs advanced Al technology for various functions including content moderation and tailored user experiences.
 2.P2P Encryption: Peer-to-peer encryption ensures the

security of user data and transactions, providing a safe environment for all users.

3.Blockchain Integration: The integration of blockchain technology provides a transparent and decentralized platform for our users, enhancing trust and control over one's data.

4.Distributed Streaming: Hyprr features a robust distributed streaming system, making content sharing and viewing a seamless experience for all users. This functionality allows for large-scale content distribution without compromising on performance or user experience.

The Hyprr Chain.

Upon the platform's launch, we will commence the deployment of our comprehensive node infrastructure. The initial network configuration will consist of 150 super nodes and 600 seed nodes, which will collectively maintain the security and integrity of the Hyprr blockchain by carrying out transaction validation processes.

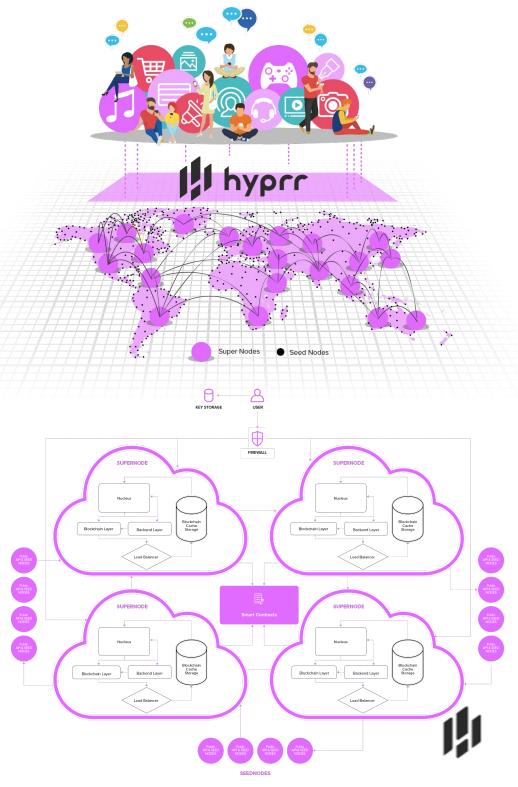
Super nodes, given their larger role and contribution to the network, will require a stake of 1.25 million HypeX tokens, while seed nodes will necessitate a smaller commitment of 125,000 HypeX tokens. The token staking requirement not only incentivizes consistent and reliable network participation but also helps in maintaining the value of HypeX tokens.

A significant portion of the platform's allocated fees - 80% to be precise - will be allocated to support the node holders as a reward for their contributions to the Hyprr network. The distribution of these rewards will be proportionate to the stakes, with super node holders receiving ten times the rewards of seed node holders. This ensures that the rewards are commensurate with the level of commitment and the importance of the role each node type plays in our ecosystem.

We believe in the evolution of our platform and infrastructure in harmony with the growth of our user base and the demands of the system. While our initial rollout is well-calibrated to meet the present needs, we anticipate that future expansion may be necessary as Hyprr grows and evolves. Any such decision to augment the node infrastructure will be carefully considered and made in consultation with our existing node holders to ensure that the interests and contributions of our community are duly respected.

We are committed to maintaining a balanced and efficient network that continues to serve our users optimally while providing a rewarding experience for our node holders.

We've designed our system so that node holders only need to stake in the platform to support its operation and earn fees. Hyprr handles the cost of the decentralized infrastructure, ensuring ease of operation for our users and raising costs for our node holders.



The HypeX Utility.

HypeX serves as the cryptographic utility token at the heart of the Hyprr ecosystem, powering our proprietary blockchain and facilitating various in-app transactions. With its built-in fee generation mechanism, HypeX fuels the chain and ensures the platform's functionality while providing value to token holders.

Any action that involves a value transfer, such as purchasing or selling premium content, buying or minting NFTs, or converting Hypes (our stable coin) into other currencies, generates a fee. This fee serves as the primary support for HypeX token, enabling the token's operational utility within the Hyprr ecosystem.

In addition to transaction-generated fees, a portion of our platform's revenue—10% of total advertising revenue—is added to the HypeX support fund.

