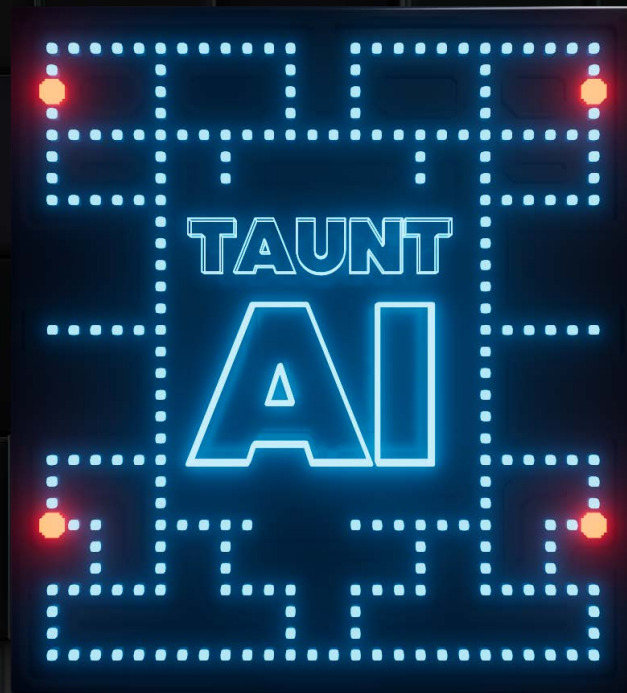


TAUNTAI WHITE PAPER



AI-POWERED LIVE STREAMING

OCTOBER 2025

This whitepaper and all the information contained within may be subject to periodic change.

Legal Disclaimer Overview

Forever Association Legal Notice and Risk Disclosure

Introduction: The Forever Association, including its assignee ("Forever"), provides this legal notice and risk disclosure concerning the \$TNT Token and associated projects. Please read this document carefully before engaging with \$TNT Tokens.

Legal Disclaimer: The information provided herein, including but not limited to whitepapers, is subject to change. All tokenomic descriptions are approximate and may be revised at Forever's discretion. Forever assumes no obligation to update or revise such information and reserves the right to make modifications as deemed necessary.

Investment Considerations: \$TNT Tokens are speculative and involve a high degree of risk. Purchasers should only commit to an investment if they understand the nature of the investment and can bear its economic risks.

There is no guarantee of achieving investment objectives, and performance may vary substantially. Forward-Looking Statements: This document contains forward-looking statements subject to risks and uncertainties.

Forever does not guarantee future results, and readers should not rely solely on these statements. Market conditions, regulatory changes, and other factors may impact outcomes.

Risks Associated with Rights: Forever may face challenges in developing and launching the Network and \$TNT Tokens. The Network's success is not assured, and technical, regulatory, or other issues may arise, potentially impacting the value of \$TNT Tokens.

Value and Liquidity: The value of \$TNT Tokens is unpredictable and speculative. Listing on exchanges is not guaranteed, and liquidity may be limited. Investors should be aware of potential fluctuations in token value.

Startup Risks: Forever operates in a competitive startup market. Uncertainties in product development, financing, and management may affect business prospects. Investors should carefully assess risks associated with startup investments.

Regulatory Environment: Blockchain technologies and digital assets are subject to evolving regulatory landscapes. Compliance with laws and regulations may impact token distribution and usage. Investors should stay informed about regulatory developments.

Security and Privacy: The Network's security measures and data protection protocols may impact user confidence and adoption. Vulnerabilities in blockchain technologies could lead to security breaches and loss of assets.

Conclusion: Investors should conduct thorough due diligence and seek professional advice before investing in \$TNT Tokens. Forever does not guarantee investment outcomes and disclaims liability for any losses incurred.

See Full Legal Disclaimer: For the complete legal disclaimer, please refer to the end of this whitepaper.



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About

The Forever Association serves as the exclusive issuer of \$TNT tokens. Forever is a nonprofit organization registered in Switzerland. Established on July 13, 2023, Forever is dedicated to advancing transparent, decentralized, and open technology applications within the gaming industry. This partnership grants the Taunt Network access to the DevvX platform, cryptocurrency DevvE, and the invaluable technology IP associated with the DevvX Blockchain. Together, we aim to foster innovation and champion the evolution of Tokenized Engagement.

Taunt Network LTD ("TNL") is an entity incorporated under the jurisdiction of the Republic of Seychelles, specializing in the development and implementation of web3 and token-based solutions. Our organization boasts a comprehensive understanding and profound expertise in various aspects of the blockchain industry. We have identified several areas of opportunity in the verticals of content creation and live video entertainment. We believe these verticals are ripe for innovation through blockchain technology.

Our objective is to utilize this technology to revolutionize live entertainment experiences for consumers, offer novel monetization strategies for content creators, and unlock diverse revenue streams for developers. We are committed to achieving this mission by fostering strategic collaborations with content creators, seamlessly integrating gameplay, live video entertainment, and blockchain innovations.

In parallel with robust developer tools, the \$TNT Token ("TT") serves as an important component of our strategy, designed to synergize the worlds of gaming, web3 functionalities, and interactive streaming. This integration aims to elevate the overall experience for users, creators, and developers, marking a new era of engagement and opportunity in the interactive entertainment landscape.





TOKENIZED ENGAGEMENT OVERVIEW



ABSTRACT

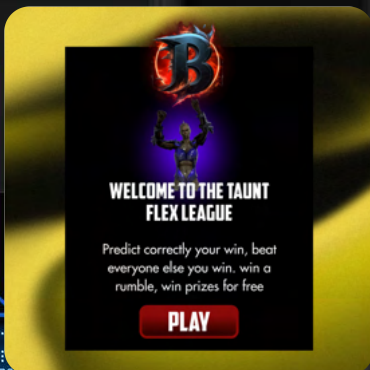
tauntAI aims to revolutionize live streaming within the realms of gamefi and gamblefi by leveraging blockchain technology. Through the provision of blockchain-enabled tools to content creators and developers, the network anticipates a paradigm shift in how the next generation engages with and consumes content, with increased monetization opportunities. The fundamental notion driving this thesis is tokenized engagement. This whitepaper presents the strategic direction of the tauntAI and unveils its ecosystem developments, focusing on the Taunt Live platform and its suite of streaming tools. Detailed breakdowns of the platform and proof of concept game Battleworld are provided, demonstrating the power of building live interactivity within game development schema. Additionally, the paper elucidates the entire network economy and showcases the utility of its native token while outlining the roadmap for the development of all products.



Immersive gameplay for everyone. Play when you want, engage how you want, be rewarded for engagement. Our decentralized tools are meant to work for anyone on any platform



Captivating live viewing experiences that are interactive



"Always On" engagement opportunities through gamification of live streams



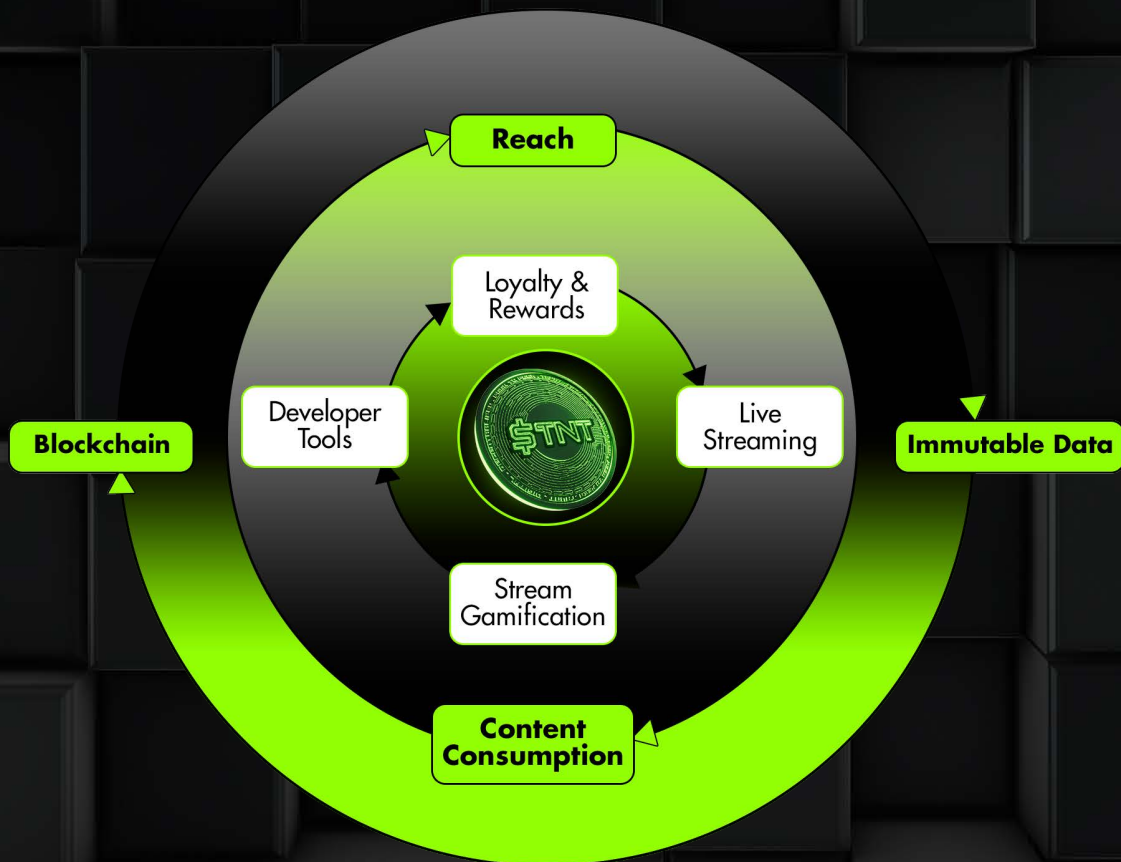
TAUNTAI FLYWHEEL + VISION

Live streaming within the realms of gaming is poised to become one of the most significant factors in propelling blockchain technology into mainstream usage.

By equipping content creators and developers with blockchain enabled tools to craft groundbreaking products, we can anticipate a fundamental shift in how the next generation engages with and consumes content, all while offering incentives that enhance user experience.

tauntAI aims to assemble the top developers in the world to help create and build the next wave of products that will transform the live viewing experience.

