

# HYPERFIN UPDATE

Worlds and \$TOPIA

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# PLAYER ACCOUNTS

## Frictionless user wallets

HYTOPIA player accounts should be inclusive of a self-custodied wallet. This wallet should hold a player's own items, content, \$USDC and \$TOPIA. The HYTOPIA game client should frictionlessly manage the complex details of this, such that players simply need to click buttons like any other game to buy/sell game content and more.

Self-custodied wallets would be self-governed smart contract accounts/wallets and functionally built into the HYTOPIA game client. Allowing fully frictionless experiences for all players where they do not need to deal with gas, tokens, transaction management, etc.

Private keys for players should only ever be held on player devices/clients, and HYTOPIA servers should never have access to these keys.

Players should be provided an in-game UI reflecting both their \$USDC and \$TOPIA balances.

Players should have the ability to swap between \$USDC and \$TOPIA at any time, subject to third-party liquidity provisioning in a decentralized/autonomous \$USDC <-> \$TOPIA AMM pool that can live on the HYTOPIA Chain.

**500K+**  
**Players Pre-Registered**



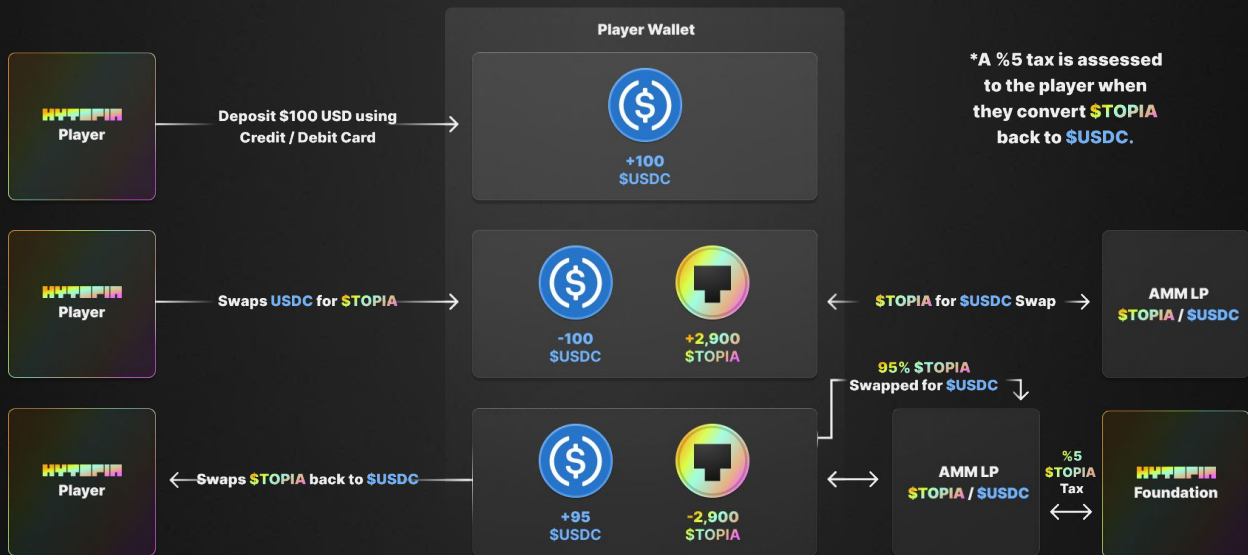
# PLAYER ACCOUNTS

## Cash on-ramp

HYTOPIA should be focused on making it frictionless for traditional players to participate and play. Ideally, this should include a cash onramp, allowing players to use their credit or debit card to receive \$USDC in their player account wallet.

Players should be able to fill their accounts with \$USDC via this onramp at any time, or use it at the point of sale when buying marketplace or in-game content.

(Proposed) Cash / Fiat Onramp / Offramp



[View Diagram](#)





# MARKETPLACE

## First-party marketplace and in-game transactions

HYTOPIA should include or integrate with a marketplace for first-party sales (i.e., peer-to-peer purchases of in-game assets by players from creators. This should include in-game content, cosmetic items, lootboxes, and more).