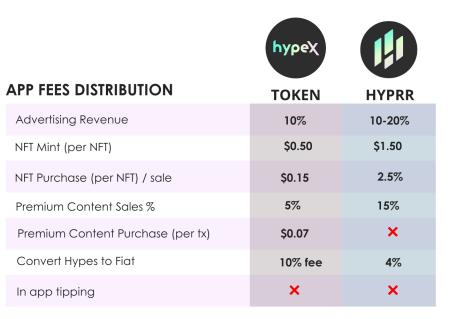
This fund plays a dual role:

1. Node Holder Support: 80% of the fund is allocated to support node holders, rewarding them for their contribution to the stability and functionality of the platform. This arrangement ties the success of the platform directly to the incentives for node holders, promoting engagement and commitment.

2. Buy Back and Burn Fund: The remaining 20% of the fund is directed towards a buy back and burn initiative. This involves the platform buying back HypeX tokens and subsequently removing them from circulation, effectively decreasing the token supply and potentially increasing the token's value over time.*

The Node Reward distribution is carried out in HypeX tokens, with the platform purchasing the required amount over the course of the month and distributing them to node holders in the subsequent month. This distribution is done on a daily basis to mitigate potential sell pressure that might occur from larger, single-day distributions.

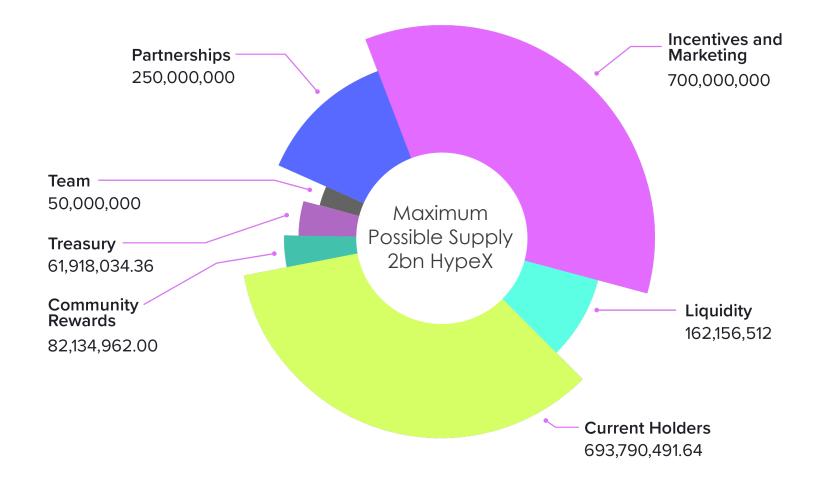
In sum, HypeX is not only a vital utility within the Hyprr ecosystem but also an asset that rewards the platform's supporters and gives them a voice in shaping its future growth and evolution.





hypeX Tokenomics.

Circulating Supply – 868,447,004 Locked with timed release – 1,131,552,996 Max total supply – 2bn (not accounting for burnt tokens)



hypeX Pool Descriptions.

Current Holders

These are HypeX tokens in circulation held by our community. Staking in our nodes will account for 262.5m of the these tokens removing from circulation.

Treasury

These tokens owned by Hyprr for future promotions.

Community Rewards

These tokens are assigned to be claimed by our community. The distribution mechanism to be define by the community elected council.

Liquidity

These are tokens to be provided to exchanges (decentralised and centralised) to facilitate liquidity and trading.

Team

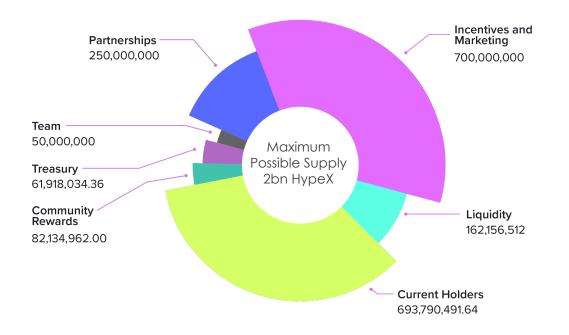
These tokens are set aside to reward new team members (not investors). Allowing us to recruit talent to scale Hyprr. Only 2.5% of these tokens are available on launch, and remaining will be locked for 12 months with a 24 month vesting period. Any unallocated will be burnt from supply.