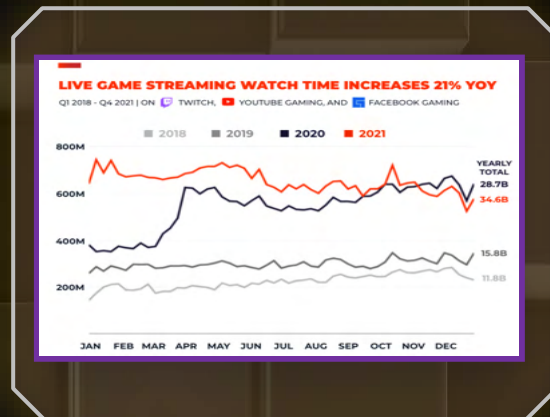
The vision for cross platform tools that are platform agnostic will allow for the greatest adoption of our network tools and make developers less dependent on streaming platforms



PROBLEM

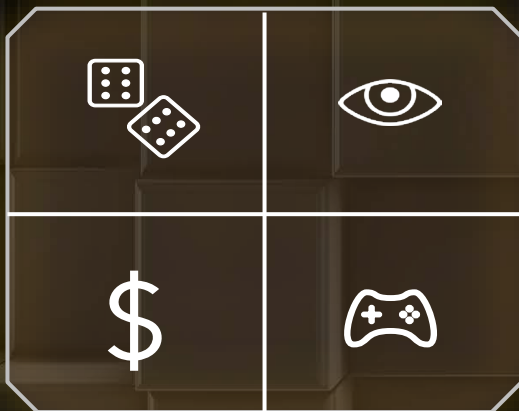
1

Live streaming content is abundant but hard to monetize, especially in gaming



34.6B hours of gaming content streamed per year

Fragmentation creates headwinds for adoption



Building innovative products on top of live streaming platforms is difficult, platform dependent, and fragmented

2

3

Tools to develop live streaming products for gaming are nascent, while investment grows in gaming



7.1B invested in web3 games in 2022



SOLUTION - TOKENIZED ENGAGEMENT



Game developers and content creators conceptualize features around live streaming content during the game design phase that are tokenized on the blockchain



tauntAI Tools



Gamers connect through competition, live engagement, rewards, and social viewing



INTRODUCING THE TAUNTAI

Interactive Live Streaming for Gamefi + Gamblefi

Since its inception, tauntAI has focused on making live streaming a sustainable business for game developers and content creators. With the introduction of the Taunt Live Platform, slated for full release in Q4 2024, we are taking a significant step forward in fulfilling this mission. This platform will offer a groundbreaking suite of on-chain gaming tools and interactive experiences, reshaping the gaming landscape and revolutionizing how consumers engage with live content.



Rewards

Offering game developers a mechanism to create endless game content, leveraging tokenized engagement to incentivize player participation and drive sustainable monetization strategies.

Loyalty

Providing game developers with the means to cultivate dedicated player communities within their games, fostering long-term engagement and brand loyalty through tokenized rewards and incentives.





Competition

Empowering game developers to create competitive gaming experiences that harness tokenized engagement, driving player excitement and immersion while unlocking new avenues for monetization.

Interactive Products

Equipping game developers with tools to craft immersive and interactive gaming experiences, leveraging tokenized engagement to enhance player interaction and foster a thriving ecosystem of content creation and monetization using the blockchain



TOKENIZED ENGAGEMENT INCREASES REVENUE

Revenue Per Hour of Entertainment*

\$0.01/HR

AVERAGE CREATOR

\$0.07/HR

GAMING INDUSTRY

\$0.18/HR



\$0.28/HR

NETFLIX

\$0.49/HR



~\$0.87/HR



** TAUNT
enabled live
streams

* Konvoy , Liontree

** estimated based on projected revenue
streams and monetization from tokenized
engagement



TOKENIZED ENGAGEMENT LOWERS CAC

Cost Per Acquired Customer

\$500-\$1,600

Flutter

\$44

NETFLIX

\$29

AVERAGE GAMING APP

\$11.21



\$1.00



** TAUNT
enabled live
streams

* Konvoy , Liontree

** based on content creators
leveraging their own communities
for UA



INITIAL TAUNTAI PARTNERS

Our first set of developers will integrate TAUNT tools and \$TNT to help build an integrated collection of games and platforms that prioritize live interactive experiences



Proof of concept fighting game that utilizes full tauntAI capabilities



Social Blockchain enabled live streaming overlay platform that enables gameplay, wagering, and tokenized engagement for any content creator (*patent issued)



SUPER STREAMING

White label Google extension that can be branded by individual content creators with same functionality as the TAUNT live destination site (*patent pending)



INITIAL TAUNTAI UTILITY

\$TNT will provide utility in the following ways for these applications:



Powers platform purchasing, social rewards, engagement rewards



Powers in-game purchasing, ecosystem governance, and rewards



SUPER STREAMING

Powers decentralized in-app purchasing and rewards





TAUNTAI ROADMAP



TAUNT LIVE – TOKENIZED ENGAGEMENT FOR LIVE STREAMING



PLATFORM UTILITY | PLAYER REWARDS | EXCLUSIVE ACCESS



TAUNTAI ROADMAP

Q4 2025



- \$TNT Token Launch
- Predictz 2.0 + Skulls to \$TNT Unlock Phase
- Smart Contract Utility Launch (Creator & Game Utility)
- Ecosystem Marketing + Platform Expansion

Q1 2026



- Airdrop 2.0 Expansion
- Creator Rewards & Referral Contracts Live
- Taunt Live Mobile Beta (iOS / Android)
- Battleworld Seasonal Economy + TNT Staking Pools

Q2 2026



- Battleworld 2.0 Launch
- Full Devve Blockchain Integration
- Cross-chain Wallet Support
- Beamable API + Taunt Live Data Infrastructure Rollout

Q3 2026



- Taunt Live 2.0 w/ AI Launch
- Google Extension 2.0 Launch w/AI
- Taunt Live Data Stream Marketplace
- Battleworld AI Agents & Predictive Matches



TAUNT LIVE – WEB3 LIVE STREAMING



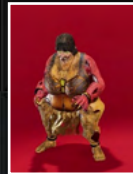
Taunt Live is a turnkey streaming platform and toolset for existing web3 games to add free to play, wagering, and pay to play monetization to their live streaming content



Engaged Audience



Secure IP and platform adoption



Create 2nd screen gaming experiences for live streaming

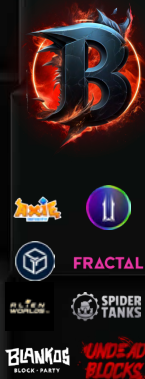


Audience Conversion



Content Creator Monetization

Acquire data rights top web3 games



Marketplace Synergy (Netflix, Amazon Strategy)

Content hub for web3 gaming streams and Pay-to-Play transactions

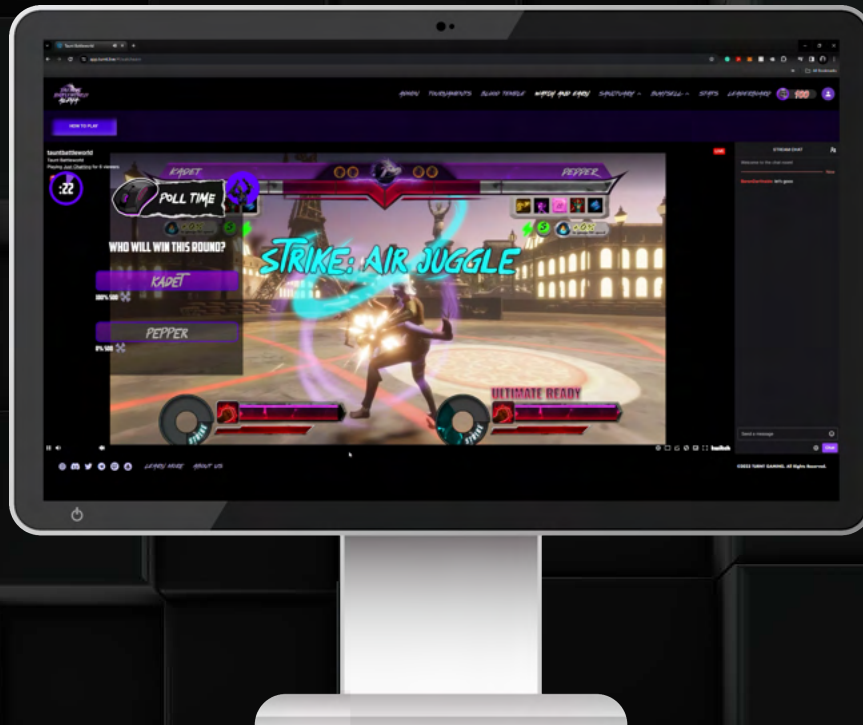


Content pushes players to platform - shows proof of concept to developers

Platform pushes players to games



TAUNT PRODUCT OVERVIEW



The Taunt Live platform supports live challenges, real-time audience answer tracking, avatars, leaderboards, prizing, and full skinning to match a sponsor or broadcast team's branding. The platform also supports multiple options in terms of content creators (broadcast teams, moderators, subscribers, or micro-transaction based user generated content). Taunt is a cross-platform service that spans web and mobile via native game developer websites and has a strong set of management tools for content creation and moderation.

The Taunt front end is built on standard React Native for web for easy portability between client platforms. The backend system is built on a combination of Python and Postgres. It has been built from the ground up for massive scalability to support tens of thousands of concurrent players with both minimal reads and writes. The infrastructure is deployed on AWS using Docker containers.

This document outlines the various features of the Taunt Live platform in greater detail.

TAUNT LIVE BUSINESS MODEL

1. Platform Fees (b2b)

TAUNT LIVE will charge a service fee for all revenue on the platform

2. Subscription (b2c)

Super users can sign-up for recurring TAUNT LIVE services to receive exclusive perks and services.

3. Microtransactions (b2c)

We will charge users entry fees, lives, boosts etc...

4. Advertising

Once the platform has achieved commercial scale, Taunt Live will have millions of engaged, transacting users for companies to advertise

PLATFORM UTILITY | PLAYER REWARDS | EXCLUSIVE ACCESS

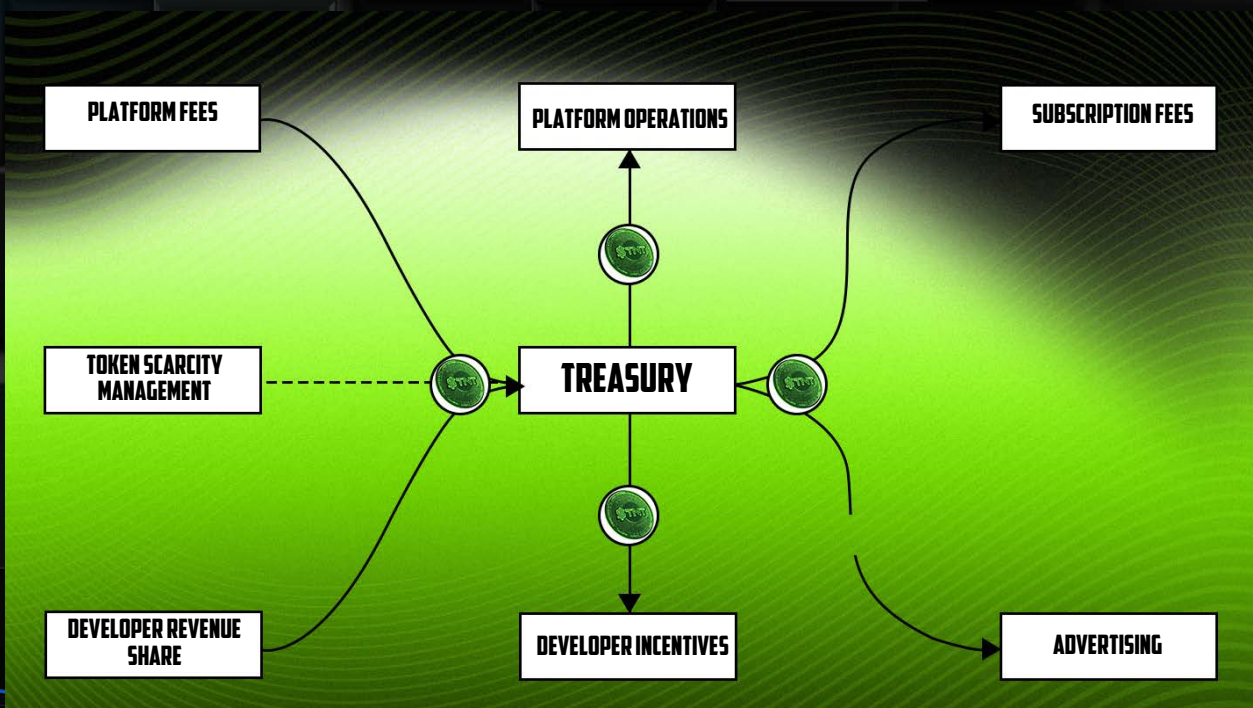


TAUNT LIVE TOKEN TOPOLOGY



Our innovative business model is designed to drive token utility by revolutionizing the way data streams are utilized in gamefi and gamblefi. . Our token will be used to incentivize other game developers to use our tools and platform. Our streaming tools enable leaderboard-based competitions, crowd voting that directly affects gameplay, real money wagering, and blockchain-enabled prizing, all of which enhance player engagement and drive token usage.