These purchases could be done using \$USDC or \$TOPIA or based on some (potentially market-based) exchange rate between \$USDC and \$TOPIA.

We envision that HYTOPIA would assess a platform fee for first-party sales—which would be relatively high to cover hosted game server costs, amongst other platform costs (perhaps 50%) by default, but with the possibility of reductions if certain conditions are satisfied based on World utility ([see here](#)). In this vision, creators would only receive payments in \$TOPIA.

### **Purchasing content using \$USDC** [View Diagram](#)

Could flow as follows, in an example of purchasing an item listed at 100 \$USDC:

- 50% (default) of the \$USDC value is assessed as a fee. (50 \$USDC)
  - 70% of the total assessed fee is sent as \$USDC to HYTOPIA. (35 \$USDC)
  - The remaining 30% of the assessed fee is converted via the LP to \$TOPIA and sent to the HYTOPIA foundation (15 \$USDC → \$TOPIA)
- The creator's 50% take is converted to \$TOPIA via an on-chain \$TOPIA/\$USDC AMM liquidity pool and deposited in their account. (50 \$USDC → \$TOPIA)

### **Purchasing content using \$TOPIA** [View Diagram](#)

Could flow as follows, in the example of purchasing an item listed at 100 \$USDC:

- 50% (default) of the \$TOPIA value is assessed as a fee. (50 \$TOPIA)
  - 70% of the assessed fee is sent as \$TOPIA to HYTOPIA. (35 \$TOPIA)
  - The remaining 30% of the assessed fee is sent to the HYTOPIA Foundation. (15 \$TOPIA)
- The creator's 50% take is deposited in their account. (50 \$TOPIA)



# MARKETPLACE

## Secondary marketplace and player to player trading

Secondary market sales—any purchases made by a player from another player—should also play a role. This could include in-game player-to-player trading, HYTOPIA marketplace listing purchases, and more.

- Players could choose to accept \$USDC and/or \$TOPIA when selling their owned content (items, cosmetics, etc.).
- Any player-to-player purchases made in \$USDC could be received by the player as \$USDC.
- Any player-to-player purchases made in \$TOPIA could be received by the player as \$TOPIA.

Creators should have the ability to set secondary royalties on content. These secondary royalties should always be received by creators as \$TOPIA. If a player sells content in \$USDC, the equivalent royalty percentage set by a creator should be converted to \$TOPIA via an on-chain \$TOPIA/\$USDC AMM liquidity pool during the payment routing and deposited to the creator as \$TOPIA.

A lower platform fee (perhaps 8%) could be assessed for player-to-player transactions using \$USDC. This fee could be split between HYTOPIA (70% as \$USDC) and the HYTOPIA Foundation (30% as \$TOPIA converted via LP).

Player-to-player sales denominated in \$TOPIA could be further discounted (perhaps a 3% platform fee). This 3% fee could be split between HYTOPIA (70% as \$TOPIA) and the HYTOPIA Foundation (30% as \$TOPIA).

[View Diagram](#)



# HYTOPIA BLOCKCHAIN

## Underlying platform infrastructure

The HYTOPIA Blockchain is a critical piece of our platform's infrastructure. We'll be moving towards making it more and more decentralized and autonomous. The HYTOPIA Blockchain should have no less than 20 validators, with a supermajority of such validators being completely independent of the HYTOPIA company.

The HYTOPIA Blockchain should move to be opened to community-curated partner games, allowing them to take full advantage of the technologies we've developed, our player base, and the power behind the \$TOPIA ecosystem. This could also include rolling in our technology developed for [MetaFab](#). This is necessary for our path to broader decentralization, where HYTOPIA is not the sole consumer of the HYTOPIA blockchain and brings broader depth to the \$TOPIA ecosystem as a whole. This effort is likely to happen closer to HYTOPIA's full release or shortly after as not to take team bandwidth.