Partnerships

We are actively reaching out to establish partnership in the traditional space in our target recruitment markets, to enable us to scale Hyprr quickly with a mutual benefit. Only 5% of these tokens are available on launch with a further 5% following and remaining will be locked for 12 months with a 24 month vesting period.

Creator Pool – Incentives and Marketing

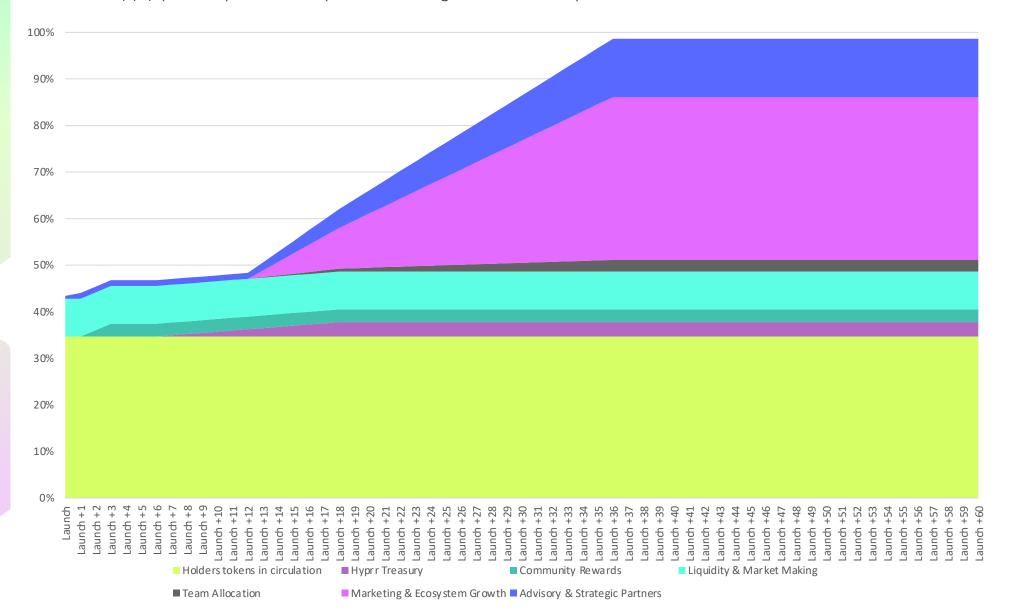
In order to grow Hyprr we need to be attractive to creators and fan/community owners, so we have created a incentive pool for those that join this year (before or close to launch) and come in under contract. 0% of these tokens are available on launch and all will be locked for 12 months with a 24 month vesting period. Vesting is tied to achieving set goals with Hyprr and producing content as contracted. This means everyone has the same objective – the growth of Hyprr and is rewarded based on their personal impact. Any unallocated tokens will be burnt from supply.



Total Available Supply on launch – 868,447,004 Supply after nodes – 605,947,004 12m Locked with timed release – 1,131,552,996 Max possible supply if issued – 2bn (not accounting for burnt tokens)

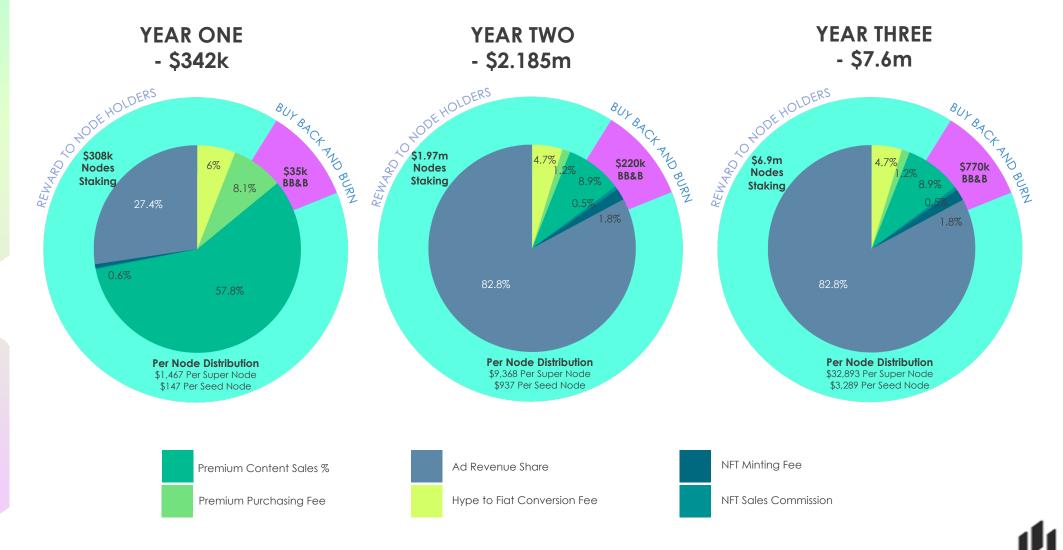
hypeX Release Schedule.