To further incentivize game developers, our platform roadmap will offer cost-effective AI-driven content generation from the blockchain layer, and seamless Cross-Platform play from mobile to desktop. These features not only enhance the gaming experience but also reduce development costs and increase accessibility, making our platform an attractive choice for developers looking to create engaging and innovative products for live audiences.



BATTLEWORLD



BATTLEWORLD - PROOF OF CONCEPT GAME - TOKENIZED ENGAGEMENT



- **Battleworld** combines game elements of discovery, strategy, and resource management with the excitement of live competition
- **Tournament engine** that creates wagering events 24/7 via Taunt Live Data Stream
- Goal to deliver up to **20,000** wagering matches and **200,000** individual betting markets to distribution Partners in 2024
- Content can be consumed directly by Taunt Audience and distributed to **top wagering** operators

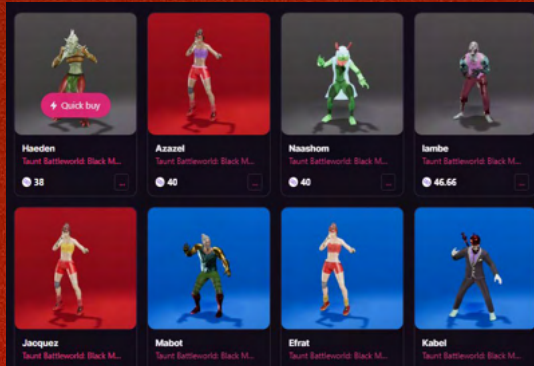


HOW TO PLAY – BATTLEWORLD



STEP 1

Mint, buy, or earn 1 of 25,000 unique Acolyte Warriors via our marketplace through web2 authentication (Magic Connect) or web3 wallet



STEP 2

Learn the unique attributes of your warrior through the community and training, then enter simulated battles for prizes



STEP 3

Players make strategic decisions pre-match and in-game to get an advantage on their opponents

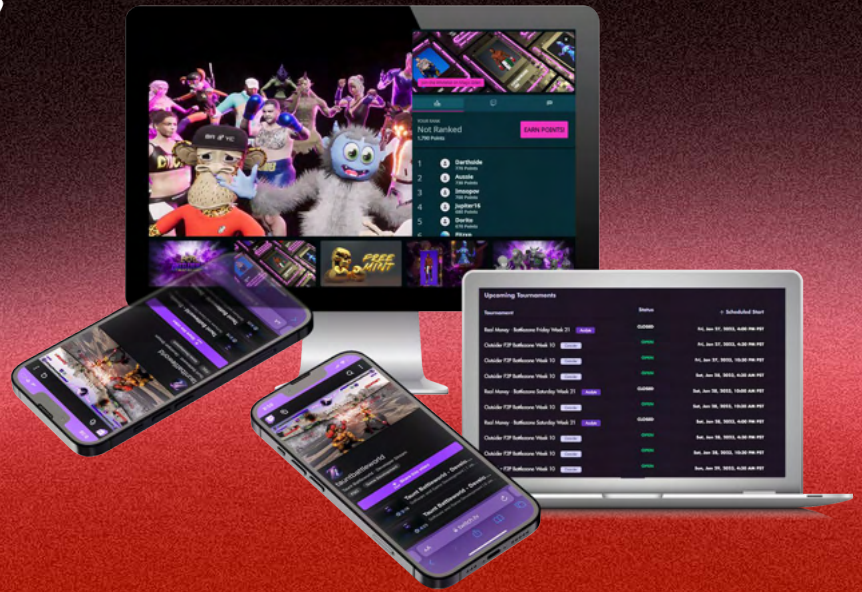


TAUNT LIVE ENABLED

Watch the battles and enter prediction contests through our proprietary Taunt Platform to earn in-game currency or other items for FREE



STEP 4



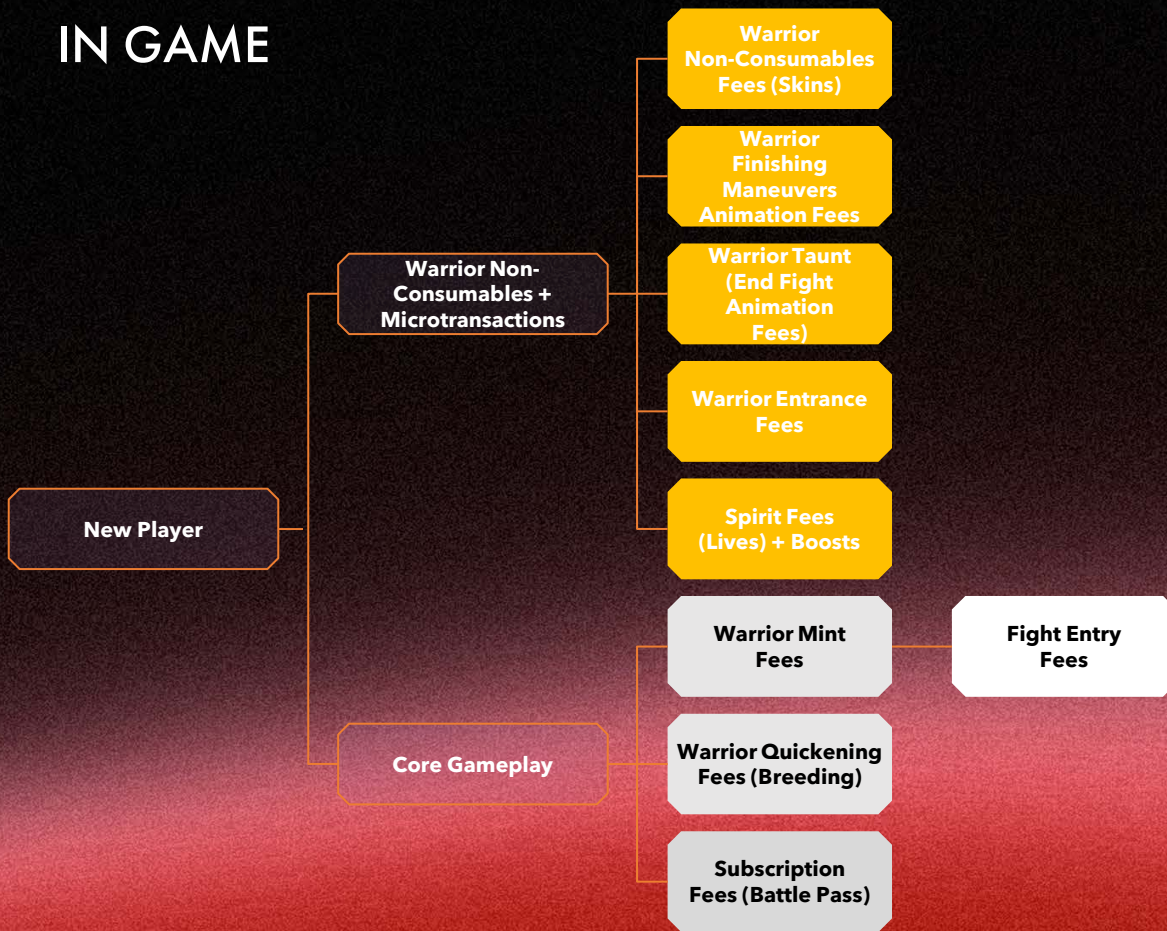
STEP 5

Use earned in-game currency to buy fighters, finishing maneuvers, taunts, and skins