### Could eventually offer partner games the following technology and systems:

- Access to the HYTOPIA Foundation's gasless relay, allowing frictionless and gasless transactions for players of these games.
- Access to self-custody wallet libraries and systems that can be implemented in games to make fully frictionless player experiences that scale.
- Access to the \$USDC/\$TOPIA ecosystem, cash on-ramp, and on-chain AMM liquidity pool.
- Access to deployable marketplace systems, with the possibility of negotiable fee structures.
- Access to our account abstraction systems, allowing seamless self-custodied, recoverable player account creation, fully supporting social auth, multisig recoverability, subscription-based payments, and more.
- Access to core MetaFab technologies that could be transitioned and made compatible with the HYTOPIA Blockchain for fast-tracking on-chain system development for partner games.



#### 1 Second Block Times

HYTOPIA's mainnet is live and fast, with one second block times.



#### 5,000+ Txns Per Second

Headroom to scale as needed to support future growth.



# HYTOPIA BLOCKCHAIN

## Third party \$USDC / \$TOPIA liquidity pool

We anticipate that third parties (\$TOPIA holders, etc.) will be likely to create a \$USDC / \$TOPIA paired AMM liquidity pool on the HYTOPIA Chain. Assuming sufficient liquidity, this pool could be utilized for all swaps during payment routings as necessary and for general swaps between \$USDC and \$TOPIA.

**Note:** HYTOPIA and the HYTOPIA Foundation will not provide liquidity to this pool, and thus, it depends on third parties being willing to step in to run their own independent market-making activities on a decentralized basis, which cannot be guaranteed.

A fixed 5% fee will be assessed through this pool when converting \$TOPIA back to \$USDC. This fee is taken as a percentage of the total \$TOPIA to be swapped and sent to the HYTOPIA Foundation. The intention of this fee is to place a downside incentive to keep a majority of in-game and marketplace payment flow in \$TOPIA.





# HYTOPIA Foundation

## Foster growth of the HYTOPIA chain and related ecosystems

The HYTOPIA Foundation should be created as a separate entity from HYTOPIA, with the sole mission of fostering the growth of the HYTOPIA Chain and related ecosystem, disconnected from any profit motive or proprietary interests of our business entity.

The foundation will be structured and run by a community-curated set of directors. These directors could initially include some HYTOPIA team members, and the majority remainder as other individuals (such as creators and players) who have independently aligned interests in the Hyptopia ecosystem.

The HYTOPIA Foundation should receive 30% of all fees collected by HYTOPIA. One primary usage of these collected fees is to fund the gasless relayer the HYTOPIA Foundation operates to enable frictionless transacting on the HYTOPIA Chain, allowing games like HYTOPIA to create systems where players do not need to pay or deal with gas fees.

Additionally, the foundation's directors may use \$TOPIA received and held by the foundation to fund \$TOPIA grants to foster growth and improvement of the HYTOPIA Chain and ecosystem per the foundation's mandate.

These received fees will always be received as \$TOPIA. Any transaction fees collected on \$USDC originating transactions will be converted during payment routing to \$TOPIA via the \$TOPIA/\$USDC AMM liquidity pool on the HYTOPIA Chain.

The foundation should additionally receive 24% of the total \$TOPIA supply at the time of formation. This allocation should be fully vested at the time of grant and can be used in accordance with the foundation's mandate, as approved by the directors. This allocation could be redirected from the current tokenomics for P2E/Cex/Grants.



# WORLDS

## Unique fee model to grow alongside creators

We've thought a lot about the function of Worlds in HYTOPIA and wanted to ensure we aligned Worlds to continue to be a platform staple, while not being a blocker that deters creator onboardings.

As discussed, we plan on having HYTOPIA assess a 50% platform fee on all sales made by creators. But a discount could be offered based on World ownership. For example, to reduce this fee, a creator could stake or provide proof of ownership of one or more Worlds. Fees could then be reduced to as low as 30%.