Circulating Supply – 868,447,004 Locked with timed release – 1,131,552,996 Max total supply (if issued) – 2,000,000 (not accounting for burnt tokens)



hypeX Token Support.

Every action that involves a value transfer, such as purchasing or selling premium content, buying or minting NFTs, or converting Hypes, generates a fee. This fee serves as the primary support for HypeX token, along with 10% of the advertising revenue. 90% of this budget will be distributed to Node Holders and 10% will go towards buying back the HypeX token and burning from supply.



Development Roadmap.

SUBSCRIPTION CHANNELS

Launch subs feature, allowing recurring payments for premium content access ADVERTISING ENGINE DEPLOYED

Deploy the Hyprr advertising engine with user opt in and rewards NEXT GEN NFTS Launch NFT utility in App (hold NFT to access premium content) and

evolving NFTs

AI CREATOR TOOLS

Expand creator tools to include in-built AI features for creator and editing

FULL PUBLIC LAUNCH Open Hyprr to the mass market

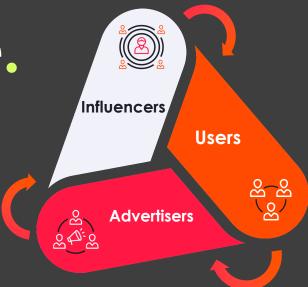
*Order of key new feature release may be changed based on creator feedback and priorities.

The Hyprr Financials.

Our creator, user, revenue and growth forecasts.



How We See Our Future.

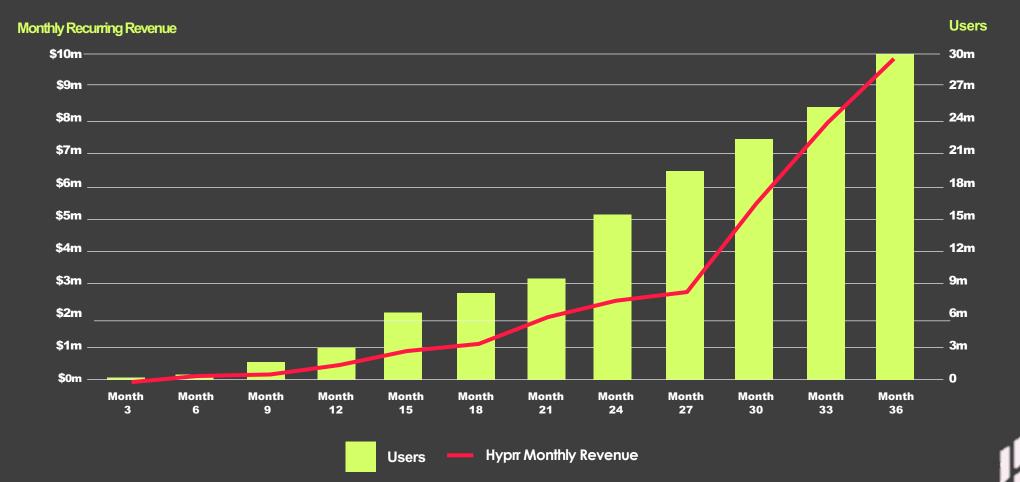


Projected figures as at the end of completed 12 month period from launch.