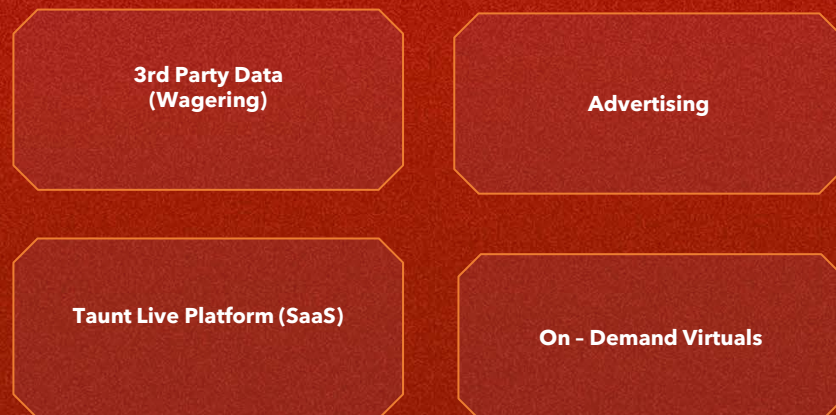


BATTLEWORLD – BUSINESS MODEL

IN GAME



OUT OF GAME



GOVERNANCE | IN-GAME UTILITY | PLAYER REWARDS |
EXCLUSIVE ACCESS

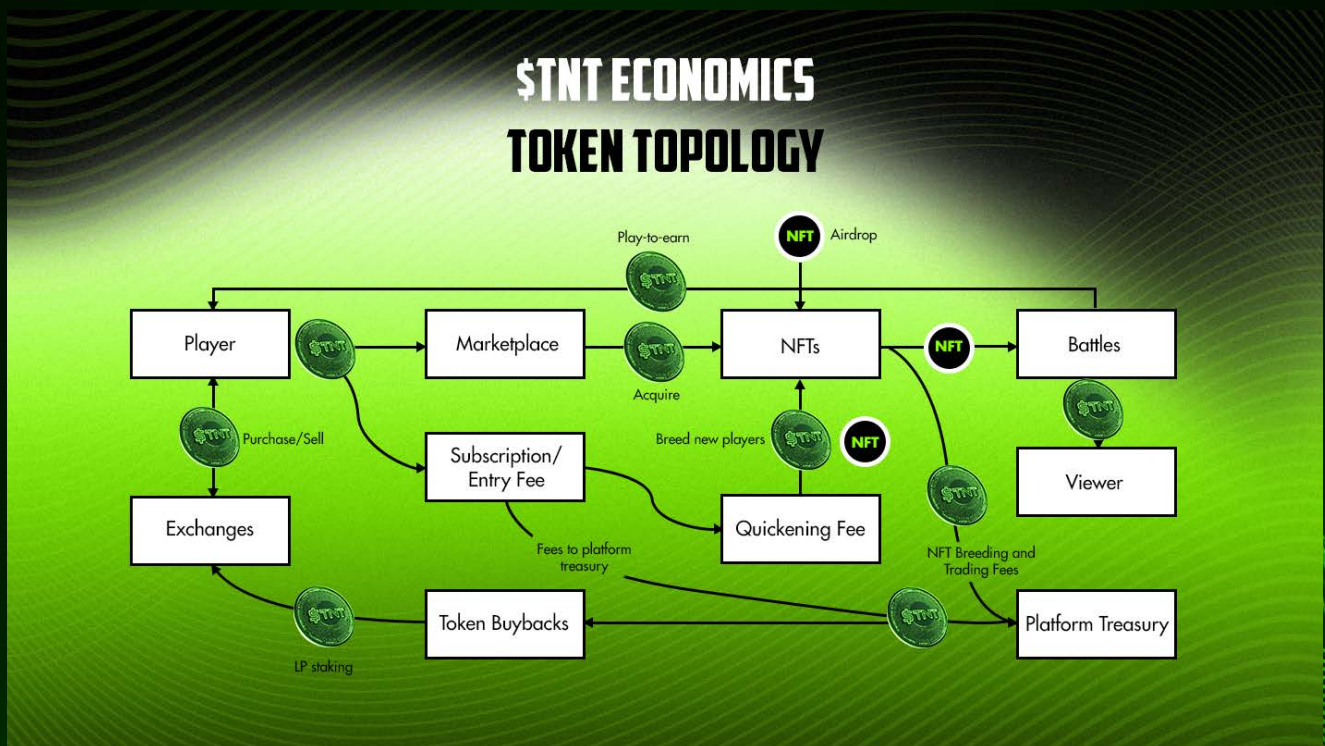


BATTLEWORLD TOKEN TOPOLOGY

Battleworld, the UFC of the metaverse, is a web3 enabled digital collectible fighting game powered by blockchain technology, where players train, watch, and enter tournaments with hybrid AI/player-controlled gameplay. Battleworld utilizes the Taunt Live interactive platform to reward viewers for engagement through \$TNT and utility in-game NFT's.

Battleworld utilizes components of play-to-earn, view-to-earn game, and engage-to-earn that rewards players and spectators. Versions of these tactics have been made popular on Twitch, Kick, and YouTube but rarely get the support from developers at scale because the cumbersome nature of developing these features.

Our goal is to fully decentralize Battleworld by the end of 2026 and allow the community to dictate the development path and governance of the Battleworld ecosystem.

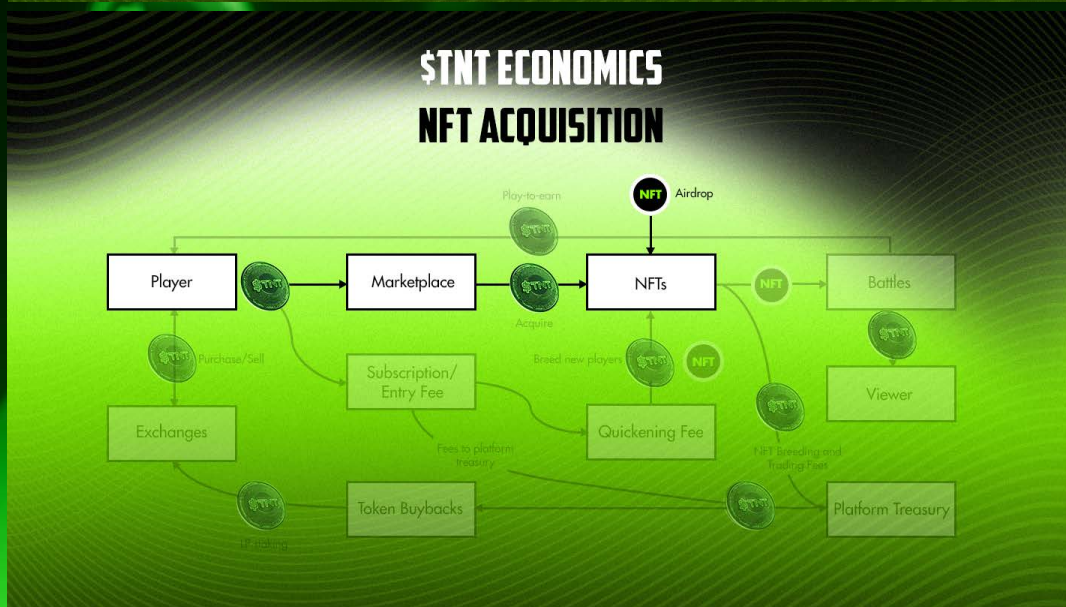
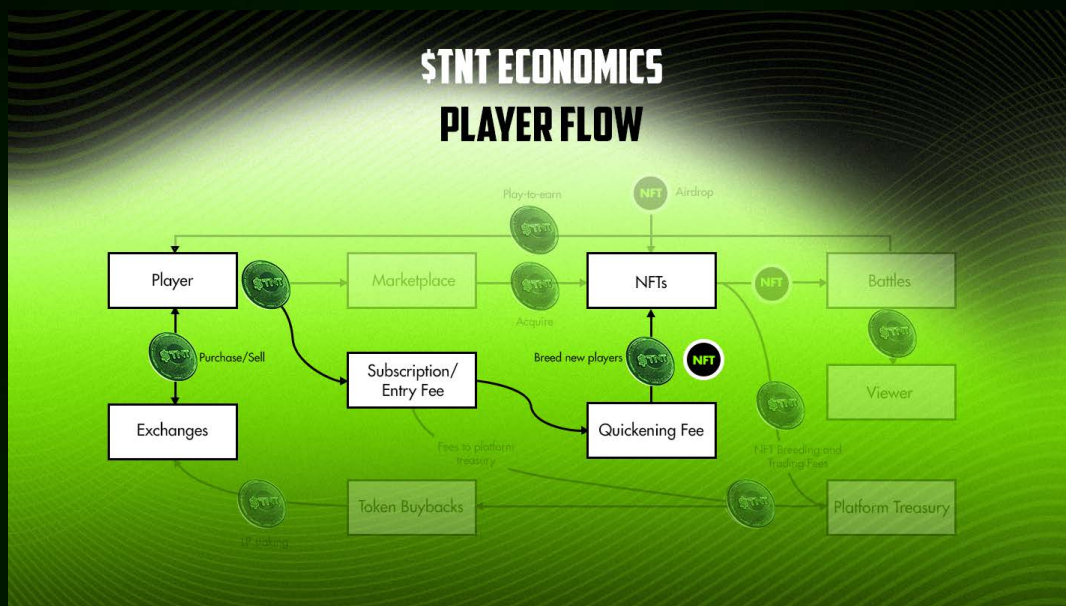


BATTLEWORLD TOKEN UTILITY

The \$TNT ecosystem within Battleworld begins when a player acquires \$TNT tokens to participate in the game via various ways through in-game utility.

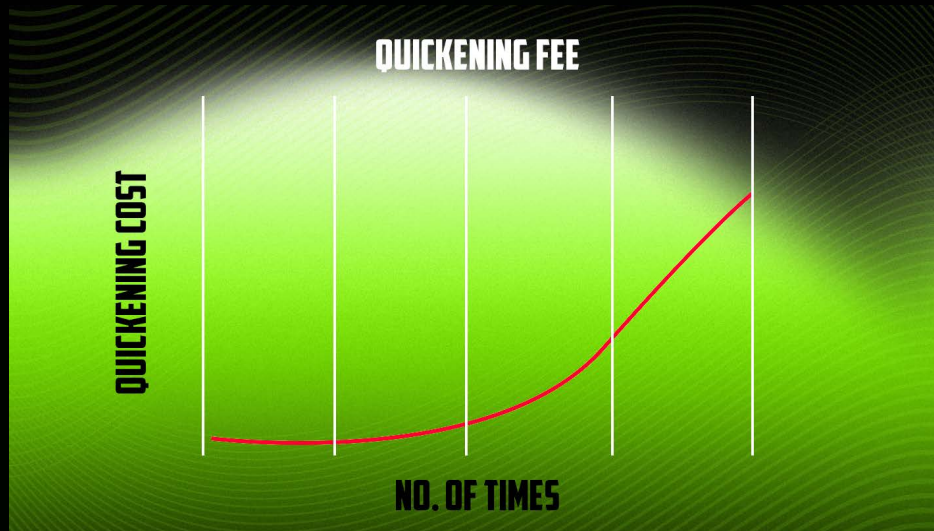
\$TNT may initially be available in limited quantities for members of the community for early participation. After this, \$TNT may be available on select decentralized and centralized exchanges. We are in deep discussions however a listing cannot be guaranteed.

Players will also need unique NFTs or Acolyte Warriors which represent in-game characters. They can acquire such NFTs through purchasing them via marketplace or "quicken" which is the act of breeding two NFTs to produce another. This requires a compatible NFT pair as well as \$TNT tokens to pay for the transaction.



TAUNT BATTLEWORLD TOKEN UTILITY CONTINUED

Quickening increases in costs with each instance - With each new quickening instance, the cost increases such that there is a market price limit to the number of times an NFT can undergo the process. This curbs the supply of new NFTs on the market.



Quickening will be vital during the decentralization process and allow UGC to be created within the Taunt Battleworld ecosystem.

Additional Ways to Acquire Acolyte Warriors

Battleworld Marketplace – users can purchase both new NFTs as well as those posted by other sellers on our marketplace. New NFT purchases are for NFTs that do not require quickening or “eternals” such as power-ups, enhancements and animations. Players can perform such purchases in fiat/credit card or via \$TNT.

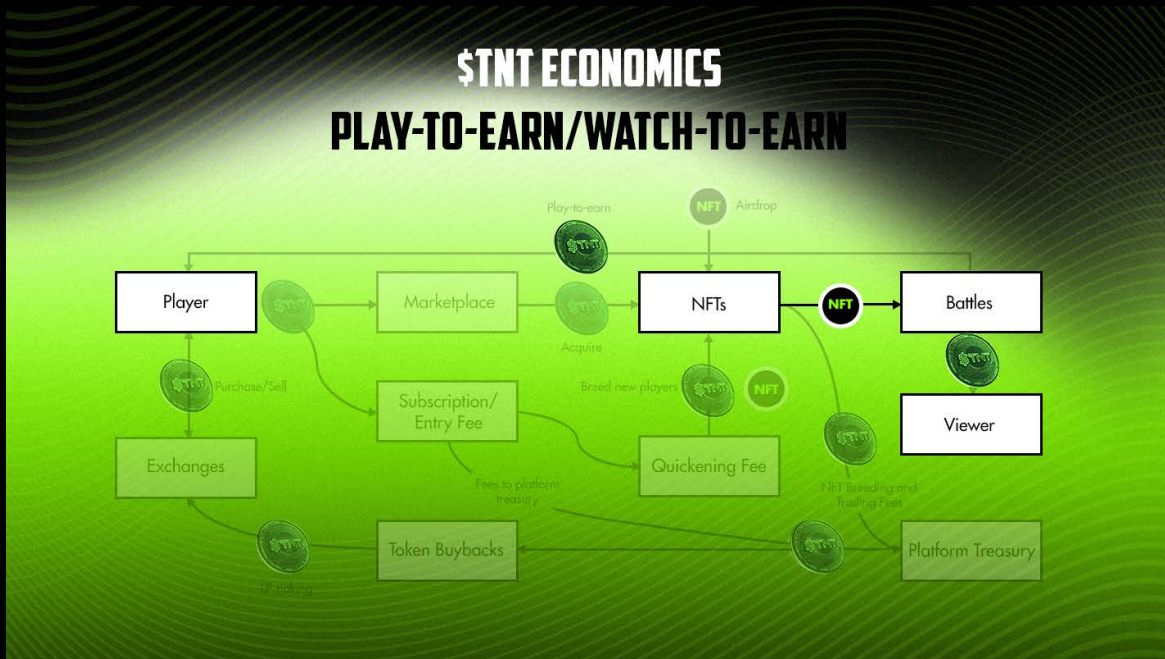
Secondary Market – users can purchase and sell Taunt NFTs on any other secondary market such as Open Sea. Purchases made on such resale platform may not support \$TAUNT or fiat purchases and are not guaranteed to be authentic.