The fee reduction obtained through World ownership could depend on the rarity of the World. For example, the most common World could provide a 2% fee reduction, whereas the rarest World could provide a 10% fee reduction. The spectrum of fee reduction for a World would then be dependent on its rarity on the gradient of 2% (least rare World) to 10% (most rare World). In this example, a 5,000th (middle) rarity World would provide a reduction of approximately 6%.

Multiple Worlds could be used in tandem to achieve a maximum fee reduction from 50% to 30%. For example, if I owned the 10 least common Worlds, I could apply all 10 to my game/server to achieve the maximum 20% reduction of fees assessed on my sales from 50% to 30%.



# WORLDS

## Aligning utility to deepen their role within the ecosystem

We envision World ownership as a prerequisite to sell some types of in-game content.

For example, creators might not be required to own a World to sell in-game content, such as game-specific upgrades and content that operates uniquely to their specific game.

### **Creators could be required to own a World to:**

- Sell and create global cosmetic content
- Sell and create lootboxes
- Sell content they want to assign secondary royalties to
- Sell and have content considered for listing on the HYTOPIA marketplace.
- Sell on-chain powered subscription-based services to players.
- Be considered for featured game opportunities
- Receive game listing boosts, resulting in their game being seen by more players
- Access HYTOPIA game advertising systems to spend \$TOPIA to be highlighted
- Receive occasional, limited, cosmetic and lootbox drops from the HYTOPIA team, drops possibly based on World rarity and/or traits.
- Cosmetic crafting and unique cosmetic drop systems might be developed and tied to World resources and traits.

In this vision, 35% of the \$TOPIA supply would still be assigned to our staking mechanic, resulting in a distribution over a 5-year period. We are almost 2 years into this.

Lastly, because of the open nature of the platform and HYTOPIA Chain, HYTOPIA's 3rd party community may decide to create additional 3rd party utility for Worlds, unaffiliated or endorsed by HYTOPIA. This may include rental systems for creators to rent to get access to fee reductions and more.