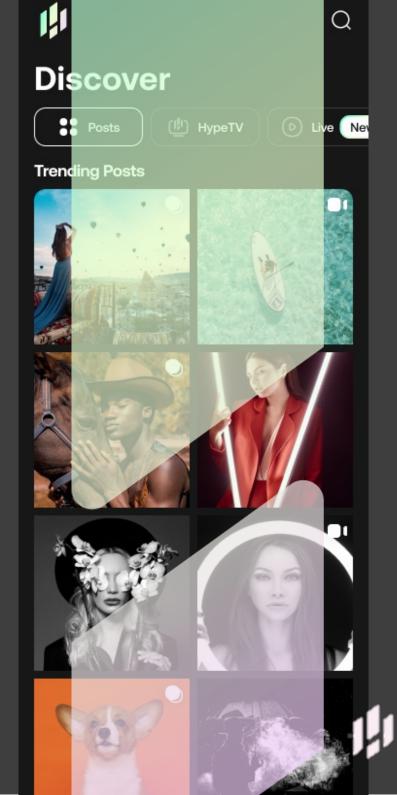
Year	Users	Gross Revenues	Distributed Revenues	Net Revenues	Profit EBITDA
Year One	3.3m	\$5m	\$4m	\$1m	-\$917k
Year Two	16.5m	\$25.8m	\$19.5m	\$6.4m	\$3.2m
Year Three	30m	\$90.8m	\$68.3	\$22.5m	\$8.8m

Projected monthly revenues and user adoption.

See how greater adoption means greater returns across all revenue sources. We predict slowly building our ARPU from \$0.25 to \$3.5 over 36 months as we scale (industry average is \$7).



The Team.



Our Senior Management team.



Jason Sibley

25 year seasoned marketeer and entrepreneur, having worked with some of the worlds largest brands, including IBM, Samsung, HP, Microsoft, Mastercard and Google.

Jason is a founder of 3 successful business and has been in the Web3 space as a consultant and investor since 2017.



Darren Baggett

23 year career in the City of London, specialising in Equity and Index derivatives. The major part of his career was spent at Morgan Stanley where he was promoted to Managing Director in 2007.

Darren began investing in sustainable technology in 2005 and has subsequently made a number of investments into climate technology, fintech and blockchain which includes his founder investment into Clowd9.



Charles Pearce

A highly successful Entrepreneur, Investor, Business Strategist and Growth and Media Consultant. 25 years working in and promoting the mobile, media and advertising space, from application development and creative platforms and technology to developing and activating mobile, digital and business strategies for global brands.

tbc tbc tbc CTO + Head of Product

We are actively recruiting for two key roles. Updates to follow.

Our team heads.



Russell Short Head of Sports and Entertainment

Russell has spent the last 10 years advising sports clubs and athletes working in Football, Sports Tech & Data, eSports, NFTs, Web3 and Gaming.

Experienced in on and offline sports marketing marketing, Russell leads our Sports recruitment programme.



IBM Futurist, Podcaster, Amazon Best Selling Author, and Entrepreneur. Recognised by LinkedIn as one of its Power Profile Award winners and is the author of His "Podcast Recipe", which was awarded #1 on Amazon's Hot New Releases list.

Alex Echo Arts

Alex Echo has created artwork professionally for forty years, and has placed his works in the collections of some of the world's top corporations, institutions and celebrities.



Lifestyle Influencer Recruitment

We are actively recruiting a head of lifestyle influencer recruitment at Hyprr.

Updates to follow.

tbc

TBC

Music

We are actively recruiting a head of

Music of Hyprr.

Updates to follow.

Our key advisors.



Karl Hoods Technology and Partnerships

Current Chief Digital and Information Office for the UK BEIS, former CIO Save the Children.



Liam Sinton Dev ops

A successful and highly experienced technical project design and delivery professional with over 15 years of expertise in the field.



App development

Highly Skilled Lead App Developer with over 12 years commercial experience developing apps and building development teams for Startup's, Fintech's, Unicorn companies and others in-between.

Former technical app lead at Next, Tesco and Gym Shark.



Sam Baldock Professional Football

An English professional footballer who plays as a striker for Oxford United, formally West Ham, Bristol City, Brighton and Overseas as Chief Executive Officer, Hove Albion, Reading and Derby County



Andrew Mills Sports Consultant

25 years working within several aspects of Professional Sports Administration in both UK and General Manager, Head of Football Recruitment & Technical Scouting, Sporting & Technical Director