Airdrops – the platform will occasionally and randomly airdrop power-ups/boosts, skins, animations, enhancements, entry fee packs, and others on its website. These may be distributed via whitelist preference, lottery, or based on a first come first served (FCFS) basis. These airdrops may be schedule or performed without notice.

Players can learn more about how to acquire NFT's, rarities, and how to play in our [Battleworld guide](#).



PLAY-TO-EARN + WATCH-TO-EARN + REWARDS



A variety of different NFTs are used throughout gameplay and on the platform:

Player Characters – necessary for gameplay. Rarer NFTs earn more rewards

Taunts – finishing and in-game animations, increase \$TNT earned in gameplay

Power-ups/Boosts – single use NFTs can be deployed during gameplay to temporarily increase a player's fighting stats

Skins – change the way a player appears

Entry Fee Packs – single-use NFTs that enable a players to waive the entry fee for gameplay

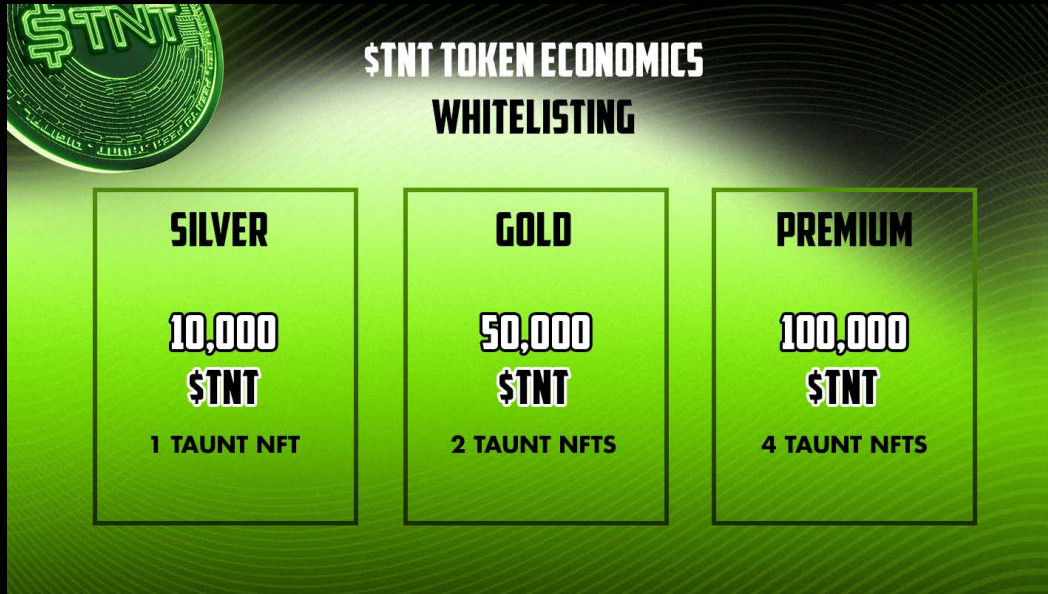
Weapons – persistent NFTs that increase a player's strength or defense

Enhancements - persistent NFTs that increase a certain player attributes during gameplay

All NFTs besides player character NFTs may be issued as a dynamic supply with no fixed limit. The platform will determine the rate at which these NFTs become available for purchase or distribution. Players that win battle will earn the entry fees paid for the round – these will be paid out exclusively in \$TNT and then can be deployed to purchase more in-game items. Alternatively, viewers can compete with others in live prediction contests on the outcome of the battles and earn tokens completely for free.



TNT TOKEN EXCLUSIVE ACCESS UTILITY



Battleworld is expected to continually launch NFTs based on licensed IP that garner much attention and fanfare. We have designed a mechanism to enable large token holders the ability to increase their odds of purchasing collection NFTs that launch on our platform. The licensed IP warriors are called "Renegade Warriors".

Through whitelisting, each limited run NFT release can be allocated a certain guaranteed location based on one of three specific tiers – Silver, Gold and Platinum. The allocation volumes are calculated based on the odds associated with each tier, with increasingly better odds for higher tiers.

All whitelist tiers will have better winning odds than non-tiered token holders.

Below is an example of allocation based on an issuance of 100 NFTs.

	No. of NFTs Allocated	No. of Pool Participants	Chance of Winning
Standard	40	1,000	4%
Silver	20	200	10%
Gold	15	50	30%
Platinum	25	25	100%

* The reference whitelisted numbers above are just for reference. Actual whitelisting numbers and allocations will be listed in the [Battleworld guide](#).

TNT TOKEN GOVERNANCE

\$TNT tokens are also governance tokens that allow token holders to propose and vote on community changes to Battleworld.

Votes run through a 3-step process starting with an initial solicitation of interest on the community forum, followed by a consensus vote in the form of a Taunt Improvement Proposal (TIPs) and finally implementation.

Examples of decisions that may be candidates for proposals are gameplay decisions, rewards for tournaments, tournament formats, new licensed ip in the game, new NFT drops etc...

Partnerships

Battleworld has forged the following partnerships during its Alpha phase:

Licensed IP

- Floyd Mayweather Jr. – Boxer
- Cris Cyborg – MMA
- Andy Ruiz Jr – Boxer
- Bored of Directors – Collection of 15 Bored Apes
- Mad Rabbits Riot Club – Web3 Community
- Super Yeti – Web3 Community

Blockchain/Web3

- Skale, DevvX, Polygon – Blockchain
- Magic Eden– Marketplace
- Altered State Machine – Decentralized Brain/Training

Data/Wagering

- Grid.GG – Data

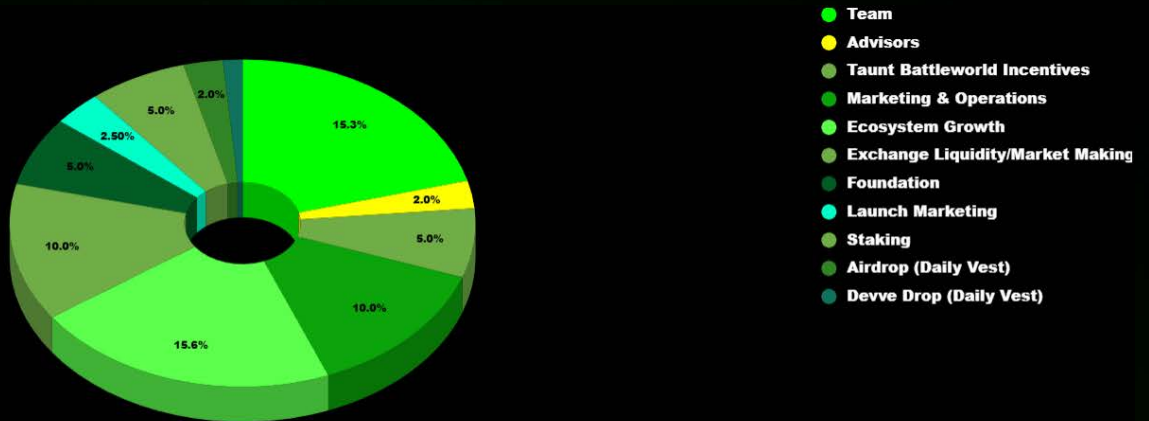




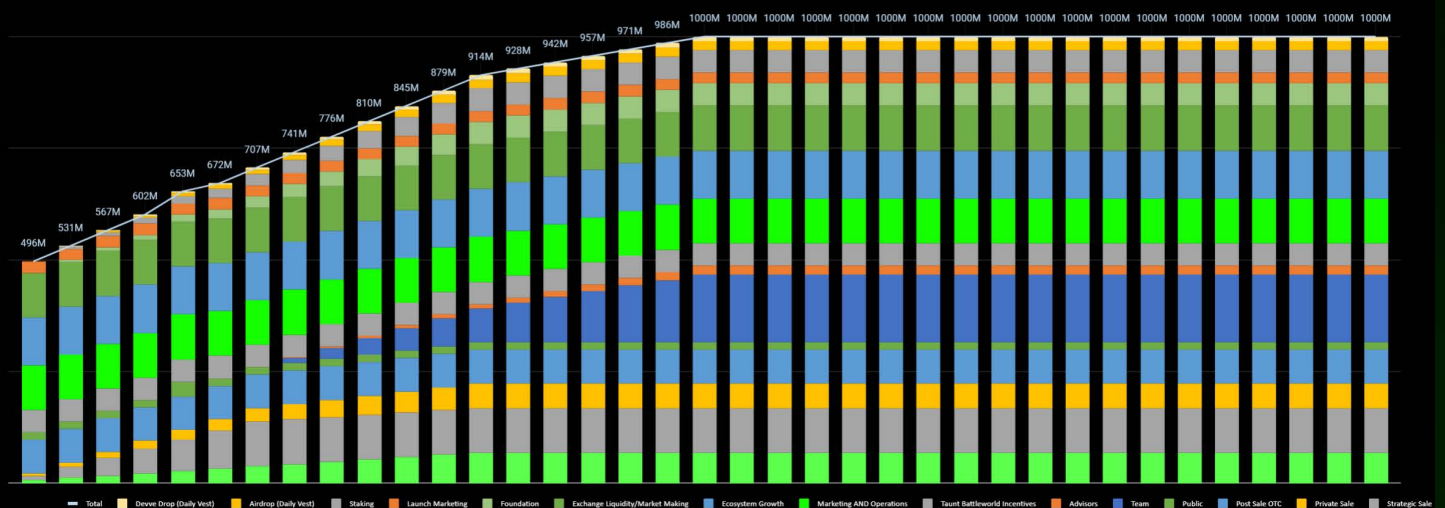
\$TNT TOKENOMICS



TOKENOMICS



Emission Schedule
By Category



TNT TOKEN ECONOMICS

(TOKEN SYMBOL: \$TNT)

Sale Mechanics

Sale Rounds	Allocation	Tokens Issued	Sale Price	Raised
Seed (SOLD OUT)	6.87%	68,700,000	\$ 0.0100	\$ 687,000
Strategic Sale	10.00%	100,000,000	\$ 0.0150	\$ 1,500,000
Private Sale (SOLD OUT)	5.45%	54,500,000	\$ 0.0250	\$ 1,362,500
KOLS	1.00%	10,000,000	\$ 0.0250	\$ 250,000
Public	3.33%	33,333,333	\$ 0.0300	\$ 1,000,000
Sub-total Token Sale	27%	266,533,333.33		\$ 4,799,500