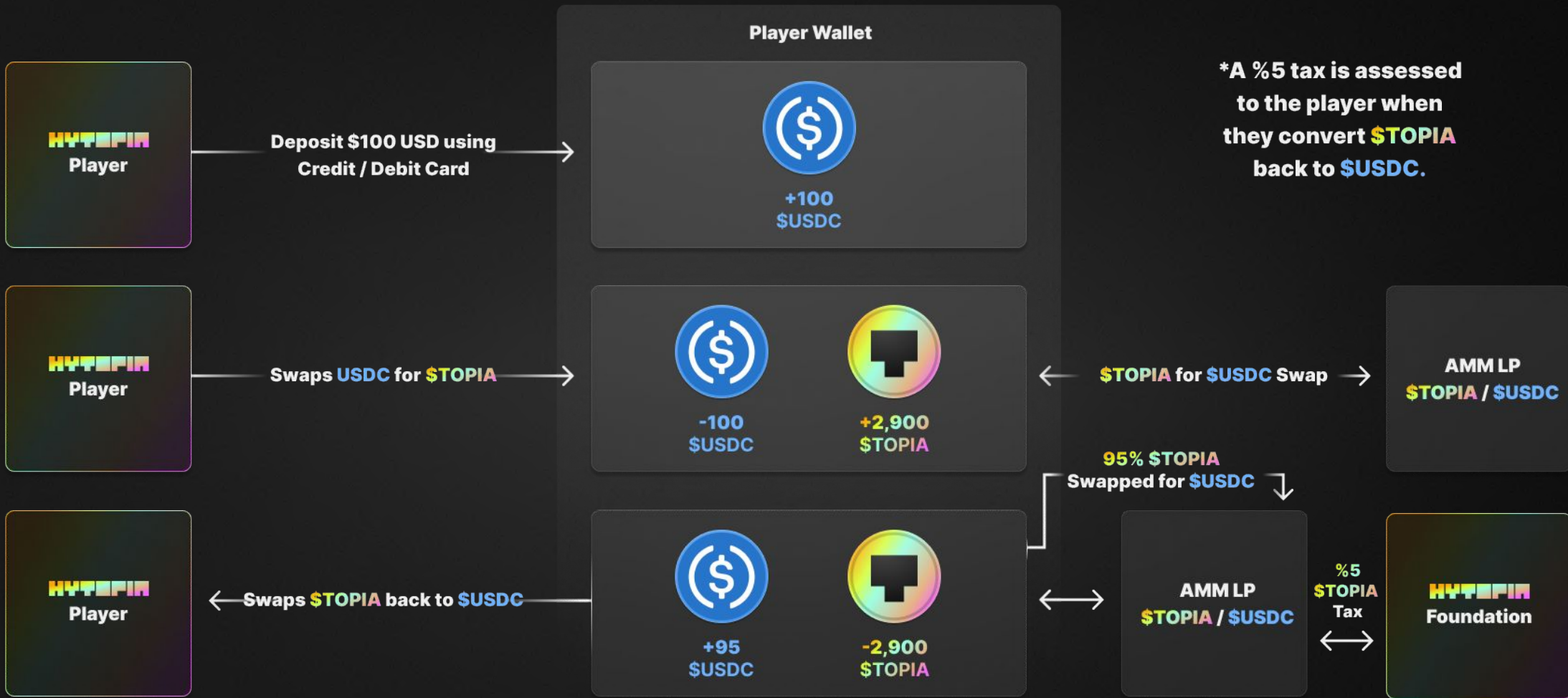


# DIAGRAMS


- FIAT/cash on-offramp
- Purchasing with \$USDC
- Purchasing with \$TOPIA
- Player-to-player trading