Non-Sale Distribution	Allocation	Tokens Issued
Team	15.3%	152,716,667.00
Advisors	2.0%	20,000,000.00
Taunt Battleworld Incentives	5.0%	50,000,000.00
Marketing & Operations	10.0%	100,000,000.00
Ecosystem Growth	15.6%	155,749,999.67
Exchange Liquidity/Market Making	10.0%	100,000,000.00
Foundation	5.0%	50,000,000.00
Launch Marketing	2.50%	25,000,000.00
Staking	5.0%	50,000,000.00
Airdrop (Daily Vest)	2.0%	20,000,000.00
Devve Drop (Daily Vest)	1.0%	10,000,000.00
Sub-Totals Non Sale	73%	733,466,666.67
Totals	100%	1,000,000,000.00

Total Token Circulation	1,000,000,000
Total Raise	\$ 4,799,500

Vesting Schedule

Day 1 (TGE Unlock)	Cliff (Mo.)	Linear Vesting (Mo.)	Monthly Unlock (after cliff)	Monthly Unlock Tokens	Day 1 Circulation	TGE D1
10%	-	-	12	7.50%	5,152,500	6,870,000 \$ 343,500
10.0%	-	-	6	15.00%	15,000,000	\$ 500,000
10%	-	-	12	7.50%	4,087,500	\$ 272,500
20%	-	-	2	40.00%	4,000,000	\$ 100,000
20%	1	3	26.67%	8,888,889	6,666,667	\$ 333,333
						TGE D1 from Sale Rounds - Total
						\$ 1,549,333
Day 1 (TGE Unlock)	Cliff (Mo.)	Linear Vesting (Mo.)	Monthly Unlock (after cliff)	Monthly Unlock Tokens	Day 1 Circulation	TGE D1
-	3	12	8.33%	12,726,389	-	\$ -
-	3	12	8.33%	1,666,667	-	\$ -
25%	1	-	-	-	12,500,000	\$ 625,000
-	1	-	-	-	-	\$ -
-	1	-	-	-	-	\$ -
25%	1	-	-	-	25,000,000	\$ 1,250,000
10%	1	12	7.50%	3,750,000	5,000,000	\$ 250,000
25%	1	-	-	-	6,250,000	\$ 312,500
25%	1	12	6.25%	3,125,000	12,500,000	\$ 625,000
10%	1	12	7.50%	1,500,000	2,000,000	\$ 100,000
10%	1	12	7.50%	750,000	1,000,000	\$ 50,000
						TGE D1 - Total
						\$ 4,761,833
					Total D1 Circulation	95,236,667
					Percent D1 out of total supply	9.52%

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Risk Factors

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Risks associated with Rights

The Company may not successfully develop, market and launch the Network (whether as a DevvX implementation or an ERC-20 implementation) to effectively integrate with \$TNT and Purchasers may not receive \$TNT Tokens.

The DevvX Network has not yet been fully developed and will require significant capital funding, expertise, time and effort in order to continue and grow. The Company may have to make changes to the specifications of the Network or \$TNT Tokens for any number of legitimate reasons or the Company may be unable to utilize the Network in a way that realizes those specifications or any form of a functioning application or in a way that satisfies the requirements of applicable laws. It is possible that the \$TNT Tokens may not ever be released on the DevvX Network and there may never be an operational \$TNT Token on the Network or that the Network bridge to ERC-20 \$TNT tokens will not occur. Any given areas of utility as ERC-20 tokens may not be fully realized as well. The Network and \$TNT Tokens, if successfully developed and maintained, may not meet purchaser expectations at the time of distribution and launch.

Furthermore, despite good faith efforts to develop and launch and subsequently to develop and maintain the Network, it is still possible that the Network will experience malfunctions or otherwise fail to be adequately developed or maintained, which may negatively impact the Network and \$TNT Tokens. The Company may not have or may not be able to obtain the technical skills, expertise, or resources needed to successfully utilize \$TNT tokens on the Network. While the Company has sought to retain and continue to competitively recruit experts, there is a general scarcity of management, technical, scientific, research and marketing personnel with appropriate training to develop and maintain the Network and the \$TNT Tokens. If the Company is not successful in its efforts to demonstrate to users the utility and value of \$TNT tokens, there may not be sufficient demand for the \$TNT Tokens for the Company to proceed with an implementation of \$TNT on the Network. As a result, or if the Network launch with respect to \$TNT does not occur, Purchasers may lose all of the value in their investment. The Value of Your \$TNT Tokens is Unpredictable and Speculative.



The background is a dark green gradient with several glowing green coins scattered across it. The coins feature the "\$TNT" logo in the center, surrounded by concentric circles and a circuit-like pattern. There are also some abstract, glowing green shapes, including a large oval on the left and a smaller one at the bottom left. The entire image is framed by a thin, glowing green border.

APPENDIX



PLATFORM OVERVIEW

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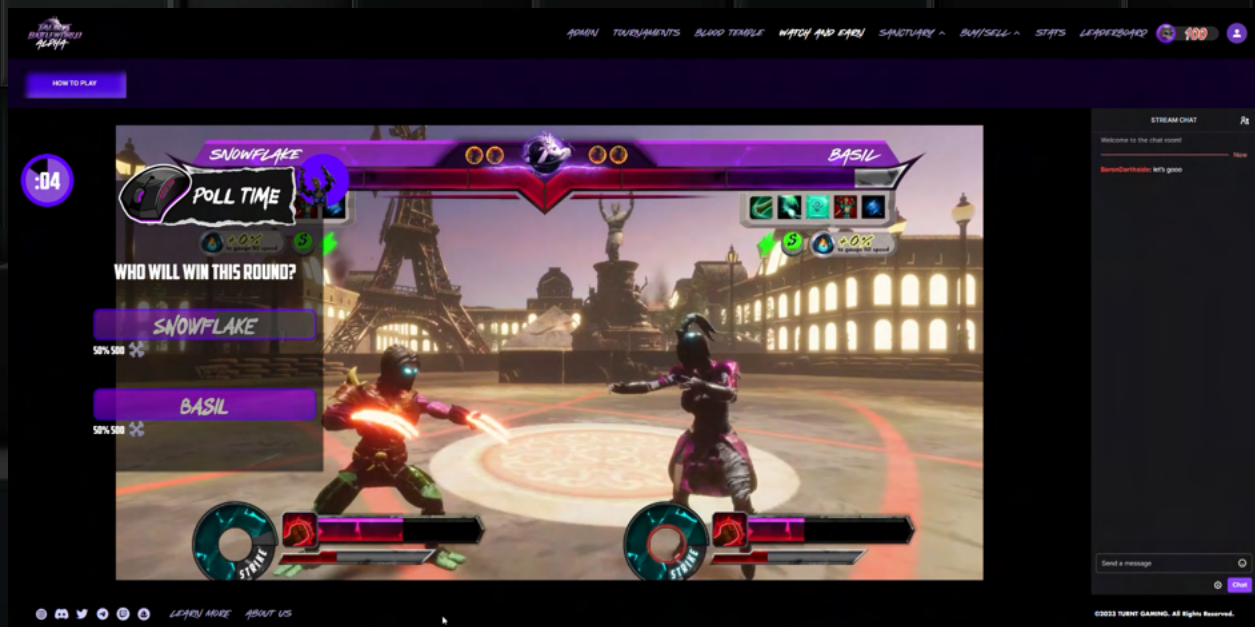
Distribution Options

The Taunt experience can be packaged in a variety of ways to reach the viewing audience of a livestream. The backend service is client agnostic. The Taunt experience can be powered across all of the below client options simultaneously with one backend toolset.

Stream Overlay

Taunt is integrated into native website sites and extensions platforms like Twitch and Google. This enables the Taunt experience to layer directly over top of live streams wherever players are located! Enabling Taunt in these cases simply requires the owner of the channel being streamed to toggle a setting on their broadcast platform.

When operating as a stream overlay, the Taunt design is created to catch a viewer's attention when needed and stay out of the way the rest of the time. This is accomplished by using an automatically expanding/collapsing UI that is appropriately unobtrusive. The Taunt experience can also be easily moved around over the stream to be positioned in the best integrated space.



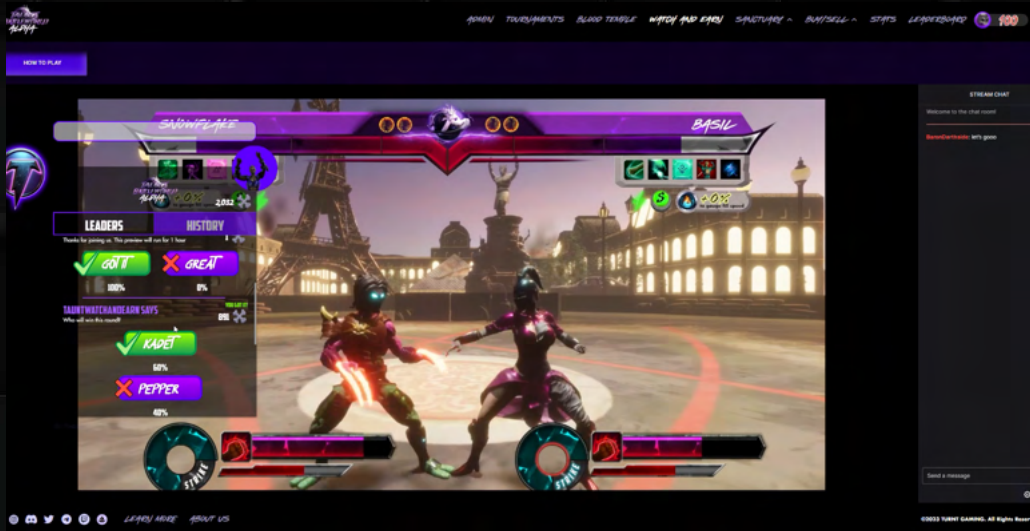
Mobile

The vision for is to be cross platform. Currently a mobile extension has been created for Twitch. The experience is integrated into the core mobile viewing experiences of the Twitch with interchangeable chat for the stream when enabled by the channel host. As mentioned earlier, once Taunt is running on a live stream, the viewing audience can choose to engage via the desktop or mobile experiences. The host of the stream does not need to take any additional action to get the benefits of cross-platform play. This is currently in closed internal testing.



Native Websites

Along with the option of integrating into basic streaming platforms Taunt can also be run as a standalone web experience on an independent website. It is important to note that for this format to work, the independent website must provide a form of authentication that Taunt can integrate with in order to create user profiles, track player progress, and maintain the Taunt leaderboard. We have launched this functionality within Battleworld to show other developers the power of the Taunt Live platform. The entire UX of Taunt Live can be updated/customized to fit the design of any game with which it is being integrated.



Core Feature Set

Taunt initial set of features is a points based competitive experience that enables viewers to compete by making predictions on what will happen during the stream they are watching. "Rumbles" can be fixed to an individual game, multiple games, or an entire broadcast/stream. Viewers lock in their answers to challenges that are issued by the streamer, their moderator team, or a live broadcast team during the event they are watching. Correct answers earn points that are then tracked on a leaderboard. Details on the main features of Taunt are provided below.

Leaderboard



At all times during a match, the viewer can access the current leaderboard of players, their avatars and score. The leaderboard will always show the top thirty players and the ten players above and below the viewer. As players move up and down the leaderboard the viewer sees the changes in real-time.

The leaderboard is the default view shown to players during an active game of Taunt. If a challenge is active and needs to be answered, it will take over focus. Otherwise, the leaderboard will be displayed.

Active Challenges



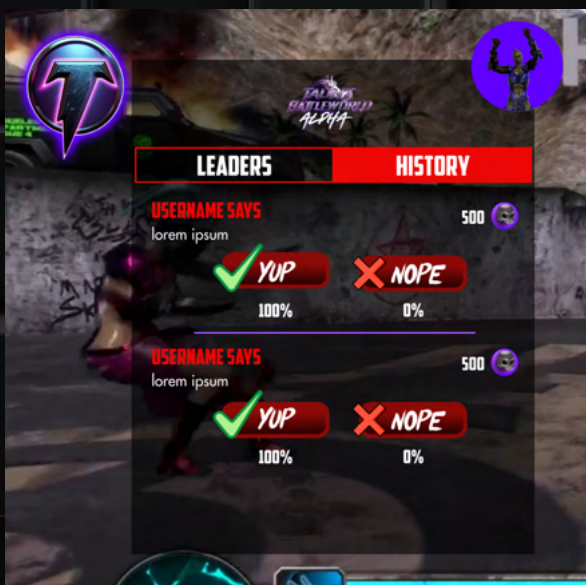
At the heart of the Taunt experience are interactive challenges that are created by the broadcast team and delivered to all viewers across all client platforms in real-time.

As these challenges pop up on screen the viewer has twenty seconds to select an answer from between two to six possible options. (NOTE: This time limit can be configured within the Taunt code to be a longer or shorter window).

After an answer has been selected, the viewer is shown the percentage of the entire audience that selected each answer and dynamic point values are awarded to each option based on these percentages. These values are updated in real-time until the time window to answer the challenge has expired. The viewer has the option to dismiss the challenge window immediately once they have answered.

Challenge History

The Taunt widget provides players with a scrollable history of all challenges that they have

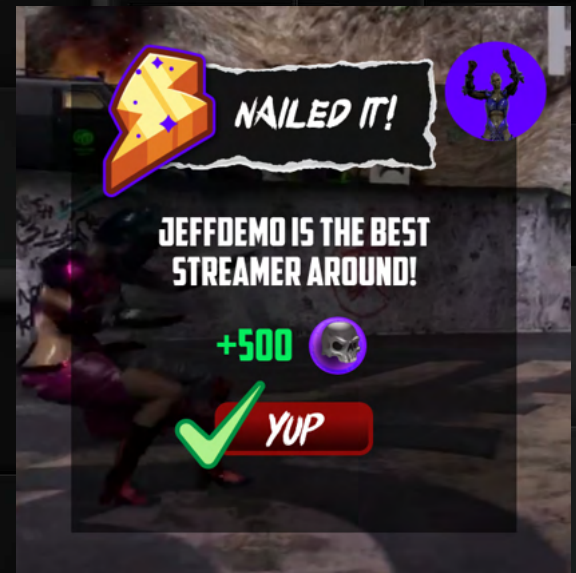


answered in the current game. This includes challenges that are yet to be resolved, challenges the player answered correctly, and those that were answered incorrectly.

The challenge history will also show players the number of points they were awarded for each challenge they answered correctly. Players can also use the challenge history to look back on the percentage of the audience that selected each option for a particular challenge.

Challenge Resolution

Players are alerted in two different ways when a challenge is resolved by the broadcast team. If the player answered the challenge incorrectly, they will see a simple red notification badge on the Taunt widget that encourages them to visit their challenge history to see the particular challenge they got wrong. If the player answered the challenge correctly, a celebratory message expands to show the details of the challenge they answered correctly along with the number of points they received. An example of the messaging displayed for a correctly answered challenge is shown to the right.



Points

By default point values for each possible answer in a Taunt challenge are calculated dynamically based on what percentage of the audience selected a particular option. This system also rewards players for making risky calls. For example, if 90% of the audience selects a particular answer, this option will be worth less points. If a player takes a risk and picks an option that only a small percentage of the audience selected, they will be rewarded with higher points for taking the risk and getting the answer correct.

This style of points assignment enables natural balancing of scores based on audience behavior. It is possible to reconfigure the Taunt platform to assign fixed point values for each possible answer when a challenge is authored rather than using this system of audience response based points balancing. This is straightforward development work to accomplish.

Player Names & Avatars

Player names for Taunt players are currently pulled from the broadcast platform (Twitch or Mixer) on which they are currently watching the match. This information can be updated to integrate with an authentication system outside of these two platforms, but that would require a small amount of integration work.

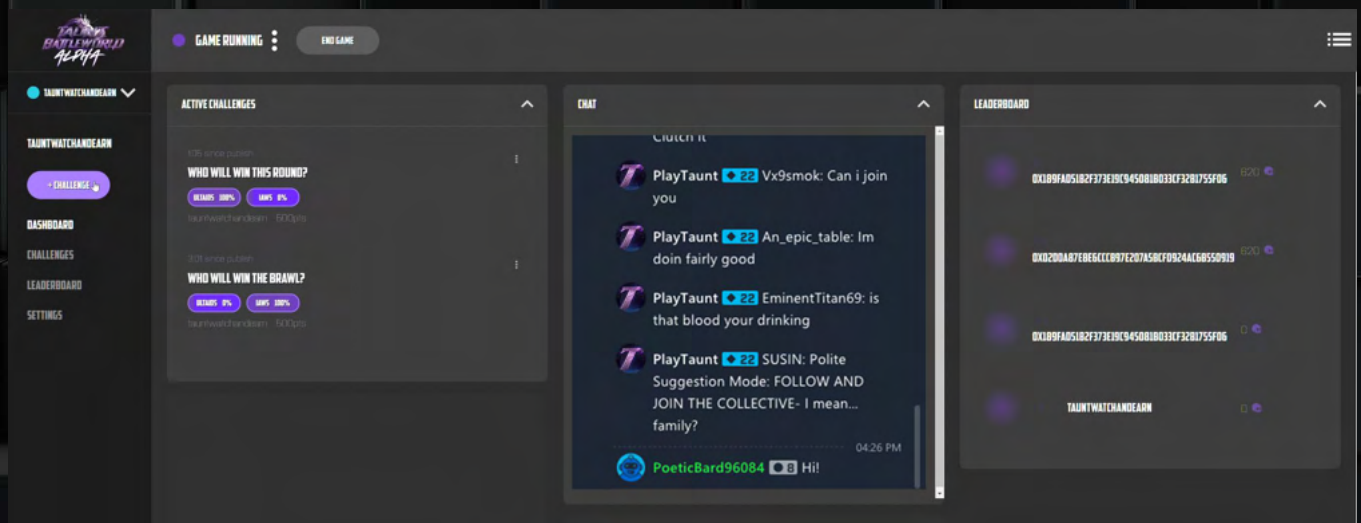
Prizing

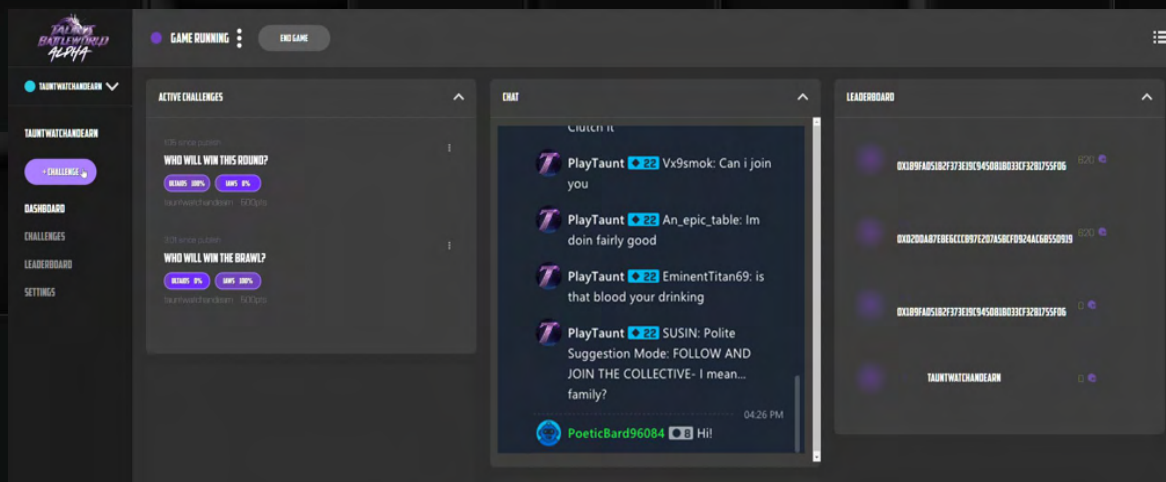
Broadcast teams using Taunt have the option to enhance the Taunt experience with player prizing. This option is configured in the Taunt management system (details on this later in the document).

If prizes are enabled for a game, this information will be displayed to players before the Taunt game begins, during the match, and as part of a summary of top scores at the end of a match. The UI that displays this information can be seen in the below screenshots. Through blockchain technology developers will be able to send in-game items and other real world items through NFT's to players.



Management Tools





Sessions, or Tauntcasts, are configured and managed by the stream broadcaster from a central web based set of intuitive management tools. These tools provide an overview of the current Taunt cast state including open challenges, up to date leaderboard standings, and access to chat activity in the stream. The tools also enable the broadcast team to fully operate games of Taunt by managing the following activities:

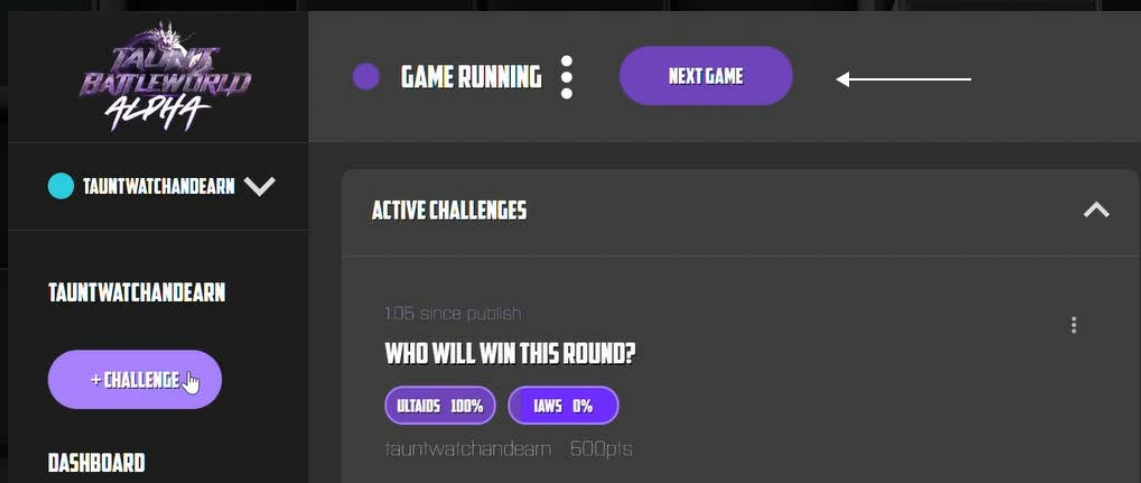
- Control the core game loop phases and custom messages sent to all players
- Generate and manage Challenge content that is broadcast to their audience
- Create and save challenge templates for fast and easy content reuse
- Configure both general Taunt settings and game specific settings
- Add prizing images and descriptors to be shown throughout the match

Access to the Manager is currently built upon 3rd party authentication using standard cross platform OAuth. This enables the Taunt toolset to make use of moderator roles to quickly enable mods to manage games of Taunt for their favorite streamers. Additional OAuth systems can be added into the toolset to expand beyond Twitch .