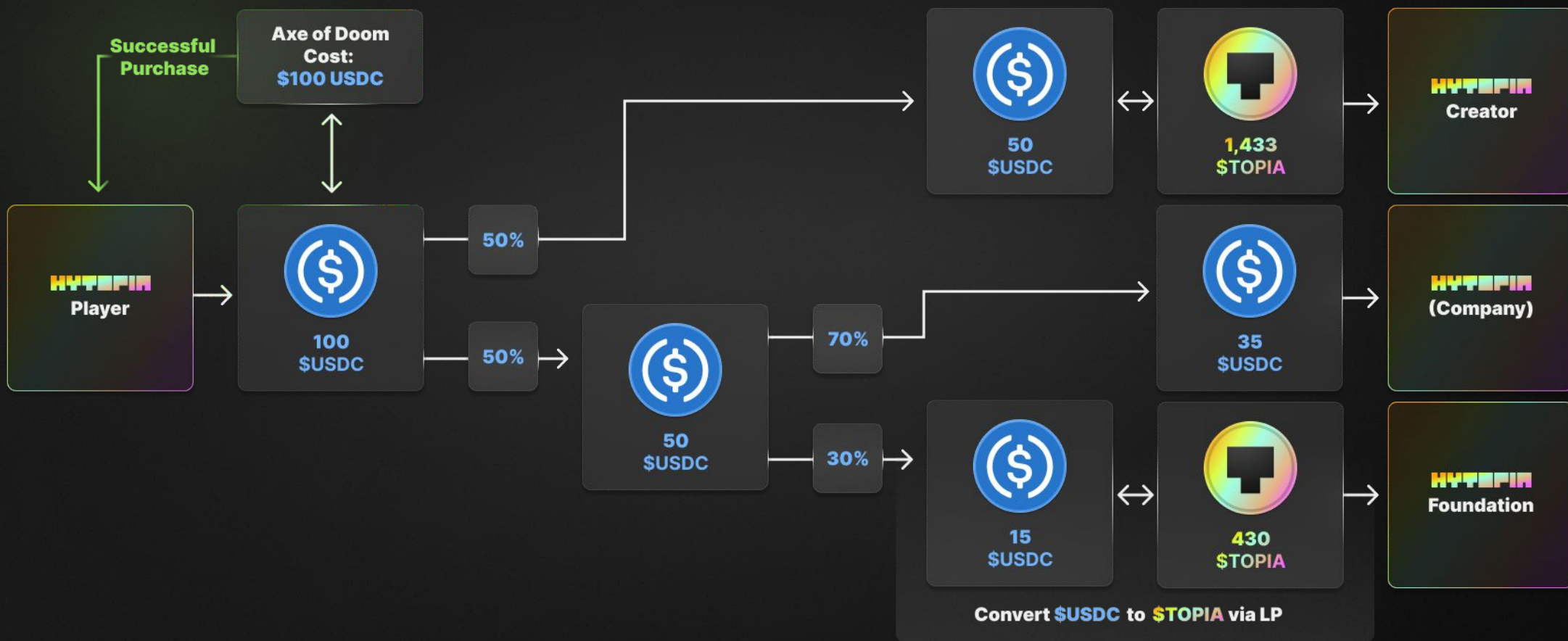


# (Proposed) Cash / Fiat Onramp / Offramp

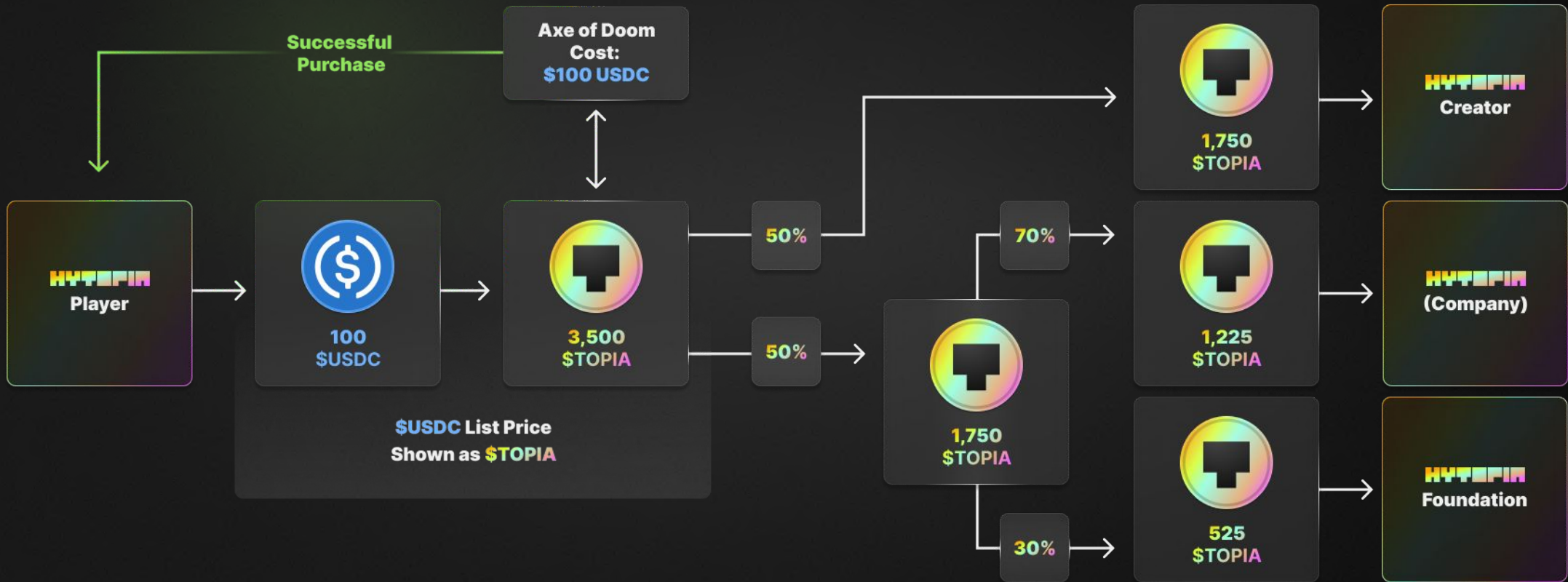


# (Proposed) Purchasing in-game content using:

 \$USDC



# (Proposed) Purchasing in-game content using:





# (Proposed) Player-to-Player Trading via HYTOPIA Marketplace