Game Phases

There are three distinct phases to a Rumble session. The management tools enable the Taunt broadcasters to progress through these phases as well as customize messaging sent to

players, prizing options, and game configuration settings at phase transitions. **Phase transitions are all handled by the large purple button at the top of the management tool screen.**



Here is a quick description of each phase:

Pre-Game: The pre-game phase is where the hype build up begins. Players receive a custom message from the broadcast team, a description of prizing available to winners, and a countdown timer of seconds left until the game begins.

In-Game: This is where the competition takes place and both Taunt broadcasters and players will spend most of their time. It is in this phase that challenges are created, sent, and resolved. Players compete for position on the leaderboard via answering predictions. The Taunt broadcaster makes the decision to end the game and move to post-game once the Taunt game is wrapped up in-sync with the live stream being watched.

Post-Game: Once all challenges have been resolved and the game is over, the broadcaster moves to the post-game phase of the game. In this phase players see the final leaderboard standings as well as a scrolling list of the players that finished at the top of the leaderboard along with the associated prizes that they won. Custom messaging can again be sent to all players by the broadcast team as the transition to post-game takes place.

Challenge Creation

Quickly creating rich challenge content is a key goal of the Taunt management tool suite. A screenshot of the challenge creation experience is below.

CREATE CHALLENGE [CHOOSE A TEMPLATE](#)

WHO WILL WIN THE BLOOD BATTLES CHAMPIONSHIP?

51 characters left

CHALLENGE SCORE:

500

RESPONSES

Kang Hyphen +

☐ **MAKE IT MEGA**

The challenge creation tool provides a preview of what the challenge will look like to players as it is created. Each challenge can support 2-6 answer options. All challenges can be quickly saved as a template to be rapidly reused in a later match (more on this below). Once a challenge has been created, the author selects the option to “Preview” the challenge in the exact format that the audience will see it when it is published. Selecting “Preview” brings up the below screen for final review of the challenge before publishing to the audience.

CREATE CHALLENGE [CHOOSE A TEMPLATE](#)

TAUNTWATCHANDEARN

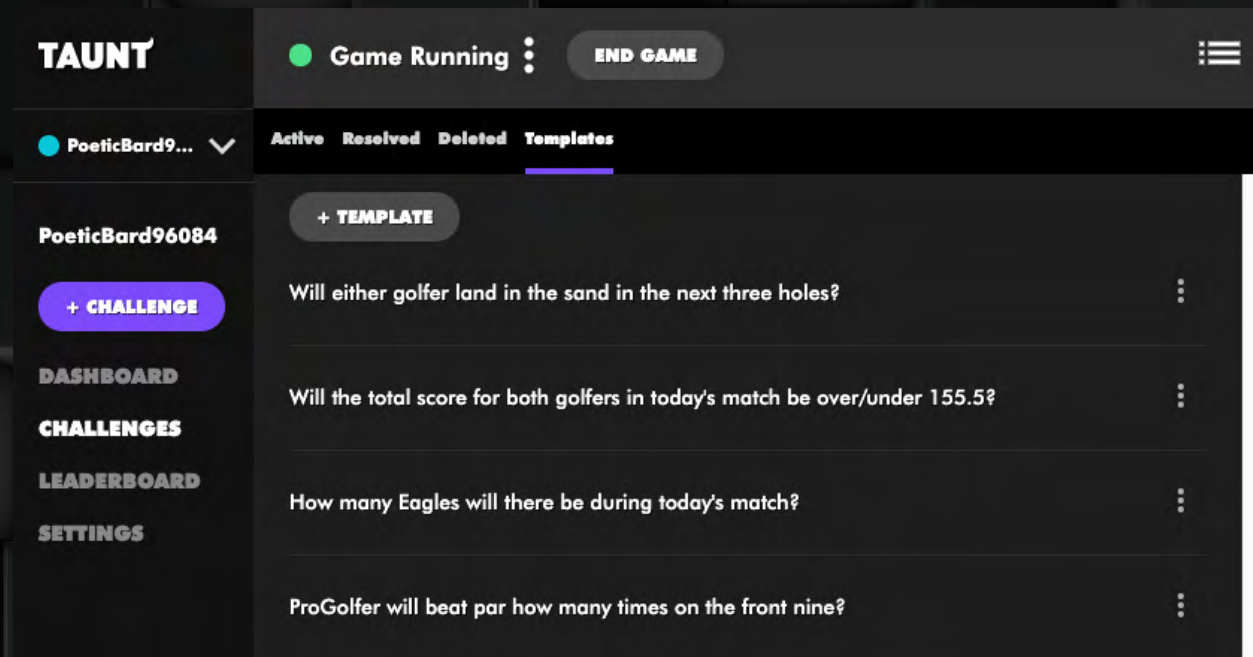
Who will win the Blood Battles championship?

Kang Hyphen

Once a challenge has been reviewed in the preview screen, the author can select the “Send It” option and the challenge will immediately be available to the Taunt audience across all clients.

Challenge Templates

As mentioned above, Taunt supports the ability for challenge creators to build a list of challenges that can be quickly pulled from during a live match. The goal of the templates functionality is to make it easy for Taunt game managers to prep their content ahead of time in order to run a seamless game of Taunt once the stream is live. Templates can be created ahead of a match or challenges that are created once a match is live can be added to the template list with a single button click during the authoring process. Below is a sample screenshot of a template list that could be used during a live golf match. Selecting the three dots next to any of these templates would offer the Taunt session manager the option to quickly edit, preview, and publish any of these challenges.



Challenge Resolution

Resolving challenges is a single button press within the management tools. The broadcast team can use either the "Dashboard" or "Challenges" tab to see a list of all challenges that are currently open/active. From this list, the game manager can select one of the answers for a currently open challenge and that answer will resolve as being correct. All active game players will immediately receive a challenge resolution indicating whether or not they got the answer correct.

Content Monitoring & Moderation

DISPLAY NAME

SET WHO CAN CREATE CHALLENGES

- ☐ Moderators
- ☒ Broadcaster

The Taunt management tools include a variety of different options for monitoring and moderating challenge content before the audience sees it.

These tools are found on the “Settings” tab of the content tools web page. This functionality is intended to enable final review of challenges created by the broadcast team, as well as provide filtering and proofreading for challenges that are created by the players themselves if user generated content is enabled. **NOTE:** The current build of the Taunt client does not include user generated content support. But it has been supported in previous builds and would be straightforward to re-enable.

Here is a brief description of each moderation setting that can be enabled within the content tools:

- Limit content generation to either just the broadcaster or the broadcaster and their associated stream mods. When enabled, users with mod rights on the stream can access the Manager and have limited access to challenge content generation and management features.
- 5 second broadcast delay that enabled a broadcaster or moderator to validate challenge content before it is broadcasted to the entire audience.
- Automatic PG or R content filtering that prevents inappropriate challenge content from being entered in the challenge text input.

Sponsor Skin Selection

The “Settings” section of the management tool also includes a dropdown box for selecting UI skins that match the look and feel of sponsors/brands that are partnered with the broadcast. From within the management tools a theme can be selected and scheduled to display on a specific date and time. Themes are configured via a simple JSON configuration file and associated assets are hosted on a AWS S3 bucket. More info on skinning and customization is in the next section of this document.

Leaderboard Monitoring

The state of the current game’s leaderboard can be monitored at all times from within the Taunt management toolset. This makes it easy for the broadcast team to know player positions on the leaderboard in order to call out players and increase Taunt engagement during a broadcast. The leaderboard has its own tab in the toolset and is also integrated into the top level dashboard alongside the stream chat and active Taunt challenge log.

Prize Configuration

If a Taunt broadcast team is interested in rewarding winners with prizes, this messaging can easily be integrated into the Taunt UI via the management tools. When moving into the pre-game phase of the

Taunt experience, the management UI includes the option to add prizes for 1st through 20th place. A prize title, description, and image can be added for the prize that will be awarded to each top position on the leaderboard. Reminders of prizing are then shown throughout the match and a summary of prize winners is shown at the end of the game.

Updating Avatar Options

The current Taunt product comes with over 50 avatars that are a mix of custom drawn animation and filmed quirky live action characters. This list can quickly and easily be updated. Adding new avatars to the system is a simple process of copying the updated avatar files to an Amazon S3 bucket. The system will pull these new images into the experience and make them available to players.

UI Skinning & Customization

The Taunt experience is built in React Native for Web and can be quickly adapted to match the appearance of a partner or sponsor.

As mentioned in the management tools section of this document, skinning of the current experience is done via a simple JSON configuration file. Once a JSON configuration is built, it appears in the Taunt management tool as an option for the broadcast team to quickly display to the audience. A new skin option can be selected at any time and the audience will immediately see the new look and feel.

This type of skinning provides the flexibility to swap out fonts, color schemes, points icons, prizing, and avatars. A concept example of Taunt skinned to work with the Red Bull brand is shown below. In this case the current navigation and interactive elements of Taunt all remain the same, but the look and feel of the experience has been updated to match Red Bull.



A deeper customization concept is one that demonstrates how Taunt could be used to power a live Duolingo trivia broadcast. In this case Taunt is completely reskinned to match the look and feel as well as the interactive play mechanics of the partner. This type of deeper customization requires additional development work beyond just JSON configuration.



Computer Vision & AI

Along with the development work to build the consumer facing product described above, the Taunt team did additional R&D work on the Taunt tech platform to enable automation and scaling in the future. These services have not been shipped as production code, but they are far along in many cases and can be picked up and integrated into the current live product with additional engineering work.

Recognizing Game Events via CV

The Taunt platform includes a computer vision server that converts live video streams into actionable data feeds that can be used for resolving challenges via software. The computer vision server fully supports League of Legends and is capable of recognizing the following events with a high level of accuracy during live matches: players kills, assists, turrets, inhibitors, baron, drakes, base destruction / end game, game time / clock, replay state active/in-active, gold count, experience.

In addition to League of Legends, Taunt also has the structure in place to read data from battle royale games. The server does not have full support for all royales, but early support is in place for Fortnite with recognition of kills and weapon type used.

Authoring Audience Challenges via AI/ML

The Taunt platform also includes a system for both automatically generating dynamic challenge content as well as resolving these machine generated challenges. The content generated is both linguistically dynamic to keep it fresh and relevant, and also designed to appear at the contextually right time in the game. Here are examples of content that might appear during a game of League of Legends:

- Who will get first blood?
- Who will take first dragon?
- Which team will get the next kill?
- How long will this game last?
- Which Jungler will collect the most resources?
- Which team will get more kills in a specific lane?
- Which team will get the next tower?
- How many kills will a specific player get this game?
- Who will get the Baron?
- Will a team win before a specific time?

It is important to note that this system is still in early stages. There is still work to be done to fine tune the experience in terms of challenge cadence and balancing relevance/variety across multiple game sessions. But the framework of the system is in place and ready for this tuning to take place.

Odds Calculation

The Taunt platform also includes a machine learning driven odds calculation service. This portion of the platform is trained on thousands of previous matches of League of Legends to build models that calculate the odds of a specific event happening based on real-time game state. This model supports the following events: player kills, tower kills, inhibitor kills, dragon kills, herold/baron kills, base destruction / end game. The below screenshot shows the internal build of the odds calculation tools with various events being predicted over the top of a live game of League of Legends.

